



# SEA OF SOULS

SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART  
VOLUME IV





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Welcome to the Sea of Souls! This document compiles the first 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.7.5 update.

This content was written and balanced to be on-par with the core Grimoire content, but can be more mechanically advanced than core content. Make sure your Narrator allows Sea of Souls content before using it.

If you somehow have this document and not the core Grimoire release, you can [download it here](#).

As always, a big thank-you to everyone in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls!

Updated 2024-07-29



## Class Variant – Uninvited (Wildcards)

*“Why... WHY ARE YOU LOOKING AT ME LIKE THAT?!*

*I've succeeded until now... All by myself! I don't... I don't want to disappear.”*

The Velvet Room's incredible powers are granted to those with fantastic fates, those bound to greatness... Or that is what Users like to believe. The potential to summon a Persona is born from strong conviction of any source. A strong sense of justice, the desire of rebellion, or even the fierce need for revenge, can all give birth to powerful Personae. Would it not be possible, then, to awaken more than one Persona from two clashing convictions?



Mechanically, the Uninvited are treated as Wildcards, but with the following Class Features instead of the Wildcards':

- ❖ **Masquerade:** When creating an Uninvited, create two Starter Personae.
  - Each of these Personae can have up to 2 Types, instead of the usual 3, and each start with 4 SP, instead of the usual 6;
  - These Personae are independent of each other: They each have separate Convictions, Natural Skills, Type interactions, etc., but they share the same Arcana;
  - When you gain a Character Level, grant one Persona Level to each of your Starter Personae;
  - Switching between your Starter Personae is considered a Quick action by default;
  - When your Starter Personae evolve, choose *one* Ultimate Trait and apply it to both Personae;
- ❖ **Cognitive Grasp:** Uninvited can obtain Personae by negotiation, but their power manifests differently than the Wildcard's.
  - You cannot equip Personae outside of your Starters and any Ultimate Personae you may acquire;
  - You can only carry a maximum of 4 Personae at a time, including your two Starters;
  - Outside of combat, you can perform Fusion by using one Persona obtained by negotiation and one of your Starters, or two Personae obtained by negotiation. If Fusion uses one of your Starters:
    - Fusion proceeds as normal, gaining the resulting Types, Natural Skill, Skill Bonus, etc., but the appearance of the resulting Persona retains most of the visual of the chosen Starter. This is purely visual;
    - The resulting Persona keeps the Arcana of your Starter;
    - The resulting Persona still bears your Conviction, and is still considered one of your Starter Personae;
    - You cannot fuse your Starter Personae with one another;
    - This Fusion cannot result in a Fusion Accident, or in an Element Persona (Sea of Souls Volume II);
  - Uninvited have access to Seclusion and Sacrifice. You may use your Starters in Seclusion, but only once per Persona. This still applies even if your Starter is fused Fusion;
- ❖ **Ravaging Reversal:** If negotiating with a Shadow fails or results in Nothing, you can no longer declare a negotiation for that round, but you do not spend the action for the original negotiation.



## Feats

Name	Effect	Req.	Additional
<b>Demolition Rush</b>	When you cast a Line spell, you can spend 1 Energy: Place yourself at the end point of your spell, if that space is not occupied.	User must have the <i>Demolition Dash</i> Feat (Core)	Can only be chosen once.
<b>Wind Knight's Morale</b>	When you trigger the starting effect of Wind Knight's Charge, you can spend 1 Aspect Point: Add TECd2 to your noted hit roll.	User must have the <i>Wind Knight's Charge</i> Feat (Core)	Can only be chosen once.
<b>Thunder Lord's Decree</b>	Once per combat, if you defeat a Shocked target by using a Thunder spell in your deck, recover 1 Energy.	User must have the <i>Thunder Lord's Grasp</i> Feat (Core)	Can only be chosen once.
<b>Nuclear Assassin's Feint</b>	Damage dealt to you by using the Nuclear Assassin's Shade Feat is considered Nuclear damage, instead of Almighty.	User must have the <i>Nuclear Assassin's Shade</i> Feat (Core)	Can only be chosen once.
<b>Light Cleric's Faith</b>	Once per combat, if you have Temporary HP granted by any source, the first time you take damage that would exceed your Temporary HP, halve the exceeding damage.	User must have the <i>Light Cleric's Vow</i> Feat (Core)	Can only be chosen once.
<b>Dance of Pikes</b>	Polearms you have equipped gain +1 maximum range. When you trigger <i>Polearm Mastery</i> , you gain +1 Critical Margin and +1 HDC for that attack.	User must have the <i>Polearm Mastery</i> Feat (Core)	Can only be chosen once.
<b>Cavalier Parry</b>	When you take damage of a Type you Resist from an attack while you have a Shield equipped, you can spend your Interrupt action to declare a basic attack against the unit that declared that attack. This attack ignores the range limitation of your equipped Shield.	User must have the <i>Shield Mastery</i> Feat (Core)	Can only be chosen once.
<b>Strict Savings</b>	Each time your RP resets, you can retain up to 1 RP from the previous week's leftovers. Increase the RP gained by <i>Emergency Funds</i> by 0.5.	User must have the <i>Emergency Funds</i> Feat (Core)	Can only be chosen once.
<b>Princess's Tea Time</b>	Every time you take a short rest (Core, Page 60), increase your Energy recovery to 1d6+1d4 and your HP recovery to VITd8. Once per day, you can spend one Aspect Point: Grant this benefit to one ally you can see until the end of the next day.	Can only be activated if your active Persona possesses the Heal Type	Can only be chosen once.
<b>Vagrant's Hex</b>	If a target you can see dies while under the effect of a Debuff, you can spend 1 Energy: As your Interrupt action, apply that Debuff to another target you can see, adding 1 round to the remaining duration of the Debuff on the original target as the total duration on the new target (to a maximum of 3 rounds).	Can only be activated if your active Persona possesses the Debuff Type.	Can only be chosen once.
<b>General's Insight</b>	If an Intel spell you cast has a clause that requires you to spend a number of counters, you can spend double the stated amount: You do not spend the spell use for this cast. You can activate this Feat a number of times equal to your highest Social Skill Tier per combat.	Can only be activated if your active Persona possesses the Intel Type.	Can only be chosen once.
<b>Bare-Fisted Boldness</b>	If you have no weapon currently equipped, basic attacks you declare deal extra Physical damage equal to your Damage Reduction		Can only be chosen once.

## Fusion Spells

A powerful representation of the bond between Users, Fusion Spells are powerful spells that must be cast by at least two entities, combining their strengths to produce unique effects. Mechanically, Fusion Spells are unique in several ways:

- ❖ Fusion Spells don't have uses, nor can be learned like traditional spells. Each Fusion Spell can only be cast once per combat, even if more than one User could cast it in that combat;
- ❖ To cast a Fusion Spell, the User must declare their intent and spend one Spell use from their deck of one of the required Types. Another User then spends a Spell use of the same Tier and the second required Type and the spell is triggered as if it was cast normally. If no Users are willing or able to supply the second required Spell use, the original User does not lose any actions or the spell use, and can proceed with their turn as normal;
- ❖ Fusion Spells are always default actions, regardless of the uses spent to cast them, and their damage and secondary effects depend on the Tier of the spells spent;
- ❖ If a Fusion Spell requires two different Damage Types, the caster must choose which damage Type the spell will use;

Name	Categories	Reach	Effect	Description
<b>Legendary Flex</b> 	Mono, Physical, Realized (A)	1 target within 6 meters	Hit: <b>STRd6/STRd8+5/STRd10+5/STRd12+STR</b> Physical damage and creates a crater in the spot the target occupies. Moving out of this crater to an adjacent space requires a full movement action.	Both Users and their Personae leap into the air, dropping elbow-first into the ground with a massive explosion.
<b>Storm Vanguard</b> 	Combo, Ice, Wind (A)	1 target within 7 meters	Hit: <b>MAGd8/MAGd10/MAGd12+5/MAGd12+3MAG</b> damage. If this attack kills an enemy, you can deal the remaining damage to another target within range, no dodge check, as a Free action this turn.	A large ice globe materializes over the arena, shooting frozen spears as it gently rotates.
<b>Nuclear Shade</b> 	Multi, Fire, Nuclear (X)	Up to 3 targets within 7 meters	Hit: <b>MAGd4+3/MAGd6+3/MAGd8+3/MAGd12+MAG</b> damage, and ignite the target's spot for 2 rounds. Targets that end their turns in ignited spots or move through them take <b>MAG</b> damage. This stacks with <i>Fire Monk's Trance</i> and <i>Anomalous Alpha</i> .	Pillars of flame rise from the ground, burning a vaguely humanoid shape with a glowing outline into the ground.
<b>Brainstorm</b> 	Total, Thunder, PSY, Shocked (A)	Any number of targets within 6 meters	Before rolling to hit: <b>MAG%/4MAG%/6MAG%/8MAG%</b> Shocked chance Hit: <b>MAGd4-5/MAGd4/MAGd6/MAGd10+MAG</b> damage and <b>Ingrain</b> . If the target was Shocked before damage calculation, target suffers <i>Weakness &lt;Status&gt;</i> until the end of the caster's next turn	Prismatic lightning bolts fire in all directions, covering the targets in a sickening magnetic aura that draws in attacks.

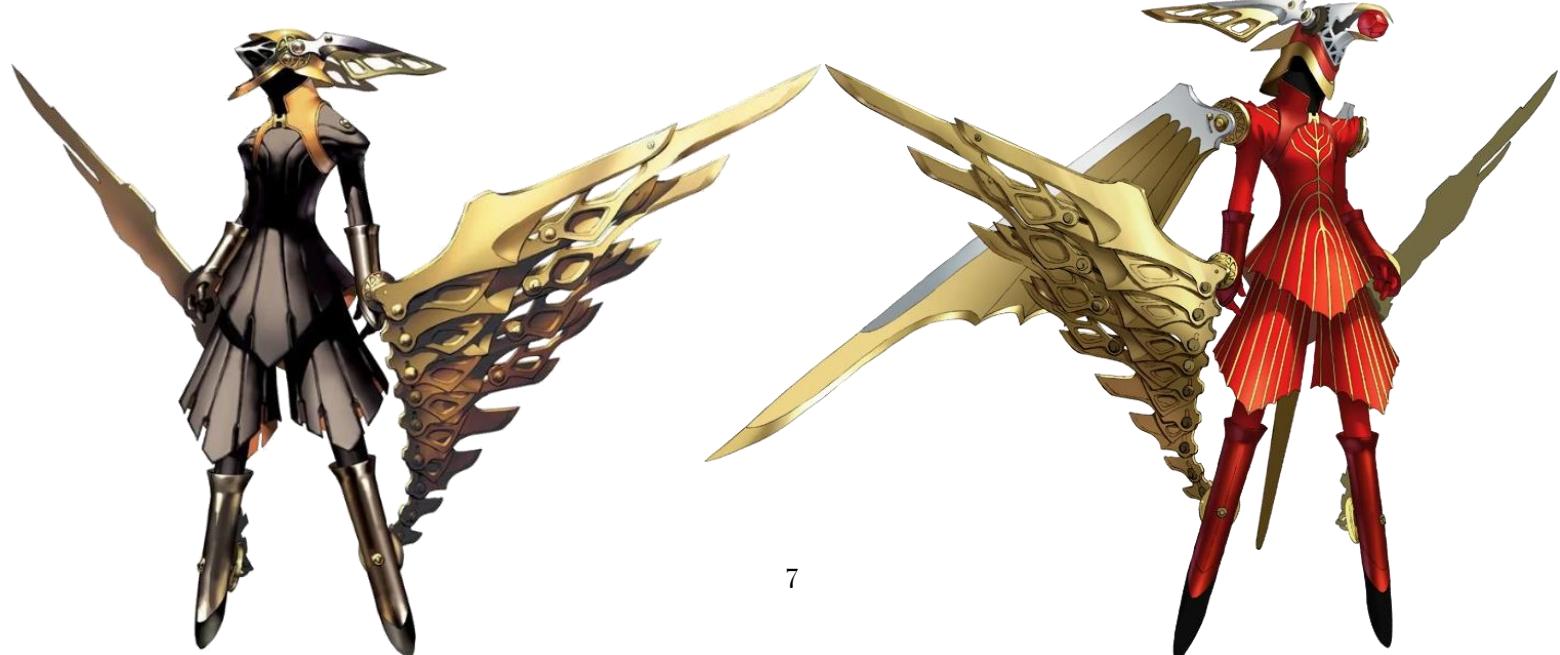


<b>Craving and Ignorance</b> 	Mono, Light, Status (A)	One target the caster can see	<b>20+3TEC% / 45+3TEC% / 80+3TEC% / 100+3TEC%</b> Poisoned chance. After this, as a Quick action, you can spend X Aspect Points: If the target is Poisoned, it takes Poison damage X times immediately.	The caster's Persona lobs a slow-moving venomous orb towards the target, that bursts several times.
<b>10.000 Crows</b> 	Mono, Analysis, Death, Dark, Intel (A)	One target within TEC meters	Spend 1 Cognitive Counter: Reveal the target's Dark resistance. After you do, you can choose to repeat the above with another target <b>or:</b>  Hit: <b>MAGd4/MAGd6/MAGd8/MAGd10</b> Dark damage. If this damage exceeds the target's remaining HP, note down the remaining damage. Until the end of your next turn, you can spend a Quick action to grant your next basic attack or damage-dealing spell this remaining damage as extra Dark damage.	A cloud of spectral crows surrounds the arena, circling the caster's targets and swooping down to tear them to shreds when damage is dealt.
<b>Shard of Armageddon</b> 	Mono, Almighty, Debuff (A)	One target within 8 meters	Hit: Deal the specified damage and apply the valid Debuff, if any. You can spend <b>1 Aspect Point</b> : Apply the Debuff before rolling to hit.  Tier I: <b>MAGd6</b> Almighty damage Tier II: <b>MAGd6+MAG</b> Almighty damage and <i>Tarunda, Sukunda or Rakunda</i> (your choice) Tier III: <b>MAGd8</b> Almighty damage and <i>Tarundamou, Sukundamou or Rakundamou</i> (your choice) Tier V: <b>MAGd10</b> Almighty damage and <i>Tarundaou, Sukundaou or Rakundaou</i> (your choice)	One of the Personae materializes in front of the target and conjures a tower of blinding white-purple energy that casts the target into the sky, while the second Persona projects a wave of dark energy that casts it back onto the ground
<b>Cadenza</b> 	Multi, Heal, Buff (A)	Any number of targets within 4 meters	Restore <b>MAGd6 / MAGd8 / MAGd10 / MAGd12</b> HP and apply <b>Sukukaja / Sukukajamon / Sukukajaou / Sukukajyne</b> to the targets.	Both Personae join together in a gentle waltz around the arena, covering the area of effect in rose petals that unravel into a wave of healing.

## Ultimate Traits

Evolving Personae can be a daunting task. More than a simple visual upgrade, Ultimate Personae represent the culmination of their User's arcs and a fuller realization of their power. This ruling adds a new "Trait" field to Ultimate Personae. Whenever your Starter Persona evolves to its Ultimate Form, choose one valid Trait from the list below and write it down. If you're in an ongoing game where you already achieved your Ultimate Persona, discuss adding a Trait to your Persona when convenient to your party. Traits can only be activated if your Ultimate Persona is currently active.

Name	Effect
<b>Ambrosia</b>	Once per Time block, when you cast a spell that has a listed cost of Energy and/or Aspect points: You don't have to fulfill the cost(s) to gain its effects.
<b>Doppler Shift</b>	Once per day, if you dedicate a block to school or work, consider it two blocks.
<b>Excalibur</b>	Once per round, you can bypass the hit/dodge check for a basic attack you declare.
<b>Kshira Sagara</b>	Once per combat, you can remove all Debuff and Status effects on you as an Interrupt action that does not spend your Interrupt action for this round. You can activate this Trait even if you could not declare actions otherwise.
<b>Meditation of Anattā</b>	Switching from your Starter to another Persona is considered an Interrupt action.
<b>Panoplian Tou Theou</b>	<p>When you obtain this Trait, upgrade all your Type interactions as follows:</p> <p>Weakness becomes Neutral            Resist becomes Null            Null becomes Reflect</p> <p>After you do this, choose one Type your Persona has a Neutral interaction to:            Grant it Resistance against that Type.</p>
<b>Philosopher's Stone</b>	Choose one Tier I spell in your Persona's deck: Bypass the base Energy cost to cast it. If this spell is removed from your list, you can choose another.



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## Kanna and the Alpha Network

The Alpha Network, also known as the “Alpha World”, is a strange new phenomenon originated in the Metaverse, where certain Shadows display new appearances, personalities and powers. These Shadows are united by two common traits: A diffuse, static-like shimmer over their bodies and extremely powerful skills that affect all Shadows in the vicinity as long as these “Alpha Shadows” remain in combat. Stranger still, however, is interacting with these Shadows, as they seem convinced they are the normal version of their species, misplaced from their world of origin.

The only supporting piece of evidence to this Alpha World outside of the Metaverse is Kanna (below), a Persona User who seems deeply familiarized with Alpha Shadows and claims she received her powers from a “different” Velvet Room, noting several differences between her original world and ours. These claims have been impossible to verify so far, and Kanna remains a mystery even to the most skilled Navis and Cognitive Pscientists, carrying an unidentified Arcana and her own Alpha Persona in the form of Thanatos- $\alpha$ . Kanna often disappears for days at a time, seemingly looking for a way back to her world of origin, and can come across as aloof and confrontational at times, making extended questioning or researching on her powers difficult at best.

Mechanically, Alpha ( $\alpha$ ) Shadows carry unique “Alpha Skills”. These Skills are not revealed by any Intel skills, cannot be dispelled and remain active as long as the Shadow is alive in combat. Alpha Shadows are considered separate from their normal counterparts, meaning Users can have both the normal and Alpha versions of Shadows in their stocks simultaneously. Alpha Skills cannot be obtained by Users by any means.



Some Alpha Shadows can be extremely similar, such as Cleopatra, or different enough to bear no resemblance to “our” species, such as Satan.



## Kanna & Thanatos- $\alpha$

Persona User, Arcana Unknown

Level 5: 100 (10/20) HP  
 Level 10: 150 (15/30) HP  
 Level 15: 400 (40/80) HP  
 Level 20: 500 (50/100) HP

Types



**Facsimile** – Kanna has Hetelic Resistances, but no access to Hetelic Actions. Kanna starts each combat with four Aspect Points. When Kanna enters combat, choose one of her Levels and use the appropriate Combat Skills and spells.

Lv.5	STR	MAG	TEC	AGI	VIT	LCK
	2	5	4	5	4	2
Lv.10	4	8	6	6	5	2
Lv.15	5	9	8	6	6	2
Lv.20	6	10	9	7	7	2



Resist



Resist



Resist

**Universal Aspect:** As an Interrupt action, Kanna can spend 1 Aspect Point to immediately gain a second turn, once per Round.

**Negotiate:** Kanna can start negotiation with any User she can see as a Standard action. Consider all her Skill Tiers as 2/3/4/6 for this negotiation. On a success, the target loses up to 1d4 Aspect Points and Kanna gains the amount lost.

**Arcana-Touched:** Starting from Level 10, Kanna can spend 2 Aspect Points to activate any Arcana Spread currently available to the party as a standard action. This spends the use of that Arcana for the party.

**Cursed Zio:** One target within 8 meters. On hit: MAGd6/d10/d12/d12+MAG (17/44/58/68) Thunder damage. At the start of Kanna's next turn, for no action cost: Burst: 2MAG (10/16/18/20) Thunder damage.

**Hysteric Haeiha:** Up to 3 targets within 6 meters. On hit: MAGd4/d6/d8/d12 (12/28/40/55) Dark damage and 30% Shocked chance.

**Echoing Reset:** This spell is only available if Kanna is Level 10 or higher. Removes all Buff effects from any number of Users, and all Debuff effects from Kanna.

**Mass Destruction:** This spell is only available if Kanna is Level 15 or higher. All combatants except Kanna. On hit: MAGd6/d8 (31/45) Nuclear damage. Every time this spell is cast, increase its damage dice category by 1 for all subsequent casts (Max. d10/d12)

A mysterious, but extremely knowledgeable Persona User who claims she got her powers from “a different Velvet Room, at another world”.

## Shadows

### Younger Sibling, Mermaid- $\alpha$

III – Empress

Level 1

Hit Points 56

Spell Card: Skull Cracker (T1 Phys.)

Types



Dispositions:

Snobbish



Nat. Skill: **Marching Choir** – Your Line Category spells gain +1m of range.

Alpha Skill: **Drowning Chorus** – All Shadows in combat gain +1 AGI for each Shadow with Mermaid in its name currently in combat.

**Ravaging Song:** Up to 1d4 targets within 7 meters. On hit: STRd6/2 (7) Physical damage and target suffers Rakunda (Fortify Physical & Elements -4 for 3 rounds).

**Wake-Up Punch:** 1 target within 6 meters. On hit: STRd4(10) Physical damage. This attack is a guaranteed Critical Hit if the target is suffering Status effects.

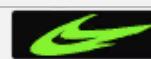
STR	MAG	TEC	AGI	VIT	LCK
4	1	6	2	4	2



Null



Weak



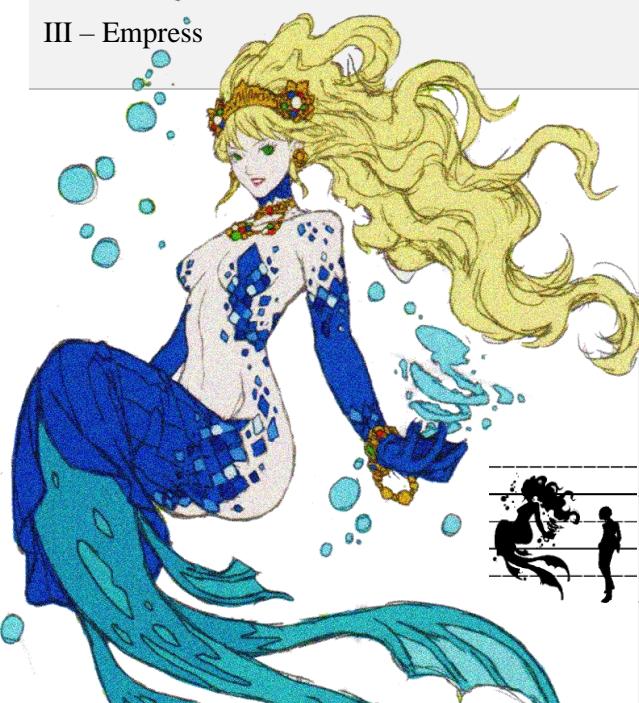
Weak

A spirited and short-tempered Shadow from another world, the youngest of the three Mermaids. It's said her singing can render humans permanently deaf.



### Older Sibling, Mermaid- $\alpha$

III – Empress



A kind and gentle Shadow from another world and the oldest of the Mermaid sisters. It's said her singing can inspire artists to create unmatched works of beauty.

Level 3

Hit Points 56

Spell Card: Ha Agi (T1 Fire)

Skill Bonus: +4 Charm

Types



Dispositions:

Friendly



Nat. Skill: **Uplifting Choir** – Once per combat, when you target one ally with an Intel Type spell, you can add the following effect to the spell: *Reduce the duration of Debuff effects on the target by 1 round.*

Alpha Skill: **Join The Chorus** – All Shadows in combat gain +1 HDC for each Younger Sibling Mermaid- $\alpha$ , Mermaid or Oldest Sibling, Mermaid- $\alpha$  currently in combat.

**Shipwright's Song:** Up to 1d4 targets within 10 meters. On hit: SKLd4(10) Fire damage and applies one Anchor Counter to the target.

**Infinite Vortex:** One target Oldest Sister, Mermaid- $\alpha$  can see. On hit: SKLd6 (14), and this Shadow can remove any number of Anchor Counters from combat: This attack has a X\*10% chance to cause Panicked, where X is the amount of Anchor Counters removed by this spell.

STR	MAG	TEC	AGI	VIT	LCK
4	4	4	4	4	2



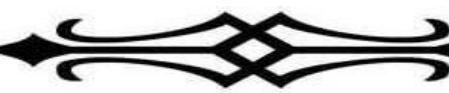
Null



Weak



Weak



# Mermaid

III – The Empress

Level 2

Hit Points 42

Spell Card: Sukukaja (T1 Buff)

Types



Dispositions:

Flirty



Natural Skill: **Sinking Choir** – Spells you cast with the "Dance" clause can target 1 extra target (added after rolling for targets).

STR	MAG	TEC	AGI	VIT	LCK
1	4	4	6	3	2
Null	Weak	Weak			

**Stormcaller Song:** Up to 1d6 targets within 7 meters. On hit: 4d4-3 (8) Ice damage.

**Dormina:** 1 target within 5 meters: 15+5TEC% Stunned chance.

**Rakukaja:** One target Mermaid can see: Fortify Physical and Elements +4 for 3 rounds.



A mythical sea creature with the body of a woman but the lower half of a fish. Mermaids can fall in love with humans, but some are malicious and will use their powers to lure sailors to their doom.



# Loup-Garou

X – Fortune

Level 5

Hit Points 72

Spell Card: Double Claw (T1 Phys.)

Skill Bonus: +1 STR

Natural Skill: **Unholy Shapeshifter** – During the Evening and Night blocks, you gain +1 Tier for Charm, Expression and Courage, but suffer -1 Tier for Knowledge, Discipline and Empathy

STR	MAG	TEC	AGI	VIT	LCK
5	4	4	1	4	6
Null	Resist	Weak			

**Critical Aura:** Loup-Garou's next attack has +1 HDC and +4 Critical Margin

**Souffle D'éclair:** One target within 4 meters. HDC -1. On hit: 4d12 (26) Thunder damage.

**Damascus Claw:** One target within 5 meters. On hit: 5d8 (22) Physical damage. On crit: Instead of dealing double damage, Loup-Garou can deal the same rolled damage to another target within range (no dodge check)

A legend from France. It's said that those who continue to disrespect Lent become wolfmen, and can never restore their humanity.

## Chironnupu- $\alpha$

IX – Hermit

Level 5

Hit Points 90

Spell Card: Monitor (T1 Intel)

Skill Bonus: +1 AGI

Natural Skill: **Warding Shout** – Once per combat, when you cast an Intel spell that targets an ally, you can add the following effect to that spell: Choose one Buff effect active on the target, extend its duration by 1 round.

Alpha Skill: **Hermit Fox** – All Analyzed Users have -1 DDC against all attacks. All Analyzed Shadows have +1 HDC for all attacks they declare.

Dispositions:

Friendly



Types



STR

MAG

TEC

AGI

VIT

LCK

3

1

5

6

5

2



Resist

Resist

Weak

A Shadow from another world, fox gods who mock people during festivals, but warn people of danger by howling.

**Enduring Cheer (Intel)**: One target Chironnupu- $\alpha$  can see gains the following trait: If this Shadow is reduced to 0 HP before the end of its next round, it's instead healed to 50% HP. Users who attack the target of this spell gain the Analyzed condition.

**Warding Shout (Buff)**: Any number of allies gain Resist against one Type until the end of Chironnupu- $\alpha$ 's next round.

**Ha Sukukaja**: Chironnupu- $\alpha$  and one ally it can see gain +1 TEC, +1 AGI for 3 rounds, and both targets gain the Analyzed condition.

## Inanna- $\alpha$

Level 9

Hit Points 208

III – Empress

Spell Card: Ha Agilao (T2 Fire)

Types



Dispositions:

Noble



Skill Bonus: +2 VIT, +1 AGI

Natural Skill: **Temple of Heaven** – Once per day, as a Quick action, you can target one unit you can see, and choose one Type: If neither of you are Weak against that Type, you both gain Resist against that Type for 3 rounds. This is not considered a Buff effect.

Alpha Skill: **Selfless Mother** – All Shadows except Inanna- $\alpha$  gain Resist against all Types Inanna is Weak against. This is not considered a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
1	4	5	6	8	2

**Raging Hellfire**: One target within 6 meters. On hit: 4d10 (22) Fire damage and Inanna- $\alpha$  becomes Weak against Ice.

**Raging Blizzard**: Any number of targets within 8 meters. On hit: 4d4 (10) Ice damage and Inanna- $\alpha$  becomes Weak against Fire.

**Raging Tempest**: Up to 3 targets within 10 meters. This spell does not check for dodge. Deals MAGd6 (14) Wind damage and removes all Type interactions from Inanna- $\alpha$ .

**Shard of Debilitation**: One target Inanna- $\alpha$  can see suffers -1 STR, -1 MAG, -1 TEC, -1 AGI for 3 rounds.

A Shadow from another world. A different interpretation of Ishtar, the Mesopotamian goddess of love, war and games.





<b>Adam</b>	Level 7 Hit Points 176 IV – Emperor Spell Card: Freila (T2 Nuclear)	Types 	Dispositions: Noble, Friendly 
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Skill Bonus: +1 STR, +1 TEC

Natural Skill: **Born of Dust** – If you are adjacent to a User whose Active Persona is Eve, Physical spells you declare gain +1 HDC.

The first human, created by God from dust and tasked with naming all other organisms.

STR	MAG	TEC	AGI	VIT	LCK
5	1	6	1	8	2



Resist



Weak

**Breaking Rush:** All targets between Adam and a point within 6 meters. On hit: 5d6 (17) Physical damage and 5TEC+10% (40%) Slowed chance. After casting, Adam is moved to the end point of this spell.

**Violet Aeon:** Up to 3 targets within 7 meters. On hit: 5d6 (17) Nuclear damage, and grant Adam 1 Nuclear Counter for each target hit.

**Desolate Lands:** If Eve is reduced to 1 HP, Adam can use his Interrupt action to sacrifice up to 50% of his current HP to heal Eve for the amount sacrificed.

**Exiled Wanderers:** Adam and Eve always spawn in pairs. Only Eve rolls for initiative, with Adam taking the spot in the queue directly before her. If an attack would slay either Adam or Eve, but wouldn't slay both (either by not targeting both or not dealing enough damage), that attack instead leaves the unit with 1 HP, even if the unit was already at 1 HP. If Adam or Eve leaves combat by other means, such as negotiation, both Adam and Eve disappear from combat.

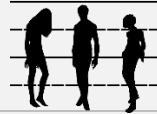
## Eve

III – Empress

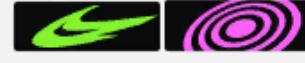
Level 7

Hit Points 66

Spell Card: Psio (T2 PSY)



Types



Dispositions:

Snobbish, Childish



Skill Bonus: +1 MAG, +1 AGI

Natural Skill: **Born of Flesh** – If you are adjacent to a User whose Active Persona is Adam, you gain +1 DDC against Physical Type attacks

STR	MAG	TEC	AGI	VIT	LCK
1	6	5	7	2	2



Null

**The Fruit Divided (P):** For each Nuclear Counter Adam has, Eve gains +1 TEC. This is not a Buff effect.

**Zanma:** Before selecting a target, Eve is moved to a position adjacent to Adam, if possible. One target within 8 meters. On hit: 6d8 (27) Wind damage. If Eve is adjacent to Adam and there are no other units adjacent to either of them, this attack hits automatically (no dodge check).

**Forbidden Fruit:** Any number of targets. On hit: 6d4 (15) PSY damage. If a target of this spell is under a Status effect, this attack hits automatically (no dodge check).

The first woman, created from one of Adam's ribs. She ate the fruit of knowledge, which led to her exile from the Garden of Eden.



# Inui

Human

Level 6



Null



Weak

Hit Points: 250 (25/50)  
Has all Hetelic Resistances, but no  
access to Hetelic Actions

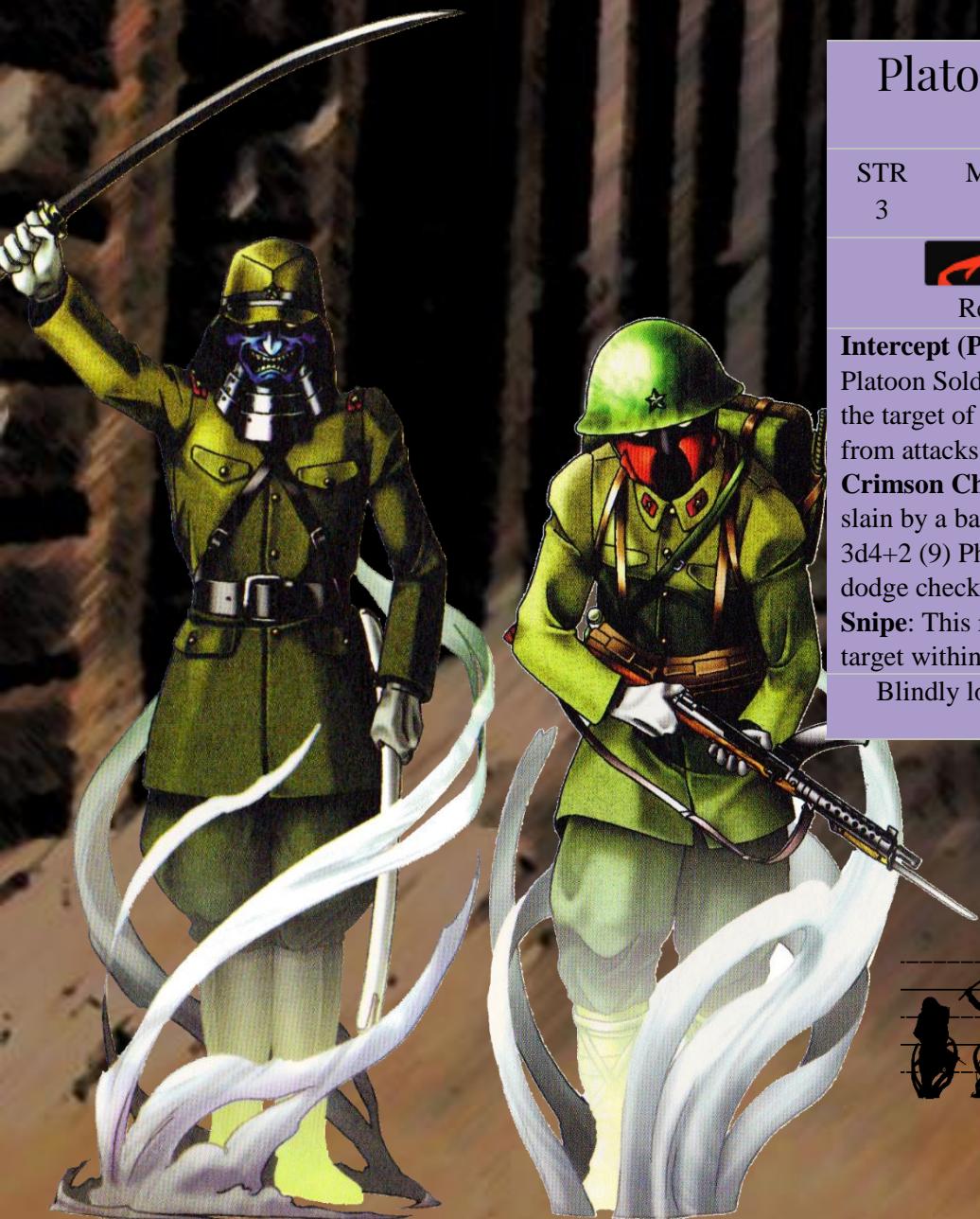
**The Empire Everlasting (P):** When Inui enters combat, summon a number of Platoon Soldiers equal to the number of Users in combat. They roll for initiative normally.

STR	MAG	TEC	AGI	VIT	LCK	An Imperial colonel who took pride in his loyalty and obedience.
7	1	5	4	6	4	A specialist in sabotage who was disgraced after numerous defeats.

**Bullet Hail:** All units within 5 meters, except Inui. On hit: 7d4 (17) Physical damage.

**Binding Shout:** Up to three units within 5 meters. If this spell targets a Platoon Soldier, it can perform a basic attack as its interrupt action this round. If this spell targets a User, 5TEC+10% (35%) Slowed chance.

**Death Before Dishonor:** One Platoon Soldier whose current HP is less than 20% of its maximum (13). That Platoon Soldier is immediately slain, and Inui recovers 20% of its maximum HP (50).



## Platoon Soldier

Level 6

Hit Points 66

Human

STR	MAG	TEC	AGI	VIT	LCK
3	3	5	4	3	2



Resist

Weak

**Intercept (P):** If Inui would take damage from an attack, Platoon Soldier can spend its Interrupt action to change the target of that attack to itself. It takes double damage from attacks redirected this way.

**Crimson Cherry Blossom (P):** If Platoon Soldier is slain by a basic attack or spell, they self-destruct, dealing 3d4+2 (9) Physical damage to all Users in combat (no dodge check).

**Snipe:** This replaces Platoon Soldier's basic attack. One target within 8 meters. On hit: 3d6 (10) Fire damage.

Blindly loyal soldiers who have sworn to serve the Empire even beyond the grave.



## Adramelech- $\alpha$

XV – Devil

Level 10

Hit Points 156

Spell Card: Poisonous Stab (T2 Phys.)

Types



Dispositions:

Devilish, Anthropophagous



Skill Bonus: +2 AGI, +1 STR

Natural Skill: **Fickle Tailor** – Once per day, you may add the RP cost of your equipped armor to your Damage Reduction for 3 rounds. This is considered a Buff effect that stacks with other Buff effects.

Alpha Skill: **Sun of the Underworld** – All Shadows in combat can use STR+MAG instead of STR or MAG for all checks.

STR	MAG	TEC	AGI	VIT	LCK
5	1	4	10	6	2



Drain



Resist



Weak

A Shadow from another world. A chancellor of Hell and one of the evil Sephiroth, Adramelech is responsible for supervising Satan's wardrobe.

Dispositions:

Devilish, Anthropophagous



**Hellish Brand:** One target within 5 meters.

On hit: STRd10 (27) Physical damage, and remove all Buff effects from the target.

**Dekunda:** Remove all Debuff effects from Adramelech- $\alpha$  and all Shadows in combat.

**Madness Nails:** Up to 3 targets within 8 meters. On hit: 5d6+2 (19) Fire damage

## Dagda- $\alpha$

IV – Emperor

Level 12

Hit Points 240

Spell Card: Ice Amp (T3 Ice)

Types



Dispositions:

Noble, Friendly



Skill Bonus: +1 STR, +1 MAG, +1 TEC, +1 AGI

Natural Skill: **Peerless Strength** – Up to three times per combat, when you declare a basic attack or Mono spell against a target, you can activate the following effect for no action cost: If your STR or MAG (your choice) is higher than the target's STR or MAG (Narrator's choice), this attack gains +1 HDC.

Alpha Skill: **Skillful God** – All Shadows in combat gain +1 SKL and +1 HDC for all attacks they declare.

STR	MAG	TEC	AGI	VIT	LCK
5	5	6	6	8	2



Resist



Resist



Resist



Resist



Weak

A Shadow from another world. The supreme god of Celtic beliefs, his name means “The Skilled God”, referring to the many proficiencies Dagda’s gathered in his life.

**Lost Hit:** One target within 6 meters. On hit: 5d10+5 (32) Physical damage and move the target up to 6 meters in any direction.

**Lordship Over Mortals:** One target Dagda- $\alpha$  can see. On hit: target loses 2 Energy for each meter of distance between the target and Dagda- $\alpha$

**Denial:** One target within 3 meters. On hit: 5d10+3 (30) Ice damage, move the target up to 6 meters in any direction, and reduce the target's movement allowance to 1 until the end of Dagda- $\alpha$ 's next turn.





## Amanozako

I – The Magician

Level 10

Hit Points 208

Spell Card: Reversal (T2 Misc.)

Skill Bonus: +2 MAG, +1 VIT

Natural Skill: **Heavenly Counter** – Every time you take damage calculated using STR, you can deal SKL Dark damage against the originator of this damage (no dodge check). If you do, the target suffers *Tarunda* (-1 STR, -1 MAG for 3 rounds)

STR	MAG	TEC	AGI	VIT	LCK
1	8	7	2	8	2

A deity of rebellion born from Susano-o's pent-up rage. It's said all disobedient and rowdy yokai are descended from Amanozako.

**Mediarahan:** Any number of targets, except Amanozako, are healed to 100% HP

**Zanbarion:** 1 target within 10 meters. On hit: 8d10 (44) Wind damage and 25% Knockdown chance.

**Maziobarion:** Any number of targets within 7 meters. On hit: 8d4 (20) Thunder damage and 30% Shocked chance. If the target is already Shocked when this attack deals damage, this attack is a guaranteed Critical hit.



## Fionn mac Cumhaill

I – Magician

Level 11

Hit Points 156

Spell Card: Death Chain (T3 Phys.)

Skill Bonus: +2 STR, +1 VIT

Natural Skill: **Salmon of Knowledge** – Treat your Knowledge Tier as +1 for all checks. Every time you gain Knowledge Points, you gain 1d2 extra points.

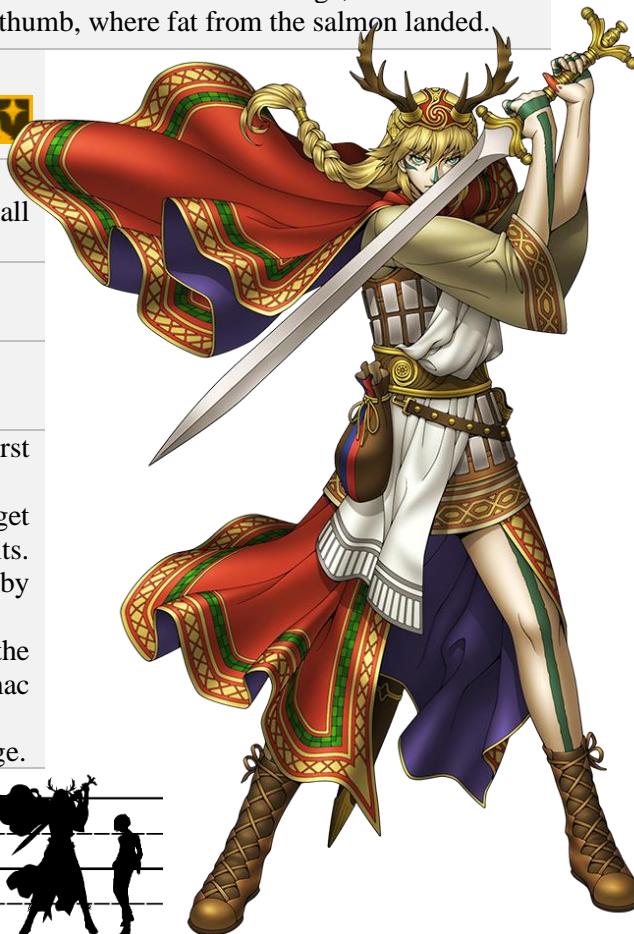
STR	MAG	TEC	AGI	VIT	LCK
7	1	5	5	6	2

**Enduring Soul (P):** Once Fionn Mac Cumhaill is reduced to 0 HP for the first time in each combat, he's restored to 100% HP.

**Mac an Luin:** This spell cannot be cast in two consecutive rounds. One target within 4 meters. This spell does not spend Luck Charges to attempt Critical hits. On hit: 7d10 (38) Physical damage. On crit: Multiply the damage of this spell by 4, instead of 2.

**Bufubarion:** One target within 8 meters. On hit: 7d10 (38) Ice damage and the target's total Movement Allowance becomes 1 until the end of Fionn mac Cumhaill's next turn. This is considered a Debuff effect.

**Mist Rush:** Up to 1d4 targets within 6 meters. On hit: 7d8 (31) Physical damage.



## Cleopatra

III – The Empress

Dispositions:  
Devilish, Snobbish



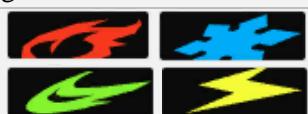
Level 12

Hit Points 180

Spell Card: Kougaon (T3 Light)

Skill Bonus: +4 Charm, +4 Expression, +1 TEC, +1 AGI

Natural Skill: **Flawless Beauty** – If all your Social Skills are the same Tier, you gain +1 Tier for all Social Skill checks.



Resist



Weak

STR	MAG	TEC
1	3	10
AGI	VIT	LCK
6	6	2

**Frolic:** Any number of targets. Inflicts -2 STR, -2 MAG, Fortify Physical & Elements -8 for 3 rounds (this is a Debuff effect) and 5TEC% (50%) Charmed chance.

**Hamabarion:** Deals 40+3TEC% (70%) of the target's current HP as Light damage. If the target is Weak or Neutral against Light, this has a 20% chance to put the target in Death's Door.

**Luster Candy (P):** At the start of combat, Cleopatra and all Shadows gain +1 STR, +1 MAG, +1 TEC, +1 AGI, +1 LCK for the next 3 rounds.

**Adaptive Tactics (P):** After Cleopatra takes damage she's Weak against, remove the Weakness to that Type and apply Weakness to a different Type (Narrator's choice).

The last Ptolemaic ruler of Egypt, a woman as charming as she was intelligent.

## Demeter

II – Priestess

Dispositions:

Friendly, Devilish



Level 15

Hit Points 102

Spell Card: Mediaraja (T3 Heal)

Skill Bonus: +2 MAG, +2 TEC, +1 AGI

Natural Skill: **Seasons of Rebirth** – At the start of combat, choose one Type you're not Weak against: You Resist that Type for the first 4 rounds. This is a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
1	8	9	8	3	2
			Null	Weak	

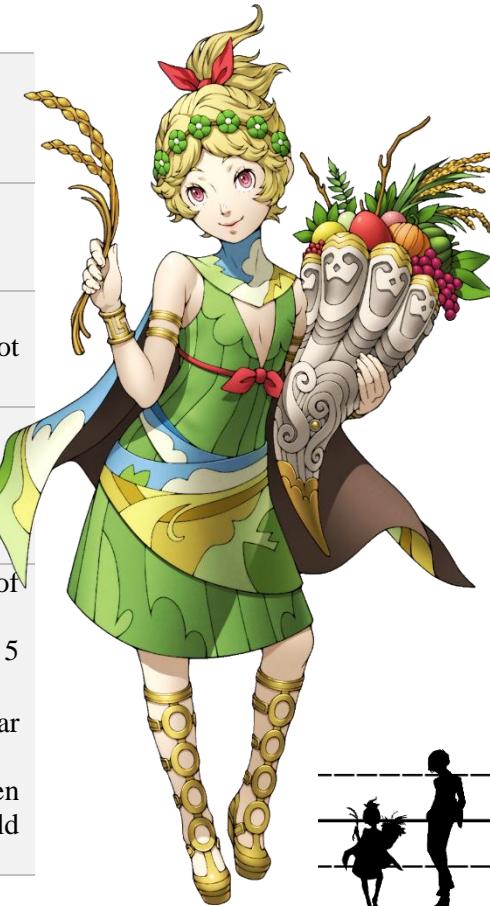
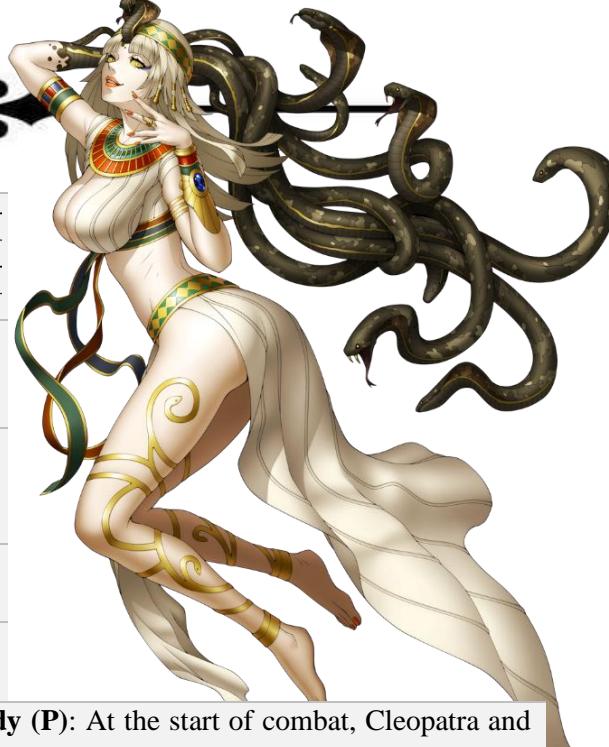
Greek goddess of harvest and agriculture, sister of Zeus and mother of Persephone.

**Summer of Dreams:** Removes all Debuff effects and all Status effects from any number of targets Demeter can see.

**Autumn of Peace:** One target within 10 meters. On hit: 8d12 (52) Wind damage, plus 5 Wind damage for each meter of distance between Demeter and her target.

**Winter of Emptiness:** All units within 5 meters, except Demeter. On hit: 8d6t (28) Nuclear damage and moves all targets so they're 6 meters away from Demeter.

**Eleusinian Spring:** Can only be cast once per combat. Heal all Shadows to 100% HP, then give each of them a shield with HP equal to 30% of that Shadow's maximum HP. This shield takes any damage the Shadow would take, but this shield's HP cannot be restored.





## Miroku- $\alpha$

VII – Chariot

Level 14

Hit Points 330

Spell Card: Ma Astradyne (T3 Almighty)

Skill Bonus: +1 LCK, +1 VIT, +8 Knowledge

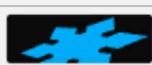
**Natural Skill: Light from a Different Time** – If you receive a Revive effect, remove all Debuff and Status effects from any number of targets, and remove all Buff effects from all Shadows in combat.

**Alpha Skill: Future Cycle** – Every time a Shadow takes damage from a Critical Hit or damage it's Weak to, Miroku- $\alpha$  gains 1 Samsara Counter.

STR	MAG	TEC	AGI	VIT	LCK
1	1	1	9	11	10



Null



Resist



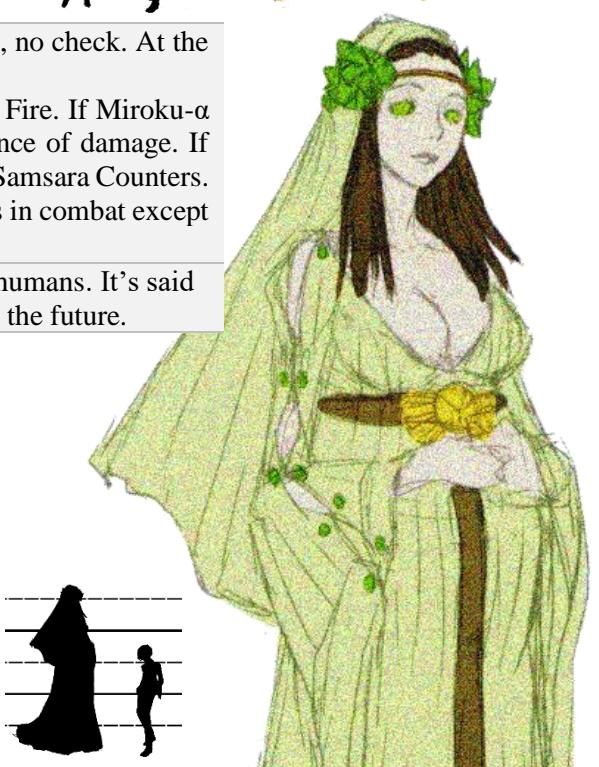
Weak

**5.67 Billion Hands:** At the start of combat, all Users take 10 Almighty damage, no check. At the start of each round after the first, increase this damage by 10 and apply it again.

**Enlightenment:** Until the end of the next turn: Miroku- $\alpha$  gains Drain Gun and Fire. If Miroku- $\alpha$  drains Gun or Fire Type damage, he gains 2 Samsara Counters for each instance of damage. If Miroku- $\alpha$  does not take Gun or Fire damage until this effect wears off, it loses 2 Samsara Counters.

**Detachment:** Miroku- $\alpha$  can spend 10 Samsara Counters to instantly kill all units in combat except itself. This is considered an Almighty Type Death Category effect.

A Shadow from another world. The fifth Buddha, who is yet to appear before humans. It's said he will reach enlightenment at a time of great darkness, 5 billion years in the future.



## Danu- $\alpha$

III – Empress

Level 16

Hit Points 170

Spell Card: Eternal Jewel (T5 Light)

Types



Dispositions:

Friendly



Skill Bonus: +1 MAG, +1 TEC, +1 AGI, +4 Charm

**Natural Skill: Ideal Mother** – You can spend 1 Energy: Trade places with your Zenith of Radiance. This is considered a movement action.

**Alpha Skill: Waters of Youth** – Triple the movement allowance of all Shadows in combat.

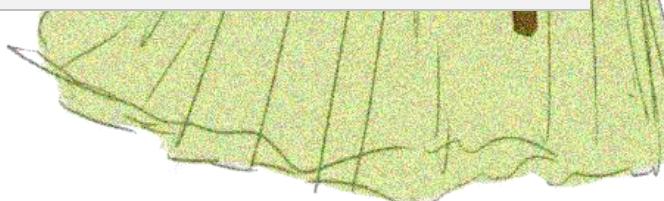
STR	MAG	TEC	AGI	VIT	LCK
1	8	8	6	5	4

**Kougabarion:** One target within 6 meters. On hit: (52) Light damage and move the target to a position adjacent to Danu- $\alpha$ . This target cannot declare movement actions for 1d4+1 rounds.

**Embrace of the Matriarch:** This spell can only be cast if there are 4 units adjacent to Danu- $\alpha$ . Reduce the HP of all adjacent targets to 1 (this is considered Almighty damage) and heal Danu- $\alpha$  to 100% HP

**Rapture:** Danu- $\alpha$  trades place with another Shadow she can see, then moves all Users adjacent to her to positions adjacent to her new position (no check).

A Shadow from another world. The hypothetical deity who birthed Dagda and Lugh, amongst other heroes.



## YHVH- $\alpha$

### XX – Judgement

Has all Hetelic Resistances, but no access to Hetelic Actions.  
Cannot be obtained by Fusion. Does not respond to negotiation, but  
might be granted to Users another way.

Level 20

Types



Hit Points 830 (83/166)

Reward: Armor of Light (Armor, Special)

Skill Bonus: +2 MAG, +2 TEC, +2 VIT

Natural Skill: **Smirk** – If you hit a target's Weakness, you gain the following effect until the end of the next turn: You can roll Critical

Hits without spending Luck Charges.

Alpha Skill: **OMEGA** – All Shadows in combat treat all Type interactions besides Weakness and Neutral as Resist.

STR	MAG	TEC	AGI	VIT	LCK
1	11	11	1	11	1



Resist



Resist



Resist



Resist



Resist

A mysterious, immensely powerful Shadow from another world. Kanna says YHVH- $\alpha$  claims to be an aspect of a real God from her world of origin, but its strict adherence to order and obedience made it widely loathed.

**Inferno of God:** One target YHVH- $\alpha$  can see. On hit: 11d12 (71) Fire damage. Regardless of the result of the previous hit check: At the start of the target's turn, roll dodge against this attack again. On hit: 11d12 (71) Fire damage.

**Hailstorm of God:** One target YHVH- $\alpha$  can see. On hit: 11d12 (71) Ice damage. If the target does not Resist this damage, YHVH- $\alpha$  can cast this spell again against another target as a Free action.

**Lightning of God:** One target YHVH- $\alpha$  can see. Target has 100% chance to suffer Shocked (before rolling for hit). On hit: 11d12 (71) Thunder damage. If the target does not Resist this damage, YHVH- $\alpha$  chooses another target as a Free action: That target has 100% chance to suffer Shocked.

**Tornado of God:** Any number targets YHVH- $\alpha$  can see. This attack does not check for dodge. Deals 11d10 (60) Wind damage.



# Nuwa

XI – Strength

Types



Level 16

Hit Points 204

Does not respond to negotiation.

Can only be obtained through Fusion if the party has the “Pillar Fragment” item in their inventory.

Skill Bonus: +2 TEC, +2 VIT, +1 MAG

Natural Skill: **Mountain and Sea** – Once per combat, when you declare an attack or spell that has a % chance to trigger a

Status: Add 20% to that chance.

STR	MAG	TEC	AGI	VIT	LCK
1	9	8	7	6	2



Reflect



Null



Null



Weak

**Rebuilt Pillar (P):** Once Nuwa is defeated, "Nuwa, The Serpent of Creation" spawns into combat.

A new round starts automatically, with Nuwa, The Serpent of Creation placed in the first spot of the queue.

**Dancing Strike:** One target within 8 meters. On hit: 9d10 (49) Physical damage, and roll this attack again. If the second attack hits, roll this attack a third time.

**Floral Gust:** 1d4+1 targets within 8 meters. On hit: 8d6 (28) Wind damage. This attack treats Null and Resist Wind as Neutral.

**Diamrita:** One target Nuwa can see recovers 20% of its maximum HP and is healed of all Status effects.

One of the “sovereign” deities of Chinese lore, said to have created humanity from mud, being also responsible for creating several ways to protect humans from natural disasters.



# Nuwa, The Creator Serpent (Tyrant)

XI – Strength

Level 16

Hit Points 500 (50/100)

Types



Cannot be obtained through Fusion, does not respond to negotiation.

**Sovereign of Thunder** – Whenever Nuwa, The Serpent of Creation would take damage, she can redirect any amount of damage to any number of Thunder Bits in combat, up to their current HP.

STR  
5

MAG  
10

TEC  
9

AGI  
8

VIT  
6

LCK  
2



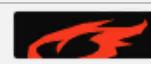
Reflect



Null



Null



Resist

**Embodiment of Fulmination (P):** At the start of combat, Nuwa, The Serpent of Creation spawns 2 *Thunder Bits* (below) into combat. Thunder Bits are considered Cognitive objects with 50 HP each. Thunder Bits have no Type Interactions and cannot dodge attacks declared against them. Whenever Nuwa, The Serpent of Creation moves, all Thunder Bits in combat are moved to the closest possible adjacent positions to her.

Once Nuwa, The Creator Serpent is defeated, she gifts the party the *Pillar Fragment* item.

**Dream of the Red Chamber:** Spawn 1d4 Thunder Bits into combat, as long as there are no Thunder Bits in combat.

**Electrify:** Nuwa's next spell ignores all Type interactions. This is considered a Buff effect.

**Slumber Vortex:** Any number of targets. 15+5TEC% (60%) Charmed chance, and 15+5TEC% (60%) Fearful chance.

**Rising Storm Dragon:** All combatants, except Nuwa. On hit: 10d10 (55) Thunder damage, plus 10 Thunder damage for each Thunder Bit currently in combat. If there are no Thunder Bits in combat, this spell deals half its rolled damage.

**Punishing Dekaja:** Removes all Buff effects from combat. If a target lost a Buff effect this way, they take 15 Almighty damage (no dodge check)

**Nuwa, The Creator Serpent can perform up to three Hetelic Actions per round.**

**Crush the Pillars:** Remove all Wall and Charge effects on any number of targets.

**Infinite Vanguard:** If Nuwa, the Creator Serpent is not first in the initiative queue, she is moved to the first spot in the initiative queue and can perform two standard actions. This takes effect at the start of the next round, and costs two Hetelic Actions instead of one.

**Wither:** One random User gains Weakness against Thunder or Status for three rounds.

**Ionized Air:** All Users in combat take 20 Thunder damage (no dodge check) for each Thunder Bit in combat.

Nuwa, the Sovereign deity who created humans from mud and repaired the very heavens after the pillars that hold it aloft were damaged during a battle. The “Nuwa who shapes stones and mends heavens” is a popular Chinese legend, and it’s said that one of the stones Nuwa neglected to use became Jia Baoyu, the protagonist of a popular novel.





## Nyarlathotep

The “evil of a thousand faces”, Nyarlathotep is said to represent the destructive potential of humanity, the chaos dwelling in all human hearts. Some believe Nyarlathotep is a being greater than any Shadow, being the very source of the darkness that originates Shadows, taking innumerable forms and toying with humans to create strife and discord to feed his endless army.

### Chaotic Wretch, Nyarlathotep

0 – The Fool

Dispositions:

Insane



Level 5

Hit Points 108

Types



Reward: *Shining Trapezohedron*: A small red jewel that shines gently and has no obvious use.

Skill Bonus: +1 TEC

Natural Skill: **Chaotic Emergence** – At the start of combat, you can use your Interrupt action for that round to trigger the following effect: Choose one Auto Buff effect active on you: Reduce its remaining duration by X rounds and apply a Debuff of the same intensity as the chosen Buff effect on one target within TEC meters for X rounds.

STR 4	MAG 1	TEC 7	AGI 2	VIT 6	LCK 2	The weakest form Nyarlathotep is known to take, a languid and vile creature of pure darkness.
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**Madness from Beyond the Stars (P):** Nyarlathotep takes half damage from all attacks. This is applied last in damage calculation.

**Hysteria:** At the start of combat, Chaotic Wretch Nyarlathotep gains +1 STR and +1 TEC for every 2 Users in combat, for 3 rounds. This is a Buff effect, and an Auto effect that can be used in conjunction with Chaotic Emergence.

**Stun Claw:** One target within 6 meters. On hit: 4d6 (14) Physical damage and 5TEC% (35%) Shocked chance.

**Sickening Syphon:** One target within 7 meters. On hit: 4d6 (14) Dark damage. If the target has a Neutral or Weakness interaction against Dark, they lose 1d4 Energy.

Sea of Souls Volume I includes three extra incarnations of Nyarlathotep: Moon Howler, The Thousand Faces and the Crawling Chaos.



# Cultist of Insanity Nyarlathotep

IV – Emperor

Level 10

Hit Points 104

Dispositions:

Insane



Types



Reward: *Odd Fruit*: A strange, inedible vegetable that gleams in a color you can't quite describe.

Skill Bonus: +2 TEC, +1 AGI

Natural Skill: **Dragged to Madness** – At the start of combat, you can choose Fearful or Slowed, then choose one target within TEC meters. That target has 100% chance to suffer that Status effect, and if they do, you also suffer that Status effect.

STR

5

MAG

5

TEC

7

AGI

6

VIT

4

LCK

2

**Decover:** Up to 3 targets Cultist of Insanity Nyarlathotep can see cannot recover HP by any means outside of Revive effects until the end of this Shadow's next turn.

**Shibaboo:** One target Cultist of Insanity Nyarlathotep can see. 6TEC% (42%) chance to Knockdown.

**Gore:** One target suffering from Status effects. Move Cultist of Insanity Nyarlathotep to a position adjacent to the target, then deal 5d10 (27) Physical damage, and place one Madding Skewer onto the target. This is considered a Condition that can only be cured when this Shadow is defeated or the target enters Death's Door.

**Pierced Heart (P):** Cultist of Insanity Nyarlathotep takes half damage from all attacks (this is applied last in damage calculation). If 3 or more targets have a Madding Skewer placed on them, Cultist of Insanity Nyarlathotep gains a second turn per round.

**Mind-flaying Army (P):** At the start of combat, summon one Botis (Level 10) and one Pazuzu (Level 10) into combat. They roll for initiative normally.

The intermediate form of Nyarlathotep, said to have started merging with a willing human host.



# Great Father Nyarlathotep

XII – Hanged Man

Dispositions:  
Insane 

Level 15

Hit Points 272

Reward: *Silver Key*: A large metal key that's extremely hot to the touch.

Types



Skill Bonus: +2 TEC, +2 AGI, +1 LCK

Natural Skill: **Chaotic Vortex** – Once per combat, you can re-roll a hit, dodge or damage roll you perform, but you must keep the second result. Alternatively, you can spend 1 Aspect Point to force one Shadow within TEC meters to re-roll a hit, dodge or damage roll they performed (they're forced to keep the second result).

STR	MAG	TEC	AGI	VIT	LCK
2	2	8	8	8	4



**Reprimand:** Great Father Nyarlathotep materializes one Shadow into combat that takes the form of a friend or ally of the party. This Shadow has 1 HP and cannot dodge attacks. If this Shadow is attacked, it automatically deals 50% of the attacker's current HP as PSY damage, no dodge check, and disappears. If it's not attacked until the end of Great Father Nyarlathotep's next turn, it then explodes, dealing 20% of each User's current HP as PSY damage, no dodge check.

**Strife and Scars:** One target Great Father Nyarlathotep can see. On hit: The target is forced to perform a basic attack against another User in combat for no action cost.

**Resent:** Any number of targets Great Father Nyarlathotep can see.  $15+5\text{TEC\%}$  (55%) Enraged chance. Targets who do not suffer Enraged from this attack have a  $20+5\text{TEC\%}$  (60%) chance to suffer Charmed.

**Otherworldly Force (P):** Great Father Nyarlathotep takes half damage from all attacks (this is applied last in damage calculation). If Great Father Nyarlathotep takes a Critical Hit from a User, it can use its Interrupt action to swap its own STR and MAG scores with the target's scores for 3 rounds. This is considered a Debuff effect.

One of Nyarlathotep's strongest forms, the physical manifestation of shared trauma and traumatic stress.

# Nyarlathotep- $\alpha$



Arcana Unknown

Cannot be obtained by Fusion, does not respond to negotiation.

Level 20

Hit Points: 600 (Nyarlathotep- $\alpha$  has special Damage Gate rules, seen below)

**Every Darkness** - Nyarlathotep- $\alpha$  has three full turns per round and cannot be targeted normally. Rather, when you declare an attack against it, choose one body part: Head, Left Arm, Right Arm, Torso, Left Leg, or Right Leg.

Each body part has 100 HP and individual resistances. When a body part is reduced to 0 HP, it can no longer be healed and Nyarlathotep- $\alpha$  can no longer cast the spell associated with it.

Nyarlathotep- $\alpha$  has Hetelic Resistances, but its damage resistance is 40 for Nyarlathotep- $\alpha$ , or 60 in case of a Critical Hit or Weakness, instead of its default value.

All body parts take half damage from spells without the Mono category.

**Alpha Skill: Every Tear** - As long as Nyarlathotep- $\alpha$  is in combat, every time a User takes damage that reduces their HP to 20% or less, they automatically enter Death's Door. This is considered a Dark Type Death Category effect.

**Ally from the Alpha Network:** If the party has defeated (and spared) Kanna, she will appear as the last unit in the turn order, starting in the first round. She cannot be chosen as a target for attacks by any units, and will deal 25 Almighty damage to the body part with the lowest current HP, or another part if directed by the players.

STR  
8

MAG  
8

TEC  
8

AGI  
8

VIT  
8

LCK  
8



### **Head (*Resist All*)**

HP: 100

**Despairing Dream:** Any number of targets in combat suffer the following effect: For the next instance of rolled damage they take, also reduce their Energy by 1 of the same dice category used to roll that damage. This is an Intel effect, and Energy damage received by this effect follows Intel resistances and weaknesses.

*"Nyarlathotep- $\alpha$ 's head tilts upwards and its pure black features distort into a grin. '**Understand, that there is no point in living,**' it utters as thorned tentacles wrap around the Users, leaving vicious, pure-black wounds."*

### **Left Arm (Reflect Fire, Weak Ice)**

HP: 100

**Reminiscence Wave:** Up to 3 targets Nyarlathotep- $\alpha$  can see. On hit: MAGd10+2MAG (60) Fire damage. This attack deals a guaranteed Critical Hit (which does not spend Luck Charges) against User Classes who can summon more than one Persona.

*"Nyarlathotep- $\alpha$  raises its left hand, materializing the putrid head of a dragon that covers the arena in deep blue flames. '**Cry, that there is no answer.**' it whispers as the flames die down."*

### **Left Leg (Drain Wind, Weak Thunder)**

HP: 100

**Asteroid Bomb:** One target in combat. On hit: STRd12+2VIT (68) Physical damage, target loses 1d6 Energy and Nyarlathotep- $\alpha$  gains a permanent boost to its Combat Skills equal to the Energy lost (amount given to each Skill distributed as the Narrator sees fit). This is not a Buff effect.

*"Nyarlathotep- $\alpha$  leaps into the sky, materializing a jet-black cross that pins the target into the ground. As it's coming down to land onto the cross, it screams: '**Are you afraid? None can ever escape the shadows!**'"*

Nyarlathotep, Madness Incarnate, the Crawling Chaos of another world. It seems to be aware of our Universe's version of itself, but bears no opinion towards it. It seems Nyarlathotep- $\alpha$  and Kanna have met before...

**Winners of the Eternal Wager:** If the party defeats Nyarlathotep- $\alpha$  while in possession of the Shining Trapezohedron, the Odd Fruit and the Silver Key, all three items vanish, and the party is granted one copy *any* item, regardless of Rarity.

### **Torso (Reflect Physical, Weak Gun)**

HP: 100

**Wailing Wretch:** Restore 50 HP to all body parts. This is a Heal Type effect.

*"Nyarlathotep- $\alpha$  raises one hand and materializes a Shadow for a moment before crushing it as a viscous ooze spews from it, mending Nyarlathotep's wounds. '**Where there is darkness, there are shadows!**' it roars triumphantly."*

### **Right Arm (Null PSY, Weak Nuclear)**

HP: 100

**Delusion Channeling:** Up to 3 targets Nyarlathotep- $\alpha$  can see. On hit: TECd10+2STR (60) PSY damage. Against User Classes who cannot naturally manifest more than one Persona, this spell has the added effect: "The target cannot recover HP by any means outside of Revive effects until the end of the next round".

*"Nyarlathotep- $\alpha$  raises its right hand, balled into a fist, into the sky. '**I, myself, am all of you humans!**' it shouts as spectral comets rain down onto the arena, exploding into razor-sharp prismatic shards."*

### **Right Leg (Drain Dark, Weak Light)**

HP: 100

**Dark Verdict:** One target in combat. On hit: Target loses 50% of its maximum HP as Dark damage. Additionally, until the end of this round, every time that target takes damage, they suffer a Debuff of -2 to STR, MAG, TEC and VIT. This stacks with previous activations of itself and lasts for 3 rounds.

*"Nyarlathotep- $\alpha$  runs towards the target, delivering an immensely powerful kick that sends the target flying. Before they can hit the ground, Nyarlathotep- $\alpha$  utters '**You are the first to witness this! Die with my greatest praise!**' and throws its silver cane at the target, piercing its body and holding it in mid-air as the Shadow continues its onslaught."*



## Bounties

### Bounty 26 – Coolant Leakage

Recommended Level: 15

*"There's been a series of unusual accidents in a warehouse I am associated with. Please utilize discretion."*

Requester: Regards, Faraday.

**Request Description:** The party must break into a warehouse, access the Metaverse Pocket within and defeat the **Chilled King Frost** inhabiting the area. In the Universe, the warehouse is a Scene with the “Heavily Guarded”, “Locked Doors” and “Dangerously Faulty Vents” Aspects. Users are not usually allowed inside, but entry might be facilitated if one of the players works in the area or if they can procure disguises and the appropriate alibi.

The warehouse is unusually cold due to a malfunction in the refrigeration system, which will not be solved until the Bounty is completed, and entering it allows the Party to access the Metaverse Pocket: A virtually identical warehouse with no doors. As soon as the party enters the Pocket, they must immediately roll for initiative against the Chilled King Frost at the far end of the arena.

The Chilled King Frost is feeding on the cold air in the arena and is practically invulnerable at first. The party must attack the six Air Conditioning Units in the warehouse to cause them to jam. AC Units are considered cognitive objects that cannot dodge attacks and have 50 HP and a Weakness to Thunder. Once they reach 0 HP, it cannot be reduced further, and the AC unit stops operating.

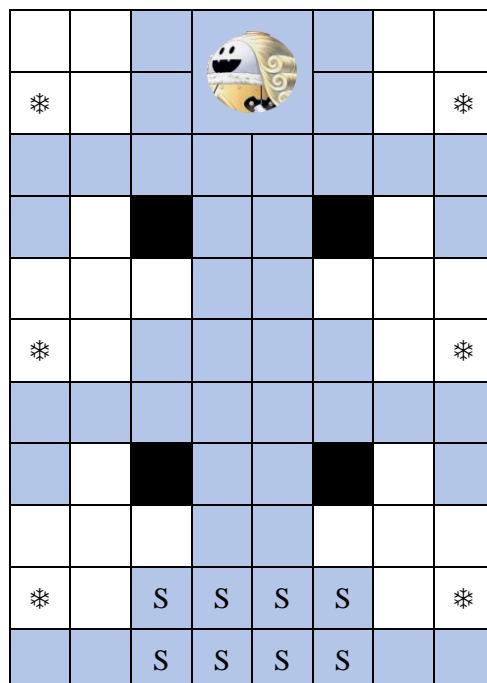
#### Objectives:

- ❖ **Repairs Billed:** Defeat the Chilled King Frost
  - **Reward:** Sabazios Replica (Gauntlet Weapons, STRd8 damage, Range 1, Resist Ice, +1 TEC);
- ❖ **Thorough Maintenance:** Finish combat with all 6 AC Units at 0 HP
  - **Reward:** Each player gains 2 RP and 4 Discipline Points;

\* - AC Units

■ - Pillars

S – Entrance (Players can choose which space they will spawn in before combat starts)





## Chilled King Frost

IV – The Emperor



Level 15

Hit Points: 600 (60/120)

Cannot be obtained by Fusion, has access to Hetelic Resistances.

**Frosted King** – For each AC Unit whose HP is above 0, King Frost reduces all damage it takes by 15%. This is not a Buff effect and cannot be dispelled. Chilled King Frost cannot be moved from its position by any means.

Chilled King Frost performs two turns per round.

**Feel The Chill (P)**: All spells cast by Users have their maximum range halved as long as Chilled King Frost remains in combat. Spells with a range of "targets the caster can see" have their ranges set to "targets within 5 meters" instead. The movement allowance of all Users in this combat is halved. These penalties stack with similar effects.

STR	MAG	TEC	AGI	VIT	LCK			
4	15	9	1	10	2	Drain	Resist	Weak

**Gust**: All targets in spaces highlighted in blue on the map, except Chilled King Frost. On hit: 15d6 (52) Wind damage and targets are pushed south in a straight line until they hit a pillar or the walls of the warehouse.

**Repair Orders**: King Frost summons a band of handy Jack Frosts to repair 1d4 AC Units. At the start of the next round, each unit recovers 1d10% of their max HP. If Users attacks those units before the HP recovery activates, the effect is canceled and King Frost's MAG is reduced by 1 for the rest of this round for each AC Unit under repair attacked this way.

**Sub Zer-hoo**: One target Chilled King Frost can see. On hit: 15d10 (82) Ice damage and 9TEC% (81%) Slowed chance.

*"A completely normal King Frost trying to enjoy his vacation in the lush industrial complex countryside."*

– Masaki-sama's Metazine.

