



# SEA OF SOULS

SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART  
VOLUME IV





## Index

Ultimate Traits .....	3
Kanna and the Alpha Network.....	4
Shadows.....	6

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.

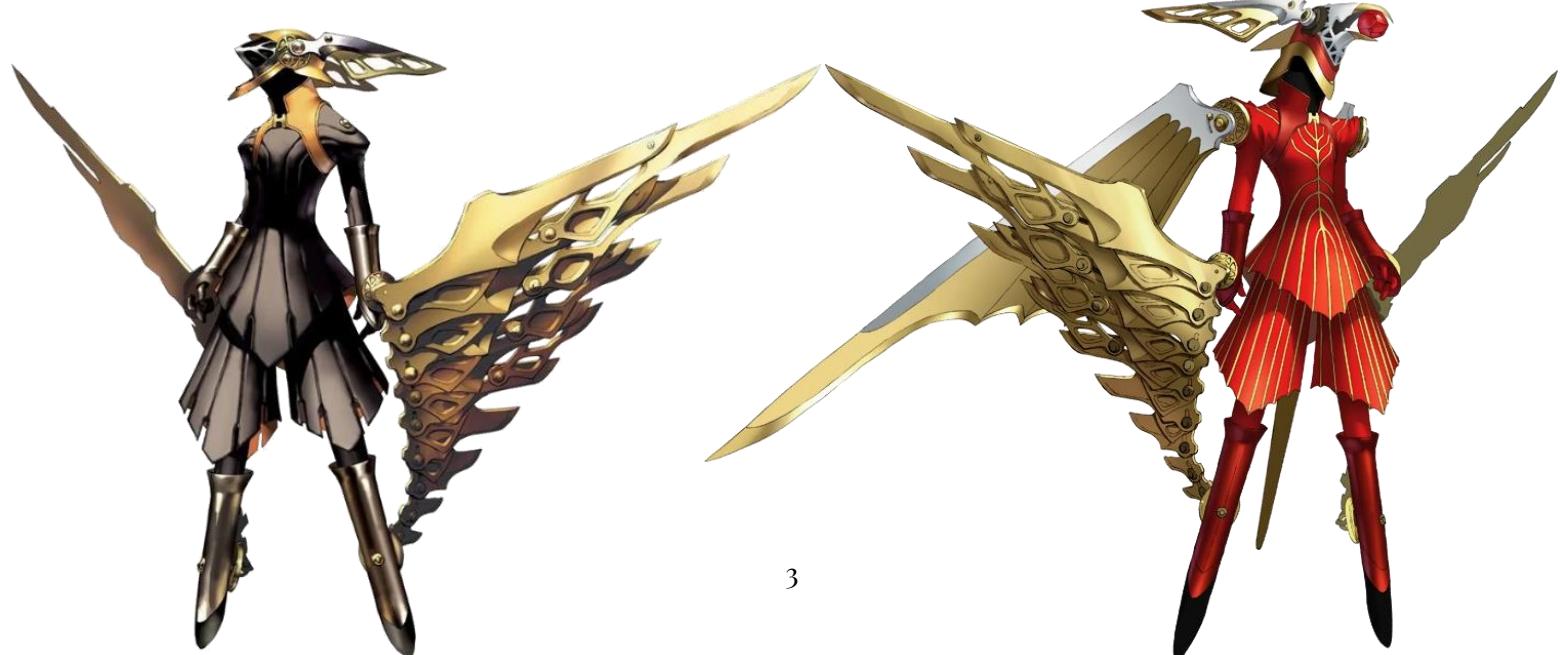
If you somehow have this document and not the core Grimoire release, you can [download it here](#).

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

## 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>Panopian 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.



---

## 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 a

s 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 5/10/15/20  
Hit Points 100/150/400/500

Types



**Facsimile** – Kanna has the same resistances as a Tyrant, 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 2	MAG 5	TEC 4	AGI 5	VIT 4	LCK 2	<b>Universal Aspect:</b> As an Interrupt action, Kanna can spend 1 Aspect Point to immediately gain a second turn, once per Round.
Lv.10	4	8	6	6	5	2	<b>Negotiate:</b> 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.
Lv.15	5	9	8	6	6	2	<b>Arcana-Touched:</b> 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.
Lv.20	6	10	9	7	7	2	
	Resist	Resist	Resist				

**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 Points 2

Types



Dispositions:



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



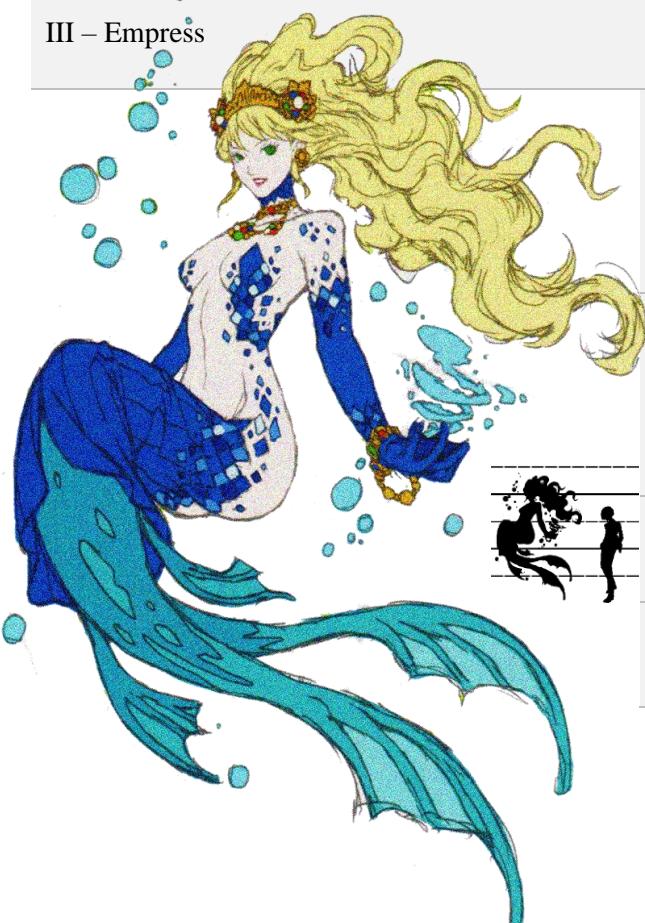
Weak

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



Level 3

Hit Points 56

Spell Points: 4

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 Points: 3

Types



Dispositions:

Flirty

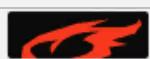


**Natural Skill: Sinking Choir** – Spells you cast with the "Dance" clause can target 1 extra target (added after rolling for targets).

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 Points: 6

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



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

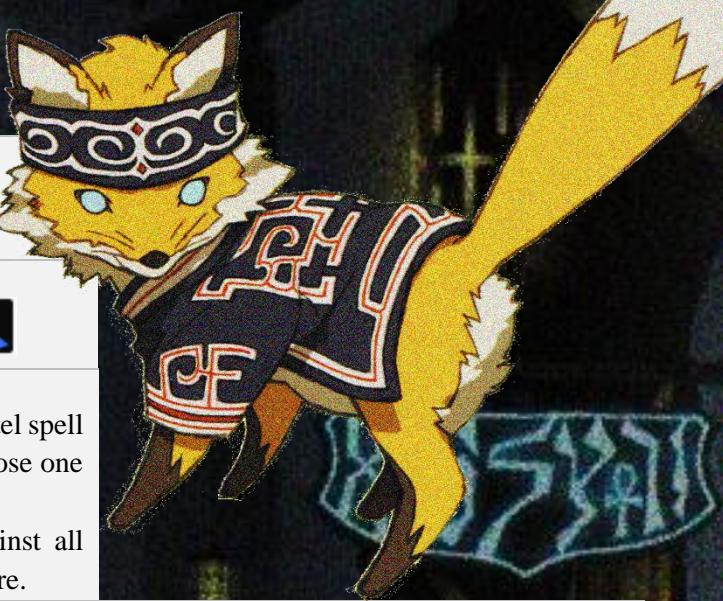
Spell Points 6

Skill Bonus: +1 AGI

Dispositions:  
Friendly



Types



**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.

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- $\alpha$

III – Empress

Level 9

Hit Points 208

Spell Points 10

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.



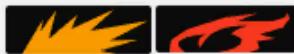


## Adramelech- $\alpha$

XV – Devil

Level 10  
Hit Points 156  
Spell Points 11

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.

**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

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.

## Dagda- $\alpha$

IV – Emperor

Level 12  
Hit Points 240  
Spell Points 13

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.

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.

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



Resist



Resist



Resist



Resist



Weak

**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.



嘲笑  
ひとかげるの



## Amanozako

Dispositions:  
Friendly

I – The Magician

Level 10

Types



Hit Points 208

Spell Points 11

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

Repel

Null

Resist

Weak

Weak

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

Types



Spell Points 12

Dispositions:



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



Null



Null



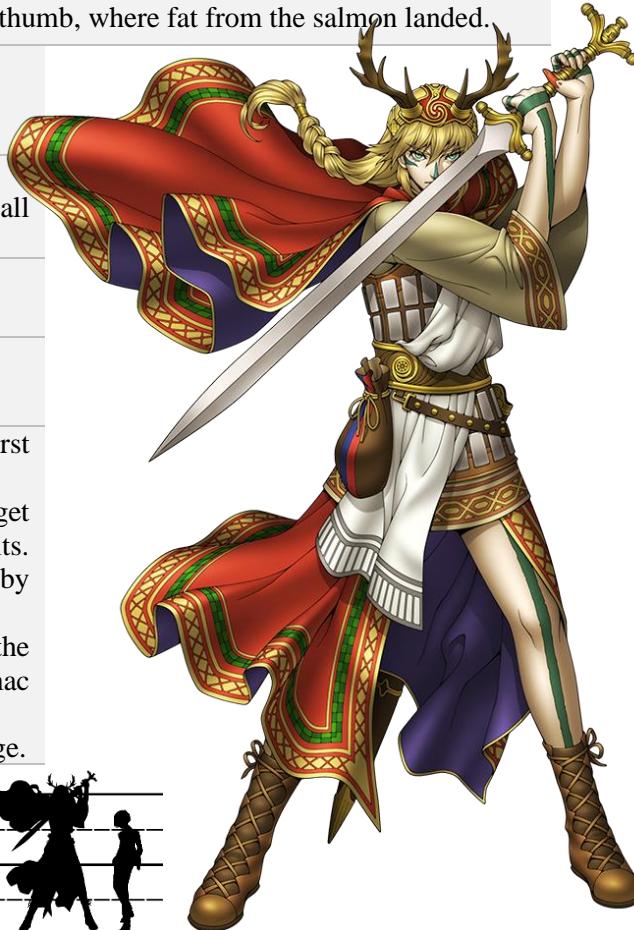
Weak

**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

Level 12

Dispositions:  
Devilish, Snobbish



Hit Points 180

Types



Spell Points 13

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

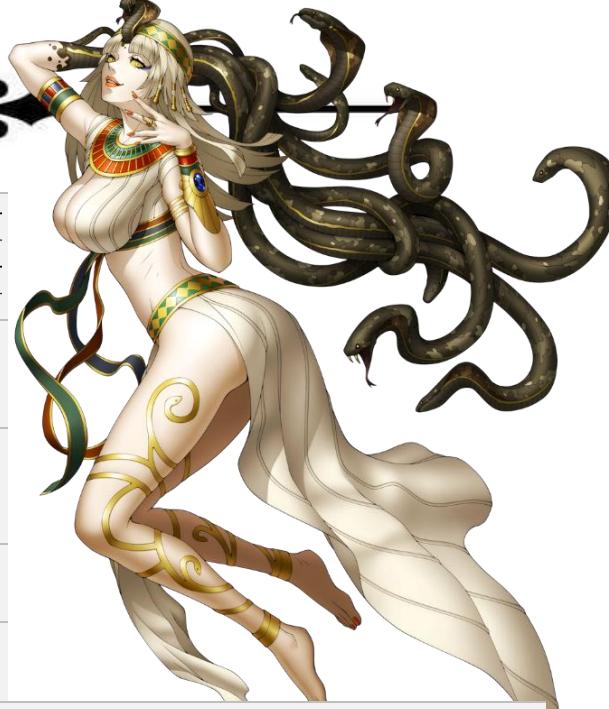


Weak

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

Level 15

Hit Points 102

Spell Points 16

Dispositions:

Friendly, Devilish



Types



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

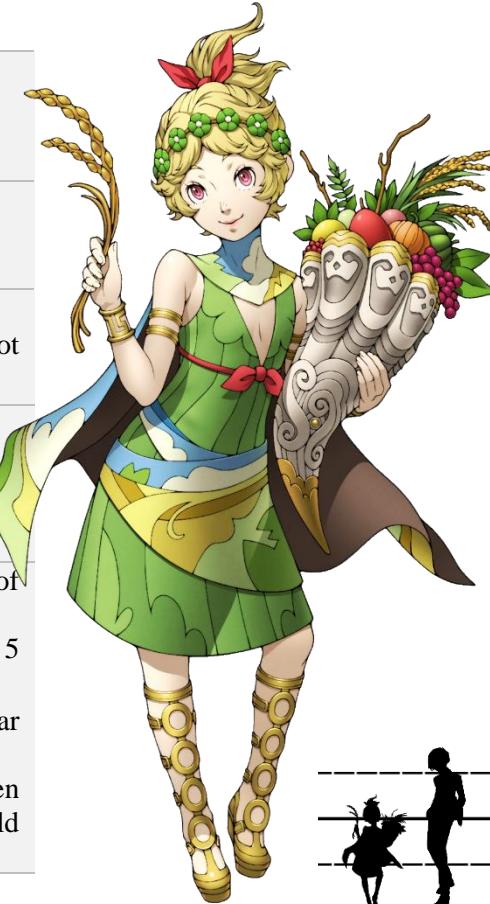
Greek goddess of harvest and agriculture, sister of Zeus and mother of Persephone.

**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 Points 17

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 its 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 one, 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 Points 17

Types



Dispositions:



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.

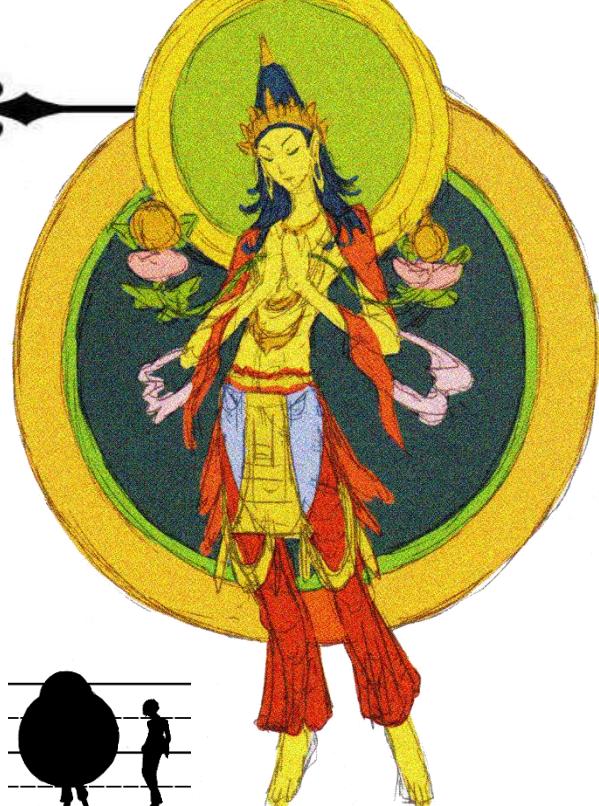
**Alpha Skill: Waters of Youth** – Triple the movement allowance of all Shadows in combat.

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

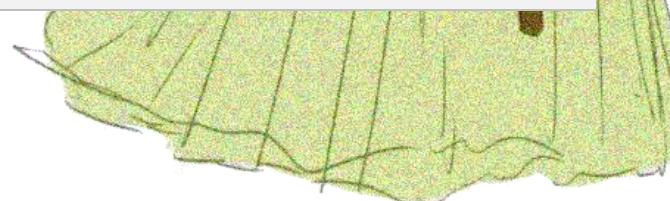
**Kougabarion:** One target within 6 meters. On hit: (52) Light damage and move the target to a position adjacent to Danu- $\alpha$ . This target cannot declare movement actions for 1d4+1 rounds.

**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 the same resistances as a Tyrant, 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



Spell Points 21

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

Spell Points 17

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



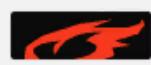
Reflect



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

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



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.





