



SEA OF SOULS

**SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART
VOLUME II**

Welcome to the Sea of Souls! This document compiles every official add-on released for the [Grimoire of Heart](#) starting from the 4.4.8 update (August 2022).

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!

If you're looking for fan-made crossover content, check out [the Heartverse](#).

Updated 2023-01-15

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This book includes illustrations some readers may find disturbing or inappropriate. A few illustrations contain sparse, non-sexual depictions of partial nudity or sexual symbolism, religious symbolism from several mythologies and religions, and references to death, bodily harm and extremist ideologies. Exercise caution if these subjects are uncomfortable to you.

Class – Marebito

“We can’t get rid of our loneliness. But I’m sure we can share it with each other.”

In Ayanagi City, there exists the peculiar rumor of a group of youths that can “feed” on the lives of others. Once shunned by the world, these “Rare Spirits”, or Marebito, are understood to be unique Persona Users who can absorb cognitive energy with often dangerous results.



- ❖ **Sycophant Drain:** Marebito are closely attuned to the mental wavelengths of other Users. Once per Character Level, whenever another User gains a new spell or Skill Bonus, you can copy that spell into your Deck, regardless of Type, or add that Bonus to your *Shadow Feast* tally (below).
- ❖ **Shadow Feast:** When creating a Marebito, add a “Shadow Feast” tally to your sheet. Its upper limit is equal to 3. Whenever a non-Ultimate, non-Tyrant Shadow is defeated in a combat a Marebito is participating in, they can choose to trigger the following as an Interrupt:
 - Copy the Shadow’s Skill Bonuses into a separate Skill Bonus pool that adds together all activations of this feature. This pool is not under the same limitations as your default pool (Core, Pg. 53). Finally, add 1 to your “Shadow Feast” counter;
 - If the target Shadow has no listed Skill Bonus, consider its Skill Bonus as +1 to its highest base stat (you choose, in case of a tie);
 - Outside of combat, you can choose to forget one bonus you gained from Shadow Feast, permanently losing that Bonus and subtracting 1 from your Feast limit. This can be done once per Time block.
- ❖ **Cognitive Glut:** Feasting on Shadows can take an immense toll on a Persona User, and a Marebito’s gluttony is particularly punished. If your usage of Shadow Feast makes it so your Shadow Feast counter exceeds your Character Level, you can no longer activate Shadow Feast, and you suffer the following penalties:
 - At the start of each of your turns and each Scene outside of combat, you lose 1d4 Energy as your Persona lashes out against you. Additionally, you suffer a Social Skill Tier -2 penalty to all checks.
- ❖ **Gnawing Hunger:** A Marebito’s Persona is a dangerously unstable beast, whose viciousness threatens to swallow even its User. Marebito must consume one unit of “Suppressants” (see Consumables, below) per day. If a Marebito spends more than four full Time blocks without consuming a Suppressant, their maximum Shadow Feast limit becomes -1, and the negative effects of *Cognitive Glut* trigger immediately.

Suppressants

Name	Effect	Cost	Rarity
Kirijo Suppressants	Pills. For 4 Time blocks: Decreases your maximum Energy by 2, but nullifies the effects of Gnawing Hunger. One purchase grants seven units, a week’s worth.	1 RP	1d6+1
Blankenheim Suppressants	Inhalants. For 4 Time blocks: Nullifies the effects of Gnawing Hunger. One purchase grants seven units, a week’s worth.	2 RP	1d4
Berserk Release	Injections. (Quick Action) This item can only be used by Marebito. Grants the effects of <i>Power Charge</i> or <i>Mind Charge</i> , your choice. At the start of your next turn, reduce your Shadow Feast limit by 1 until the start of the next Time block. This penalty stacks, but does not apply if you are under the effect of Cognitive Glut.	2 RP	1d4-1

Feats

Each of these feats can only be taken once, except Radiant Legacy.

Name	Effect	Req.	Additional
Fate Embraced	Apply the following changes to Amorphous Instability: <ul style="list-style-type: none"> ❖ Change its Type to Almighty. ❖ Increase its success chance to $45+2(\text{SKL}+\text{TEC}\%)$ 	Artificial Class, Tier III or higher in at least one Social Skill	Cannot be chosen by Users with the <i>Rebellion Arisen</i> Feat
Rebellion Arisen	You gain one extra use of Berserk per day, but increase that use's HP drain to SKLd8.	Artificial Class, must have at least one Combat Skill with a base value of 7 or higher.	Cannot be chosen by Users with the <i>Fate Embraced</i> Feat
Hunger Sated	You no longer suffer withdrawal from Suppressants. Ingesting a Suppressant instead restores 3 Energy to you and increases your maximum Energy by 3 until the end of the <i>next</i> Time block. You can only consume one unit of Suppressants per day.	Marebito Class, CLv 6 or higher	Cannot be chosen by Users with the <i>Angel of the Abyss</i> Feat
Angel of the Abyss	Once per combat, when a Shadow is slain by another User, you may trigger the effects of <i>Shadow Feast</i> . This is considered an Interrupt action that does not spend your Interrupt action for the round. For every day you don't consume a Suppressant item, permanently reduce your maximum Energy limit by 1 (Minimum 0).	Marebito Class, PLv 5 or higher	Cannot be chosen by Users with the <i>Hunger Sated</i> Feat
Devil Auction	Once per day, outside of combat, you can spend RP in multiples of 3. You gain a "Digital Devil" whose PLv is equal to the RP you spent using this feat, divided by 3. This Demon cannot be summoned or used in Fusions, but can be sacrificed to grant any other demon in your list SP equal to the Digital Devil's PLv + 1.	Devil Summoner Class, Tier II or higher in any Social Skill	
Fading Ink	If a User enters Death's Door, you can use your Interrupt action to immediately trigger the effect of <i>One Last Page</i> , ignoring its triggering conditions: You gain access to a copy of that User's Spell Deck until you choose to activate this Feat again.	Attendant Class, CLv 4 or higher	
Calamity's Grasp	Your <i>Calamity's Edge</i> weapon's range becomes 1-3. During your turn, you can use a Quick action to change its weapon class to any available weapon class (Sword, Whip, Firearm, etc.) or revert it back to a "Type-less" melee weapon. This change lasts until you activate this Feat again.	Nahobino Class, CLv 6 or higher	
Radiant Legacy	Increase a Social Skill of your choice by 3 points, and gain access to one spell from <i>Aide's Legacy</i> that you don't already have access to.	Navi Class, CLv 4 or higher	Can only be chosen up to 3 times.
Grimoire Mastery	If you have a spare Grimoire Chapter or Bookmark in your inventory, you may spend 1 Aspect Point, as a Quick action, to add that piece's effect to your equipped Grimoire until the end of your turn.		Can only be chosen once

Weapon Class - Grimoires

Often favored by Attendants, Grimoires are books made from a peculiar material not found in the Universe, which makes them practically indestructible and able to withstand immense magical energies. Unlike other weapons, Grimoires are composed of three pieces: a Cover, a Chapter and a Bookmark. You can buy Grimoire pieces separately, but you *must* have at least one of each piece type to assemble a Grimoire that can be used. Grimoires can be used to strike targets physically, generate magic bursts and razor-sharp loose pages that regenerate into the Grimoire after a few moments.

You may spend a Time block to disassemble a Grimoire, but you can only salvage two of its pieces, destroying the third one in the process. You choose which pieces to salvage.

Covers

Name	Damage	Reach	Description	Cost
Celestial Mechanics	STRd4	1-2	A nameless cover made with soft, embossed leather.	1 RP
Cardenio	MAGd6	1-4	A carefully cured leather cover, fit to present a king.	2 RP
Margites	STRd6	1-4	A brightly-colored cover depicting an ancient story.	2 RP
Fortunata	MAGd8	1-3	A thoroughly weathered cover with edges worn out by time.	2.5 RP
Sanditon	STRd8	1-5	This thick cover makes the pages within look somewhat incomplete	3 RP
Grimoire	SKLd12	1-3	This azure cover, decorated with golden lettering, fills you with inspiration.	Special

Chapters

Name	Damage Type	Extra	Description	Cost
Agatha's Island	Physical	+1d4 damage	A tragic, melancholic tale of a woman spurned.	1 RP
Indiscrete Heiress	Ice	Deals +3 damage for each Buff, Debuff and Charge effect you're under the effects of.	A lurid, scandalous romance tale, composed in clean and careful handwriting.	2.5 RP
Strange Cases	PSY	+SKL damage	The first draft, thought lost, of a popular thriller, littered with scribbles and notes.	2.5 RP
The Great War	Nuclear	+1d8 damage	Worn and yellowed pages describing the horrors of a war long gone.	3 RP
Double Exposure	Gun	Divide the Cover damage by 2. Declare two attacks with this weapon per turn.	A heartfelt collection of poems in flawless measure and rhythm.	3.5 RP
Du	Almighty	Critical Margin +2	A brightly illustrated compendium of Shadows and Users alike.	Special

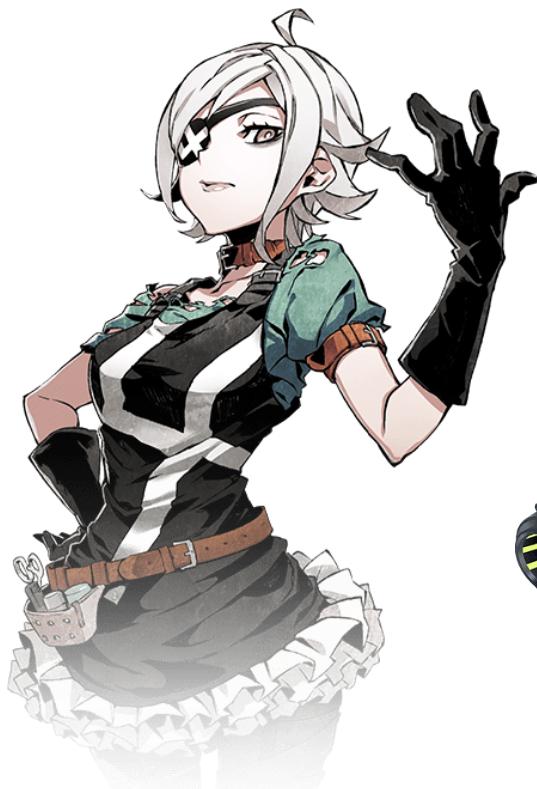
Bookmarks

Name	Extra	Description	Cost
The Great Canon	Deals extra damage equal to your Knowledge Tier	An oversized, well-worn bookmark made from Chinese silk.	1 RP
Wandering Night	+2 LCK	A glossy, jet-black bookmark singed by flames.	2 RP
Final Crown	Snipe 3	A strip of paper repurposed into a bookmark, the final surviving manuscript of a legendary modern writer.	2 RP
Divine Index	+1 HDC	A delicate strip of fabric decorated with golden Greek lettering.	2.5 RP
Lost Bible	Cast Mind Charge (Tier II, Core, Page 143)	A thick, solid bookmark that contains an index of chapters from a lost holy book.	4 RP
Coeur	Magic Transfer (Chapter Extra Effect)	A soft, pristine length of unidentified fabric, inscribed with the words “Truth Lies Within”	Special



Weapons

Name	Category	Damage	Reach	Extra	Description	Cost
Tommy Gun	Firearm	MAGd6 + TEC	1-3	Piercing 2	A large machinegun decorated with a sharp stenciled smile.	5 RP
Stigma	Dagger	SKLd6	1-3	Declare up to two attacks per turn	A pair of gray sai daggers with spiraling red engravings.	6 RP
Type 90 Summon Gun	Firearm	MAGd6	2-4	+3 Energy	A hefty, modern-looking revolver that infuses a violet tracer into every bullet.	6 RP
Lost Number	Bow	SKLd10 + 5	1-2	Grants PSY Amp (PSY spells you cast deal 50% more damage.) (Core, page 107)	A massive futuristic cannon decorated with colorful stickers.	8 RP
Antikythera (Sword)	Sword	MAGd8 + 12	1	Quick action: Change into Gun form. While in Sword form: +1 Tier to all Social Skills; Fortify <All> VIT;	A transforming computer that changes instantly between forms. The Sword form is a long katana decorated with a puzzling geometric pattern.	Special
Antikythera (Gun)	Firearm	MAGd12 + MAG	1-3	Quick action: Change into Sword form. While in Gun form: Move AGI; Null Physical;	A transforming computer that changes instantly between forms. The gun form is a large rifle with a revolving barrel and neon green details.	



Shadows, Rumors and Humans

Rumor Skills are treated as Natural Skills. However, any User can spend 1 Aspect Point to activate a Rumor Skill, as long as a Persona with that Skill is present in combat. Rumor Shadows are identifiable by their purple stat blocks.

Enemies tagged as “**Humans**” are denoted by a light purple stat block and function slightly differently from normal Shadows: Although they respond to negotiation, they do not have a “Persona/Card” negotiation result, giving instead an Item or RP as the highest possible reward. Additionally, Class Features that copy information from Shadows cannot target Humans, and they cannot be obtained through Fusion.

Lv.	Shadow	Persona	Types	Interactions	Pg.
1	Rumor	Kamiotoko (XV – The Devil)	Almighty	Resist: Dark Weak: Light	9
2	Rumor	Dead Lobster (XVI – Tower)	Almighty	N/A	14
3	Rumor	Purple Mirror (XVI – The Tower)	Intel, Status	Resist: Status, Intel Weak: Physical	9
4	Shadow	Cosmo Zombie (XVII – The Star)	Almighty, Thunder, PSY	Null: Dark, PSY Weak: Light, Fire	14
4	Human	Killer Chopper	N/A	Resist: Gun Weak: Fire	16
5	Rumor	Red Cloak (XII – Hanged Man)	Physical, Status, Debuff	Resist: Physical, Light Weak: Fire, Ice	10
5	Rumor	Blue Cloak (XII – Hanged Man)	Fire, Ice, Wind	Resist: Fire, Ice Weak: Gun, Nuclear	10
6	Human	Patriot	N/A	Null: Dark Weak: Light	16
7	Shadow	La Llorona (III – The Empress)	Physical, Ice, Status	Reflect: Ice Weak: Light	15
7	Human	Rastaman	N/A	Resist: Wind Weak: PSY	16
8	Rumor	Speed Demon (VII – Chariot)	Thunder, Nuclear, Light	Drain: Thunder Resist: Gun Resist: Wind	11
9	Human	Mad Gasser	N/A	Reflect: Status Weak: Intel	17
10	Rumor	Turbo Granny (II – The Priestess)	Thunder, Status	Reflect: Dark Weak: Light	13
11	Human	Urban Terror	N/A	Reflect: Physical Resist: Light	17
11	Shadow	Thunderbird (XIX – The Sun)	Thunder, Light	Resist: Thunder, Light Weak: Wind	18
13	Rumor	Reiko Kashima (VI – Lovers)	Status, PSY	Drain: Dark Weak: Status, PSY	13
14	Shadow	Chemtrail (IV – The Emperor)	Fire, Nuclear, Status	Null: Light, Status Resist: Dark Weak: Wind	15
15	Human	Executioner	N/A	Resist: Physical Resist: Thunder	17
16	Shadow	Hel (XIII – Death)	Ice, Buff	Null: Ice Drain: Dark Weak: Thunder	20
??	Shadow	Doppelganger	N/A	N/A	21

Kamiotoko

XV – The Devil

Level 1

Hit Points: 14

Spell Points: 2

Rumor Skill: **Love Bites** – As a quick action, you can choose an adjacent ally: With their consent, you can deal STRd2 Almighty damage to them and apply the same Buff effects you are under to that ally, for the same remaining duration.

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



Resist

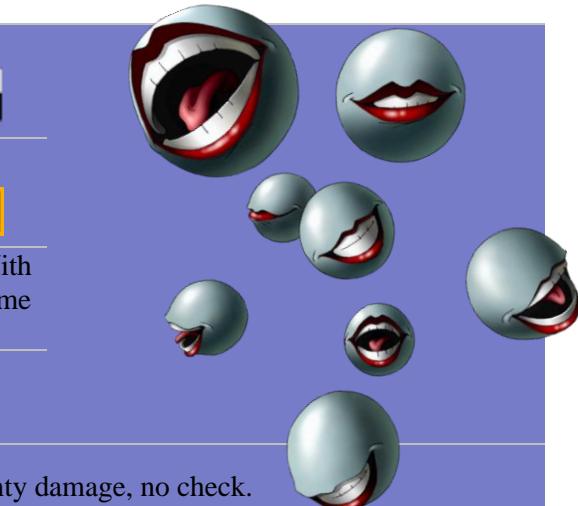


Weak

Hickey: One target Kamiotoko can see. Deals 1d4 Almighty damage, no check.

Power of Rumors: As a free action, Kamiotoko can summon another Kamiotoko into combat in a position adjacent to itself. This summoned unit has the same initiative score as Kamiotoko, each Kamiotoko can only use this spell once and two Kamiotoko cannot cast this spell in the same round.

Shapeless (P): This Shadow cannot be targeted for attacks or spells and is immune to effects that designate “adjacent targets” and “all targets within x meters”. If there are no Shadows other than Kamiotoko in combat, all Kamiotoko are automatically slain. Kamiotoko only reward 10 Experience points each.



A shapeless, invisible creature that can appear anywhere and bite people, leaving unexplainable bite marks all over one's body.

Purple Mirror

XVI – The Tower

Level 3

Hit Points: 20

Spell Points: 4

Skill Bonus: +1 TEC

Rumor Skill: **Forget-Me-Never** – Once per day, you can add up to five of your Combat Skills (this takes into consideration Buff and Debuff effects): If the result is exactly 20, you can choose to gain +1 HDC or +1 DDC for three rounds, which stacks with other Buff effects. This is considered a Quick action.

STR	MAG	TEC	AGI	VIT	LCK
1	3	8	6	1	1



Resist



Resist



Weak

Types



Disposition(s):
Anthropophagous

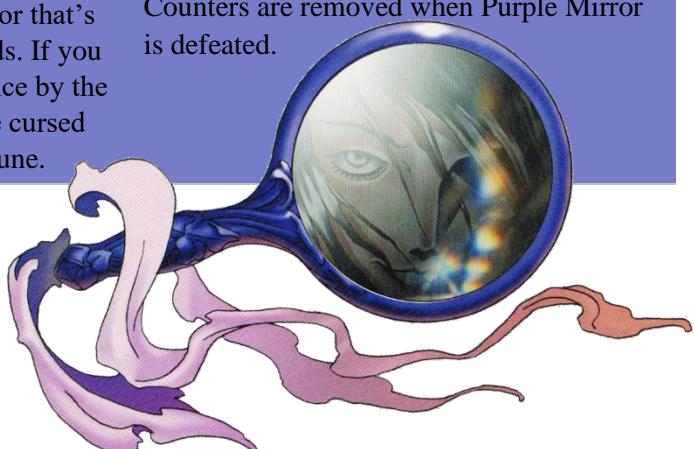
Mirror Sheen (P): At the start of each round, Purple Mirror loses all its "Reflect" interactions and gains Reflect to one Type (Narrator's choice). This is visually distinct and Type changes can be identified by any User with Tier I Knowledge.

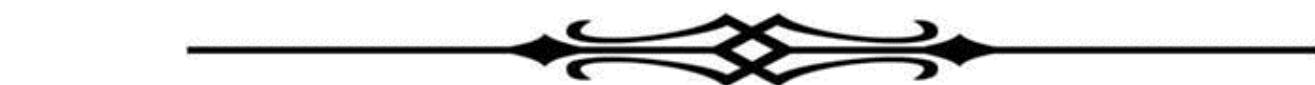
Enduring Memory (P): Every time Purple Mirror takes damage, each target with a Curse Counter takes 1d4 Intel Type damage, no check.

Entrance: One target within 5 meters. 10+5TEC% (50%) Charmed chance.

Curse: Purple Mirror places 1 Curse Counter on one User it can see. All Curse Counters are removed when Purple Mirror is defeated.

A mysterious, sentient mirror that's talked about in urban legends. If you don't forget about its existence by the time you turn 20, you'll be cursed with incredible misfortune.





Red Cloak

XII – Hanged Man

Level 5

Hit Points: 140

Spell Points: 6

Skill Bonus: +1 STR

Disposition(s):

Devilish



Types



Rumor Skill: **Bathed in Scarlet** – When you defeat a Shadow with a basic attack, you can spend a Quick action to gain +1 HDC for your next basic attack.



Resist



Resist

STR

6

MAG

1

TEC

6



Weak



Weak

AGI

1

VIT

4

LCK

3

An odd ghost in Japanese urban legends. If you enter a bathroom stall and hear a voice asking which cloak you want, red or blue, and pick red, a knife will plunge down from the ceiling and stab you, covering you in a scarlet cloak of your own blood.



Blue Cloak

XII – Hanged Man

Level 5

Hit Points: 140

Spell Points: 6

Skill Bonus: +1 MAG

Rumor Skill: **Shrouded in Azure** – Whenever you defeat a Shadow with a Fire, Ice or Wind spell, you gain +1 TEC to calculate hit for your next declared spell. This stacks with Buff effects.

Disposition(s):

Insane



Types



Surround: 1 target within 6 meters. On hit: 6d6 (21) Wind damage and target suffers -2 DDC for the next attack declared against them.

Suffocate: Up to 3 targets within 4 meters. On hit: 6d4 (20) Ice damage.

Scrape Burn: 1 adjacent target. +1 HDC. On hit: 5d6+6 (27) Fire damage.



Resist



Resist



Weak

STR

1

MAG

6

TEC

5

AGI

5

VIT

1

LCK

3

A bizarre ghost in Japanese urban legends. If you enter a bathroom stall and hear a voice asking which cloak you want, blue or red, and pick blue, you will suffocate to death, leaving your body a pale azure hue.

Speed Demon (Tyrant)

VII - Chariot

Level 8

Hit Points: 400

Spell Points: 9

Skill Bonus: +1 AGI, +4 Courage

Rumor Skill: **Master of Wheels** – Consider your relevant Social Skill as Tier IV, or your relevant Combat Skill as 8, for checks related to driving. Additionally, you may invoke this Rumor Skill as an Aspect to understand how to drive or pilot most common vehicles. Both of these effects work outside of the Metaverse.

STR	MAG	TEC	AGI	VIT	LCK		Disposition(s): Devilish, Friendly
1	8	7	6	5	2		Drain



Resist

Burning Rubber (P): Speed Demon's movement allowance is always considered 20 and its AGI score cannot be lowered by any means.

Convoy (P): At the start of combat, Speed Demon summons three **Headless Riders**, each labeled Red, Purple and Yellow.

Call Lightning: One target within 7 meters. On hit: 8d8 (36) Thunder damage and 40% Shocked chance.

Revving Up: One target within 7 meters. On hit: 8d6 (28) Nuclear damage and adds 1 Buildup Counter to Speed Demon. This attack deals +1d4 (2) damage for each Buildup Counter on Speed Demon.

Bolster Convoy: Any number of targets: On hit: 8d4 (20) Light damage. After this spell is cast, all Headless Riders recover 20% (16) HP

Speed Demon can perform 2 Hetelic Actions per round

Wither: One random User gains Weakness to one Type for three rounds.

Contract's Clause: When a Headless Rider is defeated, they're returned to life with 10% HP and can act immediately.

Trailblaze: Move the Tyrant on the initiative queue to one spot before his current action, or one spot after. Then, target one other unit and move that unit on the initiative queue to one spot before or after its current action. This Action takes effect on the start of the round after its cast.

A man who traded his soul for the thrill of an endless ride. He's accompanied by the souls of reckless bikers who were decapitated by piano wire strung over the highway. They ride fearlessly through the night, destroying all in their path.

Headless Riders

Level 8

Hit Points: 80

Types



Do not respond to negotiation, cannot be acquired through Fusion.

The 1% - Whenever a Headless Rider is defeated, Speed Demon takes 100 Almighty damage, no check. This triggers even if the Rider was brought back to life through Contract's Clause.



Resist

STR
6

MAG
1

TEC
5

Chain Slash: Can only be cast by Red Headless Rider. Up to three targets within 5 meters. On hit: 6d4 (15) Physical damage. This attack deals 50% (7) extra damage against Emergent, Suppressor, Marebito, and Artificial Class Users.

Drive-By: Can only be cast by Purple Headless Rider. Any number of targets. On hit: 6d4 (15) Gun damage. This attack deals 50% (7) extra damage against Devil Summoners, Wild Cards and Beacon Class Users.

Ram: Can only be cast by Yellow Headless Rider. One target within 10 meters. On hit: 6d8 (27) Physical damage. This attack deals 50% (13) extra damage against Shadow, Attendant and Nahobino Users.



Weak

AGI
5

VIT
4

LCK
2





Turbo Granny

II – The Priestess

Level 10

Hit Points: 52

Spell Points: 11

Skill Bonus: +2 AGI, +1 VIT

Rumor Skill: **Furiously Fast** – Once per day, as a Quick action, you can choose to heal 1 Status effect you're suffering from. If you do, you gain +1 DDC until the end of the next turn. This is considered a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK		
1	5	5	10	2	2	Reflect	Weak

A modern urban legend. It's said that if you are speeding through a dark mountain road, a scary old lady will appear in the road, running alongside your vehicle with a note reading "TURBO" attached to her side. If you keep your cool, nothing happens, but if she startles you, you'll suffer a serious accident.

100km/h Hag: 1 adjacent target. -1 HDC. On hit: 4AGI (40) Thunder damage. This treats Null as Resist.

Mabatma: Up to 2 targets within 6 meters. Chance of Slowed: 25+5TEC% (50%)

The Gray Blur: Turbo Granny moves to a space adjacent to a User, and challenges them to a race. The target must perform their full movement allowance, if able, in any direction, and Turbo Granny will do the same. If the target is unable to move more than Turbo Granny's movement allowance (AGI+3), they take 5d8 (22) Thunder damage and Turbo Granny's AGI score is decreased by 1. If the target can move more than Turbo Granny during this attack, her AGI score is lowered by 1d4+1.

Reiko Kashima

VI – Lovers

Level 13

Hit Points: 14

Spell Points: 240



Drain

Disposition(s):
Aggressive, Anthropophagous



Types



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

Rumor Skill: **Lingering Curse** – If you're in Death's Door, you may choose one ally within TEC meters who isn't. With their consent: You are revived with 1 HP, and that ally enters Death's Door. This is considered a Free action.

STR	MAG	TEC	AGI	VIT	LCK
1	4	9	4	8	4

The Killing Question: Reiko Kashima engages negotiation with one User she can see: The target must perform an Expression check. If the result is less than 6, the next attack declared against the target is a guaranteed Critical hit.

Disembowel: One target within 10 meters. On hit: 4d10 (22) Dark damage. If this attack was a Critical hit, Curse the target with the following effect: At the start of the target's turn, they take 4d10 (22) Dark damage. If damage from this attack puts a User in Death's Door, they immediately lose one counter.

You're Next (P): As long as there's at least one Reiko Kashima in combat, whenever a Shadow that isn't Reiko Kashima is slain, summon a Reiko Kashima with 10% HP (24) in the same position as the slain target, in the same place in the initiative. Copies of Reiko Kashima summoned by this effect grant 100 Experience.



A ghost that appears in public bathrooms. She'll ask you where her legs are, and if you don't answer "At Meishin Expressway", she will cut your legs off. If she asks where you heard that information, tell her it was "From Reiko Kashima" and she will leave you alone.



Dead Lobster

XVI – Tower

Level 2

Hit Points: 14
Spell Points: 3

Types



Disposition(s):
Noble



Rumor Skill: **Sleeping with the Fishes** – While in Death's Door, you can spend 1 Aspect Point to declare a movement action during your turn.

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

Briny Soul (P): All damage Dead Lobster takes, from any source, is reduced to 1.

Un-sea-n Apparition (P): When combat starts, Dead Lobster is placed exactly 22 meters away from one User. Users are strongly encouraged to keep their distance from Dead Lobster.

Pacific Motives (P): Dead Lobster cannot declare basic attacks. If all Users in combat are in Death's Door, it leaves combat and does not reward any Experience.

Deboning: One adjacent target. On hit: Target enters Death's Door and Dead Lobster takes 1d4 (2) points of Almighty damage (this damage ignores Briny Soul). This is considered an Almighty Death Category spell.

A creature from the depths of the sea that resents the cruel treatment it got in life, seeking to cause the same pain inflicted on it upon humans.

Cosmo Zombie

XVII – The Star

Level 4

Hit Points: 90
Spell Points: 5

Skill Bonus: +4 Expression

Natural Skill: **Malignity of the Stars** – You can spend 2 Energy to grant an Almighty spell you cast Critical Margin +2, but that attack does not deal extra damage if a Critical Hit is scored

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



Null



Null



Weak



Weak

Mazio: Any number of targets Cosmo Zombie can see. On hit: 5d4-3 (9) Thunder damage and 5TEC% (20%) Shocked chance.

Paral Web: A circle a with 4 meters of radius centered on Cosmo Zombie that lasts for 3 rounds. Any User that enters this circle takes 5d6 (17) PSY damage and has a 20% chance to suffer Stunned (no check)

Return to the Stars: One target within 8 meters. On hit: 5d4 (12) Almighty damage and Cosmo Zombie is moved to an adjacent position to the target, if possible.





La Llorona

III – The Empress

Level 7
Hit Points: 66
Spell Points: 8

Types



Skill Bonus: +1 STR, +4 Charm

Natural Skill: **Suffocating Grudge** – Whenever you take damage from an attack, you can move up to 1d6 meters towards the unit that dealt that damage, for no action cost.



Reflect



Weak

STR	MAG	TEC	AGI	VIT	LCK	Disposition(s):
6	5	4	4	3	2	Aggressive

Grasp: One target within 6 meters. On hit: 6d8 (27) Physical damage and the target cannot move from their position until the end of La Llorona's next turn.

Drowning Embrace: One adjacent target. If the target cannot move from its position, this attack does not allow rolling to dodge. On hit: The target cannot declare standard or movement actions until the end of La Llorona's next turn and takes 5d10 (27) Ice damage.

Desperate Wail: Any number of targets. 20+5TEC% (40%) chance of Slowed. If a target fails the resistance check for Slowed, they cannot move from their current position until the end of La Llorona's next turn.

The “Crying Woman” of Mexican folklore. A woman said to have drowned her own children, who now wanders the world suffering endless grief.

Chemtrail

IV – The Emperor

Level 14

Hit Points: 180

Spell Points: 15

Skill Bonus: +2 MAG, +2 AGI

Natural Skill: **Emergency Exhaust** – Whenever you cast a Status spell, all adjacent units to you have the same chance to suffer that Status

Disposition(s):

Noble



Types



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

Null

Null

Resist

Weak

Airborne (P): Toxic is considered a Misc Status effect that can be cured by the same effects that cure Poison.

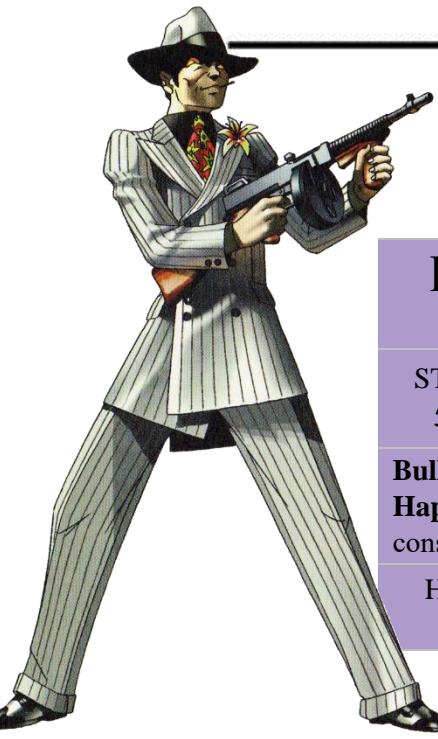
Mercury Trail: 15+5TEC% (50%) chance to cause the Toxic Status effect.

Pulverizing Run: Any number of targets. On hit: 7d6 (24) Fire damage. If the target is Toxic, this attack has a 100% chance to cause Stunned.

Population Control: One target within 8 meters. On hit: 7d10 (38) Nuclear damage. Removes the Toxic Status from all units suffering from it. For each Status removed this way, this attack deals 1d10 extra Nuclear damage.



The personification of an urban legend. It's said that governments of the world release chemicals in the sky to cull the population and test new bioweapons, leaving thin white streaks on the sky, similar to clouds.



Killer Chopper

Human

Level 4
Hit Points: 90

Disposition:
Aggressive

STR	MAG	TEC	AGI	VIT	LCK
5	1	6	3	5	4



Resist

Weak

Bullet Rain (P): Killer Chopper declares up to two attacks per round.

Happy Trigger: Up to 3 targets within 6 meters. Hit: STRd4 (12) Physical damage. This is considered Killer Chopper's basic attack.

Hired killers armed with old-fashioned automatic guns. They fire indiscriminately into crowds to assert their power.

Patriot

Human

Level 6
Hit Points: 110

Disposition:
Insane

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

Null

Weak

Taunt (Buff): Patriot and any number of targets receive the following effect: +2 STR, +2 MAG, -2 AGI, -2 TEC for 3 rounds.

Tathlum Shot: One target within 8 meters. +1 HDC. Hit: STRd6+4 (18) Physical damage.

IED: One target within 5 meters. On hit: STRd4 (10) Fire damage. On miss: Deals half the rolled damage.

A nationalist fanatic who's lost all reason in search of his personal utopia: A world ruled by a single country.



Rastaman

Human

Level 7
Hit Points: 175

Disposition:
Devilish

STR	MAG	TEC	AGI	VIT	LCK
3	5	5	1	8	2



Resist

Weak

Rest: Rastaman recovers VITd4 (20) HP

Poison Spit: Up to 3 targets within 3 meters. 25+5TEC% (50%) Poisoned chance.

Stab: One adjacent target. On hit: 3d10 (16) Physical damage. Guaranteed Critical hit if the target is Poisoned.

A tourist from another country with a taste for human blood. It's said he's traveling to learn more about different types of potential victims.

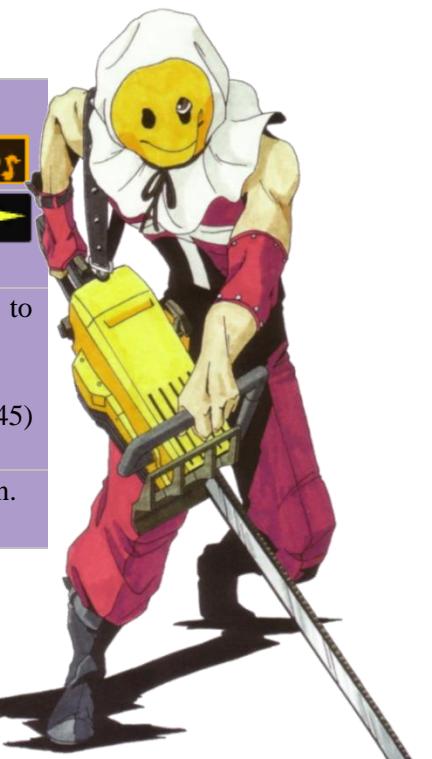


Mad Gasser			Level 9 Hit Points: 130			Disposition: Chaotic	
Human							
STR 1	MAG 4	TEC 9	AGI 7	VIT 5	LCK 2	Reflect	Weak
STR 1	MAG 4	TEC 9	AGI 7	VIT 5	LCK 2	Reflect	Weak
Vaporize: All targets between Mad Gasser and one point within 4 meters. On hit: MAGd6 (14) Almighty damage and 5TEC+5% (50%) Poisoned chance. Pandemic Bomb: All units. 10TEC% (90%) Slowed chance. Corrosive Spray: One target suffers from Weakness to Status for 3 rounds. A mysterious man who sprays people with an odd, sweet gas seemingly at random. Those who inhale the gas suffer from intense headaches and vomiting.							



Urban Terror			Level 11 Hit Points: 104			Disposition: Snobbish	
Human							
STR 8	MAG 1	TEC 4	AGI 4	VIT 8	LCK 2	Reflect	Resist
STR 8	MAG 1	TEC 4	AGI 4	VIT 8	LCK 2	Reflect	Resist
Aim: One target Urban Terror can see. Deals 8d10-4 (40) Physical damage. Does not check for dodge. Hostage: One adjacent target cannot move from its position. Whenever Urban Terror takes damage, half the damage is dealt to this target instead. These effects last until the end of Urban Terror's next round. A terrorist who is willing to risk everything for his deranged ideals. A man full of hatred and prejudice, manipulated by those more powerful than him.							

Executioner			Level 15 Hit Points: 272			Disposition: Insane	
Human							
STR 7	MAG 7	TEC 9	AGI 1	VIT 8	LCK 1	Resist	Resist
STR 7	MAG 7	TEC 9	AGI 1	VIT 8	LCK 1	Resist	Resist
Madman's Rush (P): At the start of each of his turns, if there are no Users adjacent to Executioner, he gains +10 movement allowance for this turn. Rip (P): If Executioner puts a target in Death's Door, he gets an extra turn this round. Tear: One adjacent target. On hit: STRd12+STR Physical damage or MAGd12+MAG (45) Thunder damage. A madman who travels the countryside looking for innocent victims for him to cut down. He has no clear motive besides reveling in violence.							





Thunderbird

XIX – The Sun

Level 11

Hit Points: 156

Spell Points: 12

Skill Bonus: +2 MAG, +1 AGI

Natural Skill: **Pulse** – Whenever you deal Thunder damage, you can choose to deal SKL

Thunder damage to any number of units adjacent to you, no dodge check, as a Quick action.

Types



Disposition(s):

Noble



STR 1	MAG 7	TEC 5	AGI 5	VIT 6	LCK 2	A legendary creature from Native American folklore. It's very famous amongst many tribes all across the United States, and it's said that the beating of its wings causes thunderstorms and gusts of wind.
Resist	Resist	Weak				

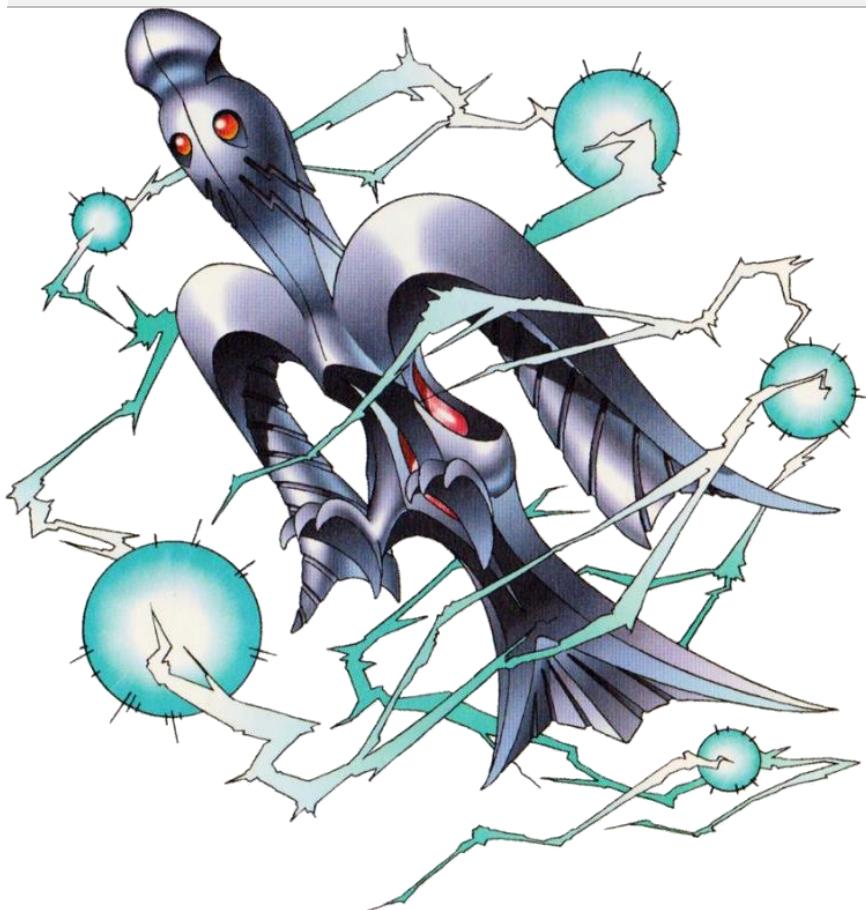
Jolt (Thunder): Any number of targets in a straight line between Thunderbird and any number of Electric Totems. On hit: MAGd8 (31) Thunder damage.

Charge (Light): Any number of targets within 3 meters of Thunderbird or within 3 meters of its Electric Totem. On hit: 7d4 (17) Light damage and Thunderbird gains +1 HDC for its next attack.

Short Circuit (Thunder): One target within 3 meters. -1 HDC. +2 Critical Margin. On hit: 7d12 (45) Thunder damage. Can only be cast if Thunderbird is adjacent to an Electric Totem.

Alternate Totem (P): At the start of combat, each Thunderbird creates one Electric Totem in the battlefield, which is treated as a Zenith of Radiance. When a Thunderbird is removed from combat by any means, remove its Electric Totem. Thunderbird may move its own Electric Totem up to TEC meters in any direction as a Quick action.

Direct Presence (P): At the start of each of its turns, Thunderbird deals MAG (7) Thunder damage to all units adjacent to it, no dodge check.



Electric Totem



Hel

XIII – Death

Level 16

Hit Points: 205

Spell Points: 17



Types



Skill Bonus: +1 MAG, +1 TEC, +1 AGI, +1 VIT, +1 LCK

Natural Skill: **The Ice Queen** – Whenever you kill an enemy or a User enters Death's Door, you can spend your Interrupt action to copy all Buff effects on that unit to you, and set the remaining duration of those effects to 3 rounds.

STR	MAG	TEC	AGI	VIT	LCK
1	9	9	5	6	2
			Null	Drain	Weak

Underworld's Summons: Hel permanently decreases any of her Combat Skills by 2 to add one Frigid Wyrm to combat at the end of the initiative queue.

Ymir's Breath: Up to three targets within 5 meters. On hit: 9d10 (49) Ice damage and 100% Stunned chance.

Claws of Niflheim: One target within 6 meters. On hit: 9d12+2 (60) Ice damage. If the target is Neutral or Weak against Ice, they cannot declare movement actions until the end of Hel's next turn.

Disposition(s):

Snobbish



Loki's daughter and Queen of the underworld of her namesake, the misty realm where the souls of the departed wander eternally, often made to battle each other like they did in life.

Tyrant of Ice (P): When combat starts, Hel gains the effect of *Tarukajyne* (+4 STR, +4 MAG), *Rakukajyne* (+4 AGI, +4 TEC) or *Sukukajyne* (Fortify Physical/Elements +24), chosen by the Narrator. These last for 3 rounds.

Infernal Retainers (P): When combat starts, two Frigid Wyrms are summoned into combat, placed at the end of the initiative queue.

Frigid Wyrm

Level 16

Hit Points: 130



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



Drain



Weak



Weak

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

Gelid Choir: Increase one of Hel's Combat Skills by 1. This is not considered a Buff effect and lasts until Hel is defeated.

Warding Frost: One target within 4 meters. On hit: 4d10 (22) Ice damage and 8TEC% (32%) Slowed chance.



Doppelganger

0 – The Jester

At the start of combat, a Doppelganger summons more Doppelgangers until there are an equal number of Users and Doppelgangers in combat.

Each Doppelganger assumes the form of one User and copies the following features from their targeted User:
Maximum HP, Level, Combat Skills, Types, Type interactions and Spells.

Does not respond to negotiation, cannot be acquired through Fusion.
Class Features that target Shadows cannot target Doppelgangers.

Mercurial: Doppelganger gains +1 HDC or +1 DDC until the end of its next round.

Rippling: Doppelganger gains +5 movement allowance for the next 3 rounds.

Shattered Mirror (P): If a User enters Death's Door, their Doppelganger is removed from combat immediately, and does not reward the party with Experience Points.

A shapeless phantom that can steal people's appearances, although this ability isn't perfect. If you see your own Doppelganger, it might be a sign of great misfortune in your immediate future.





Element Personas

Elements are special Personae that can be created by Fusion whenever you fuse two Personae of the same Arcana. Their levels are always equal to the average of the levels of the Personae you used to Fuse them, and their Arcana is the same as the Arcana of those Personae. Elements don't possess Natural Skills. Instead, they have **Inheritances**, powers that are passed down to a Persona if the Element is used in Fusion or Sacrifice. An Element's *Tier* is based on its Level as per the table below. When using an Element for Fusion or Sacrifice, you can choose any of its Inheritance Tiers up to the Element's Level. Elements cannot be summoned or equipped as an Active Persona.

You cannot Fuse two Element Personae. If you Fuse an Element of a specific Arcana with a Persona of that same Element's "group", the result is a Persona of one "step" above the non-Element Persona's Arcana. Ex.: If you fuse a Moon Lilith (PLv. 11) with an Aquans of any Arcana, the Fusion would result in a Moon Girimekhala (PLv. 12), the Persona directly after it in the Moon Arcana level list (Core Grimoire, Page 330). If the Element and the Persona are not in the same group, use the normal Fusion result based on the Fusion components' Arcana and Levels.

Level	Tier
1-5	I
6-10	II
11-15	III
16 and over	V

Erthys

- III – The Empress
- V – Hierophant
- IX – The Hermit
- XV – Devil
- XVI – Tower

Aquans

- II – High Priestess
- VII – The Chariot
- XII – Hanged Man
- XIII – Death
- XVIII – The Moon

Aeros

- 0 – The Fool
- I – The Magician
- VI – The Lovers
- VIII – Justice
- XVII – Star

Flaemis

- IV – The Emperor
- XI – Strength
- X – Wheel of Fortune
- XIV – Temperance
- XIX – The Sun

Mercurius

- XX – Judgement
- XX – Aeon
- XXI – The World



Erthys

Element Persona

Tier I Inheritance – **Foundation** – When using Erthys for Fusion or Sacrifice, choose one Type: The resulting Persona gains *Dodge <Type> I*.

Tier II Inheritance – **Quaking Might** – When using Erthys for Fusion or Sacrifice, choose one Tier II or lower Defense Spell and grant one use of that spell to the resulting Persona for no SP cost.

Tier III Inheritance – **Gaia's Protection** – When using Erthys for Fusion or Sacrifice, choose one Type: The resulting Persona gains *Null <Type>*.

Tier V Inheritance – **Weight of the World** – When using Erthys for Fusion or Sacrifice, grant the resulting Persona one use of *Tetrakarn* or *Makarakarn* (your choice) for no SP cost.



Aquans

Element Persona

Tier I Inheritance – **Droplets** – When using Aquans for Fusion or Sacrifice, choose one Tier I spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier II Inheritance – **Monsoon** – When using Aquans for Fusion or Sacrifice, choose one Tier II spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier III Inheritance – **The Great Wave** – When using Aquans for Fusion or Sacrifice, choose one Tier III spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier V Inheritance – **Calamitous Flood** – When using Aquans for Fusion or Sacrifice, choose one of the Spells of the resulting Persona: Grant that spell one extra use, if possible, for no SP cost.



Aeros

Element Persona

Tier I Inheritance – **Cold Wind Blowing** – When using Aeros for Fusion, grant the resulting Persona a +4 Social Skill Bonus to any Social Skill. Normal bonus restrictions still apply.

Tier II Inheritance – **Gathering Storm** – When using Aeros for Fusion, grant the resulting Persona a +1 VIT or +1 LCK Skill Bonus. Normal Bonus restrictions still apply.

Tier III Inheritance – **Typhoon** – When using Aeros for Fusion, grant the resulting Persona a +1 STR or +1 MAG Skill Bonus. Normal Bonus restrictions still apply.

Tier V Inheritance – **Desolation** – When using Aeros for Fusion, grant the resulting Persona two Skill Bonuses of any type (Core, Page 53). Normal Bonus restrictions still apply.



Flaemis

Element Persona

Tier I Inheritance – **Warm Embers** – When using Flaemis for Fusion or Sacrifice, choose one Tier I Almighty spell: Grant it to the resulting Persona for no SP cost.

Tier II Inheritance – **Bright Flame** – When using Flaemis for Fusion or Sacrifice, choose one Tier II Boost Category spell: Grant it to the resulting Persona for no SP cost.

Tier III Inheritance – **Skies Ablaze** – When using Flaemis for Fusion or Sacrifice, choose one Tier III Boost Category spell: Grant it to the resulting Persona for no SP cost.

Tier V Inheritance – **Ruins of Megido** – When using Flaemis for Fusion or Sacrifice, grant the resulting Persona one use of *Power Charge* or *Mind Charge* (your choice) for no SP cost.

Mercurius

Element Persona

Tier I Inheritance – **Luna Fixa** – If Mercurius is used in Fusion, grant the resulting Persona one extra PLv, even if it would exceed your CLv.

Tier II Inheritance – **Glaure** – If Mercurius is used in Fusion, the resulting Persona can be two “steps” ahead in the level list of that Arcana, instead of one.

Tier III Inheritance – **Chrysopoeia** – If Mercurius is used in Fusion, grant the resulting Persona one Type it doesn’t have. If the resulting Persona would have more than three Types using this feature, swap one of its Types for a Type of your choice instead.

Tier V Inheritance – **Solifaction** – If Mercurius is used in Fusion, you can choose any valid Persona of any other Arcana as the Fusion result, ignoring the “step” restrictions of Element Fusions.



Variant Rule - Persona Formations

Certain Personae are grouped by their myths and, when reunited, grant special abilities to their User, known as *Formations*.

Formations are only active if all stated members are present in the party's Persona list, unless stated otherwise. Note that the listed Personae don't need to all be active for a Formation effect to activate. For the purpose of Formation effects, consider a "*Wielder*" any User whose currently active Persona is listed in the desired Formation.

Name	Members	Effect
End of Days Formation	White Rider Pale Rider Red Rider Black Rider	As a Quick action, each Wielder may activate the following effect: Choose one of your Combat Skills and roll 1d4: Reduce that Combat Skill by the amount rolled (or reduce it to 1 if the Skill cannot be lowered further) and increase your TEC by the reduced amount. This is considered a Buff effect and lasts for 3 rounds.
Hee-Ho-rmation	Jack Frost Pyro Jack Jack Ripper Black Frost	This Formation effect can be activated as long as there are two or more members present. Once per combat, each Wielder can activate the following effect as a Free action: The next spell you cast deals ($X + SKL$) extra Fire or Ice Type damage (Wielder's choice), where X is the number of Wielders in combat.
Amorphous Formation	Slime Black Ooze Abaddon	Once per day, as an Interrupt, each Wielder can activate the following effect as an Interrupt action: You gain <i>Resist</i> against the next damage Type you take damage from, but your AGI is reduced by half. Both of these effects last until the end of the wielder's next turn.
Old School Formation	Pixie Slime Cerberus	Once per day, you can activate the following effect as a quick action: All Wielders ignore the initial range requirement for spells. This does not include additional range effects in spells such as Megidolaon. This lasts for 3 rounds.
Modern Mythos Formation	Mothman Hell Biker Matador Terminator	Once per day, each Wielder can activate the following effect as a Quick action: If you possess any "Counters", such as Cognitive or Nuclear buildup counters, but excluding Death's Door counters, roll 1d4: Add or subtract (your choice) that many counters from that pool.
Suspicious Formation	Succubus Incubus Lilim Mishaguji	Once per combat, each Wielder can activate the following effect as a Quick action: Target 1 unit suffering from at least one Status effect, except Charmed. Remove that Status effect, and target suffers Charmed, if able. If the chosen Status was Augmented, apply Smitten instead.
Pharaonic Formation	Horus Seth Isis Heqet	Whenever a Wielder regains HP, any other Wielder can use their Interrupt action to trigger the following effect: Pay 1 Aspect Point: Recover HP equal to half that Wielder's recovery.
Midsummer Night's Formation	Oberon Titania High Pixie Pixie	Each Wielder can activate the following effect as their full movement action: Move to an empty position adjacent to another Wielder.



Ulster Formation	Setanta Queen Mab Cu Chulainn Scathach	Once per round, each Wielder can activate the following effect as an Interrupt action after dealing damage with an attack or spell: You gain <i>Move X</i> , where X is the number of faces on the damage dice used for that attack.
Akashic Formation	Sati Kali Vishnu Parvati	Once per day, one Wielder can use their full turn action to grant any other Wielder an extra turn this round. This turn happens immediately after the triggering User's action.
Heavenly Formation	Angel Archangel Principality Power Virtue Dominion Throne	This Formation effect can be activated as long as there are three or more members present. Wielders of this Formation can communicate verbally as a group and privately amongst themselves, sharing sensory feedback over any distance, as long as they are conscious and consenting.
Ragnarök Formation	Nidhoggr Surtr Valkyrie Thor Loki	This Formation effect can be activated as long as there are four or more members present. Once per day, a Wielder may activate this effect as a Quick action: Choose one target you can see. Every time that target takes damage from an attack declared by a Wielder of this Formation, increase the damage they take from the next attack declared by a Wielder of this Formation by 10%. This can stack with previous activations of itself up to a limit of 30%. This effect cannot be dispelled and lasts for 3 rounds. If this effect targets an Ultimate Shadow or Tyrant, decrease this penalty to 5% per stack, and it lasts 2 rounds instead of 3.

Leader	Formation	Effect
Trumpeter	End of Days	Trumpeter's Wielder can cast End's Envoy as if it were on their Spell Deck. This is considered a Standard action: Tier VI Buff Target: Caster Effect: Target gains +3 STR, +3 MAG, +3 TEC, +3 AGI, Fortify Physical and Elements +8 These effects last for 3 rounds. Repress this spell.
King Frost	Hee-Ho-rmation	Once per combat, King Frost's Wielder can use their Interrupt action to change the damage of one attack declared by any unit to Fire or Ice, your choice.
Mara or Lilith	Suspicious	Once per session, during negotiation, a Wielder of either of these Personae you can use this effect as a Free action: Do not roll a subtraction dice when you Risk for this negotiation.
Odin	Ragnarök	Once per day, you can use a Quick action to target a unit under the effect of Ragnarök Formation. If you declare an attack against this unit this round, double the penalty granted by Ragnarök Formation, but remove that effect after damage calculation.

Variant Rule – Sabbath Attacks

This variant rule rewards strategic play with powerful combined attacks. Every time a User hits a Shadow's weakness during their turn, grant the party one Sabbath Counter. Note that you only gain one Counter per turn, even if you hit multiple weaknesses during that turn. Any User who can declare basic attacks can spend between two and four Sabbath Counters to declare a Sabbath Attack as a standard action:

- ❖ For each Counter spent this way, choose one Persona a User in combat owns. This Persona does not need to be active or equipped;
- ❖ For each Persona selected this way, roll the damage dices specified in the “PLv.” table below, add all rolls and divide the damage equally amongst all enemy Shadows, rounding up. This damage is considered Almighty and does not check for dodge;
- ❖ If you spent four Sabbath Counters, choose one Persona you selected for the Sabbath: Your Sabbath Attack gains an extra effect based on the chosen Persona's Arcana, according to the “Tandem Effects” table below;

<i>PLv.</i>	<i>Damage</i>
1-4	2d6
5-8	3d6
9-12	3d8
13-16	4d8
<i>17 and over</i>	4d10

Arcana	Tandem Effect
0 – The Fool	Move yourself to the start or the end of the initiative queue (your choice). This takes effect at the start of the next round.
I – The Magician	Heal one Status effects from each User in combat.
II – High Priestess	Until the end of the next round, all Users can switch between Personae as a Quick action.
III – The Empress	Each target that takes damage from this Sabbath has a 30% chance to suffer Charmed.
IV – The Emperor	Choose one target that took damage from this Sabbath: If this Sabbath would kill that target, it instead survives with 1 HP, then initiate negotiation with that target immediately, for no action cost, and you gain a +1 bonus to that negotiation.
V – Hierophant	All Users gain <i>Resist Status</i> until the end of the next round. This is a Buff effect.
VI – The Lovers	Each target that takes damage from this Sabbath suffers -1 HDC for the next attack it declares. This is a Debuff effect.
VII – The Chariot	You can declare one extra Quick Action per round, until the end of the next round.
VIII – Justice	You take half damage from the next instance of damage you receive.
IX – The Hermit	You gain +2 DDC until the start of your next turn.
X – Wheel of Fortune	Replenish all your Luck Charges
XI – Strength	Until the end of your next turn, you can declare negotiation with any Shadow that responds to negotiation, ignoring normal limitations.
XII – Hanged Man	You can change the Type of the damage of this Sabbath to any Damage Type of any Persona chosen for this Sabbath.
XIII – Death	If you were to enter Death's Door before the end of your next round, you survive with 1 HP.

XIV – Temperance	Choose one target that survived this Sabbath: Reveal its Maximum HP and up to 4 of its Type interactions, your choice.
XV – The Devil	Targets that took damage from this Sabbath cannot move or be moved from their positions until the end of your next turn.
XVI – The Tower	Apply the effects of Tarundamon, Rakundamon or Sukundamon, your choice (Core Page 126 and 127), to all targets that took damage from this Sabbath.
XVII – Star	You can perform another standard action immediately after this Sabbath's damage calculation.
XVIII – The Moon	Each target that takes damage from this Sabbath has a 30% chance to suffer Fearful.
XIX – The Sun	Restore 100% of your HP
XX – Judgement	This Sabbath deals 50% more damage.
XX – Aeon	