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IDOLASPHERE

**SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART**



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Welcome to Idolasphere! This limited-issue document contains extra content to be used with the [Grimoire of Heart](#), and all its content will be made available in the “Sea of Souls, Volume III” document at a later date.

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](#).

This is a commemorative add-on, celebrating the major milestone of 300 members in [our Discord server](#)! Your continued support and love for the Grimoire and your fellow Users will never go unappreciated



Weapons

Name	Type	Damage	Reach	Extra	Description	Cost
Mill Cutter	Sword	STRd6	1	At the end of each combat, restore up to 1 Energy	A large, slightly curved sword decorated with roaring orange flames.	4 RP
Steel Feather	Polearm	STRd4+TEC	1-2	Cast Poisma (Tier I, Core Pg 129); Reflect Poison	A silver spear with a long blade ending in four golden spikes.	5 RP
Spell Rod	Firearm	MAGd8	1-4	At the start of each of your turns, add 1 Intel Counter to your party's pool.	A microphone mounted on an elaborate pink stand that can fire energy bolts.	4 RP
Blessed Bow	Bow	SKLd10	1-3	+2 VIT	A white bow with gentle gold filigree, tipped with azure gems.	5 RP
Girimekhala	Shield	STRd4+VIT	1	Grants High Counter (Tier III, Core Pg 144)	A tall golden shield with red details, sculpted in the shape of an elephant.	6 RP

Armor

Name	Damage Reduction	Bonus	Notes	Cost
Emblem Form	2	+3 Courage pts. +3 Expression pts.	A deep blue suit, once the mark of royalty, worn with metal pauldrons and a red cape.	2 RP
Stellar Grace	1	Evade Physical I	A bold black-and-white dress with ruffled detached sleeves and a jeweled necklace.	2 RP
Microwavin' Armor	VIT	Requires 2 STR to wear. Critical Margin -2 to attacks declared against you.	The large, garish armor worn by a TV show host, smooth yellow plates adorned with details of many colors.	2 RP
Sword Form	4	Move SKL	A form-fitting leather armor that boasts a frankly excessive amount of decorative belts.	4 RP
@Classic Style	5	Cast Purifying Flame (Tier III, Core Pg 94)	A loose pink robe with a darker sash and a discrete golden tiara	5 RP



Consumable Items

Name	Effect	Cost	Rarity
Mobster Energy Drink	Restores 5 Energy. If used during combat: Once combat ends, you lose 7 Energy. If used outside combat: Once the current Scene ends, you lose 7 Energy.	1 RP	1d4-1
Idaten Ofuda	+2 TEC, +2 AGI, all allies. Lasts for 3 rounds.	1 RP	1d4-2
Kongou Ofuda	Fortify Physical and Elements +8, all allies. Lasts for 3 rounds.	1 RP	1d4-2
Physical Ointment	1 target you can see gains Reflect Physical for the next Physical attack declared against the target.	3 RP	1d4-2
Magic Ointment	1 target you can see gains Reflect Elements for the next Element spell declared against the target.	3 RP	1d4-2

Accessories

Name	Effect	Cost	Rarity
Mage Ring	+3 Energy, -1 STR, -1 MAG	0.5 RP	1d4
Piercing Eyelashes	+2 STR, -1 HDC for Physical spells	1 RP	1d4-2
Candle of Grudges	+2 TEC, -1 DDC	1.5 RP	1d4-2
Bracelet of Eternity	+2 Damage Reduction	2 RP	1d4-2
Divine Pillar	<i>Resist <All></i> You cannot dodge attacks declared against you	Special	Special

Feats

Name	Effect	Req.	Additional
Dream Catcher	Once per day, after spending a Time block with a Confidant, you can spend one Aspect Point: Double the Ranks gained from this block.		Can only be chosen once.
Drama's Light	Outside of combat, your Luck Charges grant +2 to checks instead of +1.		Can only be chosen once.
Your Wind	You can call upon the memories of someone you witnessed perform impressive feats in your hour of need. Once per day, outside of combat, if you Risk a dice during a Social Skill Check, add half of another Social Skill's Tier (rounded down) to the result of this check.	Rank 10 or higher with at least 3 separate Confidants	Can only be chosen once.
Under The Moon	Outside of combat, during the Evening and Night blocks, you gain +1 to all Social Skill checks.	Tier III in at least one Social Skill	Can only be chosen once.
Arcana Burst	When performing Fusion, you can choose to bypass the SP gain for "inheriting" spells to add half of that SP to the normal SP pool of the resulting Persona.	Must be able to perform Fusion	Can only be chosen once.

Water Spells

Water spells deal Ice damage and are considered Ice spells for features that specify spell Types. If an effect or feature affects Ice spells, it also affects Water spells. However, effects that specifically denote “Water Category spells” do not affect Ice spells that lack this Category.

Imbue is a new keyword that applies its stated effects to the next Heal, Buff or Defense Type spell the User casts. Once you cast a spell that gives you an Imbue effect, that effect is “memorized” until you choose to apply it to a valid spell or combat ends. If you were to memorize a second Imbue effect while you have one memorized, you must choose one to keep memorized, and lose the other.

Tier I

Name	Categories	Reach	Effect	Description
Aqua	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd6 Ice damage Imbue: <i>Restores PLv. HP to the target.</i>	A beam of concentrated water strikes the target.
	Time: Default	Duration: Instant		
Ha Aqua	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Ice damage Imbue: <i>Target gains +1 DR until the end of their turn. This is not considered a Buff effect.</i>	The caster is briefly surrounded by orbs of icy water that chase down their enemies.
	Time: Default	Duration: Instant		
Malaqua	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4-5 Ice damage. Imbue: <i>Remove one Debuff or Status effect from the target.</i>	A wave of sharp droplets washes over the arena.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Aques	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd8 Ice damage Imbue: <i>Restores PLv. *2 HP to the target.</i>	A vicious torrent bursts from the caster’s Persona and strikes the target.
	Time: Default	Duration: Instant		
Ha Aques	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Hit: MAGd4+8 Ice damage Imbue: <i>Target gains +2 DR until the end of their turn. This is not considered a Buff effect.</i>	An array of water bolts hover around the caster before piercing the targets.
	Time: Default	Duration: Instant		
Malaques	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4 Ice damage. Imbue: <i>Remove up to two Status effects from the target and target receives Resist Status until the end of your next turn.</i>	Storm clouds loom above the targets, lashing them with a vicious downpour.
	Time: Default	Duration: Instant		

Tier III

Name	Categories	Reach	Effect	Description
Aquadyne	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd10 Ice damage Imbue: Restores PLv. *2 HP to the target. This spell can target Users in Death's Door. If you do, this revives them with 50% HP, then apply the original effect of this spell.	A mass of water takes the shape of a beast tied to the Persona's mythos and crashes into the target, crushing it instantly.
	Time: Default	Duration: Instant	Hit: MAGd6+MAG Ice damage. Choose one of the following:	
Ha Aquadyne	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Imbue: Target gains +3 DR until the end of their turn. This is not considered a Buff effect.	A trio of weapons made out of water dance around the caster, leaping at the targets and striking without mercy.
	Time: Default	Duration: Instant	Imbue: When you cast this spell, choose one Damage Type. Target gains Fortify <your chosen Type> +6 until the end of their turn. This is not considered a Buff effect.	
Malaquadyne	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4+6 Ice damage. Choose one of the following:	A swarm of translucent birds of prey emerge from the Persona, slicing the targets to ribbons in the blink of an eye
	Time: Default	Duration: Instant	Imbue: Remove one Status effect from the target. That target cannot suffer that Status effect for the next 3 rounds. Imbue: Remove one Debuff effect from the target and choose one Combat Skill: Checks made with that Skill ignore Debuff effects for the next 3 rounds.	

Tier V

Name	Categories	Reach	Effect	Description
Bloody Honeymoon	Mono, Ice Water, Imbue, Unique, Repress (A)	1 target within 9 meters	Hit: MAGd10 Ice damage. Imbue: Target recovers one spell use of Tier III or below.	Cracks break around the arena and bloody water bursts from the ground, covering all targets in a crimson mist.
	Time: Default	Duration: Instant	Repress to add the following effect to the Imbue: This can include Repressed spells.	

Aversa (Tyrant)

VI – Lovers



Level 3
Hit Points 200
Spell Poits: 4

Types



Skill Bonus: +4 Charm

Natural Skill – Covered Ears – Once per combat, you can choose one target you can see: That target cannot be selected as a target for Buff or Heal spells, or other effects that restore HP, until the start of your next turn. At the start of your turn, you can extend this effect as a Quick action by spending 1 Energy.

Shadow Gift – At the start of combat, Aversa summons two "Enslaved Mirages". At the start of each round, if either or both of the Enslaved Mirages were defeated in the previous round, they are summoned back into combat.

STR	MAG	TEC	AGI	VIT	LCK
2	6	5	6	3	2



Resist



Resist



Weak

Enthralled Zan: One target within 9 meters. On hit: 6d4 (15) Wind damage. If one Enslaved Mirage is present when this spell is cast, this attack has +1 HDC. If both Enslaved Mirages are present, this attack deals +2d6 extra Wind damage.

Umbral Bufu: One target within 8 meters. On hit: 6d6 (21) damage. This spell can target extra targets, equal to the number of Enslaved Mirages present in combat.

Dark Envy (Buff): Aversa targets one User who's under the effect of a Buff Category spell, adds that Buff effect to herself, then removes it from the target.

Aversa can perform 1 Hetelic Action per round.

Accelerated Casting: Aversa can cast Enthralled Zan or Umbral Bufu as an Interrupt action, but spells cast through this feature do not benefit from effects that rely on Enslaved Mirages.

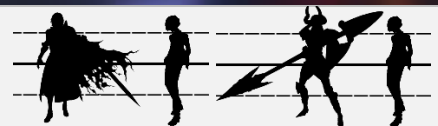
Scorn: When Aversa takes damage from a spell or basic attack, she has a 70% chance to declare a basic attack against the User who dealt this damage. On hit, this deals 6d4+4 (19) Almighty damage.

An evil Mirage who can bend the will of humans and Mirages and force them to serve her. Those under Aversa's thrall have their souls shut off from the outside world, hearing nothing but her voice.

Enslaved Mirage

Level 3
Hit Points 50

Cannot be acquired through Fusion.



Rush: One target within 6 meters. On hit: The Enslaved Mirage becomes adjacent to the target, and deals 4d6 (14) Physical damage.

Skewer: Up to 3 targets within 5 meters. On hit: 4d4-2 (8) Fire damage.

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

Dark Shackles (P): Defeating this Shadow confers no Experience. If negotiation is started with an Enslaved Mirage, the User must pass a Difficulty 3 check of their preferred Social Skill. If they pass this Check, the Enslaved Mirage will attack Aversa, dealing 50 Almighty damage (no dodge check) immediately, and disappear. An Enslaved Mirage freed this way will not be summoned back into the fight by the effect of Shadow Gift.





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Jojo Hatsue | JonVGreenNight | jooiaa | Joshkinz | Jotta | Juliet? | Julio Cesio ? | JV | KabDriver | kairu |
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KronoJheison | KtyAdventure | Kuronoh | Lactose | Laendro | Large Luigi | lenin | Leobs | Letra0 | Li-13 |
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- The Fool) | MintDarkChocolate | MissingOne | MlassGlass | Momberg44 | Moonjellyfish | moonwings | Mr
Yosha | Mr. Random | My Inhibitions | Naobi | Naratna | neko_ | Neonparty | Nerd Letter | Nobody | Noite |
Nome lesgau | Nore | Norel | NyehMeh | Oeiras | osvaldo1996s | Pache-ko | paloma (she/her) | panificadora
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[He/Him] | Pipoca | Polenta-sama | QuinnTheIllusion | Raidou?? | Rammy | RavenSpade654 | Rednal | rePiaf |
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somethingoranother | sonicX2005 | Sooyaa | sr_cerezo | Starless | Survivor Fredrick | sweet transvestite |
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TheSausageOfGermany05 | thewonkabro | ThomasSc | Tidus | tieflingdoggo | TimeEdge | Tonashi | Topherdoo
| Tremillian | Tropoco | True_King | TTSP | Tyrael | uiqou | um cafetao chamado maciota | Urick | Valtair |
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To the 300 (and growing!) members of the Grimoire Discord: This one's for you.