

Supplement DXD : Sacred Gears Monster Hunter Vol 2
Fang Beast
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Types of Fanged Beasts



Apes

Long tails, powerful arms, most have 4 fingers, can grab and throw stuff



Ursine

Quadrupedal AND bipedal. walks on 4 legs, but mostly attack on 2 legs



Elephant

Gigantic, long trunks, attacks with front and back legs



Boars

Short snout, short legs, rams into enemies,

Introduction:

Welcome, Jumper, to this supplement—a divine boon for those who dare to wield one of the gods' gifts to humanity: the **Sacred Gears**. Based on the legendary artifacts of the *DxD* universe, these mighty relics are yours to claim, should you have the courage and resolve to master their boundless power. Within these pages, you will find a selection of **Sacred Gears**, each derived from ancient anomalies, legendary creatures, or myths that have persisted throughout time, whether in fiction or reality. With them, you will be granted a strength that few could ever hope to achieve, but as with all power, there is a price to be paid.

Be warned, Jumper—these **Sacred Gears** are not mere trinkets or tools; they are relics of immense might, capable of elevating you beyond the realm of mortals and placing you among heroes, monsters, or even gods. To wield one is to walk the path of legends, but that path is not one paved in gold. Unlike other supplements that may bestow free **Choice Points (CP)** upon you, this one grants no such generosity. If you wish to acquire and master one of these gifts, you must pay for it with CP converted from the jump you have chosen to attach this supplement to. The strength you claim here must come at the expense of opportunities elsewhere—such is the balance of power.

Furthermore, there exists an inherent limitation: **This supplement can only be used once per character in your Jumpchain. This includes supplements from different volumes, as only one volume may be used per jump.** Yet, for those who dare to seize the power before them, the rewards are beyond imagination.

Weapon Basic Abilities :

Every Sacred Gear is a divine artifact imbued with supernatural power, granting its wielder abilities far beyond what a normal being could achieve. While the specific powers of each Sacred Gear vary depending on their origin, nature, and strength, all of them share a few fundamental traits that define their immense potential. Here are the core abilities that come with wielding a Sacred Gear:

1. Synchronization with the Soul

A Sacred Gear is not just a tool—it is an extension of the wielder's very being. Upon acquiring one, the artifact synchronizes with the user's soul, adapting to their strengths, emotions, and overall potential. As a result, the growth of a Sacred Gear is intrinsically linked to its user, evolving in response to their willpower, experience, and personal struggles. The stronger the wielder's resolve, the greater the power they can unlock.

2. Manifestation & Summoning

While some Sacred Gears are always present in a user's body, others can be summoned at will. The moment a wielder calls upon their Sacred Gear, it manifests in a flash of energy, taking on its unique form—be it an armored gauntlet, a floating construct, or a monstrous entity. Dismissing a Sacred Gear is just as effortless, allowing the user to conceal their power when necessary.

3. Energy Amplification & Reinforcement

All Sacred Gears enhance their wielder's natural abilities, granting increased strength, speed, and durability. Even the most basic Sacred Gear allows its user to fight on par with beings far beyond normal human limits. Additionally, the artifacts serve as energy conduits, greatly amplifying their user's ability to generate and manipulate various supernatural forces. Those with magical talent will find their spells empowered, while those with physical prowess may experience drastic boosts in combat ability.

4. Potential for Evolution

Perhaps the most terrifying aspect of a Sacred Gear is its ability to evolve. Unlike standard magical artifacts, these divine constructs are not static in power. As their wielders overcome trials and grow stronger, the Sacred Gear responds in turn—unlocking new abilities, fusing with other powers, or even transforming into an entirely new form. Some Sacred Gears even possess hidden Balance Breakers, advanced forms that temporarily elevate their power to monstrous levels. However, unlocking these abilities often requires intense training, emotional breakthroughs, or dire circumstances.



General Upgrades :

Import [Free]

You can import any one item of your choice and grant it the abilities of your Sacred Gear, fusing its power into something personally significant to you. The imported item retains its original properties while also gaining the abilities of the Sacred Gear, ensuring a seamless integration. However, only one item can be imported per Sacred Gear you own, and once the fusion is complete, the Sacred Gear cannot be separated from the item unless explicitly stated otherwise by an external force or ability.

Sub-Species Evolution [200CP / 400CP]

A Sub-Species Sacred Gear is an evolved and unique variant of a standard Sacred Gear, possessing altered abilities and increased power. While not all Sacred Gears have known Sub-Species, some do exist, and you have the option to choose an established one or develop your own unique variation.

For **200CP**, your Sacred Gear undergoes a **Standard Sub-Species Evolution**, transforming its base form into a Sub-Species Variant with fundamentally altered abilities. Your Balance Breaker will now manifest in this evolved form rather than its standard version. Regardless of the changes, this version of the Balance Breaker is at least twice as powerful as the base version. If your Sacred Gear has known Sub-Species examples, they will be available for selection.

For **400CP**, you receive a **Rare or Deviant Sub-Species Evolution**, which includes all the benefits of the 200CP version while further enhancing your Sacred Gear with additional abilities. This evolution grants two to three new abilities, making your Sacred Gear even more distinct and versatile.

These evolutions fall into two primary categories. A **Rare Sub-Species** focuses on amplifying the Sacred Gear's inherent strengths, further specializing its abilities to a new level. Examples of these evolutions include stronger energy projection, additional elemental affinities, or enhanced passive effects.

Meanwhile, a **Deviant Sub-Species** shifts the Sacred Gear's focus toward counterplay and adaptability, making it more effective against skilled opponents. These evolutions are often unpredictable and difficult to master but grant abilities such as defensive negation, enhanced combat intuition, or anti-ability measures.

Sacred Gear list :

Below is a list of basic Sacred Gears available for you to acquire, each with its own unique abilities and potential for growth. As a special rule, the first Sacred Gear you purchase will always be discounted, making your initial choice an important one for your jumpchain progression. Each Sacred Gear comes with its own Balance Breaker, granting a powerful transformation or enhanced abilities when unlocked.

Bear Braces [200 CP]

You now possess a pair of enchanted gauntlets crafted from the essence of the clumsy yet powerful Azuros, the blue-furred bear spirit of ancient forests. When activated, the Bear Braces grant you the strength of a full-grown grizzly bear, allowing you to crush stone and fell trees with ease. But that's not all—you also gain a keen, animalistic sense of smell, sharp enough to track the faintest scent of honey from miles away or locate prey through dense woodland. Fishing becomes child's play, as your reflexes and instincts sharpen enough to let you catch slippery fish straight from rivers and streams barehanded.

Balance Breaker: Guardian of the Forest

When activated, your Balance Breaker takes the form of a majestic suit of armor inspired by traditional Japanese design, woven from the pelt and spiritual essence of Azuros himself. Once donned, your defense increases dramatically, making you resistant to nearly all forms of physical damage. There's also a very small chance to deflect attacks entirely, reducing incoming damage even further as enemy blows slide harmlessly off your enchanted armor. Your vitality doubles, granting immense endurance and stamina, and any item in your possession becomes impossible to steal—protected by the forest's blessing and the bear's possessive might.

Snow Traverser [200 CP]

You now possess a pair of enchanted boots crafted from the hide of the elusive Lagombi, the snow rabbit-beast famed for its unmatched speed on frozen terrain. When activated, your movement speed doubles, allowing you to dash, leap, and maneuver with blinding agility. However, when you move across snow or icy terrain, your speed becomes four times your normal pace, turning you into a blur of motion even in blizzards and deep drifts. In addition, your stamina consumption during travel is greatly reduced, letting you run for hours without tiring. You also gain the ability to channel snow-elemental energy through your feet, creating freezing trails, icy platforms, or sharp blasts of frost with each step.

Balance Breaker: Snow Zoomer

When your Balance Breaker is activated, your boots conjure a sleek, enchanted snowboard that materializes beneath your feet, crafted from crystallized frost and arcane sigils. While riding it, your speed increases by sixfold on normal terrain and a blistering tenfold in snowy or icy environments. The board hovers just above the ground, ensuring that obstacles, rough paths, or deep snow never slow your pace. Your reflexes and agility are dramatically enhanced, making it easier to dodge attacks, execute acrobatic maneuvers, and maintain perfect control even at impossible speeds. Additionally, you gain immunity to cold climates, though not to absolute-zero or supernatural freezing levels.



Sticky Tongue [200 CP]

Despite its name, this Sacred Gear does not grant you an oversized frog tongue—thankfully. Instead, it manifests as a mystical whip inspired by the Volvidon, that red-armored monster known for its sticky hide and paralyzing strikes. This whip can be extended or shortened at will, reaching a maximum length of 125 meters, and is coated in a viscous adhesive substance that allows it to stick to nearly any surface on command.

Additionally, the whip is imbued with a paralyzing toxin capable of numbing nerves on contact and features anti-insectoid properties, making it especially effective against arthropod-like monsters or creatures with chitinous armor

Balance Breaker: Bouncy Beast

Upon activation, your whip transforms into a living, breathing Volvidon, a beast roughly the size of a rhinoceros. Retaining its former abilities. The Bouncy Beast can curl into a dense armored ball and roll at incredible speed, bouncing off surfaces and enemies alike.

Its attacks cause minor seismic quakes on impact, enough to stagger or disorient surrounding enemies. The Volvidon can also spit globs of paralyzing venom, and emit nauseating gas clouds that render those caught in them unable to eat or maintain focus due to overwhelming disgust.



White Monkey [300 CP]

You can now summon a mystical mask crafted from the essence of the mighty Blanonga, the White Ape of Eternal Frost. When you don this sacred mask, your physical strength skyrockets to rival that of a silverback gorilla, granting you immense raw power and resilience. In addition, the spirit of Blanonga bestows upon you dominion over the element of ice—you can unleash chilling blasts of snow and frost from your mouth or the palms of your hands, capable of freezing opponents or creating defensive barriers in the heat of battle.

Balance Breaker: White Blizzard

Upon activation, your Balance Breaker manifests as a sleek white fur suit resembling that of an arctic monkey deity. Once transformed, your might and agility amplify far beyond normal human limits—you possess not only the strength of a gorilla but its blinding speed and primal coordination. You become completely immune to seismic effects, making earthquakes and ground-shaking attacks useless against you. Furthermore, your accuracy and power with ranged attacks increase by 10%, your elemental abilities of all types are enhanced, and you can now survive and fight comfortably even in the most brutal arctic conditions.



Mind Stick [300 CP]

You now possess the ability to summon a deceptively simple staff known as the Mind Stick, crafted from the enchanted bones of the Kecha Wacha, the cunning ape-beast that swings freely through the jungles. When your Sacred Gear is active, your agility and dexterity increase to the level of a spider monkey, allowing you to leap, twist, and swing with incredible speed and precision. You move effortlessly through trees, branches, and vines, gaining a distinct advantage in forest canopies and wooded environments.

Additionally, you gain a natural affinity for the Water element, enabling you to manipulate small amounts of water to enhance your movements, balance on flowing surfaces, or create quick bursts of fluid pressure to dodge or propel yourself.

Balance Breaker: Weird Wacha Nakha

Upon activation, your Balance Breaker manifests as a vivid monkey-themed armor woven from the pelt and essence of the Kecha Wacha itself. Once donned, you gain the power of flight, using bursts of compressed water vapor and currents of air to lift yourself gracefully into the skies. Your stamina pool is drastically increased, allowing you to fight and move for extended periods without tiring, and your stamina regeneration becomes almost instantaneous, restoring your energy within minutes.

Your evasion and dodging ability improve tremendously, both in range and timing, allowing you to avoid attacks that would be impossible for normal fighters. Your affinity for water deepens as well, letting you shape and control it with greater fluidity—whether to form cutting streams, pressure blasts, or defensive barriers.



Yeti Eyes [300 CP]

Forged from the preserved eyes of the fearsome Goss Harag, this Sacred Gear grants its wielder dominion over frost and creation through pure vision. When activated, your eyes turn a haunting snow-white eyes.

Within your field of vision, you can manifest and control weapons made entirely of unmelting ice — blades, spears, shields, or any form your imagination dares to shape. These conjured arms move as if extensions of your will, flying, spinning, and striking with perfect precision. They will not melt, break, or fade until you dismiss them, and their weight and sharpness match those of the finest crafted steel.

Balance Breaker: Abominable Snow

When your Balance Breaker is unleashed, your hair turns a blinding white, and an aura of divine frost envelops your body, thickening into a storm of pure, lethal cold.

In this state, the creation and dismissal of your ice weapons becomes instantaneous. The first blow from any newly created weapon delivers more than just pain; it inflicts deep frostbite, freezing flesh and nerve alike with the merciless chill of the tundra.

Your strikes gain terrifying efficiency against foes who have activated Balance Breaker-level powers, as if your icy wrath was made to counter their arrogance.



Dawn Ray [300 CP]

This elegant bow is crafted from the brilliant feathers and silken pelt of the elusive Bishaten. When wielded, your arrows fly with supernatural speed, and your rate of fire increases dramatically, allowing you to release volleys that multiply mid-flight. The bow generates its own unlimited ammunition, and rather than standard arrowheads, each projectile's tip manifests as one of the Bishaten's favorite fruits—each carrying a unique effect depending on its type:

Lemon Arrows burst upon impact, releasing a dazzling, sweet-sour scent that clouds the mind and causes confusion among those caught in its mist. Grape Arrows deliver a slow-acting venom that seeps into the bloodstream, weakening the target's body and dulling their reflexes over time. Apple Arrows, in contrast, explode with a crackling surge of electrical energy, sending jolts through the body that induce brief but crippling paralysis. You can switch between these effects at will, a

Balance Breaker: Exalted Vow

Upon activation, your Balance Breaker transforms the battlefield into a lush, vibrant forest spanning up to a 500-meter radius around you. Within this conjured paradise, you can move unseen among the trees with perfect agility and stealth. Enemies attempting to escape will find themselves blocked, as the living forest bends to your will, the trees shifting and closing ranks to trap intruders.

The forest itself aids your assault—trees rain down enchanted fruits that share the same effects as your arrows. These fruits can also explode or emit mist-like vapors when thrown, allowing you to control vast zones of the battlefield effortlessly.



Grudgesounder [300 CP]

Originally crafted from the essence of Doshaguma, this artificial Sacred Gear takes the unassuming form of a mechanized metal detector. In its base form, it retains its original purpose—detecting sources of water deep underground—but has since evolved far beyond mere utility.

When activated, the Grudgesounder drastically heightens your perceptive senses, allowing you to feel the faintest vibrations through the earth and air.

This artificial version surpasses its natural counterpart by granting you the ability to locate hidden deposits of mana, rare minerals, and buried artifacts, no matter how deep or well-concealed they are. Additionally, your raw physical strength is enhanced to that of a polar bear.

Balance Breaker: Gloomborer Urshanith

When the Balance Breaker of Grudgesounder is invoked, no physical transformation occurs. In this form, all your abilities receive a flat 5× increase, drastically heightening your power, reflexes, and perception to superhuman extremes. You gain the ability to absorb mana directly from the land, drawing strength from soil, stone, and leyline alike.

Your attacks take on a new property, generating crystalline formations that grow and spread like living glass. These crystals can be detonated at will, bursting with devastating concussive force or showering the area in razor shards of condensed mana. Skilled use of this power allows you to create intricate traps, barriers, or explosive constructs mid-battle.



Giant's Slicer [600 CP]

You now possess the ability to summon a colossal broadsword forged from the ivory tusks and woolly pelt of the Gammoth, the ancient frost mammoth that once ruled the northern tundras. This mighty weapon radiates the essence of blizzards and mountain storms, and when activated, your physical power surges to match that of a fully-grown dragon from most fantasy worlds. Each swing carries the weight of an avalanche and the bite of a glacier's edge as you also gain the affinity towards the ice element .

The weapon's elemental power becomes especially devastating when turned against certain types of creatures. Those possessing orange coloration, tiger-like stripes, quadrupedal wyvern or dragon physiology, or a lack of elemental affinity are particularly vulnerable to your chilling wrath. The more of these traits your target embodies, the more your ice grows in strength — scaling from merely freezing their limbs to utterly encasing and shattering their bodies into crystalline dust, leaving only glittering fragments as testament to your power.

Balance Breaker: Queen of the Mountain

When you activate your Balance Breaker, your form becomes adorned in a magnificent suit of woolly arctic armor, forged from the sacred bones and pelt of the Gammoth itself. Your strength, endurance, and elemental mastery granted by Giant's Slicer are amplified fourfold, and this power rises to an overwhelming sixfold increase while in cold or frozen regions. You become completely immune to cold and arctic conditions, able to stride unharmed through blizzards that would freeze armies solid.

In this form, all ice-based attacks directed at you are absorbed, their energy instantly healing your wounds instead of harming you. Even more dangerously, your blows are now capable of breaking magical weapons and artifacts, including powerful relics or even other Sacred Gears

Mane Malice [600 CP]

In your possession now lies Mane Malice, a colossal two-handed war hammer forged in ages past and infused with the ferocious lightning of the ancient beast Rajang. When wielded, golden lightning crackles across its head and along your arms, resonating with the primal fury of the heavens themselves. You can channel this sacred thunder through your weapon to enhance its strikes, or project the lightning directly from your hands as devastating ranged attacks. The golden lightning carries potent anti-dragon properties, capable of piercing scales and dispelling draconic magic alike.

Your base physical and spiritual abilities are permanently increased threefold whenever this Sacred Gear is in use.

Balance Breaker: Super Rajang Form

Upon activation, your hair surges upward in a mane of crackling gold, your eyes blaze an intense emerald hue, and your face takes on the fierce visage of a god of war. Your physical abilities are multiplied tenfold, granting you overwhelming strength, blistering speed, and monstrous endurance. You can leap across incredible distances with ease, shattering the ground upon landing, and your attacks become more unpredictable and devastating with every strike.

You can now project your golden lightning as focused beams or explosive blasts—like a destructive energy wave unleashed straight from your hands.



Golm Golm [600 CP]

Forged from the essence of the three-lord Garangolm, these massive gauntlets radiate raw, living elemental power. The right gauntlet, wreathed in molten stone and magma veins, channels searing heat and flame, while the left gauntlet, coated in thick moss and pulsing with dew, brims with the tranquil but crushing force of water.

When both gauntlets strike the ground, you can unleash localized explosions, rupturing earth and stone with devastating impact. In addition, the gauntlets secrete a strange amber-like sap when you strike or defend; wherever it splashes, plants surge to life.

Balance Breaker: Resounding Gortrass

When you trigger your Balance Breaker, your body becomes clad in a massive, moss-plated armor formed from the scales of Garangolm itself — hard as dragonhide and twice as heavy. Veins of magma glow beneath the plates, while moss and water shimmer along your arms,.

Your strength multiplies tenfold, each strike shaking the ground and sending shockwaves through the air. You can conjure exploding boulders at will — flaming, steaming, or moss-covered — to hurl or use in close combat. Your charge attacks are drastically enhanced, gathering energy faster and hitting harder with critical precision.

While in this form, your body becomes an unyielding fortress of raw power and instinct. You are nearly immune to knockback, effortlessly shrugging off blows that would send lesser warriors flying. Every blow you deliver drains the stamina of your foes, sapping their strength and feeding it back into your own vitality.



Known Subspecies list :

Below is a list of possible Subspecies Sacred Gears available for you to obtain based on the upgrades and Sacred Gear you chose as a base. If your Sacred Gear doesn't have a known subspecies, you can use this as a template for how a Subspecies Sacred Gear should be made.

Also, remember that Subspecies Sacred Gears are highly individual—they evolve based on the user's unique traits and fighting style. So, you can create your own Subspecies Sacred Gear even if one already exists for a particular base form.

SubSpecies

Fiend Stick [Subspecies of Mind Stick]

A blazing variant of the original Mind Stick, this Sacred Gear evolves the into an ashen subspecies The vibrant blues of its original energy are replaced with smoldering reds and embers that flicker across your weapon and body when activated.

With this transformation, your affinity shifts from water to fire, allowing you to conjure scorching winds and flaming tendrils instead of flowing currents. Each strike you make now carries a growing, cumulative heat—the more you attack, the stronger your flames burn, building up momentum until your blows erupt with explosive force. In this form, your agility and dexterity remain exceptional.

Balance Breaker: Weird Jvalayati

Upon activating this Balance Breaker, your armor manifests in the likeness of a demonic fire monkey. While it retains the agility and stamina-enhancing traits of the original Weird Wacha Nakha, your power now channels the destructive nature of flame.

Your affinity fully converts to the fire element, granting you control over blazing projectiles, heat waves, and explosive bursts. Your armor is also twice as durable as the standard variant, resisting both physical and elemental assaults with ease.

Burst Ray [Subspecies of Dawn Ray]

This evolved form of the Dawn Ray transforms the spirit within your Sacred Gear into that of a Blood Orange Bishaten.

While you retain the three original fruit arrow effects—confusion, poison, and paralysis—you now gain a fourth type of arrow: the Blood Orange Arrow. These arrows are imbued with condensed orange flame, capable of detonating upon impact. The power of each explosion depends on the amount of magical energy you channel before release—a quick shot causes small bursts, while a fully charged arrow can produce a fiery blast large enough to obliterate groups of enemies or reshape ter

Balance Breaker: Dripesong Vow

When your Balance Breaker is invoked, the familiar mystical forest of the Dawn Ray still blossoms around you—but this time, it burns with the light of sunset. The trees pulse with orange-red veins, and the air becomes thick with glowing pollen.

This pollen drifts lazily through the air, and when it comes into contact with enemies or intense heat, it ignites in small, controlled explosions, creating a continuous cascade of fiery bursts around the battlefield. Each detonation is accompanied by the faint scent of citrus and ash, both mesmerizing and deadly.



Rare SubSpecies

Brown Monkey [Rare Subspecies of White Monkey]

This rare evolution of the White Monkey Sacred Gear draws its essence not from the elusive Copper Blangonga, a beast attuned to both sand and snow. The mask you summon in this form gleams with a metallic bronze hue, faintly shimmering as if dusted with frost.

When worn, the mask channels the primal energy of the Copper Blangonga, greatly enhancing your strength, agility, and endurance. You can now manipulate both sand and snow, blending the two into powerful hybrid attacks—sandstorms laced with freezing wind. plus any other abilities that the original sacred gear my have.

Balance Breaker: Brown Sandstorm Blizzard

When your Balance Breaker activates, your mask expands into a full armor of copper-tinted fur and hardened sand-steel,

Within this form, your physical power increases tenfold, and your control over terrain reaches terrifying precision. You can summon swirling sand blizzards that obscure vision, strip flesh, and freeze enemies mid-motion.

Your presence alone creates turbulence—each motion generating miniature cyclones of frost and dust. Even magic becomes unstable within your storm, spells unraveling under the weight of shifting heat and cold.



Deviant SubSpecies

Rojo Bear Braces [Deviant Subspecies of Bear Braces]

Forged from the ferocious essence of the Redhelm Arzuros, these gauntlets are a Deviant variant of the original Bear Braces. The gauntlets' surface gleams with a reddish-bronze sheen, etched with faint claw marks that glow whenever your fighting spirit ignites.

When activated, your strength surges to rival that of an adult dragon. Every punch you throw now carries such force that it generates bursts of compressed air pressure, capable of flattening trees or shattering boulders even without direct contact.

Additionally, the gauntlets grant the Anti-Beast Property, empowering your attacks to cut through the defenses of any creature of animal or beastly origin. Despite these enhancements, all previous abilities of the Bear Braces—including your sharp instincts, resilience, and keen nose—remain intact, now magnified by the Redhelm's feral fury.

Balance Breaker: Yankee of the Forest

Upon activation, your Balance Breaker manifests as a magnificent suit of armor modeled after the Redhelm Arzuros itself, blending traditional Japanese craftsmanship with primal wilderness might.

In this state, your defense skyrockets, rendering you nearly impervious to physical attacks. Strikes that land against you often deflect harmlessly, the sheer force of your spiritual armor redirecting their impact. Your vitality doubles, granting unmatched stamina and the ability to shrug off exhaustion even in the fiercest battles.

Beyond defense, your aura radiates a commanding presence that disrupts the instincts of beasts and monsters around you, making them hesitate or falter under your glare. Any item in your possession becomes impossible to steal or disarm—your grip and ownership are absolute, bound by the Redhelm's possessive spirit.

Barron Snow Traverser [Deviant Subspecies of Barron Traverser]

Crafted from the enchanted hide of the mighty Snow Baron Lagombi.

When activated, they grant you movement so swift it borders on teleportation—your speed triples instantly, allowing you to dash, leap, and maneuver with dazzling agility. Yet their true brilliance shines upon frozen terrain: on snow or ice, your pace skyrockets to ten times your normal speed, transforming you into a streak of blinding white that tears across the tundra like a living blizzard.

Your stamina consumption while traveling is nearly nonexistent; you can run for hours—days even—without fatigue gnawing at your endurance. Beyond raw speed, the boots let you channel high-level snow elemental energy through your feet and hands, coating your strikes or steps in frostbite-inducing power.

Balance Breaker: SnowBarron Zoomer

Upon activation, your Balance Breaker envelops you in armor woven from the divine pelt of the Snow Baron Lagombi, its fur gleaming with an ethereal shimmer and layered with frost-forged plates that grant powerful defensive protection and beneath your feet, a sleek, arcane snowboard materializes, sculpted from crystallized frost and etched with luminous sigils.

Mounted upon this enchanted board, you transcend mortal limits. Your speed surges to Mach 3 if your base is normal human travel across normal terrain and a staggering Mach 12 when gliding across snow or ice. The board hovers just above the ground, gliding effortlessly over obstacles, rough paths, and deep drifts without losing momentum.

Your reflexes and agility heighten to supernatural levels, letting you weave through attacks, perform acrobatic spins mid-battle, and maintain perfect balance even while moving faster than sound. The armor grants complete immunity to cold, including supernatural frost capable of freezing souls.

Matriarch Stomp [Deviant Subspecies of Giant's Slicer]

Forged from the divine remains of the Elderfrost Gammoth, this sacred gear

manifests as an enormous war hammer crafted from pure ivory tusks and lined with silver-tinted wool.

When summoned, your physical might ascends to rival that of an ancient dragon. The hammer is imbued with the Hell Ice element—a sinister, refined evolution of ordinary ice magic that freezes not just flesh but also mana and spirit. The colder the battlefield, the stronger its power grows, and the less attuned your foe is to frozen climates, the more devastating your strikes become.

Additionally, the weapon bears the Anti-Draconic Property, allowing it to pierce the scales and defenses of even the most formidable dragon-kind.

Balance Breaker: God of the Mountain

When your Balance Breaker is unleashed, your body is encased in magnificent woolly arctic armor, forged from the sacred bones and pelt of the Elderfrost Gammoth itself.

In this exalted form, all your physical strength, endurance, and elemental mastery increase twelvefold, and these powers rise to an overwhelming eighteenfold when you stand upon snow or ice. You become utterly immune to cold and blizzard conditions.

Any ice-based attack that strikes you is instantly absorbed, the energy flowing into your body to heal wounds and restore stamina instead of causing harm. Conversely, the ice you command in this form becomes transcendent—ignoring resistances, immunities, and absorptions, freezing even that which claims to be beyond cold.

Your blows are capable of shattering magical weapons and divine relics, tearing apart enchantments and sacred constructs alike. Even other Sacred Gears tremble under your might—while lesser artifacts, once broken by your hand, require twice the effort to ever be restored.

Notes:

1. This is the second volume of this sacred gear Supplement. And also a small reboot of this supplements series. As after every volume I finally remade Vol 1.
2. Also this is one of four series that I wish to make a supplement gear series on. The other one is going to be based on Pokemon and one will be based on another based on Digimon. And one based on Warhammer AOS & Old World.