Supplement DXD : Sacred Gears Monster Hunter Vol 1 Edition

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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**. 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. Additionally, any known prebuilt Sub-Species or Deviant variants will be listed in a separate section, allowing you to explore alternate evolutions that may better suit your combat style or strategic needs.

Frostfang Prowler [200CP]

Forged from the essence of the Giadrome, the pack-leading ice raptor of ancient time, this Sacred Gear takes the form of a sleek, ice-blue frost-coated dual swords.Those who wield Frostfang Prowler become apex hunters, their bodies naturally adapting to freezing temperatures while their senses sharpen for the perfect ambush. They move with eerie silence, tracking prey with inhuman precision, while their strikes inflict wounds that slowly ice over, numbing and stiffening their foes with each blow.

Balance Breaker: Blizzard Stalker

Activating Balance Breaker transforms the Sacred Gear into a full-body set of icy wyvern armor, encasing the wielder in frost-plated scales with crystalline claws and a menacing ice-blue visor. In this form, they become an unstoppable force of winter, their speed and reflexes reaching inhuman levels as they weave effortlessly through battle. Snow and ice become their domain, allowing them to move with supernatural grace while their foes are left sluggish and vulnerable. The temperature around them plummets, their very presence chilling the battlefield as frost creeps through the air with every step. Their strikes unleash a relentless barrage of razor-sharp ice shards, each one capable of piercing armor and freezing flesh on contact.

Raptor's Edge [200CP]

A sleek, curved longsword crafted from the essence of the Velocidrome, this Sacred Gear embodies the speed, precision, and relentless aggression of a true pack hunter. Its edge is honed for fast, fluid combat, rewarding those who never hesitate and never falter. With each swing, the blade hums with predatory instinct, pushing its wielder to move faster, strike harder, and overwhelm foes through sheer agility and relentless pressure.

Balance Breaker: Velocirush

Activating Balance Breaker encases the wielder in a fierce wyvern armor, its surface lined with normal raptor scales and gleaming red claws, crackling with built-up kinetic energy. Their body radiates an intense, predatory aura, and every movement is so fast it leaves afterimages trailing in their wake. With this surge of power, they become a living storm of slashes and speed, striking with such ferocity that even weak barriers and plate armor struggle to withstand the onslaught.

Their attack speed doubles, allowing for an unrelenting assault that never loses momentum. The afterimages left in their wake mimic their strikes, creating delayed slashes that cut through enemies a moment after the real attack lands..



Venomfang Repeater [200CP]

A sleek, lightweight crossbow forged from the essence of the Gendrome, this Sacred Gear is the perfect weapon for those who favor speed, precision, and relentless pursuit. Designed to strike from a distance with ruthless efficiency, it specializes in rapid-fire venom-coated projectiles that gradually weaken and immobilize opponents. Venomfang Repeater's bolts are naturally coated in a paralytic venom that saps movement and reflexes, worsening with every consecutive hit. Striking a target in rapid succession can induce full-body paralysis, rendering them completely vulnerable. A concentrated burst of rapid-fire shots can overwhelm an opponent's defenses, slowing their reaction time until they can barely keep up. A special barbed bolt serves as a deadly trap—embedding into the target and releasing a slow-acting toxin that intensifies over time. Should they attempt to remove it, the venom spreads faster, leaving them paralyzed in moments. If necessary, the bolt can even be remotely detonated for an explosive burst of stagger-inducing force.

Balance Breaker: Neurotoxic Bow

Upon activating Balance Breaker, the Venomfang Repeater transforms into a rapid-fire repeater crossbow, its sleek frame reinforced with green wyvern scales and gleaming yellow claws. The wielder is clad in a fierce wyvern armor, their body infused with the instincts of the Gendrome, heightening their reflexes to inhuman levels.

Their speed and agility surge beyond normal limits, allowing them to fire even while sprinting, dodging, or mid-air, turning them into a mobile nightmare. Every bolt fired now applies paralysis instantly, forcing enemies into a desperate struggle against the inevitable. Successfully paralyzing a target marks them for death—any further attacks will deal significantly increased damage, making them easy prey. Then, when the moment is right, the wielder unleashes their ultimate move: a venomous storm of bolts, each one infused with a concentrated neurotoxin. The relentless barrage blankets the battlefield in paralytic suppression fire, locking down entire groups of enemies in an overwhelming assault. Those caught within the storm are rendered completely helpless, left at the mercy of the hunter's final strike.

Crimson Fang Barrage [200CP]

A pair of sleek, venom-coated handguns forged from the essence of the Iodrome, this Sacred Gear is a symphony of speed, precision, and relentless toxic firepower. Every round fired carries the potent venom of the Iodrome, gradually sapping the strength and coordination of its victims. Sustained fire causes dizziness, muscle fatigue, and sluggish reactions, ensuring that enemies struggle more with every passing moment. The venom clings stubbornly to wounds, preventing quick recoveries and forcing opponents to endure the full weight of their affliction. A rapid burst of shots can break through an enemy's defenses, amplifying the neurotoxin's effects and further slowing their reactions. Meanwhile, the wielder's agility is unparalleled, using lightning-fast evasive maneuvers to dodge attacks while firing in motion. The more their opponent struggles against the venom, the faster and deadlier they become.

Balance Breaker: Scarlet Venom Blitz

Upon activating Balance Breaker, the Twin Serpent Fangs evolve into sleek, crimson firearms, their venom reservoirs glowing ominously with lethal energy. The wielder is clad in a fierce wyvern armor, its surface lined with elastic red raptor scales and gleaming purple claws, allowing them to move like a phantom, striking with speed that borders on supernatural.

Their fire rate triples, turning their guns into a hurricane of neurotoxic devastation, flooding the battlefield with an endless barrage. Their awareness heightens to inhuman levels, allowing them to track poisoned enemies through walls and obstacles, ensuring no prey can escape. Enemies already affected by venom suffer intensified symptoms, their bodies locking up entirely under prolonged exposure, leaving them as little more than stationary targets. And when it's time to finish things, the wielder unleashes their ultimate technique—an inescapable hailstorm of bullets, weaving in and out of enemy fire with blinding speed. As the final shot is fired, all accumulated venom inside afflicted enemies detonates simultaneously, erupting in a series of neurotoxin-infused shockwaves that leave survivors crippled, broken, and utterly defeated.

Ironhide Mask [200CP]

A bronze-plated mask, forged from the unbreakable carapace of the relentless Bulldrome, this Sacred Gear transforms its wielder into an unstoppable force of nature. Once donned, the mask channels the raw, primal fury of a charging beast, amplifying strength, endurance, and sheer destructive power.

Balance Breaker: Mask of The Pig

When the Balance Breaker is activated, the mask fuses seamlessly with the wielder's body, forming thick armor-like plating across their frame. They are no longer just a warrior—they are a juggernaut, a living force of destruction, gaining ever-increasing speed and power with each unstoppable step.

With every charge, tremors ripple through the battlefield. With every impact, structures crumble and enemies are sent flying. And when the final moment of destruction arrives, they unleash Stampede Armageddon, a full-speed charge culminating in a cataclysmic, earth-shaking headbutt—reducing everything caught in its path to nothing but dust and ruin.



Water Claws [200CP]

Forged from the unyielding claws of the Daimyo Hermitaur, this sword and shield the perfect fusion of offense and defense. Each strike carries the force of a water , while every block transforms the wielder into a competent shield .

Balance Breaker: Crimson Tyrant

When the Balance Breaker is unleashed, the gauntlets expand and merge with the wielder's arms, encasing them in thick, deep-red shell armor laced with golden streaks of raw energy. Each motion becomes a declaration of absolute dominance—each strike, a calamity in its own right.

Blows that would shatter bodys are caught and *thrown back twice as hard*. Those foolish enough to be caught in Tyrant's sword find themselves trapped in a water prison, the crushing force only growing stronger with every passing second. And when the time for annihilation comes, the wielder slams both weapons , summoning a tidal surge that obliterates everything in its wake, leaving nothing but devastation in the depths of its fury.



Roaring Beak [300CP]

A massive, wyvern-forged megaphone infused with the essence of the Yian Kut-Ku, this Sacred Gear transforms the power of sound into a weapon of destruction. With a naturally amplified voice, the wielder's words can cut through any noise, ensuring their presence is impossible to ignore. Even casual speech carries a minor shockwave, capable of staggering weak-willed foes. Attempts to use sound-based disorientation against them are futile, as their hearing is immune to deafening effects. A focused blast of sonic energy can send enemies flying, causing disorientation and nausea, while a resounding battle cry invigorates allies, heightening their speed and reaction time. Meanwhile, enemies caught within range find themselves sluggish and uncoordinated, their senses scrambled by the overwhelming resonance.

Balance Breaker: Roaring Tempest

Upon activation, the megaphone fuses to the wielder's arm, reshaping into a wyvern-headed amplifier that constantly pulses with raw sonic energy. The user's body vibrates with power, leaving behind reverberating shockwaves with every motion, making them an untouchable, disruptive force on the battlefield. Their voice alone reshapes the fight, turning the very air into a weapon.

Their sonic attacks now create lingering echoes, continuously distorting the battlefield and making it difficult for enemies to focus or regroup. A single, full-force shriek sends an arena-wide shockwave, flattening everything in its path and knocking enemies off their feet. Their movements blur into streaks of afterimages, each step releasing bursts of sound waves that mask their true position.



The Wild Lord's Coat [300CP]

A luxurious, fluffy pink fur coat crafted from the hide of a Congalala, this Sacred Gear transforms its wearer into a force of nature, combining agility, raw strength, and unpredictability into a single terrifying package. Despite its seemingly soft exterior, the coat acts as a second skin—tough, flexible, and resilient.

Balance Breaker: The Farting and Burping King

Upon activating Balance Breaker, the Primal Mantle becomes even more powerful, enveloping the wearer in an even more vibrant, armored cloak of fur. Muscles bulge, and their movements become more erratic and deadly.

But the true power of the balance breaker lies in its mastery over gas manipulation. The user becomes a Gas Emperor, able to generate and control different types of airborne toxins at will. A dense paralytic fog can render enemies helpless, a blinding mist can obscure vision and distort perception, and a highly flammable vapor can coat the battlefield in explosive potential, waiting for a single spark to turn it into an infernal deathtrap.



Sandspike Coil [300CP]

A golden-brown ring carved with the swirling patterns of desert winds, imbued with the essence of Cephadrome—the relentless hunter of the dunes. This Sacred Gear grants its wielder mastery over sand, allowing them to slip beneath the earth like a serpent and strike with razor-sharp precision. To those who face its user, the battlefield itself turns against them, shifting unpredictably as they are hunted by an unseen predator lurking just beneath the surface.

Balance Breaker: Leviathan Mirage

When the Balance Breaker is unleashed, the wielder ascends to the true ruler of the sands. Their form shifts, gaining traits reminiscent of Cephadrome—sleek, scale-like armor, fin-like protrusions, and an almost ethereal presence as they meld seamlessly into the earth itself. A howling sandstorm erupts around them when summon, blinding all who dare stand against them, and scars the skin of any opponent.



Trickster’s Lash [300CP]

A whip woven from the cunning essence of the Gypceros, this Sacred Gear thrives on deception, confusion, and unpredictable strikes. The whip's crack can creates disorienting flashes, momentarily blinding foes and making them more susceptible to future bursts of light. Its ever-shifting, reflective surface makes it difficult to track, further adding to the chaos. With a simple command, the whip becomes laced with potent venom, gradually weakening enemies with each successive strike. Meanwhile, a well-timed flick can ensnare weapons, trip foes,steal items or even allow the user to swing away from danger—turning the battlefield into a playground of deception.

Balance Breaker: Phantom Serpent

Upon activation, the whip transcends its physical form, morphing into a semi-ethereal entity that slithers and strikes with unnatural precision. The wielder's body shimmers with illusionary afterimages, making it nearly impossible for opponents to discern their real location. The battlefield becomes a stage of trickery, where the user dictates reality itself.

The whip now moves unpredictably, striking from multiple angles at once, as if alive with its own cunning. Its venom evolves into a nightmarish toxin, inducing hallucinations and disorientation, leaving enemies swinging at phantoms. The Final Trick unfurls—a dazzling storm of glowing whiplashes that ensnare all within reach. In a single climactic crack, a brilliant explosion of light and sound stuns all opponents, leaving them blinded and defenseless against the Trickster’s next move.

Mesmeric Plumage [300CP]

A pair of ornate feathered fans, shimmering with the hypnotic essence of the Hypnocatrice, Mesmeric Plumage is a weapon of grace, deception, and subtle control. Every motion of the fans releases a faint, mesmerizing mist, subtly dulling the reactions of those nearby. The longer enemies are exposed, the heavier their eyelids grow, their movements slowing as if weighed down by an invisible force. With a single sweep, the fans can send a gust laced with hypnotic particles, leaving enemies lightheaded and prone to fatal mistakes. Those who gaze too long at the wielder's rhythmic, flowing movements may find themselves ensnared in a trance, helpless against the inevitable finishing blow.

Balance Breaker: Mirage Plumage – The Dream Tyrant's Requiem

Upon activating Balance Breaker, the fans radiate hypnotic light, and the wielder's armor blossoms with vibrant, shimmering feathers, pulsing with an eerie, otherworldly glow. The battlefield transforms into a waking dream, where illusions twist reality, and the line between consciousness and slumber blurs.

A dense mist blankets the area, filling enemies' ears with ghostly whispers and distorting their vision until they can no longer trust what they see or hear. Every movement of the fans sends waves of sleep-inducing energy, causing enemies to slow, stumble, and ultimately collapse under the weight of exhaustion.



Fleshcrusher [400CP]

A nightmarish weapon that should not exist, Fleshcrusher is a grotesque amalgamation of raw muscle, sinew, and pulsating flesh, formed from the essence of the Khezu itself. It twitches unnaturally with every motion, its surface glistening as if perpetually slick with some unknown secretion. A single strike from this unholy maul sends shuddering bioelectric pulses through its victims, disrupting their nervous systems with every impact. The hammer's hideous form allows the wielder to defy gravity, clinging to walls or ceilings like a true cave-dwelling horror. And when charged with enough stored energy, it releases devastating, mind-numbing discharges, sending enemies flying in a storm of electricity and flesh-rending force.

Balance Breaker: Shrieking Horror – The Flesh Tyrant Awakens

Upon activating Balance Breaker, the hammer's disgusting flesh expands, writhing like a living beast. A grotesque armor of pulsating muscle and shifting, leathery skin wraps around the wielder, electricity arcing wildly across its form. Every movement is accompanied by horrific, otherworldly screeches—warped echoes of the Khezu's nightmarish wails—instilling pure dread in all who hear them.

The hammer itself becomes something beyond mortal comprehension. It moves with a mind of its own, tendrils snapping out to ensnare enemies. Every swing carries an ear-shattering shockwave, and upon impact, the weapon opens, revealing gnashing, fanged maws that sink deep into its victims, draining their energy in a grotesque feeding frenzy.

And when the time comes for the Final Movement – Abomination's Judgment, all the stored bioelectric energy surges into one final, devastating blow. Upon impact, the hammer detonates in a monstrous eruption of paralyzing lightning and flesh-rending force. The surrounding battlefield is filled with a cacophony of nightmarish screeches, stunning all in range. Those caught in the center are left utterly helpless, their minds consumed by a twisted hallucination of horror, as the hammer reforms, reborn from the fear and agony of its victims.

The Swarm Queen's Mantle [400CP]

A flowing, iridescent cape crafted from the chitin and essence of the Vespoid Queen, this Sacred Gear grants the wearer the grace, lethality, and dominion of an insectoid monarch. Wielders of this sacred gear exude an aura of absolute sovereignty, their pheromones passively instilling fear and submission into weaker creatures. Their personal swarm serves as both a defensive barrier and an extension of their will, scouting ahead or intercepting incoming attacks. A flick of their cape can send razor-thin chitinous blades flying, each one laced with paralytic venom that progressively saps an opponent's strength. In the heat of combat, they can invoke a regal display of speed and evasiveness, their body flowing like liquid shadow as attacks struggle to land, their movements erratic yet mesmerizing. With time, their enemies will find themselves not just battling an individual—but a relentless, creeping force of nature.

Balance Breaker: Hive Queen's Coronation

Upon activating Balance Breaker, their cape unfurls into a grand, shimmering winged mantle, transforming them into the undisputed sovereign of the swarm. The battlefield itself becomes their domain, filled with an unstoppable horde of airborne drones that strike, defend, and even absorb energy-based assaults. Every movement of their regal wings distorts the air, granting them breathtaking speed and aerial maneuverability, allowing them to glide effortlessly through even the most chaotic engagements.

A single wave of their cape releases a venomous mist that spreads across the battlefield, clouding vision and slowing the reactions of all but the most resistant foes. Those too weak to withstand the presence of a true queen may find themselves mentally shackled by an instinctive, primal fear, compelled to surrender in the face of their dominion. Even the strongest adversaries cannot completely resist the overwhelming weight of their aura, their combat effectiveness dulled as they struggle against the inevitable—the realization that, in this hive, only one ruler will be left standing.

Pisces Ring [400CP]

A deep-blue ring, shimmering like the endless ocean depths, carved from the scales and fins of Plesioth—the relentless terror of the waters. This Sacred Gear transforms the user into a proficient hunter in the aquatic domain, where the wielder reigns supreme, Also you gain the ability to manipulate water.

Balance Breaker: Leviathan Ring

Upon unleashing the Balance Breaker, the wielder ascends to the true form of an aquatic sovereign. Their body is enveloped in a swirling maelstrom, their form adapting to Plesioth's ultimate predatory nature—glistening fins, scale-like armor, and an aura of absolute dominion over the waters. No longer bound by the battlefield's terrain, they create their own—flooding the land, bending the tides, and moving with impossible speed, their strikes relentless and merciless.



Living Bulwark [400CP]

A bastion of unyielding stone and volcanic might, this Sacred Gear manifests as a towering shield forged from the essence of Basarios itself. A slab of ancient, indestructible rock, it is both fortress and weapon, an immovable wall that turns away even the fiercest of attacks. When raised, it exudes an aura of steadfast resilience, absorbing the heat of battle and turning the enemy's own force against them. The weight of the shield is deceptive. Though it carries the density of a mountain , its bearer moves with deliberate, unstoppable momentum. With every shield bash , the ground trembles, and those who strike it find their strength sapped away, their blades dulled against its volcanic hide. When threatened, the shield releases bursts of heat and molten fury.

Balance Breaker:Molten Mountain

A transformation of sheer geological might, Balance Breaker turns the shield into a shifting mountain of molten armour, its edges glowing with the fury of the earth's core. No mere defensive tool, it now embodies both protection and destruction—every block sends shockwaves rippling through the battlefield, and every retaliatory slam triggers localized small eruptions, splitting the ground.

Blades melt against it, arrows disintegrate mid-flight, and even magic falters when faced with its overwhelming presence. The wielder becomes an unshakable guardian, standing at the heart of devastation, weathering all storms before bringing forth their own.



Tyrant's Lance [600CP]

A massive, crimson spear forged from the unbreakable horn and essence of Monoblos, this Sacred Gear is the embodiment of overwhelming brute force and relentless, high-speed assault. With each thrust, the lance carves through most armour, even magical . The lance's sheer density allows it to withstand even the mightiest of blows, clashing against the strongest weapons without faltering. Its wielder is granted unparalleled charging momentum—each step forward builds terrifying speed, turning them into a living comet of destruction. When the battle rages hottest, the spear's heart erupts, coating its edge in molten fire, ensuring that nothing survives its wrath.

Balance Breaker: Bloodhorn Lance

In its awakened state, the Bloodhorn Lance transforms into an even more terrifying weapon of destruction. The Monoblos-grade armor fuses to the wielder, its surface now streaked with glowing veins. The lance itself expands, its edges burning with a crimson blaze, each strike leaving behind searing flames. With every motion, small quakes are made. Each charge ignites the ground beneath, creating rivers of molten rock in their wake.



Venomous Touch[600CP]

Forged from the essence of the Yian Garuga, the infamous toxic wyvern of legend, this Sacred Gear manifests as a dark purple gauntlet adorned with jagged, scale-like plating, resembling the armor of the ferocious beast. From the moment it bonds with its wielder, the air around them takes on a venomous charge, exuding a sense of wild, untamed fury. It is a weapon of relentless aggression, built for those who thrive in battle and refuse to back down, no matter the odds.

This Sacred Gear grants its wielder an unyielding combat presence, amplifying their capabilities in direct proportion to the damage they endure. Every wound fuels their strength, heightening their speed and aggression until they reach a near-berserk state, overwhelming enemies with ceaseless, frenzied attacks. Their strikes carry the virulent toxins of the Yian Garuga, sapping an opponent's stamina, dulling reflexes, and steadily corroding their defenses. Against those who dare prolong the battle, the poison only grows more insidious, ensuring that drawn-out fights always tilt in the wielder's favor. At their command, they can release an ear-splitting screech, a devastating shockwave that reverberates through armor and bone alike, disorienting foes and leaving them wide open for attack.

Balance Breaker: Garuga's Frenzy

Upon activation, the Sacred Gear mutates into a full-body wyvern armor, enveloping its wielder in sleek, razor-sharp plating brimming with venomous energy. This transformation grants them the ability to soar through the air with massive wyvern-like wings, turning the battlefield into their personal hunting ground. They unleash relentless storms of venom-laced quills, each projectile piercing through armor and embedding a toxin that lingers within their targets, ensuring that even a glancing hit is enough to cripple an opponent over time. Their reflexes sharpen beyond human limits, their endurance becomes nigh-invulnerable, and they fight with the reckless, undying rage of a beast that refuses to fall.

However, once this form is exhausted, the price is steep. The wielder crashes into a state of battle withdrawal, their body overwhelmed by the strain of their own fury. The exhaustion leaves them sluggish and vulnerable, mirroring the way a frenzied wyvern collapses after expending the last of its unrelenting rage.

The Iron Storm's Embrace [600CP]

Forged from the howling tempests and indomitable metallic scales of Kushala Daora, Tempest Tyrant is a full plate armor that grants its wielder absolute dominion over the winds. The armor is as light as a breeze yet as unyielding as a steel monsoon, allowing the user to move with supernatural agility while enduring attacks that would obliterate lesser beings. A constant barrier of razor winds surrounds the wearer, nullifying projectiles and turning melee attacks against their aggressors. With each movement, the user commands the wrath of the storm, shredding enemies apart with gale-force strikes and wielding the wind itself as both sword and shield.

Balance Breaker:Sovereign Tempest

Upon activating Balance Breaker, the Tempest Tyrant armor ceases to be mere armor, instead becoming a living storm, fusing with the raging winds and transforming the user into an unstoppable aerial warlord. Their body is now enveloped in a roaring cyclone, distorting the battlefield itself—slowing enemies, shredding their flesh with wind-carved lacerations, and warping visibility into a chaos of flying debris.

The user's storm expands, blanketing the entire battlefield in hurricane-force winds that disrupt movement while amplifying all wind-based attacks to catastrophic levels. Stormborn Ascendance grants true flight, allowing the user to maneuver at mind-bending speeds, deflecting attacks with their unbreakable wind barrier as they reign over both sky and earth.

The Mistborn Trickster [600CP]

At first glance, Phantom's Whisper appears to be nothing more than an ornate, mystical smoking pipe, but those who underestimate it quickly find themselves lost in a shroud of illusions and venomous mist. This Sacred Gear, infused with the trickster essence of Chameleos, allows its wielder to vanish, distort reality, and manipulate toxic vapors to deceive and weaken enemies. With each puff of enchanted smoke, the user can erase their presence, conjure phantom doubles, or enshroud the battlefield in poison, turning combat into a nightmarish game of cat and mouse where the prey never sees the hunter coming.

Balance Breaker: The Shrouded Emperor

Upon activation of Balance Breaker, The Mistborn Trickster dissolves entirely, merging the user's body with pure mist and illusion. No longer bound by conventional form, they become a wraith of shifting fog, an untouchable specter that moves like a ghostly wind, slipping between attacks and reforming wherever the mist lingers. The battlefield becomes a labyrinth of phantasms and poisonous vapor, where only the user can see clearly, while their foes stumble through a suffocating haze, tormented by unseen horrors and deceptive mirages.

Through Shrouded Sovereign, the world around them is consumed by ever-shifting fog, rendering all enemies blind and disoriented, their senses betraying them at every turn. Ethereal Trickery allows the user to phase between reality and illusion, their body flickering like a mirage, making them untouchable unless struck with absolute precision. With Phantasmal Devourer, the mist thickens into a living nightmare, warping perception as shadowy figures torment and stalk those trapped inside. When the moment is right, a ghostly claw bursts from the fog, delivering the final, silent judgment, as the last thing their enemies see is the creeping tendrils of mist swallowing them whole into oblivion.

Magma Fang [1000CP]

A towering, obsidian-black greatsword wrenched from the shattered remains of Akantor, this weapon is destruction given form. Its jagged edges drink in the light, exuding an oppressive aura of raw might, while every swing tears through the battlefield like a falling meteor. As Each strike of Abyss Fang sends tremors through the land, a single swing capable of shattering enemy formations and leaving behind deep fissures. The blade itself radiates searing heat, turning the very air into a suffocating inferno. Those who dare to approach find themselves battered by shockwaves and crushed beneath the relentless weight of the Tyrant's wrath.

***Balance Breaker: Hellfang Tyrant* – The Walking Catastrophe**

When Balance Breaker is activated, you gain an amour based on Akantor themselves.with its jagged edges igniting with molten fury. The wielder is encased in an aura of seismic destruction, their very presence warping the battlefield. Every step cracks the earth beneath, there is no defense—only the inevitability of annihilation.

Slashes carve trenches into the battlefield, entire structures crumble under the pressure, and enemies are thrown helplessly into the maelstrom of destruction. Then, in one final, apocalyptic stroke, the Worldbreaker Cleave falls—a single, earth-splitting strike that ruptures the land, sending magma and debris skyward in a cataclysm that erases everything in its path.



Avalanche Fang [1000CP]

A titanic greatsword hewn from the immortal fangs and frozen plating of Ukanlos, this weapon embodies the wrath of the frozen tundra. Its surface gleams with an icy sheen, chilling the very air around it, while each swing carries the weight of an avalanche. To wield this blade is to command the crushing force of winter itself—unyielding, merciless, and absolute.

The moment Avalanche Fang is raised, the battlefield begins to wither under its influence. The land freezes solid, winds howl with the force of a blizzard, and foes find themselves trapped in an ever-deepening tundra. The wielder's strikes are both swift and brutal, carving through enemies with glacial precision while leaving behind an arctic wasteland of jagged ice and permafrost.

Balance Breaker: Frostfang Tyrant

When Balance Breaker is unleashed, Avalanche Fang shrinks in size, its blade transforming into a crystalline executioner's edge. The wielder becomes the heart of an unrelenting blizzard, their form obscured by the whirling frost, yet their presence felt with every bone-shattering strike. Footsteps alone send shudders through the earth, and each swing of the blade summons icequakes capable of swallowing entire legions beneath frozen ruin.Enemies feel the creeping grasp of winter as the temperature plummets, their movements sluggish, their breath stolen by the merciless chill.



Dragon Bastion [1000CP]

Unlike traditional Sacred Gears that manifest as weapons or armor, Dragon Bastion calls forth an enormous summon, a titanic Lao-Shan Lung, to dominate the battlefield. This living fortress is a walking calamity, its sheer presence reshaping the land as it marches forward with unstoppable might. Towering above all opposition, its impenetrable crimson scales serve as a mobile stronghold, absorbing attacks that would otherwise obliterate armies. Its slow, relentless advance crushes obstacles, fortifications, and anything foolish enough to stand in its path. The user, standing atop its massive form, can deploy turrets, fortifications, or even an entire siege battalion, turning this ancient dragon into a true war engine of destruction.

Balance Breaker: Dragon Earthquake

When Balance Breaker is activated, Lao-Shan Lung sheds all limitations, its molten energy surging through its body as it picks up speed and power. No longer a slow-moving behemoth, it becomes a true force of devastation, its March of the Colossus sending tremors through the earth with every step. The once-indestructible scales now glow like molten magma, radiating intense heat that melts fortifications before its claws even reach them. T

With Living Stronghold, the user transforms the great dragon into an unassailable fortress, deploying siege weapons, artillery, and anti-air defenses across its massive back. Its defenses are absolute, and every attack it suffers is returned with tremor-inducing shockwaves, ensuring that even the most persistent enemies cannot outlast its unyielding advance.

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

Ocean Tide – Subspecies of Water Claws

The Water Claws evolve into a fearsome new form, their once-pristine shells darkening to a deep violet, streaked with glowing azure veins that pulse with the force of the ocean. No longer simply weapons of offense and defense, they become conduits of crushing, inescapable pressure, every strike laden with the weight of the sea. The wielder's form becomes more fluid, their movements mirroring the relentless advance of the tide overwhelming, and utterly merciless. Each attack pulls enemies deeper into the abyss, draining their strength with every clash, drowning them in an endless barrage of unrelenting force.

Balance Breaker: Ocean Dragging

When Balance Breaker is activated, the weapons expand and encase the wielder's arms in reinforced carapace, their color shifting to the abyssal black of the ocean's depths. Jagged, crystalline growths form along their forearms, shimmering with the eerie glow of bioluminescent energy. Their entire body becomes wreathed in a swirling torrent of high-pressure water, bending the battlefield to their command.

Every block becomes an absorption, redirecting kinetic energy into devastating counterattacks that rupture armor and shatter defenses. Those unfortunate enough to be caught in your grasp are ensnared in a crushing sphere of water, their breath stolen as the pressure mounts, forcing them into submission. And when the moment of finality arrives, the wielder raises their arms and slams them

into the ground, unleashing a towering tsunami of abyssal force that sweeps away everything in its path, consuming the battlefield in an endless surge of destruction.

The Resonant Trickster Subspecies of Roaring Beak

The Roaring Beak undergoes a metamorphosis, its crimson tones shifting to a deep, shimmering blue, resembling the crest of a matured Yian Kut-Ku. No longer just a tool of raw sonic power, it becomes an instrument of deception and misdirection, bending sound itself to the wielder's will. Echoes dance unpredictably in the air, creating illusory noises that bewilder enemies and mask the wielder's movements. Their voice can mimic any sound they've heard, from battle cries that command attention to eerie distortions that disorient foes.

Every word spoken carries layered reverberations, creating an auditory maze where enemies hear attacks from directions they aren't coming from. Their war cries now disarm as much as they empower—weak-willed opponents find their instincts overridden by sudden confusion, hesitating at crucial moments as their senses betray them. The battlefield is no longer just a place of combat but an acoustic labyrinth where the wielder alone knows the way.

Balance Breaker: The Phantom's Voice

When Balance Breaker is activated, the wielder's megaphone fuses seamlessly into their body, embedding itself as a living amplifier that resonates with every heartbeat. The air around them shimmers with unstable vibrations, and every movement leaves behind auditory phantoms—sound-based afterimages that confuse even the keenest senses.

And when the moment of reckoning arrives, the wielder unleashes their Final Call, an all-consuming sonic detonation that erases sound itself for a brief moment before a tidal wave of destructive resonance crashes outward, shattering armor, weapons, and the will to fight. By the time the echoes fade, only the wielder's voice remains—standing victorious amidst the cacophony of defeat.

Verdant King's Pelt Subspecies of The Wild Lord's Coat

The Wild Lord's Coat evolves, its vibrant pink hues shifting to a deep, emerald green, woven with streaks of gold like the sun filtering through the jungle canopy. No longer just a symbol of brute force, this Sacred Gear refines its wearer's instincts. Strength and agility reach new heights, allowing the user to bound effortlessly across the battlefield, scaling walls, trees, and even launching off enemies to strike from unpredictable angles.

But the true terror lies in their control over nature's most volatile element—gas. Their very presence saturates the battlefield with invisible clouds of varying effects, from hallucinogenic spores that distort perception to pheromonal mists that drive enemies into a frenzied state, making them turn on each other. With each exhaled breath, the jungle itself seems to come alive, wrapping foes in a suffocating embrace.

Balance Breaker The Smog Emperor

Upon activating Balance Breaker, the Verdant King's Pelt expands into a regal, overgrown cloak of shimmering green fur, exuding an aura of primal supremacy. Their body surges with raw power, movements becoming even more erratic yet precise, as if possessed by the untamed spirit of the wild itself.

Now, gas manipulation reaches its ultimate peak—the wearer becomes a walking ecosystem of toxic vapors and airborne hazards. A single stomp releases shockwaves of pressurized smog, launching enemies skyward, only for them to be engulfed in acidic clouds mid-air. Every breath is a weapon, each exhale shaping the battlefield into a suffocating nightmare.

Twilight Mirage Subspecies of Trickster's Lash

The Trickster's Lash mutates, its once reflective surface now shimmering with eerie, shifting hues of deep purples and ghostly silvers. No longer just a whip, it becomes a weapon of pure deception.

The whip's disorienting flashes evolve into complex, multi-layered illusions—brief glimpses of false attacks, phantom allies, and deceptive openings that lure enemies into fatal mistakes. Striking an opponent no longer simply harms them; it warps their senses, making their movements sluggish, their vision unreliable, and their instincts betray them. Venom still courses through the lash, but now, rather than just weakening the body, it infects the mind, flooding foes with paranoia and sensory overload.

Balance Breaker: Spectral Coil

Upon activating Balance Breaker, the Twilight Mirage fully transcends the physical realm, becoming a weapon woven from pure trickery and illusion. Every step leaves behind phantom doubles, each more convincing than the last, ensuring that no attack lands where it should.

The whip now slithers like a spectral serpent, stretching impossibly far, striking from unpredictable angles, and passing through obstacles before solidifying at the perfect moment to ensnare prey. Its venom evolves into a maddening neurotoxin, not only causing hallucinations but also making victims hear whispers—faint voices of allies giving false orders, enemies calling for retreat, or the user's own voice echoing from impossible locations.

For the final act, the user cracks the whip skyward, unleashing a spiraling storm of spectral lashes that dance through the air like living, ethereal serpents. When they descend, reality itself fractures—light bends, sound distorts, and in one cataclysmic burst of kaleidoscopic energy, all who stand against the Trickster find themselves utterly lost in the abyss of their own shattered perception.

Rare SubSpecies

Bloodveil Maw Rare SubSpecies of Fleshcrusher

A twisted evolution of Fleshcrusher, the Bloodveil Maw takes on an even more horrific form, appearing as a mass of sinewy, pulsating tendrils woven into a weapon barely resembling a hammer. Its living flesh shifts constantly, new mouths and twitching, grasping appendages emerging and retracting along its surface. A sickly, glowing red mist surrounds it, as if the weapon itself is exhaling the essence of those it has devoured.

This nightmarish Sacred Gear doesn't just strike—it feeds. Each blow siphons away its victim's energy, consuming their stamina, magic, and even fragments of their very life force. The wielder can redirect the stolen energy into themselves, regenerating wounds or temporarily enhancing their strength beyond human limits. The Bloodveil Maw's bioelectric properties now extend beyond mere shocking strikes, allowing the user to fire arcing streams of crimson lightning that latch onto enemies like grasping hands, leaving them writhing in agony.

Balance Breaker: Red Howl

When Balance Breaker is activated, the Bloodveil Maw fully embraces its horrific nature. The wielder is engulfed in a shifting exoskeleton of pulsating red flesh, tendrils sprouting from their back like grotesque wings, writhing and pulsing with barely-contained power. Their form is constantly regenerating, wounds sealing in an instant as the armor continuously feeds on the energy of the battlefield. The wielder's very presence becomes oppressive—an all-consuming hunger given form. Every movement now carries an aura of parasitic energy, causing those nearby to feel drained and sluggish, as if their very essence is being pulled toward the monstrosity before them.

For the final movement—Predator's Dirge—the Bloodveil Maw's tendrils erupt outward, latching onto every available foe and suspending them in the air, helpless. The wielder then channels all stolen energy into one singular, horrifying strike. The hammer morphs into an enormous, open maw, filled with pulsating fangs of raw energy, before crashing down with a sickening impact. The resulting eruption sends a shockwave of crimson lightning in all directions, consuming enemies in a storm of electricity, agony, and pure terror.

The Deep King's Ring Rare SubSpecies of Pisces Ring

A rare and terrifying evolution of the Pisces Ring, The ring shifts into an eerie, bioluminescent green, its surface shimmering like deep-sea currents under an eternal twilight.

This Sacred Gear not only enhances the wielder's water manipulation but refines it into an art of absolute control. Their ability to summon and shape water evolves into something far more devastating—Hydropressure Manipulation. With a mere flick of their fingers, water condenses into razor-sharp, high-pressure streams that slice through steel like paper. By gathering moisture in the air, they can form pressurized water spheres, capable of trapping enemies in orbs of crushing liquid, leaving them gasping for breath as the sheer force immobilizes them.

Furthermore, the Sacred Gear the wielder an eerie, almost unnatural speed when submerged, allowing them to move through water like a phantom. On land, their movements remain fluid, as if they are swimming through the very air, their strikes flowing like an unstoppable tide.

Balance Breaker: Emperor of the Midnight Depths

Upon activating the Balance Breaker, the wielder transcends into the very embodiment of the deep-sea's apex predator. Their form elongates with sleek, biomechanical fins sprouting from their limbs, iridescent scale-like armor encasing their body.

Their dominion over hydropressure reaches unparalleled levels. Now, with a mere gesture, they can compress entire lakes into condensed orbs of annihilation, unleashing them as devastating projectiles that explode upon impact with the force of deep-sea implosions. They can now summon abyssal currents that drag enemies into watery voids, where the pressure alone can leave them incapacitated.

Pale Tyrant Rare SubSpecies of Tyrant's Lance

A rare evolution of the Tyrant's Lance, the Pale Tyrant is an instrument of raw devastation, honed to perfection. Unlike its crimson counterpart, this Sacred Gear is forged from the legendary horn of the White Monoblos, a creature of unparalleled aggression and endurance. The lance, now an imposing ivory weapon streaked with veins of golden energy, carries the Monoblos' unyielding will—unstoppable, indomitable, and utterly relentless.

The wielder's charging momentum has reached new heights, allowing them to break the sound barrier mid-charge. Their very presence becomes an advancing calamity, an unrelenting force that cannot be slowed, staggered, or deterred. When fully committed to a charge, not even magical barriers can withstand the impact, as the lance phases through defenses, ensuring that no obstacle can prevent its strike from reaching its target.

Additionally, the Pale Tyrant's armor-piercing power is now absolute—magical reinforcements crumble like sand, enchanted weapons shatter, and creatures boasting nigh-impenetrable hides find themselves skewered with impunity. The wielder's body, infused with the Monoblos' essence, becomes far more durable, capable of shrugging off direct explosions and magical assaults with sheer resilience.

Balance Breaker: White Ruin's Charge

Upon activation, the Pale Tyrant undergoes a monstrous transformation. The wielder's entire form is enveloped in a full suit of Monoblos-grade armor, now gleaming white and radiating a golden aura of pure destructive energy. Their movements become an earth-shaking spectacle—each charge generating tremors that ripple through the battlefield, disrupting enemy formations and reducing solid ground to rubble.

The lance itself changes its tip splitting into jagged, spiraling prongs that pulse with seismic energy. Every strike carries an impact force akin to a meteorite crash, sending shockwaves that ripple outward, tearing through anything in their wake.

Deviant SubSpecies

The Undying Tide – Stonefist's Defiance A Deviant Sub-Species of Water Claws

this evolution abandons sheer offense in favor of unshakable resilience and absolute counterplay, transforming the wielder into an immovable force that turns aggression against itself.

The weapon remains a sword and shield, but their appearance shifts—the blade is now etched with deep, flowing grooves, channeling water like veins of living stone, while the shield resembles an unbreakable carapace, its edges lined with jagged protrusions designed to catch and twist away incoming attacks. Each successful block subtly absorbs kinetic energy, storing it for devastating retribution.

The wielder's reaction time is enhanced, allowing them to instinctively anticipate attacks before they land. Instead of merely withstanding blows, they become a fluid wall of counterforce, deflecting strikes at precise angles to expose an opponent's openings. The greater the enemy's strength, the greater the retaliation.

Additionally, their water manipulation evolves, no longer relying on raw power alone. They gain the ability to harden water into momentary barriers, creating floating platforms, defensive bulwarks, or even mid-air stepping stones to control the battlefield's terrain. A single misstep can send an opponent crashing into an unseen trap of their own making.

Balance Breaker: Stonefist

Upon activation, the wielder undergoes a monumental transformation, their armor shifting into a massive, living carapace, streaked with crimson cracks of raw energy. Their shield expands, becoming a towering fortress of interlocking plates, while their sword shifts into a segmented, fluid-like weapon that shifts from cutting edge to crushing hammer in an instant.

Their passive absorption ability reaches its peak, now storing kinetic energy across their entire body. With each attack endured, the energy compounds, amplifying the power of their next strike. Those who recklessly engage find their own might turned against them, culminating in The Leviathan's Reversal, where all stored energy is released in a single, cataclysmic counterstrike—capable of rupturing armor, repelling even the strongest foes, and leaving the battlefield scarred by the sheer force of the backlash.

Finally, The Endless Undertow is unleashed—a whirlpool of condensed water and shifting rock that locks enemies in an ever-tightening spiral, dragging them toward inevitable ruin. Inside, movement is slowed, attacks are dulled, and perception is warped. To strike blindly is to strike oneself, to struggle is to sink deeper.



Deadeye's Grudge A Deviant Sub-Species of Venomous Touch

This evolution refines the raw fury of the original, shifting its power toward counterplay, precision, and the art of the hunt. Instead of blind berserker aggression, the wielder becomes a calculated, relentless predator, their every move designed to punish mistakes and dismantle opponents over time.

The gauntlet's form is now sleek and obsidian-black, adorned with razor-edged plating reminiscent of the Deadeye Yian Garuga. The air around the user crackles with a toxic energy so refined that even the mere act of striking them causes microscopic venomous particles to embed in an attacker's skin. Each parried or avoided blow leaves behind an invisible mark—a toxin that lingers, growing stronger the more the enemy fights.

Rather than empowering the wielder only when taking damage, the Deadeye's Grudge instead feeds off the enemy's own aggression, punishing reckless foes with debilitating counterattacks. Its wielder gains an innate sense of battle rhythm, instinctively recognizing openings and exploiting them with uncanny precision. If an enemy falters for even a moment, the Sacred Gear remembers their mistake, subtly adjusting its wielder's reactions to take full advantage in future exchanges.

Additionally, the wielder's venom has evolved into something far more insidious—"Deadeye Venom", a toxin that doesn't just weaken but distorts perception itself. Affected foes may find their vision blurred, their depth perception skewed, or their movements slightly out of sync, causing them to misjudge distances and react too late to incoming attacks.

Balance Breaker: The Marked Predator

Upon activation, the wielder's form shifts into a nightmare of the hunt, their body encased in armor as dark as the void, bristling with jagged, venom-tipped quills. Their once-invisible toxins now manifest as glowing red "hunter's marks" that cling to foes with every clash, gradually weakening them over time.

The true terror of this transformation, however, is Perfect Counter Instincts. Every missed attack, blocked strike, or wasted movement from an opponent triggers a retaliatory effect, from a sudden surge in the wielder's speed to an automatic,

reflexive counter-blow. Fighting against the wielder becomes a death spiral, where every failed attempt to land a decisive hit only hastens their own defeat.

At the apex of battle, the wielder unleashes their Deadeye Screech—a piercing, mind-shattering shriek that erases all sense of coordination in those who hear it. Victims stumble, their movements sluggish and panicked, unable to react as the wielder vanishes in a blur, striking from unseen angles with the precision of a hunter who has already won the fight before it began.



Notes:

1. Well, this supplement is one that I was always wanted to make for years. Here is the first vol and prototype so any feedback would be helpfull/