DUALINK

Hunter of the Glacial Forest

Item Set



Honkai Star Rail Edition

Artaius Helmet

Wondrous Item, Rare (requires attunement)

This ornate helmet, imbued with the primal spirits of the glacial forest, offers protection and emboldens its wearer in harsh, icy conditions. While wearing this helmet, you gain a +1 bonus to AC and a +1 bonus to Intimidation checks.

If you have *Two Pieces* you will have the following bonuses:

The bonus to Intimidation checks increases to +2.

Mini Snow Vision. While in a blizzard or similar heavy snow, your attacks ignore disadvantage caused by obscurement.

Leader of the Hoard. When you succeed on an Intimidation check, allies within 10 feet of you gain temporary hit points equal to your Charisma modifier (minimum of 1).



Snowball Fight. As a reaction, you can disperse snowflakes imposing disadvantage on an enemy attack within 30 feet. Once this feature is used, it cannot be used again until you finish a long rest.

If you have *Four Pieces* you will have the following bonuses:

Snow Vision. You can see through blizzards, heavy snowfall, and similar weather as if it were clear conditions. This vision does extends to magical effects that mimic blizzards or snowfall.

Roar (1/day). As an action, you can release a bone-chilling roar. Creatures immune to the frightened condition are unaffected by this ability. Choose creatures within 30 feet that can hear you. Each creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be frightened until the end of your next turn. In snowy environments Frightened creatures must also succeed on a Dexterity saving throw or fall prone.

Ice Dragon Cloak

Wondrous Item, Rare (requires attunement)

This elegant cloak shimmers with a crystalline sheen, its fabric imbued with the chilling power of an ancient ice dragon. While wearing this cloak, your AC equals 13 + your Dexterity modifier (maximum of +4).

Cold Adaptation. You have advantage on saving throws to resist environmental effects caused by extreme cold. Additionally you are unaffected by difficult terrain caused by snow or ice.

If you have *Two Pieces* you will have the following bonuses:

Frost born. You gain resistance to cold damage.

Frost Fortitude. You can use your Constitution modifier in place of your Dexterity modifier for Dexterity saving throws.



If you have *Four Pieces* you will have the following bonuses:

Freezing Wall. You can cast the Wall of Ice spell once per long rest (spell save DC = 8 + your proficiency bonus + your Intelligence modifier).

Darwinism. You are unaffected by magical effects that create cold-based difficult terrain or hinder movement.

The cloak's surface faintly shimmers with frost patterns that shift and dance when exposed to moonlight.



Lizard Gloves

Wondrous Item, Very Rare (requires attunement)

These rugged gloves are lined with reptilian scales that exude an icy aura, enhancing your combat abilities with frosty power.

Ice Strike. Your unarmed and weapon attacks deal an additional 1d4 cold damage.

Icy Climb. You can climb any icy or frozen surface without needing to make an ability check.

Frozen Knife. You can cast the Ice Knife spell at 2nd level as a bonus action. This spell uses your Dexterity modifier for the spell attack roll. Once this feature is used, it cannot be used again until you finish a long rest.

If you have *Two Pieces* you will have the following bonuses:

Ice Cold. For every die of cold damage you roll, you deal an additional 1 point of cold damage.

Glacier Knife. The Ice Knife spell you cast is upgraded to 3rd level and may be used once per short rest.

If you have *Four Pieces* you will have the following bonuses:

Frostbound Armament. Any weapon you are wielding can be encased in a layer of frost by attuning to it. While encased in frost:

- You cannot be disarmed.
- Your weapon attacks deal an additional 1d6 cold damage.
- If anyone but you wields it, they will take 1d6 cold damage and 1d6 piercing damage every round, as spikes portrude from the handle.

Soft Elkskin Boots

Wondrous Item, Uncommon (requires attunement)

Crafted from the supple hide of frost-elks, these boots allow the wearer to move gracefully across snow and ice.

Snow Walker. Snow and ice are no longer considered difficult terrain for you.

Icy Glide. While moving on icy terrain, your walking speed increases by 5 feet, and you leave no tracks unless you choose to.



If you have *Two Pieces* you will have the following bonuses:

Frost Dancer. You have advantage on checks to escape grapples, and standing up from prone no longer costs extra movement.

Majestic Skater. While moving across snow or ice you leave behind a trail that becomes difficult terrain.

The boots emit a soft crunching sound when stepping on snow, evoking the serene calm of a frozen forest.

"Under the canopy of snow-laden branches, a figure dances with the grace of a whisper, gliding on ice as though the earth pushes them forward. The air becomes still where they tread, and the biting cold bends in reverence.

A cloak that seems to shine as if woven from the scales of some forgotten wyrm flows behind them, casting fleeting reflections of ancient power onto the frozen ground.

Her hands, enveloped by an aura of frost, seem to shape the world to her whim, turning humble branches into icy blades.

They leave no trace in the snow, silent steps, imbued with strange and wild majesty. As they pass, storm and blizzard waver, icy paths reaching to meet them, as if nature herself is drawn by their presence.

Those who saw this passing shadow spoke of a being born from frost and storm, neither entirely mortal nor fully myth."

~ Memoir of a Frigid Echo