**Heroic sets**

**Spellbreaker** (5-7)

„I’ll not only break your neck, but your magic also.“

**Spellbreaking mantle**; any light armor +1 – daily: interrupt (you are hit by damaging spell ->

 reduce that dmg by 2+lvl)

**Spellbreaking talisman**; neck – passive: reduce magic dmg by 1 (minimum 1)

**Spellbreaking gloves**; hands – passive: bonus +1 to attack and dmg with oportunity attacks made agains casting characters

*Full set:* +1 saving throws against magic and magic effects

 +1 Will defence

**Salamander’s pride** (8-10)

„My reflexes are like snake’s, my attacks are like snake’s and my smell is like snake‘s.“

**Salamander’s boots**; feet – passive: +2 Athletic, +1 Reflex defence

**Salamander’s gloves**; hands – passive: each melee weapon attack deals 5 poison dmg

**Salamander’s ring**; finger – passive: +2 to saving throwns against poison

 +3 to fortitude defence against poison

**Salamander’s neck**; neck – daily: gains absorb 10 poison until the end end of encounter,

 in additional each time you absorb dmg by this way you

 gain 5 temporarry hp

*Full set:* non-magic dmg reduction 2

 can shift as minor action

**Assasin’s amenity** (6-8)

„I can move invisible in a darkness, however I can’t see in it.“

**Assasin‘s shroud**; neck – passive: +2 stealth

 daily: (movement action) move up to your speed with bonus +2 AC

 againts OA

**Assasin‘s fang**; dagger +2, when having combat advantage attacks deal additional 5 dmg

**Assasin’s boots**; feet – passive: +1 acrobatics

 interrupt (when pushed or pulled reduce distance by 1

 and fall prone)

*Full set:*  when having combat advantage -> your non-magic melee/ranged attacks

 deals aditional 1d8 dmg

**Demon skin** (5-7)

„Bow before the demon flames in my hand! Ouch. Ouch! Its burning!!“

**Demon armor**; cloth/leather armor +1 – passive: any fire spell deals aditional 1k6 dmg

**Demon headband**; head – passive: +1 arcana, bluff, intimidate, +1 inc checks

**Demon belt**; belt – encounter: spend one healing surge -> your next spell is fire-based

**Demon skin**; neck – daily(minor): next melee atttacker that hits you before the end of

 the encounter suffers 10 fire dmg

**Demon ring**; finger – passive: any fire dmg spell deals aditional 2 ong fire *(save ends)*

*Full set:* all fire dmg penetrace throught resist/absorb 5 or less

 +1 to attack with all fire-based spells

 ong dmg dealt by *„Demon ring“* increases to 3

**Warrior’s armor** (6-8)

„You can drop me...but you will never drop my armor.“

**Warrior’s breastplate**; any armor +2 – passive: +1 reflex, fortitude and will defence

**Warrior’s battle gloves**; hands – passive: +1 to attack with melee/ranged non-magic attacks

**Warrior’s bracers**; arms – daily: interrupt (when hit by melee attack -> reduce dmg by 10)

**Warrior’s talisman**; neck – passive: physical dmg reduction 2 when not bloodied

*Full set:* +2 inc bonus for combat encounters

 if a melee attack damage reduce you to 0 hp, you can use healing surge as

 immideate interrupt (only once per encounter)

**Panter’s set** (7-9)

„Touch my whiskers and I’ll bite your hand off.“

**Panter’s hide**; leather/hide armor +2 – passive: +2 reflex def

**Panter’s head**; head – encounter(minor): next attack has crit range +1

**Panter’s belt**; waist – bonus +1 AC, +1 reflex defense when bloodied

**Panter’s feet**; feet – bonus +2 athletics, +1 speed

*Full set:* can shift for 2 squares as a move action

 can shift in difficult terrain for 1 square

**Slayer’s arms** (8-10)

„I can smell your fear...oh...it was me.“

**Slayer’s right arm**; hands – bonus +2 to all attack rolls made with 1HW

**Slayer’s left arm**; arms – bonus +2 to all dmg made with 1HW

*Full set:* daily(minor): next 1HW attack deals aditional 10 + str/dex modifier dmg

**Ogre’s might** (7-9)

„ME SMASH!! YOU DIE!!“

**Ogre’s right arm**; hands – encounter(minor): next melee 2HW attack knocks target prone

 (works only at target of same or smaller size)

**Ogre’s left arm**; arms – passive: all melee attacks made by 2HW deals aditional 1W dmg

*Full set:* you start each encounter with 10 additional temporary hp

**Two stars** (8-10)

„And they say you can’t reach the stars but...don’t trust them.“

**Star of hope**; ring – daily: interrupt (reroll one saving throw, you must use second roll)

**Star of luck**; neck – passive: +1 to saving throws

*Full set:* you can use „*Star of hope“* to reroll any d20 roll including attacks and skill checks

**Berserker’s call** (6-8)

„Maybe you kill me but then me kill you!“

**Berserker’s helm**; head – bonus +2 intimidate and aditional +3 when you are bloodied

 each melee attack grants 3 temporary hp

**Berserker’s claws**; hands – after a melee attack bloodies you, you can make as a free action

 melee basic attack against the target

**Berserker’s buckle**; waist – daily(minor): next melee attack grants 10 temporary hp

*Full set:* when you bloody an enemy, you heal for 5 hp and get bonus +3 to attack roll

 to your next melee attack until the end of your next turn

**Defender’s burden** (6-8)

„This tons of steel protect me well but...still I can’t move.“

**Defender’s guard**; any armor+2– encounter(minor): gains double AC bonus from your

 armor until the end of your next turn

**Defender’s arms**; arms – passive: heal self for 10 hp after becoming bloodied for the first

 time in combat

**Defender’s gloves**; hands – passive: full defence and second wind grants +3 def bonus

**Defender’s amulet**; neck – passive: bonus +2 to will defence

*Full set:* you can spend an action point to heal self for 25 hp

 (only once per encounter)

**Paragon tier**

**Vestments of elements** (10-14)

„Beware the might of the elements! Mmm...where is my torch?“

**Coat of fire**; any light +2 – passive: all your fire-based spell gives vulnerable 5 to all magic

 *(save ends)*

**Hands of ice**; hands – passive: you critically hit with spell -> make a secondary spell

 that deals 4d8+5 cold dmg

**Tiara of elements**; head – passive(aura 5): you and your allies gains bonus +1 att/dmg rolls

 with spells

**Band of elements**; ring – daily(free action): your next spell made until the end of

 this turn takes minor instead of standard action

**Broach of lightning**; arms – passive: all your lightning/thunder-based spells deals additional

 5 lightning dmg

*Full set:* bonus +2 to all saving throws made against magic

 gain resist 5 against all magic

 after being struck by direct dmg spell, you gain resist 5 against the same

 element until the end of your next turn

*Special: your eyes shine with elemental lights*