
SETS

NEW ADDITIONS IN PATCH 1.51

There are 28 sets in Median 2008. All sets are high level equipment for advanced characters and spawn only in level 121 areas. The following areas can drop sets on Destruction (Hell) difficulty :

Uberquest areas/bosses

- Dungeon uberquest : Cathedral of Vanity
- Summoning uberquest : Lord Aldric Jitan
- Summoning uberquest : Inarius' Revenge
- Uberlevel : Kurast 3000 BA
- Uberlevel : Island of the Sunless Sea
- Uberlevel : Khalimgrad
- Uberlevel : Kingdom of Shadow

Other side areas

- The Cow Level
- Mausoleum
- Stony Tomb Level 1
- Stony Tomb Level 2
- Abaddon
- Pit of Acheron

More information about these areas can be found in M2008_uberquests.pdf or on the homepage.

Additionally, sets can also drop from bosses in level 118+ areas, though the chance of this happening is fairly small.

Summary of Items and Item Levels

	Non-Unique/Set	Normal Uniques	Sacred Uniques	Sets	Sacred Sets
Tier 1	Any Level	Any Level	-	-	-
Tier 2	Any Level	Any Level	-	-	-
Tier 3	Any Level	Any Level	-	-	-
Tier 4	Any Level	Any Level	-	-	-
Tier 5	Any Level	Any Level	-	-	-
Tier 6	Any Level	Any Level	-	Level 121 Only	-
Sacred	Any Level	-	Level 121 Only	-	Level 121 Only

LIST OF SET ITEMS

A list of all 147 set items in Median 2008.

Sockets

All set items always spawn with the maximum number of sockets allowed for their item type and tier.

Energy Factor

All set caster weapons always spawn with an energy factor bonus.

Oskills

If a set item has a skill bonus with no character class requirement (eg. '+3-6 to Flash'), then the bonus is an 'oskill', giving this skill to any class for free. The class that actually owns the skill can only get up to +3 from oskill modifiers, even if the item itself has more.

Tier 6 vs. Sacred Sets

The tier 6 sets are conventional sets, with added bonuses when you equip multiple pieces. The sacred sets, on the other hand, have 3 weapons each, meaning it is not possible to complete them. You get bonuses depending on which weapon you equip.

You cannot equip all six pieces of a sacred set. You gain the full set halo when you equip the three armor pieces and one of the weapons.

A list of all set weapons and armor, arranged by character class. Use Ctrl-F to search for individual items or modifiers.

TIER 6 AMAZON SETS

Celestia's Myth
(Amazon Javelin Set)
Celestia's Passion
Celestia's Wings
Celestia's Glory
Celestia's Ribbon
Celestia's Fury

Full Set Bonus
With 2 or more set items:
+1 to Amazon Skill Levels
With 3 or more set items:
All Resists +50%
With 4 or more set items:
+250 Defense
With Complete Set:
15% Chance of Crushing Blow
+(3 to 5) to Blades of Light (Amazon Only)
+1 to Lionheart
Total Character Damage Plus 250%
Blinds Attacker +4
Knockback
Increase Maximum Life 20%



Celestia's Passion
Maiden Javelin (6)
Throw Damage: (327-346) to (738-822)
One-Hand Damage: (243-258) to (590-665)
Durability: 84
(Amazon Only)
Required Strength: 247
Required Dexterity: 495
Required Level: 110
+(221 to 240)% Enhanced Damage
40% Increased Attack Speed
+(151 to 200) to Maximum Damage
10% Chance of Crushing Blow
+1 to Vanquish
+(501 to 750) Defense
15% Chance of Uninterruptable Attack
Socketed



Celestia's Wings
Splint Mail (6)
Defense: (2394-4576)
Durability: 75
Required Strength: 391
Required Level: 110
+1 to Amazon Skill Levels
40% Faster Run/Walk
(12 to 15)% Mana Stolen per Hit
+(221 to 240)% Enhanced Defense
50% Slower Stamina Drain
All Resists +40%
+2 to Light Radius
Socketed

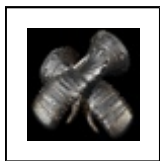


Celestia's Glory
Crown (6)
Defense: (1990-2883)
Durability: 57
Required Strength: 441
Required Level: 110
25% Chance of Crushing Blow
+(3 to 5) to Balance (Amazon Only)
+(221 to 240)% Enhanced Defense
Reduces all Vendor Prices 10%
+2 to Light Radius



Socketed
Requirements -15%

Celestia's Ribbon Sash (6)
Defense: (202-222)
Durability: 25
Required Strength: 58
Required Level: 110
Adds 1-400 Fire Damage
Adds 1-400 Lightning Damage
Adds 1-400 Cold Damage
10% Bonus to Strength
10% Bonus to Vitality
Total Character Defense Plus (21 to 25)%
Socketed



Celestia's Fury Gauntlets (6)
Defense: (963-1485)
Durability: 53
Required Strength: 423
Required Level: 110
20% Chance to cast level 5 Time Strike on Striking
+(31 to 40) to Maximum Damage
Slows Target by 25%
15% Bonus to Strength
+(221 to 240)% Enhanced Defense
+25 to Strength
Socketed

Zerae's Fury (Amazon Archer Set)

Zerae's Clarion
Zerae's Storm
Zerae's Cloud
Zerae's Wrath
Zerae's Thunderbolt

Full Set Bonus

With 2 or more set items:

+19 to Lightning Shield

With 3 or more set items:

50% Bonus to Attack Rating

With 4 or more set items:

+250 to Life

+250 to Mana

50% Curse Length Reduction

With Complete Set:

33% Chance to cast level 1 Arrow on Striking

33% Chance to cast level 5 Doom when you Kill an Enemy

+2 to Amazon Skill Levels

+(3 to 5) to Defensive Harmony (Amazon Only)

25% Bonus to Dexterity

50% Life Bonus to Leader of the Sun

All Resists +60%



Zerae's Clarion Reflex Bow (6)
Two-Hand Damage: (446-472) to (613-649)
(Amazon Only)
Required Dexterity: 570
Required Level: 110
5% Chance to cast level 25 Tremor when you Kill an Enemy
+(221 to 240)% Enhanced Damage
25% Increased Attack Speed
Slows Target by 15%
+100 to Strength
+(201 to 300) to Mana
Socketed



Zerae's Storm Plate Mail (6)
Defense: (2593-5004)
Durability: 81
Required Strength: 429
Required Level: 110
5% Chance to cast level 19 Stormtouch when Struck
15% Increased Attack Speed
+(11 to 15)% to Lightning Spell Damage
Total Character Damage Plus (21 to 25)%

+(221 to 240)% Enhanced Defense
+50 to Dexterity
Socketed

Zerae's Cloud

Great Helm (6)

Defense: (1720-2461)
Durability: 51
Required Strength: 429
Required Level: 110
35% Faster Run/Walk
+(221 to 240)% Enhanced Defense
+(20 per level) Maximum Stamina (Based on Character Level)
Damage Reduced by (6 to 10)%
Damage Reduced by 40
Socketed

Zerae's Wrath

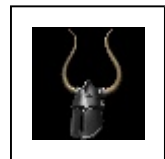
Heavy Gloves (6)

Defense: (661-843)
Durability: 32
Required Strength: 154
Required Level: 110
5% Chance to cast level 7 Gift of Vanquishing when you Kill an Enemy
+1 to Amazon Skill Levels
15% Increased Attack Speed
(6 to 8)% Mana Stolen per Hit
+(221 to 240)% Enhanced Defense
+25 to Dexterity
Socketed

Zerae's Thunderbolt

Boots (6)

Defense: (593-720)
Durability: 29
Required Strength: 77
Required Level: 110
20% Faster Run/Walk
35% Faster Hit Recovery
+(221 to 240)% Enhanced Defense
+15 to Strength
+25 to Dexterity
+20 to Vitality
Socketed



Red Vex' Embrace (Amazon Bloodwitch Set)

Red Vex' Flayer
Red Vex' Idol
Red Vex' Mantle
Red Vex' Curse
Red Vex' Sin

Full Set Bonus

With 2 or more set items:

75% Faster Cast Rate

With 3 or more set items:

+25% to Fire Spell Damage

+25% to Physical/Magic Spell Damage

With 4 or more set items:

+2 to Amazon Skill Levels

With Complete Set:

+1 to Amazon Skill Levels

15% Faster Run/Walk

+2 to Wings of Wrath (Amazon Only)

+2 to Hex

+14 to Nova Bomb

All Resists +10%

+150 Life after each Kill



Red Vex' Flayer

Grand Scepter (6)

One-Hand Damage: 88 to 121
Durability: 30
Required Dexterity: 237
Required Level: 110
+(40 to 50) Energy Factor to Spell Damage (Automod)
+3 to Amazon Skill Levels
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Physical/Magic Spell Damage
+(1 to 3) to Bloodstorm (Amazon Only)

+(1 to 3) to Bloodstar (Amazon Only)
Requirements -15%
Socketed

Red Vex' Idol
Tower Shield (6)
Smite Damage: 72 to 108
Defense: (2372-4413)
Durability: 72
Required Strength: 183
Required Dexterity: 351
Required Level: 110
+2 to Amazon Skill Levels
+(221 to 240)% Enhanced Defense
+(31 to 40) to Dexterity
Fire Resist +(51 to 60)%
Poison Resist +(31 to 40)%
Socketed
Requirements -25%

Red Vex' Mantle
Gothic Plate (6)
Defense: (3197-6283)
Durability: 99
Required Strength: 545
Required Level: 110
+(11 to 15)% to Physical/Magic Spell Damage
+(221 to 240)% Enhanced Defense
15% Bonus to Dexterity
+(31 to 40) to Strength
Lightning Resist +(21 to 30)%
150% Damage Reflected
Socketed

Red Vex' Curse
Diadem (6)
Defense: (773-887)
Durability: 25
Required Level: 110
+1 to Amazon Skill Levels
20% Faster Cast Rate
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Physical/Magic Spell Damage
+(5.625 per level) Defense (Based on Character Level)
Fire Resist +(41 to 50)%
Socketed

Red Vex' Sin
Heavy Belt (6)
Defense: (1855-2461)
Durability: 52
Required Strength: 404
Required Level: 110
15% Faster Cast Rate
+(1 to 3) to Magic Missiles (Amazon Only)
10% Bonus to Strength
15% Bonus to Dexterity
+(221 to 240)% Enhanced Defense
+(21 to 25) Life after each Kill
Reduces all Vendor Prices 10%
Socketed



TIER 6 ASSASSIN SETS

Vizjun's Devices (Assassin Elemental Set)

Vizjun's Science
Vizjun's Monitor
Vizjun's Engine
Vizjun's Foresight
Vizjun's Progress

Full Set Bonus

With 2 or more set items:

+2 to Way of the Spider (Assassin Only)
+2 to Way of the Phoenix (Assassin Only)

With 3 or more set items:

+2 to Way of the Spider (Assassin Only)
+2 to Way of the Phoenix (Assassin Only)

With 4 or more set items:

+2 to Way of the Spider (Assassin Only)
+2 to Way of the Phoenix (Assassin Only)

With Complete Set:

+4 to Assassin Skill Levels
+50% to Spell Damage
+5 to Rain of Bombs (Assassin Only)
+5 to Rune of Fire (Assassin Only)
+5 to Rune of Ice (Assassin Only)
+1 to Arcane Strike
All Resists +25%



Vizjun's Science
Scissors Katar (6)
One-Hand Damage: 129 to 155
Durability: 66
(Assassin Only)
Required Dexterity: 384
Required Level: 110
+3 to Assassin Skill Levels
25% Increased Attack Speed
50% Bonus to Attack Rating
Adds 500-1000 Fire Damage
+(21 to 25)% to Poison Spell Damage
20% Bonus to Strength
20% Bonus to Energy
Socketed



Vizjun's Monitor
Spiked Shield (6)
Smite Damage: 24 to 36
Defense: (699-1228)
Durability: 59
Required Dexterity: 353
Required Level: 110
+1 to Assassin Skill Levels
25% Faster Cast Rate
Adds 500-1000 Lightning Damage
+(2 to 4) to Death Blossom (Assassin Only)
15% Bonus to Strength
+(251 to 500) Defense
Cold Resist +50%
Socketed



Vizjun's Engine
Splint Mail (6)
Defense: (1247-2096)
Durability: 75
Required Strength: 215
Required Level: 110
+2 to Assassin Skill Levels
+(21 to 25)% to Lightning Spell Damage
+(2 to 4) to Immolation Bomb (Assassin Only)
+(501 to 750) Defense
+40 to Energy
Poison Resist +50%
Requirements -45%
Socketed



Vizjun's Foresight
Coronet (6)
Defense: (364-649)
Durability: 15
Required Level: 110
+1 to Assassin Skill Levels
(101 to 140)% Bonus to Attack Rating
Adds 500-1000 Poison Damage over 20 seconds
+(21 to 25)% to Physical/Magic Spell Damage
+(2 to 4) to Nova Bomb (Assassin Only)
+(251 to 500) Defense
Fire Resist +50%
Socketed



Vizjun's Progress
Chain Boots (6)
Defense: (311-399)
Durability: 55
Required Strength: 183
Required Level: 110

2% Chance to cast level 5 Slow when Struck
+1 to Assassin Skill Levels
+(21 to 25)% to Fire Spell Damage
+(2 to 4) to Black Lotus Strike (Assassin Only)
+40 to Energy
Lightning Resist +50%
Requirements -35%
Socketed

The Snake Pit
(Assassin Melee Set)

Serpent's Fang
Serpent's Scales
Serpent's Tongue
Serpent's Coil
Serpent's Tail

Full Set Bonus

With 2 or more set items:

Total Character Damage Plus 20%

With 3 or more set items:

+10 to Doom (Assassin Only)

With 4 or more set items:

+40% to Poison Spell Damage

With Complete Set:

25% Increased Attack Speed

+5 to Perfect Being (Assassin Only)

+14 to Dark Power

+7 to Bloody Mary

+15 to Doom (Assassin Only)

Total Character Damage Plus 35%

+10% Chance to Avoid Damage

Serpent's Fang

Halberd (6)

Two-Hand Damage: (170-180) to (945-1038)

Durability: 98

Required Strength: 391

Required Dexterity: 391

Required Level: 110

+4 to Assassin Skill Levels

+(221 to 240)% Enhanced Damage

15% Faster Run/Walk

15% Faster Hit Recovery

+(201 to 250) to Maximum Damage

+(2 to 4) to Perfect Being (Assassin Only)

40% Bonus to Dexterity

Socketed

Serpent's Scales

Scale Mail (6)

Defense: (1562-2910)

Durability: 57

Required Strength: 276

Required Level: 110

+750 Poison Damage over 10 seconds

(6 to 10)% Chance of Crushing Blow

+(2 to 4) to Hades Gate (Assassin Only)

25% Bonus to Strength

+(181 to 200)% Enhanced Defense

+(21 to 25) Mana after each Kill

Socketed

Serpent's Tongue

Full Helm (6)

Defense: (1270-1794)

Durability: 45

Required Strength: 255

Required Level: 110

+1 to Assassin Skill Levels

20% Faster Run/Walk

+(181 to 200)% Enhanced Defense

Poison Length Reduced by 50%

+(21 to 25) Life after each Kill

Requirements -25%

Socketed

Serpent's Coil

Leather Gloves (6)

Defense: (488-555)

Durability: 25





Required Strength: 64
Required Level: 110
10% Chance to cast level 1 Blink when Struck
+450 Poison Damage over 6 seconds
10% Bonus to Vitality
+(181 to 200)% Enhanced Defense
Cannot Be Frozen
Socketed

Serpent's Tail
Heavy Belt (6)
Defense: (1624-2172)
Durability: 52
Required Strength: 404
Required Level: 110
40% Faster Run/Walk
20% Increased Attack Speed
Stun Attack
15% Bonus to Dexterity
+(181 to 200)% Enhanced Defense
Magic Damage Reduced by (7 to 10)
Socketed

Tracker's Way (Assassin Throwing Set)

Tracker's Strike
Tracker's Effigy
Tracker's Stealth
Tracker's Totem
Tracker's Runeward

Full Set Bonus
With 2 or more set items:
5% Chance of Crushing Blow
With 3 or more set items:
20% Deadly Strike
With 4 or more set items:
+1 to Nightmare
With Complete Set:
+100% Damage to Demons
+50% to Cold Spell Damage
40% Deadly Strike
+7 to Cold Blood
+6 to Snake Stance
+50 to all Attributes
250% Extra Gold from Monsters



Tracker's Strike
Balanced Knife (6)
Throw Damage: (420-445) to (487-516)
One-Hand Damage: (314-333) to (365-387)
Durability: 16
Required Dexterity: 508
Required Level: 110
25% Chance to cast level 8 Doom Serpents when you Kill an Enemy
+(221 to 240)% Enhanced Damage
40% Increased Attack Speed
250% Bonus to Attack Rating
20% Deadly Strike
50% Chance of Uninterruptable Attack
Socketed



Tracker's Effigy
Bone Shield (6)
Smite Damage: 16 to 24
Defense: (1484-1805)
Durability: 51
Required Dexterity: 282
Required Level: 110
5% Chance to cast level 8 Spike Nova when Struck
+2 to Assassin Skill Levels
10% Faster Run/Walk
50% Faster Block Rate
(7 to 10)% Mana Stolen per Hit
(7 to 10)% Life Stolen per Hit
+(10 per level) Defense (Based on Character Level)
Socketed



Tracker's Stealth
Leather Armor (6)
Defense: (645-1123)

Durability: 33
Required Strength: 122
Required Level: 110
+(101 to 150)% Bonus to Poison Skill Duration
+(7.5 per level) Defense vs. Missile (Based on Character Level)
+(111 to 140)% Enhanced Defense
+50% Damage when using a Healing Potion
All Resists +(31 to 40)%
25% Chance of Uninterruptable Attack
Socketed

Tracker's Totem
Bone Helm (6)
Defense: (388-504)
Durability: 32
Required Strength: 391
Required Level: 110
Adds 15-25 Cold Damage
(8 to 15)% Mana Stolen per Hit
(8 to 15)% Life Stolen per Hit
20% Deadly Strike
Damage Reduced by (6 to 10)%
Socketed

Tracker's Runeward
Belt (6)
Defense: (452-556)
Durability: 43
Required Strength: 288
Required Level: 110
25% Faster Run/Walk
Adds 100-125 Cold Damage
Stun Attack
Freezes Target +1
15% Bonus to Dexterity
+(10 per level) Maximum Stamina (Based on Character Level)
Socketed



TIER 6 BARBARIAN SETS

Gathering of the Tribes
(Barbarian Melee Set)
The Coming Storm
Wolf Tribe's Fang
Bear Tribe's Warding
Snake Tribe's Battle Chant
Crane Tribe's Reach

Full Set Bonus
With 2 or more set items:
+50 to all Attributes
With 3 or more set items:
+100 to all Attributes
With 4 or more set items:
50% Bonus to All Attributes
With Complete Set:
100% Chance to cast level 18 Apocalypse when you Kill an Enemy
+2 to Barbarian Skill Levels
40% Increased Attack Speed
20% Faster Hit Recovery
+7 to Hades Gate
Total Character Damage Plus 40%
Total Character Defense Plus 20%



The Coming Storm
Great Sword (6)
One-Hand Damage: (526-557) to (852-940)
Two-Hand Damage: (693-734) to (939-1031)
Durability: 98
Required Strength: 570
Required Level: 110
+2 to Barbarian Skill Levels
+(221 to 240)% Enhanced Damage
20% Increased Attack Speed
+(201 to 250) to Maximum Damage
(8 to 10)% Life Stolen per Hit
Increase Maximum Life 25%

Socketed

Wolf Tribe's Fang

War Axe (6)

One-Hand Damage: (475-503) to (961-1055)

Durability: 78

Required Strength: 481

Required Level: 110

+2 to Barbarian Skill Levels

+(221 to 240)% Enhanced Damage

+(201 to 250) to Maximum Damage

(8 to 10)% Mana Stolen per Hit

25% Chance of Crushing Blow

Increase Maximum Mana 25%

Socketed

Bear Tribe's Warding

Ancient Armor (6)

Defense: (4351-7903)

Durability: 111

Required Strength: 870

Required Level: 110

+1 to All Skills

+1 to Pagan Rites

+(221 to 240)% Enhanced Defense

+750 Defense

+50 to all Attributes

Socketed

Requirements +40%

Snake Tribe's Battle Chant

Avenger Guard (6)

Defense: (1730-2505)

Durability: 59

(Barbarian Only)

Required Strength: 544

Required Level: 110

15% Increased Attack Speed

25% Faster Hit Recovery

+(221 to 240)% Enhanced Defense

Fire Resist +(31 to 40)%

Poison Resist +(31 to 40)%

Slows Attacker by 15%

Socketed

Crane Tribe's Reach

Chain Gloves (6)

Defense: (763-1057)

Durability: 39

Required Strength: 244

Required Level: 110

+(21 to 30) to Maximum Damage

25% Deadly Strike

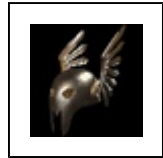
Slows Target by 25%

+(221 to 240)% Enhanced Defense

Lightning Resist +(31 to 40)%

Cold Resist +(31 to 40)%

Socketed



**Big Game Hunter
(Barbarian Throwing Set)**

Hunter's Claw Fist

Hunter's Camouflage

Hunter's Skins

Hunter's Trophy

Hunter's Trackless Step

Full Set Bonus

With 2 or more set items:

All Resists +25%

With 3 or more set items:

+2 to Barbarian Skill Levels

With 4 or more set items:

Knockback

With Complete Set:

2% Chance to cast level 28 Gift of the Wild when you Kill an Enemy

11% Life Stolen per Hit

20% Chance of Crushing Blow

+6 to Stormwind (Barbarian Only)

+20% Bonus to Summoned Minion Life

25% Bonus to All Attributes

(225 to 250)% Extra Gold from Monsters



Hunter's Claw Fist

Balanced Axe (6)

Throw Damage: (256-272) to (677-717)

One-Hand Damage: (192-203) to (507-537)

Durability: 20

Required Strength: 445

Required Level: 110

33% Chance to cast level 10 Mark of the Wild when you Kill an Enemy

+2 to Barbarian Skill Levels

+(221 to 240)% Enhanced Damage

40% Increased Attack Speed

(21 to 30)% Chance of Crushing Blow

25% Bonus to Strength

Socketed



Hunter's Camouflage

Gothic Shield (6)

Smite Damage: 88 to 132

Defense: (2776-5270)

Durability: 81

Required Strength: 295

Required Dexterity: 558

Required Level: 110

15% Faster Run/Walk

15% Faster Block Rate

40% Increased Chance of Blocking

+(221 to 240)% Enhanced Defense

+(41 to 50) Life after each Kill

+(41 to 50) Mana after each Kill

Socketed



Hunter's Skins

Leather Armor (6)

Defense: (1383-2091)

Durability: 33

Required Strength: 122

Required Level: 110

15% Increased Attack Speed

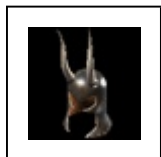
500% Bonus to Attack Rating

+(2 to 4) to Shaman's Path (Barbarian Only)

+(221 to 240)% Enhanced Defense

+(401 to 500) Defense

Socketed



Hunter's Trophy

Horned Helm (6)

Defense: (1261-1767)

Durability: 47

(Barbarian Only)

Required Strength: 357

Required Level: 110

+2 to Barbarian Skill Levels

(16 to 18)% Life Stolen per Hit

+(221 to 240)% Enhanced Defense

+(31 to 35) to all Attributes

+(31 to 40) Life after each Kill

(31 to 50)% Better Chance of Getting Magic Items

Socketed



Hunter's Trackless Step

Greaves (6)

Defense: (1402-1999)

Durability: 81

Required Strength: 487

Required Level: 110

+2 to Barbarian Skill Levels

15% Increased Attack Speed

+(1 per level) to Maximum Damage (Based on Character Level)

5% Chance of Crushing Blow

+(221 to 240)% Enhanced Defense

Total Character Defense Plus (11 to 15)%

Socketed

Divine Comedy (Barbarian Shaman Set)

Fool's Best

Fool's Test

Fool's Zest

Fool's Pest

Fool's Jest

Full Set Bonus

With 2 or more set items:

+25% Bonus to Summoned Minion Damage

+25 to Energy

Cold Resist +25%

With 3 or more set items:

+50% Bonus to Summoned Minion Life

+25 to Strength

Fire Resist +25%

With 4 or more set items:

+25 to Dexterity

+2 to Maximum Barbarian Minions

Poison Resist +25%

With Complete Set:

+2 to Barbarian Skill Levels

50% Deadly Strike

+5 to Berserk Fury (Barbarian Only)

+29 to Summon Acid Fiends

Total Character Damage Plus 100%

+50% Enhanced Defense

+2 to Maximum Barbarian Minions



Fool's Best

Giant Axe (6)

Two-Hand Damage: (538-568) to (842-889)

Durability: 92

Required Strength: 557

Required Level: 110

+2 to Barbarian Skill Levels

+(241 to 260)% Enhanced Damage

Increase Maximum Life 20%

Increase Maximum Mana 20%

All Resists +25%

Total Character Defense Plus 15%

Socketed



Fool's Test

Gothic Plate (6)

Defense: (3396-6652)

Durability: 99

Required Strength: 545

Required Level: 110

Adds 1-500 Lightning Damage

+(241 to 260)% Enhanced Defense

10% Bonus to Vitality

+60 to Vitality

Lightning Resist +75%

Lightning Absorb 5%

Socketed



Fool's Zest

Assault Helmet (6)

Defense: (1589-2264)

Durability: 53

(Barbarian Only)

Required Strength: 450

Required Level: 110

Adds 1-250 Fire Damage

+(241 to 260)% Enhanced Defense

10% Bonus to Strength

+35 to Strength

Fire Resist +50%

Fire Absorb 5%

Socketed



Fool's Pest

Plated Belt (6)

Defense: (2400-3204)

Durability: 61

Required Strength: 519

Required Level: 110

Adds 1-250 Cold Damage

+(241 to 260)% Enhanced Defense

10% Bonus to Dexterity

+35 to Dexterity

Cold Resist +50%

Cold Absorb 5%

Socketed

Fool's Jest
Gauntlets (6)
Defense: (1022-1573)
Durability: 53
Required Strength: 423
Required Level: 110
Adds 1-250 Poison Damage over 10 seconds
+(241 to 260)% Enhanced Defense
10% Bonus to Energy
+35 to Energy
Poison Resist +50%
Poison Length Reduced by 25%
Socketed

TIER 6 DRUID SETS

Caoi Dulra
(Druid Archer Set)
Nature's Sting
Nature's Will
Nature's Vigil
Nature's Embrace
Nature's Grasp

Full Set Bonus
With 2 or more set items:
+250 to Life
With 3 or more set items:
+50% Bonus Damage to Mark of the Wild
With 4 or more set items:
25% Duration Bonus to Mark of the Wild
With Complete Set:
15% Chance to cast level 30 Lightning Wall when you Kill an Enemy
+2 to Druid Skill Levels
+25% to Lightning Spell Damage
+5 to Ricochet
+8 to Death Metal
Freezes Target +2
Replenish Life +100



Nature's Sting
Long War Bow (6)
Two-Hand Damage: (513-544) to (926-987)
Required Dexterity: 543
Required Level: 110
+2 to Druid Skill Levels
+(221 to 240)% Enhanced Damage
+(2 per level) to Maximum Damage (Based on Character Level)
150% Duration Bonus to Mark of the Wild
+(2 to 4) to Charm (Druid Only)
Slows Target by 25%
+25 to Dexterity
Socketed



Nature's Will
Light Plate (6)
Defense: (2805-5510)
Durability: 93
Required Strength: 404
Required Level: 110
+2 to Druid Skill Levels
+(31 to 50)% Bonus Damage to Mark of the Wild
Total Character Damage Plus 25%
+(201 to 220)% Enhanced Defense
All Resists +(36 to 40)%
Socketed
Requirements -20%



Nature's Vigil
Antlers (6)
Defense: (1086-1529)
Durability: 42
(Druid Only)
Required Strength: 323
Required Level: 110
33% Chance to cast level 27 Cataclysm when you Kill an Enemy
+(21 to 25)% Bonus Elemental Damage to Mark of the Wild

(151 to 200)% Bonus to Attack Rating
+(201 to 220)% Enhanced Defense
20% Bonus to Dexterity
20% Bonus to Vitality
Socketed

Nature's Embrace

Light Belt (6)

Defense: (328-388)
Durability: 34
Required Strength: 173
Required Level: 110
+1 to Druid Skill Levels
25% Faster Hit Recovery
+500 Poison Damage over 10 seconds
Attacker Flees after Striking +(21 to 25)%
(21 to 25)% Chance of Uninterruptable Attack
Half Freeze Duration
Socketed

Nature's Grasp

Light Gauntlets (6)

Defense: (269-374)
Durability: 46
Required Strength: 333
Required Level: 110
Indestructible
+(31 to 50) to Maximum Damage
25% Bonus to Buff/Debuff/Cold Skill Duration
+(2 to 4) to Nova Shot (Druid Only)
+(2 to 4) to Spore Shot (Druid Only)
+(21 to 25) to Dexterity
Poison Length Reduced by 33%
Socketed



Lone Wolf's Path (Druid Elemental Set)

Lone Wolf's Maul
Lone Wolf's Furs
Lone Wolf's Gaze
Lone Wolf's Claws
Lone Wolf's Track

Full Set Bonus

With 2 or more set items:

Increase Maximum Life 20%

With 3 or more set items:

+50 to all Attributes

With 4 or more set items:

+2 to Druid Skill Levels

With Complete Set:

+25% to Spell Damage

+4 to Hex

+16 to Guardian Spirit

+1000 Defense

Increase Maximum Life 20%

Replenish Life +50

Damage Reduced by 15%

Lone Wolf's Maul

Gnarled Staff (6)

Two-Hand Damage: 89 to 112
Durability: 70
Required Dexterity: 151
Required Level: 110
+(85 to 100) Energy Factor to Spell Damage (Automod)
5% Chance to cast level 18 Glacial Nova when Struck
+5 to Druid Skill Levels
+(41 to 50)% to Spell Damage
25% Bonus to Strength
+4 to All Skills when using a Mana Potion
All Resists +(51 to 75)%
Socketed
Requirements -40%



Lone Wolf's Furs

Studded Leather (6)

Defense: (3730-4318)
Durability: 45
Required Strength: 199
Required Level: 110



+2 to All Skills
 +(16 to 20)% to Spell Damage
 25% Bonus to Strength
 50% Bonus to Energy
 +(30 per level) Defense (Based on Character Level)
 Cold Resist +(41 to 50)%
 Socketed

Lone Wolf's Gaze

Spirit Mask (6)

Defense: (496-678)
 Durability: 54
 (Druid Only)
 Required Strength: 370
 Required Level: 110
 +2 to Druid Skill Levels
 +50% Bonus to Poison Skill Duration
 40% Faster Cast Rate
 +(21 to 25)% to Spell Damage
 Fire Resist +(41 to 50)%
 Slows Attacker by 15%
 Requirements -25%
 Socketed

Lone Wolf's Claws

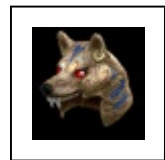
Light Gauntlets (6)

Defense: (269-374)
 Durability: 46
 Required Strength: 333
 Required Level: 110
 +2 to Druid Skill Levels
 +(21 to 25)% to Spell Damage
 15% Bonus to All Attributes
 Increase Maximum Mana 50%
 Lightning Resist +(41 to 50)%
 (151 to 200)% Extra Gold from Monsters
 Socketed

Lone Wolf's Track

Heavy Boots (6)

Defense: (248-306)
 Durability: 42
 Required Strength: 179
 Required Level: 110
 100% Chance to cast level 50 Tremor when you Die
 +2 to All Skills
 40% Faster Cast Rate
 +(11 to 15)% to Spell Damage
 +20 to all Attributes
 All Resists +20%
 Socketed



The Rainbow Warrior (Druid Charmer Set)

Emerald Flower
 Emerald Cloud
 Emerald Earth
 Emerald Sky
 Emerald Growth

Full Set Bonus

With 2 or more set items:

20% Bonus to All Attributes

With 3 or more set items:

+2 to Cold Fear

With 4 or more set items:

All Resists +25%

With Complete Set:

+3 to Druid Skill Levels

+1 to Blink

+500 to Life

+500 to Mana

All Resists +40%

Total Character Defense Plus 35%

+20% to Experience Gained

Emerald Flower

Club (6)

One-Hand Damage: 57 to 73
 Durability: 8
 Required Strength: 104



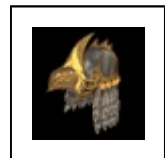
Required Level: 110
+2 to All Skills
15% Faster Hit Recovery
+(21 to 25)% to Fire Spell Damage
+(2 to 4) to Charm (Druid Only)
+(1 to 3) to Dire Charm (Druid Only)
10% Bonus to Energy
Reduces all Vendor Prices 5%
Socketed

Emerald Cloud
Kite Shield (6)
Smite Damage: 56 to 84
Defense: (1967-3563)
Durability: 62
Required Strength: 65
Required Dexterity: 128
Required Level: 110
40% Increased Chance of Blocking
+(21 to 25)% to Cold Spell Damage
+(1 to 3) to Extinction (Druid Only)
+(1 to 3) to Survival of the Fittest (Druid Only)
+(221 to 240)% Enhanced Defense
Socketed
Requirements -66%

Emerald Earth
Chain Mail (6)
Defense: (1866-3500)
Durability: 63
Required Strength: 314
Required Level: 110
25% Faster Hit Recovery
25% Faster Block Rate
+(21 to 25)% to Cold Spell Damage
+(1 to 3) to Tranquil Spirit (Druid Only)
+(1 to 3) to Thrill of the Hunt (Druid Only)
+(201 to 220)% Enhanced Defense
Replenish Life +25
Socketed

Emerald Sky
Falcon Mask (6)
Defense: (1373-1968)
Durability: 48
(Druid Only)
Required Strength: 408
Required Level: 110
+(21 to 25)% to Fire Spell Damage
+(1 to 3) to Killer Instinct (Druid Only)
+(1 to 3) to Brambles (Druid Only)
Attacker Flees after Striking +15%
+(221 to 240)% Enhanced Defense
Slows Attacker by 5%
Socketed

Emerald Growth
Heavy Boots (6)
Defense: (796-1040)
Durability: 42
Required Strength: 179
Required Level: 110
+2 to Druid Skill Levels
+40% Bonus to Poison Skill Duration
15% Faster Hit Recovery
Attacker Flees after Striking +10%
+(221 to 240)% Enhanced Defense
Replenish Life +20
Socketed



TIER 6 NECROMANCER SETS

Satanic Mantra
(Necromancer Summoner Set)
Archangel Dark Angel
Lend Me Thy Light
Through Death's Veil

Till We Have
Heaven In Sight

Full Set Bonus

With 2 or more set items:

+15% Bonus to Summoned Minion Damage

With 3 or more set items:

+2 to Maximum Necromancer Minions

With 4 or more set items:

+4 to Pact of Blood

With Complete Set:

+2 to All Skills

+1 to Mana Sweep

+40% Bonus to Summoned Minion Life

+500 Defense

+2 to All Skills when using a Mana Potion

Damage Reduced by 50



Archangel Dark Angel

Grim Wand (6)

One-Hand Damage: 76 to 128

Durability: 108

(Necromancer Only)

Required Dexterity: 110

Required Level: 110

+(40 to 50) Energy Factor to Spell Damage (Automod)

+4 to Necromancer Skill Levels

10% Faster Cast Rate

+(21 to 30)% Bonus to Summoned Minion Damage

+(31 to 40)% Bonus to Summoned Minion Life

Half Freeze Duration

Socketed

Requirements -40%

Lend Me Thy Light

Crown (6)

Defense: (620-848)

Durability: 57

Required Strength: 519

Required Level: 110

5% Chance to cast level 15 Punisher when Struck

+1 to Necromancer Skill Levels

15% Faster Hit Recovery

+(11 to 20)% Bonus to Summoned Minion Damage

Fire Resist +(41 to 50)%

Cold Resist +(41 to 50)%

+5% to Experience Gained

Socketed

Through Death's Veil

Quilted Armor (6)

Defense: (244-342)

Durability: 27

Required Strength: 83

Required Level: 110

+2 to Necromancer Skill Levels

15% Faster Run/Walk

Attacker Flees after Striking +(11 to 15)%

25% Bonus to Energy

Heal Stamina Plus 50%

Attacker Takes Cold Damage of (75 to 150)

Socketed

Till We Have

Light Plated Boots (6)

Defense: (374-494)

Durability: 68

Required Strength: 385

Required Level: 110

+1 to Necromancer Skill Levels

+(2 to 4) to Maximum Necromancer Minions

10% Bonus to Strength

15% Bonus to Energy

+(21 to 25) to Strength

+(41 to 50) to Energy

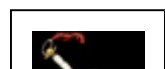
Socketed

Heaven In Sight

Unraveller Head (6)

Defense: (408-698)

Durability: 53



(Necromancer Only)
Required Strength: 153
Required Level: 110
+(21 to 30)% Bonus to Summoned Minion Life
10% Bonus to Energy
+2 to All Skills when using a Mana Potion
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
+2 to Light Radius
Socketed

Towerlord's Art
(Necromancer Totemic Set)

Towerlord's Weathercock
Towerlord's Spire
Towerlord's Bell
Towerlord's Gargoyle
Towerlord's Bombards

Full Set Bonus

With 2 or more set items:

+6 to Punisher

With 3 or more set items:

+3 to Unholy Armor (Necromancer Only)

With 4 or more set items:

+50 to all Attributes

With Complete Set:

+3 to Necromancer Skill Levels

+100% to Poison Spell Damage

+12 to Mind Flay

+5 to Punisher

15% Bonus to All Attributes

+1 Defense

+20% Chance to Avoid Damage



Towerlord's Weathercock

Blade (6)

One-Hand Damage: (374-396) to (443-468)

Durability: 26

Required Dexterity: 373

Required Level: 110

+2 to Necromancer Skill Levels

+(326 to 350)% Enhanced Damage

10% Faster Cast Rate

25% Bonus to Energy

Increase Maximum Life 15%

All Resists +(11 to 15)%

Socketed



Towerlord's Spire

Full Plate Mail (6)

Defense: (1058-1972)

Durability: 105

Required Strength: 583

Required Level: 110

+2 to Necromancer Skill Levels

15% Faster Block Rate

+(21 to 25)% to Fire Spell Damage

+(21 to 25)% to Cold Spell Damage

Poison Resist +(41 to 50)%

+5% to Experience Gained

Socketed



Towerlord's Bell

Coronet (6)

Defense: (113-149)

Durability: 15

Required Level: 110

+1 to Necromancer Skill Levels

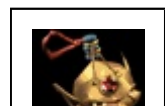
+(21 to 25)% to Fire Spell Damage

40% Bonus to Energy

Lightning Resist +(41 to 50)%

Damage Reduced by (31 to 35)

Socketed



Towerlord's Gargoyle

Demon Head (6)

Defense: (576-1033)

Durability: 70

(Necromancer Only)

Required Strength: 236



Required Level: 110
+3 to Necromancer Skill Levels
(41 to 50)% Increased Chance of Blocking
+(41 to 50) to Maximum Damage
+(21 to 25)% to Lightning Spell Damage
+(3 to 5) to Summon Overlord (Necromancer Only)
Fire Resist +(41 to 50)%
Socketed

Towerlord's Bombards
Chain Gloves (6)
Defense: (238-311)
Durability: 39
Required Strength: 244
Required Level: 110
+1 to Necromancer Skill Levels
+(21 to 25)% to Lightning Spell Damage
+(21 to 25)% to Cold Spell Damage
Attacker Flees after Striking +5%
Increase Maximum Mana 15%
Cold Resist +(41 to 50)%
Socketed

Rathma's Empire (Necromancer Support Set)

Rathma's Tyranny
Rathma's Skeleton
Rathma's Death Gaze
Rathma's Trap
Rathma's Chase

Full Set Bonus

With 2 or more set items:

Total Character Damage Plus 25%

With 3 or more set items:

Freezes Target +3

With 4 or more set items:

+6 to Crucify

With Complete Set:

+2 to Necromancer Skill Levels

40% Increased Attack Speed

40% Faster Hit Recovery

+6 to Dark Power (Necromancer Only)

+6 to Nightmare (Necromancer Only)

+2 to Guard Tower

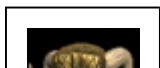
Total Character Damage Plus 75%



Rathma's Tyranny
Scythe (6)
Two-Hand Damage: (162-172) to (547-582)
Durability: 74
Required Strength: 159
Required Dexterity: 159
Required Level: 110
+(85 to 100) Energy Factor to Spell Damage (Automod)
+2 to Necromancer Skill Levels
+(201 to 220)% Enhanced Damage
20% Increased Attack Speed
10% Chance of Crushing Blow
+(2 to 3) to Maximum Necromancer Minions
Requirements -50%
Socketed



Rathma's Skeleton
Breast Plate (6)
Defense: (2052-3904)
Durability: 69
Required Strength: 353
Required Level: 110
+2 to Necromancer Skill Levels
+(21 to 25) to Maximum Damage
5% Chance of Crushing Blow
+(21 to 25)% Bonus to Summoned Minion Damage
+(201 to 220)% Enhanced Defense
+(21 to 30) to Strength
Socketed



Rathma's Death Gaze
Mask (6)
Defense: (1298-1711)
Durability: 26

Required Strength: 320
Required Level: 110
+1 to Necromancer Skill Levels
+(21 to 25)% Bonus to Summoned Minion Life
20% Bonus to Strength
+(201 to 220)% Enhanced Defense
+(251 to 300) Defense
Regenerate Mana +50%
Socketed

Rathma's Trap

Belt (6)

Defense: (1360-1779)
Durability: 43
Required Strength: 288
Required Level: 110
+2 to Necromancer Skill Levels
(3 to 5)% Life Stolen per Hit
+(201 to 220)% Enhanced Defense
+(31 to 40) to Dexterity
+(21 to 25) to Vitality
Fire Resist +(41 to 50)%
Socketed

Rathma's Chase

Chain Boots (6)

Defense: (936-1276)
Durability: 55
Required Strength: 282
Required Level: 110
4% Chance to cast level 11 Hunting Banshee on Striking
10% Faster Run/Walk
+(11 to 15)% to Cold Spell Damage
+(201 to 220)% Enhanced Defense
Cold Resist +(31 to 35)%
Cannot Be Frozen
50% Extra Gold from Monsters
Socketed



TIER 6 PALADIN SETS

Hadriel's Lore

(Paladin Holy Set)

Hadriel's Avenger
Hadriel's Wings
Hadriel's Halo
Hadriel's Ward
Hadriel's Presence

Full Set Bonus

With 2 or more set items:

+100 to Strength

With 3 or more set items:

25% Chance of Uninterruptable Attack

With 4 or more set items:

20% Bonus to Vitality

With Complete Set:

+250% Bonus Elemental Damage to Vanquish

+2 to Paladin Skill Levels

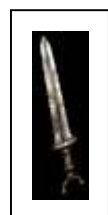
+50% to Fire Spell Damage

20% Bonus to Strength

+100 to Vitality

+33 Life after each Kill

+33 Mana after each Kill



Hadriel's Avenger

War Sword (6)

One-Hand Damage: (493-521) to (693-776)
Durability: 100
Required Strength: 481
Required Level: 110
25% Chance to cast level 27 Holy Insanity when you Kill an Enemy
+2 to Paladin Skill Levels
+(231 to 250)% Enhanced Damage
40% Increased Attack Speed
+(101 to 150) to Maximum Damage
+(11 to 15)% to Fire Spell Damage

Knockback
Socketed

Hadriel's Wings

Ancient Armor (6)

Defense: (3713-7364)
Durability: 111
Required Strength: 622
Required Level: 110
+1 to Paladin Skill Levels
10% Faster Cast Rate
+(231 to 250)% Enhanced Defense
All Resists +100%
25% Chance of Uninterruptable Attack
Socketed

Hadriel's Halo

Cap (6)

Defense: (202-222)
Durability: 27
Required Strength: 71
Required Level: 110
+2 to Paladin Skill Levels
+(31 to 40)% Bonus Damage to Wrath
25% Faster Block Rate
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Physical/Magic Spell Damage
40% Bonus to Energy
Socketed

Hadriel's Ward

Crown Shield (6)

Smite Damage: 88 to 132
Defense: (2290-4340)
Durability: 77
(Paladin Only)
Required Strength: 280
Required Level: 110
+1 to Paladin Skill Levels
25% Faster Hit Recovery
25% Faster Block Rate
15% Increased Chance of Blocking
+(231 to 250)% Enhanced Defense
+(6 to 8)% Chance to Avoid Damage
Damage Reduced by (41 to 50)
Socketed

Hadriel's Presence

Light Plated Boots (6)

Defense: (1237-1729)
Durability: 68
Required Strength: 385
Required Level: 110
Indestructible
10% Faster Run/Walk
+(231 to 250)% Enhanced Defense
+5% to All Maximum Resistances
Total Character Defense Plus (11 to 15)%
Half Freeze Duration
(121 to 150)% Extra Gold from Monsters
Socketed



Sankekur's Legacy (Paladin Unholy Set)

Sankekur's Sky Hammer
Sankekur's Aura
Sankekur's Pride
Sankekur's Crusade
Sankekur's Fall

Full Set Bonus

With 2 or more set items:

+75 to Strength

With 3 or more set items:

+9 to Shadow Avatar

With 4 or more set items:

+25% to Spell Damage

With Complete Set:

66% Chance to cast level 6 Punisher when you Kill an Enemy

+3 to Paladin Skill Levels

+5 to Arcane Strike (Paladin Only)

+13 to Meteor Shower
Freezes attacker +2
All Resists +5%



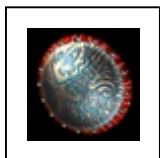
Sankekur's Sky Hammer
War Scepter (6)
One-Hand Damage: 117 to 174
Durability: 46
Required Dexterity: 387
Required Level: 110
+(40 to 50) Energy Factor to Spell Damage (Automod)
25% Chance to cast level 9 Hunting Banshee on Striking
+3 to Paladin Skill Levels
40% Increased Attack Speed
40% Faster Cast Rate
(151 to 200)% Bonus to Attack Rating
+(21 to 25)% to Spell Damage
Socketed



Sankekur's Aura
Full Plate Mail (6)
Defense: (3184-6310)
Durability: 105
Required Strength: 583
Required Level: 110
5% Chance to cast level 11 Cold Fear on Striking
+2 to Paladin Skill Levels
+(21 to 25)% to Cold Spell Damage
+(201 to 220)% Enhanced Defense
Cold Absorb 15%
Level 5 Mana Sweep (25 Charges)
Socketed



Sankekur's Pride
Skull Cap (6)
Defense: (286-348)
Durability: 33
Required Strength: 160
Required Level: 110
3% Chance to cast level 8 Charm when Struck
+1 to Paladin Skill Levels
+(11 to 15)% to Lightning Spell Damage
Slows Target by 15%
33% Bonus to Energy
Lightning Absorb 15%
Socketed



Sankekur's Crusade
Targe (6)
Smite Damage: 24 to 36
Defense: (875-1395)
Durability: 40
(Paladin Only)
Required Strength: 85
Required Level: 110
35% Increased Attack Speed
35% Faster Cast Rate
35% Faster Block Rate
+(11 to 15)% to Physical/Magic Spell Damage
Attacker Flees after Striking +25%
+(201 to 220)% Enhanced Defense
+4 to All Skills when using a Mana Potion
Socketed



Sankekur's Fall
Plated Belt (6)
Defense: (2119-2848)
Durability: 61
Required Strength: 519
Required Level: 110
+1 to Paladin Skill Levels
+(11 to 15)% to Fire Spell Damage
+(2 to 6) to Flamestrike
+(201 to 220)% Enhanced Defense
Fire Absorb 15%
+(31 to 40) Life after each Kill
Socketed

Cinadide's Craft
(Paladin Combat Set)
Cinadide's Malus

Cinadide's Forge
Cinadide's Bellows
Cinadide's Anvil
Cinadide's Bender

Full Set Bonus

With 2 or more set items:

Cold Resist +100%

With 3 or more set items:

+2 to Paladin Skill Levels

With 4 or more set items:

Total Character Damage Plus 40%

With Complete Set:

+1 to Paladin Skill Levels

80% Faster Block Rate

150% Bonus to Attack Rating

12% Mana Stolen per Hit

12% Life Stolen per Hit

20% Chance of Crushing Blow

Total Character Defense Plus 50%



Cinadide's Malus

War Hammer (6)

One-Hand Damage: (250-265) to (479-551)

Durability: 75

Required Strength: 366

Required Level: 110

Indestructible

+(221 to 240)% Enhanced Damage

+(101 to 150) to Maximum Damage

15% Chance of Crushing Blow

+(4 to 6) to Judgement (Paladin Only)

+150 to Strength

Socketed



Cinadide's Forge

Field Plate (6)

Defense: (2792-5426)

Durability: 87

Required Strength: 468

Required Level: 110

+(101 to 150) to Maximum Damage

Attacker Flees after Striking +5%

+(221 to 240)% Enhanced Defense

+100 to Strength

+100 to Vitality

Fire Resist +100%

Repairs 1 Durability in 20 Seconds

Socketed



Cinadide's Bellows

Tiara (6)

Defense: (430-615)

Durability: 20

Required Level: 110

Stun Attack

+(221 to 240)% Enhanced Defense

25% Bonus to Strength

25% Bonus to Vitality

Lightning Resist +100%

(21 to 25)% Chance of Uninterruptable Attack

Socketed



Cinadide's Anvil

Heraldic Shield (6)

Smite Damage: 56 to 84

Defense: (1572-2849)

Durability: 59

(Paladin Only)

Required Strength: 182

Required Level: 110

(31 to 40)% Increased Chance of Blocking

+150% Damage to Undead

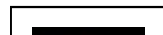
(31 to 40)% Chance of Crushing Blow

20% Bonus to Strength

+(221 to 240)% Enhanced Defense

+50 to Energy

Socketed



Cinadide's Bender

Light Belt (6)

Defense: (1052-1319)
Durability: 34
Required Strength: 173
Required Level: 110
+2 to Paladin Skill Levels
25% Faster Hit Recovery
40% Faster Block Rate
+(1 to 4) to Blessed Life (Paladin Only)
-50 to Monster Defense per Hit
+(221 to 240)% Enhanced Defense
Socketed

TIER 6 SORCERESS SETS

Circle of Elements
(Sorceress Elemental Set)
Monad
Dyad
Triad
Tetrad
Pentad

Full Set Bonus
With 2 or more set items:
+10% to Spell Damage
With 3 or more set items:
+4 to Summon Shadows
With 4 or more set items:
+11 to Demon Blood
With Complete Set:
1% Chance to cast level 28 Pact of Blood when Struck
+5 to Sorceress Skill Levels
100% Faster Run/Walk
+15% to Spell Damage
+2 to Perfect Being
+18 to Summon Shadows
+7 to Demon Blood



Monad
War Staff (6)
Two-Hand Damage: 116 to 155
Durability: 118
Required Dexterity: 404
Required Level: 110
+(85 to 100) Energy Factor to Spell Damage (Automod)
+4 to Sorceress Skill Levels
50% Faster Cast Rate
+(31 to 40)% to Spell Damage
15% Bonus to Energy
All Resists +(21 to 25)%
Slows Attacker by 15%
Socketed



Dyad
Tiara (6)
Defense: (134-181)
Durability: 20
Required Level: 110
+2 to Sorceress Skill Levels
10% Faster Hit Recovery
15% Bonus to Energy
Increase Maximum Mana 50%
Damage Reduced by (11 to 15)
Level 2 Banish (40 Charges)
Socketed



Triad
Ring Mail (6)
Defense: (494-844)
Durability: 51
Required Strength: 189
Required Level: 110
100% Chance to cast level 55 Seismic Field when you Die
+2 to Sorceress Skill Levels
15% Faster Hit Recovery
Increase Maximum Mana 40%
-2 to Light Radius

Requirements -20%
Socketed

Tetrad

Heavy Gloves (6)

Defense: (206-248)
Durability: 32
Required Strength: 154
Required Level: 110
25% Faster Cast Rate
10% Faster Hit Recovery
+(11 to 15)% to Spell Damage
+50 to Energy
Increase Maximum Mana 15%
Socketed

Pentad

Greaves (6)

Defense: (437-588)
Durability: 81
Required Strength: 292
Required Level: 110
+1 to Sorceress Skill Levels
20% Faster Run/Walk
+(6 to 10)% to Spell Damage
Increase Maximum Mana 25%
-1 to Light Radius
Requirements -40%
Socketed



Zann Esu's Secrets (Sorceress Arcane Set)

Zann Esu's Charm
Zann Esu's Binding Circle
Zann Esu's Robes
Zann Esu's Mysteries
Zann Esu's Rune Loop

Full Set Bonus

With 2 or more set items:

+2 to Sorceress Skill Levels

With 3 or more set items:

50% Bonus to Energy when using a Mana Potion

With 4 or more set items:

+2 to Sorceress Skill Levels

With Complete Set:

+4 to All Skills

+14 to Mana Coil (Sorceress Only)

+7 to Pagan Heart (Sorceress Only)

+17 to Doom

+1 to Blink

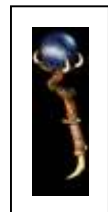
+15% Chance to Avoid Damage

All Resists +25%

Zann Esu's Charm

Jared's Stone (6)

One-Hand Damage: 87 to 116
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 110
+(40 to 50) Energy Factor to Spell Damage (Automod)
+4 to Sorceress Skill Levels
+(21 to 25)% to Spell Damage
+4 to Doom
+250 Maximum Stamina
50% Bonus to Energy when using a Mana Potion
Magic Damage Reduced by (21 to 25)
Cannot Be Frozen
Socketed



Zann Esu's Binding Circle

Small Shield (6)

Smite Damage: 24 to 36
Defense: (364-546)
Durability: 42
Required Strength: 90
Required Dexterity: 199
Required Level: 110
+2 to Sorceress Skill Levels
20% Faster Block Rate



(16 to 25)% Increased Chance of Blocking
15% Bonus to Energy
15% Bonus to Vitality
All Resists +5%
Socketed

Zann Esu's Robes

Quilted Armor (6)

Defense: (244-342)
Durability: 27
Required Strength: 83
Required Level: 110
+2 to Sorceress Skill Levels
20% Faster Run/Walk
+(16 to 20)% to Spell Damage
+(3 to 5) to Arcane Torrent (Sorceress Only)
25% Bonus to Energy
All Resists +10%
Socketed

Zann Esu's Mysteries

Circlet (6)

Defense: (92-118)
Durability: 10
Required Level: 110
15% Chance to cast level 2 Blink when Struck
+2 to Sorceress Skill Levels
20% Bonus to Dexterity
All Resists +5%
Damage Reduced by (8 to 10)%
Damage Reduced by (11 to 15)
Socketed

Zann Esu's Rune Loop

Sash (6)

Defense: (202-222)
Durability: 25
Required Strength: 58
Required Level: 110
+1 to Sorceress Skill Levels
15% Faster Run/Walk
20% Faster Cast Rate
+(2 to 4) to Mana Sweep (Sorceress Only)
15% Bonus to Vitality
All Resists +15%
Socketed



Warmage's Wrath (Sorceress Melee Set)

Warmage's Fireblade
Warmage's Flameshroud
Warmage's Breath
Warmage's Conjunction
Warmage's Wake

Full Set Bonus

With 2 or more set items:

+5 to Arcane Power (Sorceress Only)

With 3 or more set items:

+5 to Retaliate

With 4 or more set items:

+40% Bonus Elemental Damage to Bloodlust

With Complete Set:

+2 to Sorceress Skill Levels
25% Increased Chance of Blocking
75% Bonus to Attack Rating
+2 to Lion Stance
+8 to Holy Insanity
All Resists +25%
Total Character Defense Plus 33%

Warmage's Fireblade

Crystal Sword (6)

One-Hand Damage: (306-324) to (608-628)
Durability: 40
Required Dexterity: 427
Required Level: 110
+(40 to 50) Energy Factor to Spell Damage (Automod)
20% Chance to cast level 35 Bloodlust when you Kill an Enemy
+2 to Sorceress Skill Levels
+(241 to 260)% Enhanced Damage





30% Increased Attack Speed
+250 to Maximum Damage
Adds 250-400 Fire Damage
+(5 to 8) to Hex (Sorceress Only)
Socketed

Warmage's Flameshroud
Field Plate (6)
Defense: (2966-5745)
Durability: 87
Required Strength: 234
Required Level: 110
+2 to Sorceress Skill Levels
+50% Bonus Elemental Damage to Bloodlust
Adds 200-350 Fire Damage
40% Bonus to Dexterity
+(241 to 260)% Enhanced Defense
Fire Resist +75%
Requirements -50%
Socketed



Warmage's Breath
Helm (6)
Defense: (1261-1699)
Durability: 39
Required Strength: 125
Required Level: 110
10% Chance to cast level 25 Flamestrike when you Kill an Enemy
+2 to Sorceress Skill Levels
+150% Bonus Damage to Bloodlust
25% Bonus to Dexterity
25% Bonus to Vitality
+(241 to 260)% Enhanced Defense
Socketed
Requirements -50%



Warmage's Conjuraton
Leather Gloves (6)
Defense: (174-185)
Durability: 25
Required Strength: 64
Required Level: 110
+100% Bonus Damage to Bloodlust
15% Increased Attack Speed
+50 to Minimum Damage
+(10 to 12) to Mage Armor (Sorceress Only)
20% Bonus to Dexterity
All Resists +(21 to 25)%
Socketed



Warmage's Wake
Boots (6)
Defense: (185-212)
Durability: 29
Required Strength: 61
Required Level: 110
+1 to Sorceress Skill Levels
25% Faster Run/Walk
50% Faster Hit Recovery
50% Faster Block Rate
20% Bonus to Strength
20% Bonus to Dexterity
Requirements -20%
Socketed

SACRED AMAZON SET

Full Moon
(Amazon Set - Bow, Spear, Scepter)
Adriana's Bark
Adriana's Sting
Adriana's Bite
Adriana's Fur
Adriana's Fangs
Adriana's Tail

Adriana's Bark

Long War Bow (Sacred)

Two-Hand Damage: (685-724) to (784-829)

Required Dexterity: 839

Required Level: 115

+(231 to 250)% Enhanced Damage

15% Increased Attack Speed

Adds (101-150)-(501-750) Fire Damage

(3 to 5)% Life Stolen per Hit

(6 to 10)% Chance of Crushing Blow

Slows Target by (11 to 15)%

When worn together with Adriana's Tail: Target Takes Additional Damage of (101 to 150)

When worn together with Adriana's Fangs: 50% Deadly Strike

When worn together with Adriana's Fur: 20% Chance to cast level 1 Arrow on Striking

Adriana's Sting

Pike (Sacred)

Two-Hand Damage: 155 to 249

Durability: 120

Required Strength: 427

Required Dexterity: 471

Required Level: 115

50% Increased Attack Speed

(8 to 11)% Stamina Stolen per Hit

(21 to 25)% Bonus to All Attributes

+(201 to 250) Defense

+(51 to 75) to all Attributes

Requirements -40%

When worn together with Adriana's Tail: Stun Attack

When worn together with Adriana's Tail: +(251 to 300)% Enhanced Damage

When worn together with Adriana's Fangs: 50% Chance of Crushing Blow

When worn together with Adriana's Fur: Freezes Target +(1 to 2)

Adriana's Bite

War Scepter (Sacred)

One-Hand Damage: 186 to 214

Durability: 46

Required Dexterity: 741

Required Level: 115

+(85 to 100) Energy Factor to Spell Damage (Automod)

+(2 to 4) to Amazon Skill Levels

25% Faster Cast Rate

+(31 to 40)% to Fire Spell Damage

+(31 to 40)% to Physical/Magic Spell Damage

+(6 to 10)% to Experience Gained

When worn together with Adriana's Tail: +1 to Amazon Skill Levels

When worn together with Adriana's Fangs: +20% to Fire Spell Damage

When worn together with Adriana's Fangs: +20% to Physical/Magic Spell Damage

When worn together with Adriana's Fur: Increase Maximum Mana 20%

Adriana's Fur

Field Plate (Sacred)

Defense: (6211-8043)

Durability: 87

Required Strength: 884

Required Level: 115

+1 to Amazon Skill Levels

+(221 to 250)% Enhanced Defense

+(11 to 15) to all Attributes

Replenish Life +(11 to 15)

All Resists +(51 to 60)%

(201 to 225)% Extra Gold from Monsters

When worn together with Adriana's Bite: 10% Bonus to Energy

When worn together with Adriana's Sting: 10% Bonus to Strength

When worn together with Adriana's Bark: 10% Bonus to Dexterity

Adriana's Fangs

Einherjar Helm (Sacred)

Defense: (2253-2642)

Durability: 50

(Amazon Only)

Required Dexterity: 1006

Required Level: 115

(11 to 14)% Life Stolen per Hit

Total Character Damage Plus (31 to 40)%

+(221 to 250)% Enhanced Defense

All Resists +(21 to 25)%

Total Character Defense Plus (21 to 25)%

Half Freeze Duration

When worn together with Adriana's Bite: All Resists +15%

When worn together with Adriana's Sting: +40 to all Attributes

When worn together with Adriana's Bark: Knockback





Adriana's Tail
Belt (Sacred)
Defense: (2731-3160)
Durability: 43
Required Strength: 794
Required Level: 115
50% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
+(221 to 250)% Enhanced Defense
+(6 to 10)% to Experience Gained
(21 to 25)% Better Chance of Getting Magic Items
When worn together with Adriana's Bite: +(1 to 3) to Arcane Strike
When worn together with Adriana's Sting: 50% Chance of Uninterruptable Attack
When worn together with Adriana's Bark: Hit Causes Monster to Flee +25%

SACRED ASSASSIN SET

Witchhunter's Attire
(Assassin Set - Scythe, Claw, Throwing Knife)
Witchhunter's Fire
Witchhunter's Steel
Witchhunter's Crucifix
Witchhunter's Faith
Witchhunter's Hood
Witchhunter's Rope



Witchhunter's Fire
Scythe (Sacred)
One-Hand Damage: 154 to 218
Durability: 74
Required Strength: 419
Required Dexterity: 419
Required Level: 115
+(121 to 125) Energy Factor to Spell Damage (Automod)
+(3 to 6) to Assassin Skill Levels
40% Faster Cast Rate
+(21 to 25)% to Spell Damage
+2 to [random mine/bomb] (Assassin Only)
+2 to [random support skill/passive] (Assassin Only)
All Resists +(31 to 50)%
Requirements -40%
When worn together with Witchhunter's Rope: +2 to Assassin Skill Levels
When worn together with Witchhunter's Hood: +10% to Spell Damage
When worn together with Witchhunter's Faith: 40% Faster Cast Rate



Witchhunter's Steel
Scissors Katar (Sacred)
One-Hand Damage: (635-672) to (829-917)
Durability: 66
(Assassin Only)
Required Dexterity: 542
Required Level: 115
5% Chance to cast level 4 Dark Power on Attack
+(1 to 3) to Assassin Skill Levels
+(231 to 250)% Enhanced Damage
40% Increased Attack Speed
(6 to 10)% Increased Chance of Blocking
+(151 to 200) to Maximum Damage
Freezes Target +(2 to 4)
When worn together with Witchhunter's Rope: 25% Deadly Strike
When worn together with Witchhunter's Hood: 40% Increased Attack Speed
When worn together with Witchhunter's Faith: +150% Damage to Demons



Witchhunter's Crucifix
Balanced Knife (Sacred)
Throw Damage: (638-675) to (772-860)
One-Hand Damage: (582-616) to (710-794)
Durability: 16
Required Dexterity: 817
Required Level: 115
+(231 to 250)% Enhanced Damage
+(101 to 150) to Maximum Damage
(11 to 15)% Life Stolen per Hit
(11 to 15)% Chance of Crushing Blow

+5 to [random throwing skill] (Assassin Only)
Slows Target by (21 to 25)%
+(21 to 25) to all Attributes
When worn together with Witchhunter's Rope: +3 to Way of the Spider (Assassin Only)
When worn together with Witchhunter's Rope: +3 to Way of the Phoenix (Assassin Only)
When worn together with Witchhunter's Hood: 10% Deadly Strike
When worn together with Witchhunter's Faith: 20% Chance of Open Wounds

Witchhunter's Faith
Gothic Plate (Sacred)
Defense: (6413-8241)
Durability: 99
Required Strength: 553
Required Level: 115
+(1 to 2) to Assassin Skill Levels
30% Faster Run/Walk
Adds (201-250)-(501-750) Fire Damage
Adds (201-250)-(501-750) Lightning Damage
Adds (201-250)-(501-750) Cold Damage
+(221 to 240)% Enhanced Defense
+(10 per level) Maximum Stamina (Based on Character Level)
All Resists +(21 to 40)%
Requirements -40%
When worn together with Witchhunter's Crucifix: 50% Bonus to Dexterity
When worn together with Witchhunter's Steel: Slows Target by 50%
When worn together with Witchhunter's Fire: +1 to Assassin Skill Levels

Witchhunter's Hood
Cap (Sacred)
Defense: (2391-2755)
Durability: 27
Required Strength: 685
Required Level: 115
15% Chance to cast level 5 Gift of Shadows when you Kill an Enemy
+(2 to 4) to Doom (Assassin Only)
Attacker Flees after Striking +(11 to 15)%
+(181 to 220)% Enhanced Defense
+(21 to 25) to all Attributes
All Resists +(21 to 25)%
When worn together with Witchhunter's Crucifix: Total Character Damage Plus 25%
When worn together with Witchhunter's Steel: 20% Life Stolen per Hit
When worn together with Witchhunter's Fire: Increase Maximum Mana 50%

Witchhunter's Rope
Sash (Sacred)
Defense: (2330-2576)
Durability: 25
Required Strength: 679
Required Level: 115
5% Chance to cast level 1 Charm on Attack
+(221 to 250)% Enhanced Defense
(11 to 15)% Bonus to Dexterity
(11 to 15)% Bonus to Energy
Damage Reduced by (11 to 15)
Reduces all Vendor Prices (6 to 10)%
When worn together with Witchhunter's Crucifix: 10% Chance of Crushing Blow
When worn together with Witchhunter's Steel: +5% Chance to Avoid Damage
When worn together with Witchhunter's Fire: +15 to all Attributes



SACRED BARBARIAN SET

Mount Arreat
(Barbarian Set - Sword, Throwing Axe, Maul)
Eruption
Snowstorm
Avalanche
Ravine
Rockslide
Frostbite



Eruption
Kriegsmesser (Sacred)
One-Hand Damage: (774-819) to (941-1008)
Durability: 126
(Barbarian Only)
Required Strength: 904

Required Level: 115

25% Chance to cast level 10 Immolation on Attack

+(3 to 5) to Barbarian Skill Levels

+(231 to 250)% Enhanced Damage

+(111 to 130) to Maximum Damage

(51 to 75)% Bonus to Attack Rating

+(31 to 50)% to Spell Damage

When worn together with Frostbite: +1 to Barbarian Skill Levels

When worn together with Rockslide: 25% Deadly Strike

When worn together with Ravine: Total Character Damage Plus 50%

Snowstorm

Balanced Axe (Sacred)

Throw Damage: (552-584) to (922-1015)

One-Hand Damage: (519-549) to (832-921)

Durability: 20

Required Strength: 778

Required Level: 115

+(2 to 4) to Barbarian Skill Levels

+(231 to 250)% Enhanced Damage

20% Increased Attack Speed

+(151 to 200) to Maximum Damage

(11 to 15)% Chance of Crushing Blow

Freezes Target +(2 to 4)

When worn together with Frostbite: 25% Chance to cast level 5 Mark of the Wild when you Kill an Enemy

When worn together with Rockslide: Knockback

When worn together with Ravine: 25% Bonus to All Attributes

Avalanche

Great Maul (Sacred)

Two-Hand Damage: (615-651) to (728-770)

Durability: 138

Required Strength: 515

Required Level: 115

+(231 to 250)% Enhanced Damage

Adds (101-150)-(301-400) Cold Damage

+(11 to 15)% Bonus to Summoned Minion Damage

+(21 to 25)% Bonus to Summoned Minion Life

+1 to Maximum Barbarian Minions

Requirements -10%

When worn together with Frostbite: +25% Bonus to Summoned Minion Damage

When worn together with Rockslide: +40% Bonus to Summoned Minion Life

When worn together with Ravine: +4 to Greater Manifestations (Barbarian Only)

Ravine

Full Plate Mail (Sacred)

Defense: (6715-8701)

Durability: 105

Required Strength: 941

Required Level: 115

+(1 to 3) to Barbarian Skill Levels

-10% Faster Hit Recovery

Knocks Attacker Back

(11 to 15)% Bonus to All Attributes

+(231 to 250)% Enhanced Defense

(101 to 150)% Extra Gold from Monsters

When worn together with Avalanche: Increase Maximum Life 20%

When worn together with Snowstorm: +5% to Experience Gained

When worn together with Eruption: 10% Chance to cast level 24 Nightmare when you Kill an Enemy

Rockslide

Avenger Guard (Sacred)

Defense: (2959-3475)

Durability: 59

(Barbarian Only)

Required Strength: 692

Required Level: 115

(11 to 15)% Increased Chance of Blocking

(11 to 15)% Deadly Strike

+(231 to 250)% Enhanced Defense

(11 to 15)% Bonus to All Attributes

Replenish Life +(21 to 25)

(21 to 25)% Chance of Uninterruptable Attack

When worn together with Avalanche: Increase Maximum Mana 40%

When worn together with Snowstorm: Total Character Damage Plus 75%

When worn together with Eruption: Total Character Defense Plus 15%

Frostbite

Gauntlets (Sacred)



Defense: (1324-1638)
Durability: 53
Required Strength: 861
Required Level: 115
Adds (101-150)-(251-300) Cold Damage
Stun Attack
+(231 to 250)% Enhanced Defense
Cold Resist +40%
Target Takes Additional Damage of (31 to 40)
When worn together with Avalanche: Fire Resist +40%
When worn together with Avalanche: Lightning Resist +40%
When worn together with Snowstorm: 5% Chance of Crushing Blow
When worn together with Eruption: 20% Increased Attack Speed

SACRED DRUID SET

Sacred Earth
(Druid Set - Staff, Bow, Crossbow)
Scosglen's Myths
Scosglen's Fables
Scosglen's Tales
Scosglen's History
Scosglen's Lore
Scosglen's Legends



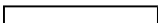
Scosglen's Myths
War Staff (Sacred)
Two-Hand Damage: 185 to 205
Durability: 118
Required Dexterity: 752
Required Level: 115
+(121 to 125) Energy Factor to Spell Damage (Automod)
+(4 to 6) to Druid Skill Levels
+40% to Fire Spell Damage
+40% to Cold Spell Damage
(31 to 50)% Bonus to Energy
(31 to 50)% Bonus to Vitality
+(20 per level) Defense (Based on Character Level)
When worn together with Scosglen's Legends: All Resists +10%
When worn together with Scosglen's Lore: +60% to Poison Spell Damage
When worn together with Scosglen's History: +40% Bonus to Poison Skill Duration



Scosglen's Fables
Recurve Bow (Sacred)
Two-Hand Damage: (747-815) to (1163-1252)
(Druid Only)
Required Dexterity: 948
Required Level: 115
+(1 to 3) to Druid Skill Levels
+(221 to 250)% Enhanced Damage
+(3 per level) to Maximum Damage (Based on Character Level)
Slows Target by 25%
+(41 to 60)% Bonus to Summoned Minion Resistances
All Resists +(21 to 25)%
Target Takes Additional Damage of (51 to 75)
When worn together with Scosglen's Legends: +2 to Lion Stance
When worn together with Scosglen's Lore: Slows Target by 50%
When worn together with Scosglen's History: 100% Duration Bonus to Mark of the Wild



Scosglen's Tales
Repeating Crossbow (Sacred)
Two-Hand Damage: (702-766) to (916-1039)
Required Strength: 564
Required Level: 115
+(3 to 5) to Druid Skill Levels
+(221 to 250)% Enhanced Damage
40% Increased Attack Speed
+(101 to 150) to Maximum Damage
(0.375 per level)% Chance of Crushing Blow (Based on Character Level)
Knockback
(31 to 40)% Bonus to All Attributes
When worn together with Scosglen's Legends: 20% Chance of Uninterruptable Attack
When worn together with Scosglen's Lore: Hit Causes Monster to Flee +50%
When worn together with Scosglen's History: +75 to all Attributes

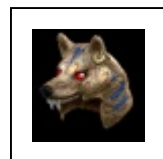


Scosglen's History

Scale Mail (Sacred)
Defense: (5707-6748)
Durability: 57
Required Strength: (788-669)
Required Level: 115
1% Chance to cast level 20 Pact of Blood when Struck
+(2 to 3) to Druid Skill Levels
+(41 to 80)% Bonus Damage to Mark of the Wild
+(31 to 40)% Bonus Elemental Damage to Mark of the Wild
+(221 to 240)% Enhanced Defense
Replenish Life +(101 to 150)
All Resists +(41 to 50)%
When worn together with Scosglen's Tales: 30% Bonus to Strength
When worn together with Scosglen's Fables: 30% Bonus to Dexterity
When worn together with Scosglen's Myths: Requirements -15%

Scosglen's Lore
Spirit Mask (Sacred)
Defense: (2251-2684)
Durability: 54
(Druid Only)
Required Strength: 688
Required Level: 115
+(2 to 3) to Druid Skill Levels
+(1 to 4) to Bloodlust
+(41 to 50)% Bonus to Summoned Minion Damage
(21 to 25)% Bonus to All Attributes
+(201 to 220)% Enhanced Defense
All Resists +(26 to 30)%
When worn together with Scosglen's Tales: Increase Maximum Life 10%
When worn together with Scosglen's Fables: 10% Chance to cast level 17 Lightning Cascade on Striking
When worn together with Scosglen's Myths: +50 Energy Factor to Spell Damage

Scosglen's Legends
Plated Belt (Sacred)
Defense: (3038-3637)
Durability: 61
Required Strength: 727
Required Level: 115
40% Faster Run/Walk
Attacker Flees after Striking +(11 to 15)%
Slows Target by 5%
+(211 to 240)% Enhanced Defense
+(21 to 30) to all Attributes
Damage Reduced by (21 to 25)
Requirements -20%
When worn together with Scosglen's Tales: 15% Deadly Strike
When worn together with Scosglen's Fables: 25% Chance of Crushing Blow
When worn together with Scosglen's Myths: +6 to Mage Armor

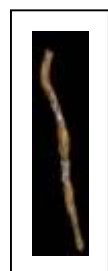


SACRED NECROMANCER SET

The Black Death
(Necromancer Set - Staff, Wand, Crossbow)

Plague's Reaper
Plague's Soul Drainer
Plague's Infector
Plague's Death Shroud
Plague's Screaming Skull
Plague's Cord

Plague's Reaper
Gnarled Staff (Sacred)
Two-Hand Damage: 172 to 183
Durability: 70
Required Dexterity: 657
Required Level: 115
+(86 to 107) Energy Factor to Spell Damage (Automod)
+(4 to 6) to Necromancer Skill Levels
25% Faster Cast Rate
+(21 to 25)% Bonus to Summoned Minion Damage
Increase Maximum Mana 40%
All Resists +(31 to 40)%
When worn together with Plague's Cord: +100 to all Attributes
When worn together with Plague's Screaming Skull: 50% Faster Hit Recovery



When worn together with Plague's Death Shroud: +750 Defense

Plague's Soul Drainer

Grim Wand (Sacred)

One-Hand Damage: 165 to 191

Durability: 108

(Necromancer Only)

Required Dexterity: 518

Required Level: 115

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(1 to 3) to Necromancer Skill Levels

(31 to 40)% Mana Stolen per Hit

+(21 to 30)% Bonus to Summoned Minion Life

+(51 to 75) to Energy

When worn together with Plague's Cord: +1 to Necromancer Skill Levels

When worn together with Plague's Screaming Skull: All Resists +15%

When worn together with Plague's Death Shroud: 40% Faster Cast Rate

Plague's Infector

Trebuchet (Sacred)

Two-Hand Damage: (770-840) to (963-1085)

(Necromancer Only)

Required Strength: 394

Required Level: 115

5% Chance to cast level 49 Gamma Field when you Kill an Enemy

+(1 to 2) to Necromancer Skill Levels

+(221 to 250)% Enhanced Damage

-10% Decreased Attack Speed

+(151 to 200) to Maximum Damage

Knockback

When worn together with Plague's Cord: 25% Deadly Strike

When worn together with Plague's Screaming Skull: +10 to all Attributes

When worn together with Plague's Death Shroud: 50% Curse Length Reduction

Plague's Death Shroud

Light Plate (Sacred)

Defense: (1966-2361)

Durability: 93

Required Strength: 903

Required Level: 115

+(1 to 2) to Necromancer Skill Levels

20% Faster Cast Rate

Ignore Target's Defense

Increase Maximum Mana (21 to 25)%

+(101 to 125) Life when Struck by an Enemy

When worn together with Plague's Infector: Freezes Target +(2 to 4)

When worn together with Plague's Soul Drainer: +1 to Necromancer Skill Levels

When worn together with Plague's Reaper: +50% Bonus to Summoned Minion Resistances

Plague's Screaming Skull

Mask (Sacred)

Defense: (674-720)

Durability: 26

Required Strength: 810

Required Level: 115

5% Chance to cast level 13 Cold Fear on Striking

+(1 to 2) to Necromancer Skill Levels

All Resists +(21 to 25)%

Damage Reduced by (11 to 15)

(6 to 10)% Chance of Uninterruptable Attack

When worn together with Plague's Infector: 25% Chance of Crushing Blow

When worn together with Plague's Soul Drainer: 33% Increased Chance of Blocking

When worn together with Plague's Reaper: +4 to Maximum Necromancer Minions

Plague's Cord

Heavy Belt (Sacred)

Defense: (914-987)

Durability: 52

Required Strength: 852

Required Level: 115

20% Faster Hit Recovery

Attacker Flees after Striking +(11 to 15)%

+(2 to 4) to Maximum Necromancer Minions

All Resists +(31 to 40)%

+(11 to 15) Life when Struck by an Enemy

When worn together with Plague's Infector: Total Character Damage Plus 50%

When worn together with Plague's Soul Drainer: Slows Attacker by 15%

When worn together with Plague's Reaper: Poison Length Reduced by 50%



SACRED PALADIN SET

House of God

(Paladin Set - Maul, Mace, Scepter)

Lachdanan's Might

Lachdanan's Wrath

Lachdanan's Fury

Lachdanan's Pure Heart

Lachdanan's Courage

Lachdanan's Stride



Lachdanan's Might

Hand of God (Sacred)

Two-Hand Damage: (738-781) to (977-1072)

Durability: 151

(Paladin Only)

Required Strength: 744

Required Level: 115

15% Chance to cast level 5 Tremor when you Kill an Enemy

+(1 to 2) to Paladin Skill Levels

+(221 to 240)% Enhanced Damage

+(201 to 250) to Maximum Damage

(3 to 11)% Stamina Stolen per Hit

(31 to 40)% Chance of Crushing Blow

(31 to 35)% Bonus to Strength

When worn together with Lachdanan's Stride: 10% Increased Attack Speed

When worn together with Lachdanan's Courage: +40 to all Attributes

When worn together with Lachdanan's Pure Heart: Total Character Defense Plus 20%

Lachdanan's Wrath

Angel Star (Sacred)

One-Hand Damage: (662-704) to (846-939)

Durability: 69

(Paladin Only)

Required Strength: 904

Required Level: 115

+(201 to 220)% Enhanced Damage

60% Increased Attack Speed

40% Faster Block Rate

+(151 to 200) to Maximum Damage

Stun Attack

(31 to 35)% Chance of Crushing Blow

Target Takes Additional Damage of (51 to 75)

When worn together with Lachdanan's Stride: +150 Life after each Kill

When worn together with Lachdanan's Courage: Total Character Damage Plus 40%

When worn together with Lachdanan's Pure Heart: +(4 to 17) to Phoenix Stance

Lachdanan's Fury

Grand Scepter (Sacred)

One-Hand Damage: 171 to 188

Durability: 30

Required Dexterity: 674

Required Level: 115

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(3 to 4) to Paladin Skill Levels

+(21 to 25)% to Spell Damage

+2 to [random unholy magic spell] (Paladin Only)

+2 to [random holy magic spell] (Paladin Only)

(11 to 15)% Bonus to Energy

All Resists +(31 to 40)%

When worn together with Lachdanan's Stride: +150 Mana after each Kill

When worn together with Lachdanan's Courage: +1 to Paladin Skill Levels

When worn together with Lachdanan's Pure Heart: +5% to Experience Gained

Lachdanan's Pure Heart

Ancient Armor (Sacred)

Defense: (7765-10132)

Durability: 111

Required Strength: 961

Required Level: 115

+(1 to 2) to Paladin Skill Levels

40% Faster Hit Recovery

+(221 to 250)% Enhanced Defense

+(10 per level) Defense (Based on Character Level)

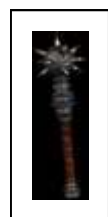
+(21 to 30) to all Attributes

Poison Length Reduced by 15%

Slows Attacker by (11 to 15)%

When worn together with Lachdanan's Fury: +20% Bonus Damage to Wrath

When worn together with Lachdanan's Wrath: All Resists +10%





When worn together with Lachdanan's Might: 25% Deadly Strike

Lachdanan's Courage

Skull Cap (Sacred)

Defense: (2988-3734)

Durability: 33

Required Strength: 730

Required Level: 115

+(1 to 2) to Paladin Skill Levels

Total Character Damage Plus (21 to 25)%

+(201 to 250)% Enhanced Defense

+(301 to 500) Defense

+500 to Life

+500 to Mana

All Resists +(31 to 35)%

40% Chance of Uninterruptable Attack

When worn together with Lachdanan's Fury: 15% Bonus to All Attributes

When worn together with Lachdanan's Wrath: 25% Chance to cast level 15 Cataclysm on Attack

When worn together with Lachdanan's Might: Slows Target by 50%

Lachdanan's Stride

Greaves (Sacred)

Defense: (1784-2274)

Durability: 81

Required Strength: 893

Required Level: 115

+(1 to 2) to Paladin Skill Levels

40% Faster Run/Walk

(3 to 7)% Mana Stolen per Hit

(3 to 7)% Life Stolen per Hit

+(11 to 15)% to Spell Damage

+(201 to 240)% Enhanced Defense

When worn together with Lachdanan's Fury: All Resists +20%

When worn together with Lachdanan's Wrath: Hit Blinds Target +2

When worn together with Lachdanan's Might: 25% Chance to cast level 20 Flamestrike when you Kill an Enemy

SACRED SORCERESS SET

The Elements

(Sorceress Set - Staff, Orb, Crystal Sword)

Elemental Storm

Elemental Fury

Elemental Rage

Elemental Spirit

Elemental Trance

Elemental Clash



Elemental Storm

Battle Staff (Sacred)

Two-Hand Damage: 178 to 194

Durability: 94

Required Dexterity: 705

Required Level: 115

+(108 to 129) Energy Factor to Spell Damage (Automod)

+(4 to 8) to Sorceress Skill Levels

15% Faster Run/Walk

+(41 to 50)% to Spell Damage

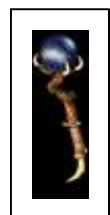
+(5 per level) to Energy (Based on Character Level)

All Resists +(21 to 25)%

When worn together with Elemental Clash: Total Character Defense Plus 25%

When worn together with Elemental Trance: +10% to Experience Gained

When worn together with Elemental Spirit: +14 to Lightning Shield



Elemental Fury

Jared's Stone (Sacred)

One-Hand Damage: 171 to 185

Durability: 78

(Sorceress Only)

Required Dexterity: 584

Required Level: 115

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(2 to 3) to Sorceress Skill Levels

50% Faster Cast Rate

+(21 to 25)% to Spell Damage

+2 to [random elemental spell] (Sorceress Only)
 (41 to 50)% Bonus to Energy
 When worn together with Elemental Clash: Increase Maximum Life 35%
 When worn together with Elemental Trance: +2 to Perfect Being
 When worn together with Elemental Spirit: 10% Bonus to All Attributes

Elemental Rage

Crystal Sword (Sacred)

One-Hand Damage: (517-550) to (692-826)
 Durability: 40
 Required Dexterity: 766
 Required Level: 115
 +(85 to 100) Energy Factor to Spell Damage (Automod)
 +1 to All Skills
 +(201 to 220)% Enhanced Damage
 +(151 to 250) to Maximum Damage
 Adds (201-300)-(401-500) Fire Damage
 Adds (201-300)-(401-500) Lightning Damage
 Adds (201-300)-(401-500) Cold Damage
 +5% to All Maximum Resistances
 When worn together with Elemental Clash: 50% Faster Hit Recovery
 When worn together with Elemental Trance: +400 to Life
 When worn together with Elemental Spirit: Total Character Damage Plus (201 to 300)%

Elemental Spirit

Ceremonial Armor (Sacred)

Defense: (6249-8265)
 Durability: 116
 (Sorceress Only)
 Required Strength: 720
 Required Level: 115
 +(2 to 3) to Sorceress Skill Levels
 100% Faster Cast Rate
 +(21 to 25)% to Spell Damage
 +(3 to 6) to Hex (Sorceress Only)
 +(181 to 200)% Enhanced Defense
 Increase Maximum Mana 40%
 All Resists +(51 to 75)%
 Requirements -25%
 When worn together with Elemental Rage: 100% Increased Attack Speed
 When worn together with Elemental Fury: +1 to Blink
 When worn together with Elemental Storm: +(2 per level) to Vitality (Based on Character Level)

Elemental Trance

Diadem (Sacred)

Defense: (327-356)
 Durability: 25
 Required Level: 115
 +(11 to 15) Energy Factor to Spell Damage
 +(1 to 3) to Sorceress Skill Levels
 +(21 to 25)% to Spell Damage
 +(51 to 75) to Strength
 +(51 to 75) to Energy
 Replenish Life +(21 to 25)
 When worn together with Elemental Rage: Magic Damage Reduced by 20
 When worn together with Elemental Fury: Cannot Be Frozen
 When worn together with Elemental Storm: 40% Bonus to Buff/Debuff/Cold Skill Duration

Elemental Clash

Light Plated Boots (Sacred)

Defense: (1354-1617)
 Durability: 68
 Required Strength: 842
 Required Level: 115
 5% Chance to cast level 1 Charm when Struck
 +(1 to 2) to Sorceress Skill Levels
 +(141 to 160)% Enhanced Defense
 Attacker Takes Lightning Damage of 1000
 Attacker Takes Cold Damage of 1000
 Attacker Takes Fire Damage of 1000
 When worn together with Elemental Rage: +100 to Maximum Damage
 When worn together with Elemental Fury: Increase Maximum Mana 35%
 When worn together with Elemental Storm: Damage Reduced by 50

