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## SETS

### NEW ADDITIONS IN PATCH 1.57

There are 28 sets in Median 2008 1.57, containing 147 set items.

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#### Sacred Sets Only!

There are no low level sets. All set items are Sacred, and therefore cannot be gambled and are harder to find than regular Tier 1-6 items. Sets in Median 2008 are advanced equipment for high level characters and spawn only in level 121 areas.

#### Avoid Legacy Tier 6 Sets

In Median 2008 patches prior to 1.55, many set items were based on Tier 6 items instead of Sacred items. Other players may still be using some of those, though trading for them is a bad idea because they will not combine with the current Sacred sets.

#### Build-specific vs. Generic Sets

The 21 build-specific sets are conventional sets, with added bonuses when you equip multiple pieces. The 7 generic sets, on the other hand, have 3 weapons each, meaning it is not possible to complete them, but you get bonuses depending on which weapon you equip.

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

#### Sockets & Energy Factor

All set items come with the maximum allowed number of sockets for the item type. Also, if the base item has a chance to have an energy factor bonus, the set item will always have it.

#### Oskills

If a set or 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.

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\* The following areas are level 121 on Destruction (Hell) difficulty :

#### Uberquest areas/bosses

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

#### Other side areas

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

More information about these areas can be found on THE UBERQUESTS PAGE.

Additionally, bosses in level 118+ areas are also level 121, though the chance of finding a level 121 set item this way is fairly small.

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## BUILD-SPECIFIC 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 to Strength  
+250 to Dexterity  
+500 Defense  
**With Complete Set:**  
25% Chance of Crushing Blow  
+1 to Eagle Stance  
+250 to Strength  
+250 to Dexterity  
Total Character Damage Plus 250%  
Blinds Attacker +4  
Knockback  
Increase Maximum Life 50%



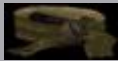
**Celestia's Passion Maiden Javelin (Sacred)**  
Throw Damage: (571-605) to (853-944)  
One-Hand Damage: (529-561) to (780-866)  
Durability: 84  
(Amazon Only)  
Required Strength: 526  
Required Dexterity: 554  
Required Level: 75  
(spawns only in Level 121 areas)  
+(221 to 240)% Enhanced Damage  
40% Increased Attack Speed  
+(151 to 200) to Maximum Damage  
10% Chance of Crushing Blow  
+(4 to 12) to Vanquish  
+(501 to 750) Defense  
15% Chance of Uninterruptable Attack



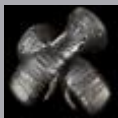
**Celestia's Wings Splint Mail (Sacred)**  
Defense: (6012-7388)  
Durability: 75  
Required Strength: 845  
Required Level: 75  
(spawns only in Level 121 areas)  
+1 to Amazon Skill Levels  
40% Faster Run/Walk  
(12 to 15)% Mana Stolen per Hit  
+(221 to 240)% Enhanced Defense  
50% Slower Stamina Drain  
All Resists +40%  
+2 to Light Radius



**Celestia's Glory  
Spangenhelm (Sacred)**  
Defense: (2449-2873)  
Durability: 62  
Required Strength: 772  
Required Level: 75  
(spawns only in Level 121 areas)  
40% 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  
Requirements -15%



**Celestia's Ribbon  
Sash (Sacred)**  
Defense: (726-736)  
Durability: 25  
Required Strength: 679  
Required Level: 75  
(spawns only in Level 121 areas)  
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)%



**Celestia's Fury  
Gauntlets (Sacred)**  
Defense: (1284-1591)  
Durability: 53  
Required Strength: 473  
Required Level: 75  
(spawns only in Level 121 areas)  
20% Chance to cast level 5 Time Strike on Striking  
+(51 to 100) to Maximum Damage  
Slows Target by 25%  
15% Bonus to Strength  
+(221 to 240)% Enhanced Defense  
+25 to Strength  
Requirements -45%



#### **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  
+150 to Strength

##### **With 3 or more set items:**

50% Bonus to Attack Rating  
+300 to Dexterity

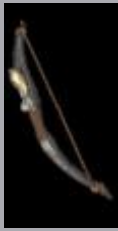
##### **With 4 or more set items:**

+1000 to Life  
+1000 to Mana  
50% Curse Length Reduction

##### **With Complete Set:**

33% Chance to cast level 1 Arrow on Striking  
33% Chance to cast level 25 Doom when you Kill an Enemy  
+2 to Amazon Skill Levels  
+(3 to 5) to Defensive Harmony (Amazon Only)

50% Bonus to Dexterity  
50% Life Bonus to Leader of the Sun  
All Resists +100%



**Zerae's Clarion  
Reflex Bow (Sacred)**

Two-Hand Damage: (632-669) to (715-758)  
(Amazon Only)  
Required Dexterity: 564  
Required Level: 75  
(spawns only in Level 121 areas)  
33% 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



**Zerae's Storm  
Plate Mail (Sacred)**

Defense: (6111-7602)  
Durability: 81  
Required Strength: 864  
Required Level: 75  
(spawns only in Level 121 areas)  
5% Chance to cast level 19 Startouch 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



**Zerae's Cloud  
Cervelliere (Sacred)**

Defense: (2160-2410)  
Durability: 44  
(Amazon Only)  
Required Strength: 775  
Required Level: 75  
(spawns only in Level 121 areas)  
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



**Zerae's Wrath  
Heavy Gloves (Sacred)**

Defense: (1133-1271)  
Durability: 32  
Required Strength: 727  
Required Level: 75  
(spawns only in Level 121 areas)  
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



**Zerae's Thunderbolt  
Boots (Sacred)**

Defense: (1499-1635)  
Durability: 29  
Required Strength: 688  
Required Level: 75  
(spawns only in Level 121 areas)  
20% Faster Run/Walk  
35% Faster Hit Recovery  
+(221 to 240)% Enhanced Defense  
+15 to Strength  
+25 to Dexterity  
+20 to Vitality



**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:**

+250 to Strength

+250 to Dexterity

**With 4 or more set items:**

+4 to Amazon Skill Levels

**With Complete Set:**

+3 to Amazon Skill Levels

+2 to Wings of Wrath (Amazon Only)

+21 to Hex

+24 to Nova Bomb

-50% to Enemy Fire Resistance

-50% to Enemy Lightning Resistance

All Resists +100%

+150 Life after each Kill



**Red Vex' Flayer  
Grand Scepter (Sacred)**

One-Hand Damage: 171 to 188  
Durability: 30  
Required Dexterity: 572  
Required Level: 75  
(spawns only in Level 121 areas)  
+(43 to 56) Energy Factor to Spell Damage  
+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%



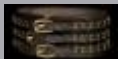
**Red Vex' Idol**  
**Tower Shield (Sacred)**  
Smite Damage: 72 to 108  
Defense: (4394-5606)  
Durability: 72  
Required Strength: 579  
Required Dexterity: 663  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Amazon Skill Levels  
+(221 to 240)% Enhanced Defense  
+(31 to 40) to Dexterity  
Fire Resist +(51 to 60)%  
Poison Resist +(31 to 40)%  
Requirements -25%



**Red Vex' Mantle**  
**Gothic Plate (Sacred)**  
Defense: (6413-8241)  
Durability: 99  
Required Strength: 461  
Required Level: 75  
(spawns only in Level 121 areas)  
+(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  
Requirements -50%



**Red Vex' Curse**  
**Einherjar Helm (Sacred)**  
Defense: (1123-1430)  
Durability: 50  
(Amazon Only)  
Required Dexterity: 1006  
Required Level: 75  
(spawns only in Level 121 areas)  
+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)%



**Red Vex' Sin**  
**Heavy Belt (Sacred)**  
Defense: (2933-3355)  
Durability: 52  
Required Strength: 476  
Required Level: 75  
(spawns only in Level 121 areas)  
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 5%  
Requirements -50%

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## BUILD-SPECIFIC 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:

+6 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)  
+18 to Arcane Strike  
-50% to Enemy Fire Resistance  
-50% to Enemy Lightning Resistance  
-50% to Enemy Cold Resistance  
-50% to Enemy Poison Resistance



### Vizjun's Science

#### Scissors Katar (Sacred)

One-Hand Damage: 192 to 205  
Durability: 66  
(Assassin Only)  
Required Dexterity: 542  
Required Level: 75  
(spawns only in Level 121 areas)  
+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



### Vizjun's Monitor

#### Bladed Shield (Sacred)

Smite Damage: 24 to 36  
Defense: (772-1122)  
Durability: 64  
(Assassin Only)  
Required Dexterity: 495  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%  
Requirements -40%



**Vizjun's Engine  
Splint Mail (Sacred)**

Defense: (2374-2923)  
Durability: 75  
Required Strength: 464  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%



**Vizjun's Foresight  
Coronet (Sacred)**

Defense: (557-824)  
Durability: 15  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%



**Vizjun's Progress  
Chain Boots (Sacred)**

Defense: (530-574)  
Durability: 55  
Required Strength: 514  
Required Level: 75  
(spawns only in Level 121 areas)  
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%



**Call of Thunder (Assassin Melee Set)**

Stormbringer  
Stormshadow  
Stormcloud  
Stormbreaker  
Stormbearer

**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)

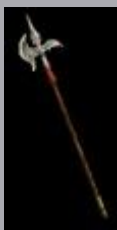
+15 to Doom (Assassin Only)

+17 to Mark of the Wild

+14 to Dark Power



Total Character Damage Plus 35%  
+10% Chance to Avoid Damage



**Stormbringer  
Halberd (Sacred)**

Two-Hand Damage: (494-523) to (981-1076)  
Durability: 98  
Required Strength: 372  
Required Dexterity: 372  
Required Level: 75  
(spawns only in Level 121 areas)  
+4 to Assassin Skill Levels  
+(221 to 240)% Enhanced Damage  
15% Faster Run/Walk  
15% Faster Hit Recovery  
+(201 to 250) to Maximum Damage  
40% Bonus to Dexterity  
Requirements -50%



**Stormshadow  
Scale Mail (Sacred)**

Defense: (4996-5955)  
Durability: 57  
Required Strength: 788  
Required Level: 75  
(spawns only in Level 121 areas)  
+750 Poison Damage over 10 seconds  
(6 to 10)% Chance of Crushing Blow  
+(1 to 3) to Banish  
25% Bonus to Strength  
+(181 to 200)% Enhanced Defense  
+(21 to 25) Mana after each Kill



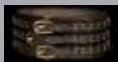
**Stormcloud  
Full Helm (Sacred)**

Defense: (2742-3147)  
Durability: 45  
Required Strength: 615  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%



**Stormbreaker  
Leather Gloves (Sacred)**

Defense: (946-1026)  
Durability: 25  
Required Strength: 682  
Required Level: 75  
(spawns only in Level 121 areas)  
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



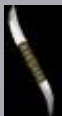
**Stormbearer**  
**Heavy Belt (Sacred)**  
Defense: (2568-2961)  
Durability: 52  
Required Strength: 852  
Required Level: 75  
(spawns only in Level 121 areas)  
40% Faster Run/Walk  
20% Increased Attack Speed  
Stun Attack  
15% Bonus to Dexterity  
+(181 to 200)% Enhanced Defense  
Magic Damage Reduced by (7 to 10)



#### Creed (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  
+16 to Snake Stance  
+7 to Cold Blood  
+250 to all Attributes  
250% Extra Gold from Monsters



**Tracker's Strike**  
**Balanced Knife (Sacred)**  
Throw Damage: (619-656) to (651-690)  
One-Hand Damage: (564-598) to (590-625)  
Durability: 16  
Required Dexterity: 817  
Required Level: 75  
(spawns only in Level 121 areas)  
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



#### Tracker's Effigy

##### Totem Shield (Sacred)

Smite Damage: 16 to 24  
Defense: (1248-1777)  
Durability: 56  
(Assassin Only)  
Required Dexterity: 791  
Required Level: 75  
(spawns only in Level 121 areas)  
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)



#### Tracker's Stealth

##### Leather Armor (Sacred)

Defense: (3487-4161)  
Durability: 33  
Required Strength: 711  
Required Level: 75  
(spawns only in Level 121 areas)  
+(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



#### Tracker's Totem

##### Bone Helm (Sacred)

Defense: (694-752)  
Durability: 32  
Required Strength: 845  
Required Level: 75  
(spawns only in Level 121 areas)  
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)%



#### Tracker's Runeward

##### Belt (Sacred)

Defense: (851-903)  
Durability: 43  
Required Strength: 794  
Required Level: 75  
(spawns only in Level 121 areas)  
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)

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## BUILD-SPECIFIC 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:

+150 to all Attributes

With 3 or more set items:

+300 to all Attributes

With 4 or more set items:

50% Bonus to All Attributes

Cannot Be Frozen

With Complete Set:

5% Chance to cast level 11 Demon Seed on Attack

100% Chance to cast level 18 Apocalypse when you Kill an Enemy

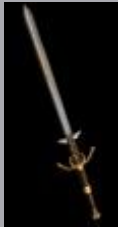
40% Increased Attack Speed

20% Faster Hit Recovery

+7 to Hades Gate

Total Character Damage Plus 200%

Total Character Defense Plus 50%



#### The Coming Storm Great Sword (Sacred)

One-Hand Damage: (670-710) to (936-1028)

Two-Hand Damage: (754-798) to (977-1072)

Durability: 98

Required Strength: 856

Required Level: 75

(spawns only in Level 121 areas)

+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%



#### Wolf Tribe's Fang War Axe (Sacred)

One-Hand Damage: (645-683) to (990-1086)

Durability: 78

Required Strength: 800

Required Level: 75

(spawns only in Level 121 areas)

+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%



#### Bear Tribe's Warding Ancient Armor (Sacred)

Defense: (7365-9426)

Durability: 111

Required Strength: 1345

Required Level: 75

(spawns only in Level 121 areas)

+1 to All Skills

+1 to Pagan Rites

+(221 to 240)% Enhanced Defense

+750 Defense

+200 to all Attributes

Requirements +40%



### Snake Tribe's Battle Chant

#### Avenger Guard (Sacred)

Defense: (2869-3376)  
Durability: 59  
(Barbarian Only)  
Required Strength: 692  
Required Level: 75  
(spawns only in Level 121 areas)  
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%



### Crane Tribe's Reach

#### Chain Gloves (Sacred)

Defense: (1184-1377)  
Durability: 39  
Required Strength: 772  
Required Level: 75  
(spawns only in Level 121 areas)  
+(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)%



### 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

-50% to Enemy Poison Resistance

+20% Bonus to Summoned Minion Life

25% Bonus to All Attributes

(225 to 250)% Extra Gold from Monsters



### Hunter's Claw Fist

#### Balanced Axe (Sacred)

Throw Damage: (536-567) to (747-792)

One-Hand Damage: (503-533) to (661-700)

Durability: 20

Required Strength: 778

Required Level: 75

(spawns only in Level 121 areas)

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

Adds 200-350 Fire Damage

Adds 200-350 Cold Damage

Adds 200-350 Lightning Damage

-(21 to 25)% to Enemy Fire Resistance

-(21 to 25)% to Enemy Lightning Resistance

-(21 to 25)% to Enemy Cold Resistance

25% Bonus to Strength



### Hunter's Camouflage

#### Gothic Shield (Sacred)

Smite Damage: 88 to 132

Defense: (4596-6034)

Durability: 81

Required Strength: 199

Required Dexterity: 232

Required Level: 75

(spawns only in Level 121 areas)

15% Faster Run/Walk

45% Faster Block Rate

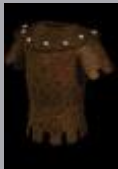
40% Increased Chance of Blocking

+(221 to 240)% Enhanced Defense

+(41 to 50) Life after each Kill

+(41 to 50) Mana after each Kill

Requirements -75%



### Hunter's Skins

#### Leather Armor (Sacred)

Defense: (5707-6395)

Durability: 33

Required Strength: 711

Required Level: 75

(spawns only in Level 121 areas)

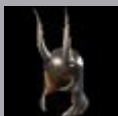
15% Increased Attack Speed

500% Bonus to Attack Rating

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

+(221 to 240)% Enhanced Defense

+(401 to 500) Defense



### Hunter's Trophy

#### Horned Helm (Sacred)

Defense: (2635-3008)

Durability: 47

(Barbarian Only)

Required Strength: 677

Required Level: 75

(spawns only in Level 121 areas)

+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



### Hunter's Trackless Step Greaves (Sacred)

Defense: (1903-2274)  
Durability: 81  
Required Strength: 893  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Barbarian Skill Levels  
15% Increased Attack Speed  
+(1 per level) to Maximum Damage (Based on Character Level)  
+(221 to 240)% Enhanced Defense  
Total Character Defense Plus (11 to 15)%



### Spirits of the Nephalem (Barbarian Shaman Set)

Sacred Charge  
Destiny  
The Guardian  
The Protector  
The Defender

#### Full Set Bonus

##### With 2 or more set items:

+25% Bonus to Summoned Minion Damage  
+100 to Energy  
Cold Resist +100%

##### With 3 or more set items:

+50% Bonus to Summoned Minion Life  
+100 to Strength  
Fire Resist +100%

##### With 4 or more set items:

+100 to Dexterity  
+2 to Maximum Barbarian Minions  
Poison Resist +100%

##### With Complete Set:

+2 to Barbarian Skill Levels  
50% Deadly Strike  
+29 to Summon Acid Fiends  
Total Character Damage Plus 100%  
Total Character Defense Plus 50%  
+50% Bonus to Summoned Minion Resistances  
+10 to Maximum Barbarian Minions



### Sacred Charge Bronze Sword (Sacred)

One-Hand Damage: (774-817) to (828-874)br /> Durability: 92  
Required Strength: 865  
Required Level: 122  
(spawns only in Level 121 areas)  
+2 to Barbarian Skill Levels  
+(241 to 260)% Enhanced Damage  
+(41 to 50)% Bonus to Summoned Minion Life  
Increase Maximum Life 20%  
Increase Maximum Mana 20%  
All Resists +25%  
Total Character Defense Plus 15%



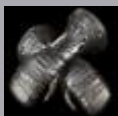
**Destiny**  
**Gothic Plate (Sacred)**  
Defense: (6813-8726)  
Durability: 99  
Required Strength: 922  
Required Level: 75  
(spawns only in Level 121 areas)  
Adds 1-500 Lightning Damage  
+(241 to 260)% Enhanced Defense  
10% Bonus to Vitality  
+100 to Vitality  
Lightning Resist +75%  
Lightning Absorb 5%



**The Guardian**  
**Assault Helmet (Sacred)**  
Defense: (2925-3380)  
Durability: 53  
(Barbarian Only)  
Required Strength: 685  
Required Level: 75  
(spawns only in Level 121 areas)  
Adds 1-250 Fire Damage  
+(241 to 260)% Enhanced Defense  
10% Bonus to Strength  
+35 to Strength  
Fire Resist +50%  
Fire Absorb 5%



**The Protector**  
**Plated Belt (Sacred)**  
Defense: (3331-3852)  
Durability: 61  
Required Strength: 909  
Required Level: 75  
(spawns only in Level 121 areas)  
Adds 1-250 Cold Damage  
+(241 to 260)% Enhanced Defense  
10% Bonus to Dexterity  
+35 to Dexterity  
Cold Resist +50%  
Cold Absorb 5%



**The Defender**  
**Gauntlets (Sacred)**  
Defense: (1364-1684)  
Durability: 53  
Required Strength: 861  
Required Level: 75  
(spawns only in Level 121 areas)  
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%

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## BUILD-SPECIFIC 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 Strength

+400 to Life

**With 3 or more set items:**

+250 to Dexterity

+50% Bonus Damage to Mark of the Wild

**With 4 or more set items:**

+250 to Strength

+250 to Dexterity

25% Duration Bonus to Mark of the Wild

**With Complete Set:**

15% Chance to cast level 30 Lightning Wall when you Kill an Enemy

+5 to Druid Skill Levels

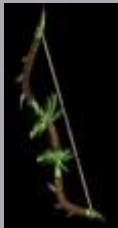
+25% to Lightning Spell Damage

+5 to Ricochet

+8 to Scattershot

Freezes Target +2

Replenish Life +100



**Nature's Sting**

**Viper Bow (Sacred)**

Two-Hand Damage: (731-775) to (942-1079)

(Druid Only)

Required Dexterity: 455

Required Level: 75

(spawns only in Level 121 areas)

+2 to Druid Skill Levels

+(221 to 240)% Enhanced Damage

+(2 per level) to Maximum Damage (Based on Character Level)

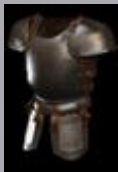
150% Duration Bonus to Mark of the Wild

+(2 to 4) to Charm (Druid Only)

Slows Target by 25%

+25 to Dexterity

Requirements -50%



**Nature's Will**

**Light Plate (Sacred)**

Defense: (5917-7555)

Durability: 93

Required Strength: 722

Required Level: 75

(spawns only in Level 121 areas)

+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)%

Requirements -20%



**Nature's Vigil**

**Antlers (Sacred)**

Defense: (2046-2364)

Durability: 42

(Druid Only)

Required Strength: 675

Required Level: 75

(spawns only in Level 121 areas)

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



**Nature's Embrace  
Light Belt (Sacred)**

Defense: (789-819)  
Durability: 34  
Required Strength: 736  
Required Level: 75  
(spawns only in Level 121 areas)  
+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



**Nature's Grasp  
Light Gauntlets (Sacred)**

Defense: (384-437)  
Durability: 46  
Required Strength: 816  
Required Level: 75  
(spawns only in Level 121 areas)  
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%



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**Lone Wolf's Path (Druid Elementalist 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:**  
+250 to all Attributes  
**With 4 or more set items:**  
+5 to Druid Skill Levels  
**With Complete Set:**  
+25% to Spell Damage  
+4 to Hex  
+26 to Guardian Spirit  
+1000 Defense  
Increase Maximum Life 50%  
Replenish Life +50  
Damage Reduced by 15%



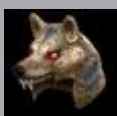
**Lone Wolf's Maul**  
**Gnarled Staff (Sacred)**

Two-Hand Damage: 172 to 183  
Durability: 70  
Required Dexterity: 394  
Required Level: 75  
(spawns only in Level 121 areas)  
+(86 to 107) Energy Factor to Spell Damage  
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)%  
Requirements -40%



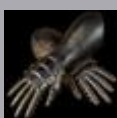
**Lone Wolf's Furs**  
**Studded Leather (Sacred)**

Defense: (3965-5459)  
Durability: 45  
Required Strength: 749  
Required Level: 75  
(spawns only in Level 121 areas)  
+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)%



**Lone Wolf's Gaze**  
**Spirit Mask (Sacred)**

Defense: (748-839)  
Durability: 54  
(Druid Only)  
Required Strength: 516  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%



**Lone Wolf's Claws**  
**Light Gauntlets (Sacred)**

Defense: (384-437)  
Durability: 46  
Required Strength: 816  
Required Level: 75  
(spawns only in Level 121 areas)  
+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



**Lone Wolf's Track**  
**Heavy Boots (Sacred)**

Defense: (499-528)  
Durability: 42  
Required Strength: 739  
Required Level: 75  
(spawns only in Level 121 areas)  
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%



### 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

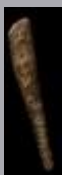
+500 to Life

+500 to Mana

All Resists +40%

Total Character Defense Plus 35%

+20% to Experience Gained



#### Emerald Flower

##### Club (Sacred)

One-Hand Damage: 156 to 164

Durability: 8

Required Strength: 565

Required Level: 75

(spawns only in Level 121 areas)

+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 Summon Rats (Druid Only)

10% Bonus to Energy

Reduces all Vendor Prices 5%



#### Emerald Cloud

##### Kite Shield (Sacred)

Smite Damage: 56 to 84

Defense: (4192-5181)

Durability: 62

Required Strength: 253

Required Dexterity: 285

Required Level: 75

(spawns only in Level 121 areas)

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

Requirements -66%



#### Emerald Earth

##### Chain Mail (Sacred)

Defense: (5448-6550)

Durability: 63

Required Strength: 807

Required Level: 75

(spawns only in Level 121 areas)

25% Faster Hit Recovery

25% Faster Block Rate

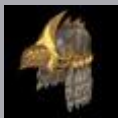
+(21 to 25)% to Cold Spell Damage

+(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



#### Emerald Sky

##### Falcon Mask (Sacred)

Defense: (2291-2682)

Durability: 48

(Druid Only)

Required Strength: 408

Required Level: 75

(spawns only in Level 121 areas)

+(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%



#### Emerald Growth

##### Heavy Boots (Sacred)

Defense: (1601-1795)

Durability: 42

Required Strength: 739

Required Level: 75

(spawns only in Level 121 areas)

+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

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## BUILD-SPECIFIC 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:

+25% 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

50% Bonus to all Attributes

With Complete Set:

+5 to All Skills  
+19 to Mana Sweep  
+20 to Maximum Necromancer Minions  
+40% Bonus to Summoned Minion Life  
+2 to All Skills when using a Mana Potion  
Damage Reduced by 50



**Archangel Dark Angel  
Grim Wand (Sacred)**

One-Hand Damage: 165 to 191  
Durability: 108  
(Necromancer Only)  
Required Dexterity: 310  
Required Level: 75  
(spawns only in Level 121 areas)  
+(43 to 56) Energy Factor to Spell Damage  
+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  
Requirements -40%



**Lend Me Thy Light  
Crown (Sacred)**

Defense: (1060-1174)  
Durability: 57  
Required Strength: 909  
Required Level: 75  
(spawns only in Level 121 areas)  
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  
+(11 to 15)% Bonus to Summoned Minion Resistances  
All Resists +(41 to 50)%  
+5% to Experience Gained



**Through Death's Veil  
Quilted Armor (Sacred)**

Defense: (1622-1671)  
Durability: 27  
Required Strength: 691  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Necromancer Skill Levels  
15% Faster Run/Walk  
Attacker Flees after Striking +(11 to 15)%  
25% Bonus to Vitality  
25% Bonus to Energy  
Heal Stamina Plus 50%  
Attacker Takes Cold Damage of (75 to 150)



**Till We Have  
Light Plated Boots (Sacred)**

Defense: (562-622)  
Durability: 68  
Required Strength: 842  
Required Level: 75  
(spawns only in Level 121 areas)  
+1 to Necromancer Skill Levels  
+(2 to 4) to Maximum Necromancer Minions  
20% Bonus to Strength  
20% Bonus to Energy  
+(41 to 50) to Strength  
+(41 to 50) to Energy



**Heaven In Sight**  
**Unraveller Head (Sacred)**

Defense: (954-1099)  
Durability: 53  
(Necromancer Only)  
Required Strength: 662  
Required Level: 75  
(spawns only in Level 121 areas)  
+(1 to 6) to Charm  
+(11 to 20)% Bonus to Summoned Minion Damage  
+(21 to 30)% Bonus to Summoned Minion Life  
20% Bonus to Dexterity  
20% Bonus to Energy  
+2 to All Skills when using a Mana Potion  
All Resists +(31 to 40)%  
+2 to Light Radius



**Ivory Tower (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:**

+150 to all Attributes

**With Complete Set:**

+100 Energy Factor to Spell Damage

15% Chance to cast level 9 Superbeast on Attack

+5 to Necromancer Skill Levels

+25 to Punisher

+50% to Spell Damage

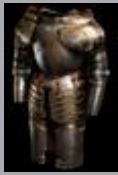
15% Bonus to All Attributes

+20% Chance to Avoid Damage



**Towerlord's Weathercock**  
**Blade (Sacred)**

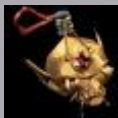
One-Hand Damage: (728-769) to (762-805)  
Durability: 26  
Required Dexterity: 183  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Necromancer Skill Levels  
+(326 to 350)% Enhanced Damage  
10% Faster Cast Rate  
25% Bonus to Energy  
Increase Maximum Life 15%  
All Resists +(11 to 15)%  
Requirements -75%



**Towerlord's Spire**  
**Full Plate Mail (Sacred)**  
Defense: (2029-2486)  
Durability: 105  
Required Strength: 941  
Required Level: 75  
(spawns only in Level 121 areas)  
+4 to Necromancer Skill Levels  
15% Faster Block Rate  
+(41 to 50)% to Fire Spell Damage  
+(41 to 50)% to Cold Spell Damage  
+(41 to 50)% to Lightning Spell Damage  
Poison Resist +(41 to 50)%  
+5% to Experience Gained



**Towerlord's Bell**  
**Coronet (Sacred)**  
Defense: (306-324)  
Durability: 15  
Required Level: 75  
(spawns only in Level 121 areas)  
+1 to Necromancer Skill Levels  
+(21 to 25)% to Physical/Magic Spell Damage  
40% Bonus to Energy  
Lightning Resist +(41 to 50)%  
Damage Reduced by (31 to 35)



**Towerlord's Gargoyle**  
**Demon Head (Sacred)**  
Defense: (1038-1266)  
Durability: 70  
(Necromancer Only)  
Required Strength: 668  
Required Level: 75  
(spawns only in Level 121 areas)  
+3 to Necromancer Skill Levels  
(41 to 50)% Increased Chance of Blocking  
+(21 to 25)% to Fire Spell Damage  
+(21 to 25)% to Cold Spell Damage  
+(21 to 25)% to Lightning Spell Damage  
Fire Resist +(41 to 50)%



**Towerlord's Bombards**  
**Chain Gloves (Sacred)**  
Defense: (369-405)  
Durability: 39  
Required Strength: 772  
Required Level: 75  
(spawns only in Level 121 areas)  
+1 to Necromancer Skill Levels  
+(21 to 25)% to Fire Spell Damage  
+(21 to 25)% to Cold Spell Damage  
+(21 to 25)% to Lightning Spell Damage  
Attacker Flees after Striking +5%  
Increase Maximum Mana 15%  
Cold Resist +(41 to 50)%



#### 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%

+150 to Strength

**With 3 or more set items:**

Freezes Target +3

+150 to Vitality

**With 4 or more set items:**

+6 to Nova Shot

+150 to Energy

**With Complete Set:**

+4 to Necromancer Skill Levels

40% Faster Hit Recovery

120% Faster Run/Walk

+6 to Dark Power (Necromancer Only)

+6 to Nightmare (Necromancer Only)

+22 to Fortress

Total Character Damage Plus 75%



**Rathma's Tyranny**

**Stinger Crossbow (Sacred)**

Two-Hand Damage: (743-790) to (758-806)  
(Necromancer Only)

Required Strength: 194

Required Level: 75

(spawns only in Level 121 areas)

+4 to Necromancer Skill Levels

+(201 to 220)% Enhanced Damage

20% Increased Attack Speed

10% Chance of Crushing Blow

+(2 to 5) to Maximum Necromancer Minions

35% Bonus to Strength

Requirements -50%



**Rathma's Skeleton**

**Breast Plate (Sacred)**

Defense: (5541-6752)

Durability: 69

Required Strength: 619

Required Level: 75

(spawns only in Level 121 areas)

+3 to Necromancer Skill Levels

+(61 to 100) to Maximum Damage

5% Chance of Crushing Blow

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

+(201 to 220)% Enhanced Defense

+(75 to 100) to Strength

Requirements -25%



**Rathma's Death Gaze**

**Circlet (Sacred)**

Defense: (890-988)

Durability: 10

Required Level: 75

(spawns only in Level 121 areas)

+2 to Necromancer Skill Levels

+(41 to 50) to Maximum Damage

+(1 to 5) to Widowmaker (Necromancer Only)

+(1 to 5) to Deathstrike (Necromancer Only)

+20% Bonus to Summoned Minion Life

20% Bonus to Strength

+(201 to 220)% Enhanced Defense

+(251 to 300) Defense

Regenerate Mana +50%



### Rathma's Trap Belt (Sacred)

Defense: (2561-2889)  
Durability: 43  
Required Strength: 794  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Necromancer Skill Levels  
(3 to 5)% Life Stolen per Hit  
+(201 to 220)% Enhanced Defense  
+(41 to 50) to Dexterity  
+(41 to 50) to Vitality  
Fire Resist +(41 to 50)%  
Poison Resist +(41 to 50)%  
Level 6 Bloody Mary (66 Charges)



### Rathma's Chase Chain Boots (Sacred)

Defense: (1595-1836)  
Durability: 55  
Required Strength: 791  
Required Level: 75  
(spawns only in Level 121 areas)  
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 +(41 to 50)%  
Lightning Resist +(41 to 50)%  
Cannot Be Frozen  
50% Extra Gold from Monsters

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## BUILD-SPECIFIC 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:

+222 to Strength  
50% Bonus to Dexterity

##### With 3 or more set items:

+222 to Dexterity  
25% Chance of Uninterruptable Attack

##### With 4 or more set items:

50% Bonus to Vitality

##### With Complete Set:

+250% Bonus Elemental Damage to Vanquish  
+2 to Paladin Skill Levels  
+50% to Fire Spell Damage  
50% Bonus to Strength  
+222 to Vitality  
+99 Life after each Kill  
+99 Mana after each Kill



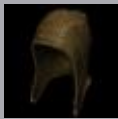
**Hadriel's Avenger  
War Sword (Sacred)**

One-Hand Damage: (668-707) to (819-909)  
Durability: 100  
Required Strength: 800  
Required Level: 75  
(spawns only in Level 121 areas)  
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



**Hadriel's Wings  
Ancient Armor (Sacred)**

Defense: (6821-8932)  
Durability: 111  
Required Strength: 961  
Required Level: 75  
(spawns only in Level 121 areas)  
+3 to Paladin Skill Levels  
10% Faster Cast Rate  
+(231 to 250)% Enhanced Defense  
All Resists +100%  
25% Chance of Uninterruptable Attack



**Hadriel's Halo  
Cap (Sacred)**

Defense: (851-861)  
Durability: 27  
Required Strength: 685  
Required Level: 75  
(spawns only in Level 121 areas)  
+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



**Hadriel's Ward  
Crown Shield (Sacred)**

Smite Damage: 88 to 132  
Defense: (4455-5670)  
Durability: 77  
(Paladin Only)  
Required Strength: 671  
Required Level: 75  
(spawns only in Level 121 areas)  
+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)



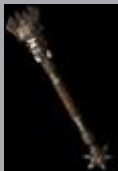
**Hadriel's Presence**  
**Light Plated Boots (Sacred)**  
Defense: (1860-2177)  
Durability: 68  
Required Strength: 842  
Required Level: 75  
(spawns only in Level 121 areas)  
Indestructible  
10% Faster Run/Walk  
+(231 to 250)% Enhanced Defense  
+5% to All Maximum Resistances  
Total Character Defense Plus (11 to 15)%  
Half Freeze Duration  
(121 to 150)% Extra Gold from Monsters



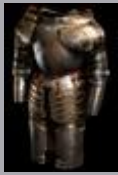
#### Sankekur's Legacy (Paladin Unholy Set)

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:**  
+13 to Golden Calf  
50% Bonus to Strength  
**With 3 or more set items:**  
+9 to Winter 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  
+6 to Paladin Skill Levels  
+6 to Arcane Strike (Paladin Only)  
+13 to Meteor Shower  
Freezes Attacker +3  
-66% to Enemy Fire Resistance  
-66% to Enemy Lightning Resistance  
-66% to Enemy Cold Resistance  
-66% to Enemy Poison Resistance



**Sankekur's Sky Hammer**  
**War Scepter (Sacred)**  
One-Hand Damage: 186 to 214  
Durability: 46  
Required Dexterity: 148  
Required Level: 75  
(spawns only in Level 121 areas)  
+(85 to 100) Energy Factor to Spell Damage  
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  
Requirements -80%



**Sankekur's Aura**  
**Full Plate Mail (Sacred)**  
Defense: (6107-7955)  
Durability: 105  
Required Strength: 941  
Required Level: 75  
(spawns only in Level 121 areas)  
5% Chance to cast level 11 Cold Fear on Striking  
+2 to Paladin Skill Levels  
+(1 to 5) to Mana Sweep  
+(21 to 25)% to Cold Spell Damage  
+(201 to 220)% Enhanced Defense  
Cold Absorb 15%  
Level 8 Liche Totem (100 Charges)



**Sankekur's Pride**  
**Skull Cap (Sacred)**  
Defense: (893-924)  
Durability: 33  
Required Strength: 730  
Required Level: 75  
(spawns only in Level 121 areas)  
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%



**Sankekur's Crusade**  
**Targe (Sacred)**  
Smite Damage: 24 to 36  
Defense: (3446-3897)  
Durability: 40  
(Paladin Only)  
Required Strength: 656  
Required Level: 75  
(spawns only in Level 121 areas)  
1% Chance to cast level 4 Unearthly Power on Attack  
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  
+150 to Strength



**Sankekur's Fall**  
**Plated Belt (Sacred)**  
Defense: (2940-3424)  
Durability: 61  
Required Strength: 909  
Required Level: 75  
(spawns only in Level 121 areas)  
+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



**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 240%

With Complete Set:

+6 to Paladin Skill Levels

80% Faster Block Rate

150% Bonus to Attack Rating

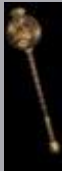
35% Chance to Avoid Damage

42% Mana Stolen per Hit

42% Life Stolen per Hit

20% Chance of Crushing Blow

Total Character Defense Plus 50%



**Cinadide's Malus  
Goedendag (Sacred)**

One-Hand Damage: (680-720) to (787-877)

Durability: 53

(Paladin Only)

Required Strength: 861

Required Level: 75

(spawns only in Level 121 areas)

Indestructible

+(221 to 240)% Enhanced Damage

+(101 to 150) to Maximum Damage

15% Chance of Crushing Blow

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

Total Character Damage Plus (2 per level)% (Based on Character Level)

+150 to Strength

+150 to Dexterity

+150 to Energy



**Cinadide's Forge  
Field Plate (Sacred)**

Defense: (6211-7813)

Durability: 87

Required Strength: 884

Required Level: 75

(spawns only in Level 121 areas)

+(101 to 150) to Maximum Damage

Attacker Flees after Striking +20%

+(221 to 240)% Enhanced Defense

+100 to Strength

+100 to Vitality

+100 to Energy

Fire Resist +100%

Repairs 1 Durability in 20 Seconds



**Cinadide's Bellows  
Tiara (Sacred)**

Defense: (1017-1156)

Durability: 20

Required Level: 75

(spawns only in Level 121 areas)

Stun Attack

+(221 to 240)% Enhanced Defense

25% Bonus to Strength

25% Bonus to Vitality

25% Bonus to Energy

Lightning Resist +100%

(21 to 25)% Chance of Uninterruptable Attack

Level 19 Thunder Slam (20 Charges)



### Cinadide's Anvil Heraldic Shield (Sacred)

Smite Damage: 56 to 84  
Defense: (3996-4824)  
Durability: 59  
(Paladin Only)  
Required Strength: 664  
Required Level: 75  
(spawns only in Level 121 areas)  
(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  
+100 to Strength  
+100 to Dexterity  
+100 to Energy



### Cinadide's Bender Light Belt (Sacred)

Defense: (2532-2784)  
Durability: 34  
Required Strength: 736  
Required Level: 75  
(spawns only in Level 121 areas)  
+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

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## BUILD-SPECIFIC 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

50% Bonus to Strength

With 4 or more set items:

+11 to Demon Blood

With Complete Set:

+125 Energy Factor to Spell Damage

10% Chance to cast level 28 Necromantic Trance when Struck

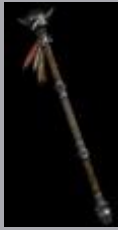
+5 to All Skills

100% Faster Run/Walk

+50% to Spell Damage

+18 to Summon Shadows

+300% Bonus to Summoned Minion Life



### Monad

#### War Staff (Sacred)

Two-Hand Damage: 185 to 205  
Durability: 118  
Required Dexterity: 188  
Required Level: 75  
(spawns only in Level 121 areas)  
+(121 to 125) Energy Factor to Spell Damage  
+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%  
Requirements -75%



### Dyad

#### Tiara (Sacred)

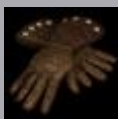
Defense: (317-340)  
Durability: 20  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Sorceress Skill Levels  
10% Faster Hit Recovery  
15% Bonus to Energy  
Increase Maximum Mana 50%  
Damage Reduced by (11 to 15)  
Level 2 Banish (40 Charges)



### Triad

#### Lamellar Armor (Sacred)

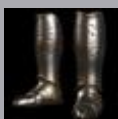
Defense: (1851-2007)  
Durability: 50  
(Sorceress Only)  
Required Strength: 599  
Required Level: 75  
(spawns only in Level 121 areas)  
100% Chance to cast level 55 Seismic Field when you Die  
+2 to Sorceress Skill Levels  
15% Faster Hit Recovery  
Increase Maximum Mana 40%  
-2 to Light Radius  
Requirements -20%



### Tetrad

#### Heavy Gloves (Sacred)

Defense: (353-374)  
Durability: 32  
Required Strength: 727  
Required Level: 75  
(spawns only in Level 121 areas)  
25% Faster Cast Rate  
10% Faster Hit Recovery  
+(11 to 15)% to Spell Damage  
+50 to Energy  
Increase Maximum Mana 15%



### Pentad

#### Greaves (Sacred)

Defense: (593-669)  
Durability: 81  
Required Strength: 535  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%



## 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 Hex (Sorceress Only)

+17 to Doom

+1 to Blink

+40% Chance to Avoid Damage

All Resists +75%

### Zann Esu's Charm

#### Jared's Stone (Sacred)

One-Hand Damage: 171 to 185

Durability: 78

(Sorceress Only)

Required Dexterity: 584

Required Level: 75

(spawns only in Level 121 areas)

+(43 to 56) Energy Factor to Spell Damage

+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



### Zann Esu's Binding Circle

#### Small Shield (Sacred)

Smite Damage: 24 to 36

Defense: (1182-1273)

Durability: 42

Required Strength: 312

Required Dexterity: 337

Required Level: 75

(spawns only in Level 121 areas)

+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%

Requirements -55%





**Zann Esu's Robes  
Kazarghand (Sacred)**  
Defense: (1987-2278)  
Durability: 74  
(Sorceress Only)  
Required Strength: 495  
Required Level: 75  
(spawns only in Level 121 areas)  
+2 to Sorceress Skill Levels  
20% Faster Run/Walk  
+(16 to 20)% to Spell Damage  
25% Bonus to Energy  
All Resists +10%  
Requirements -40%



**Zann Esu's Mysteries  
Circlet (Sacred)**  
Defense: (296-309)  
Durability: 10  
Required Level: 75  
(spawns only in Level 121 areas)  
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)



**Zann Esu's Rune Loop  
Sash (Sacred)**  
Defense: (726-736)  
Durability: 25  
Required Strength: 679  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%

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### Warmage's Wrath (Sorceress Melee Set)



Warmage's Fireblade  
Warmage's Flameshroud  
Warmage's Breath  
Warmage's Conjuraton  
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  
+22 to Lion Stance  
+8 to Holy Insanity  
All Resists +25%  
Total Character Defense Plus 33%



### **Warmage's Fireblade**

#### **Crystal Sword (Sacred)**

One-Hand Damage: (586-619) to (863-898)

Durability: 40

Required Dexterity: 766

Required Level: 75

(spawns only in Level 121 areas)

+(85 to 100) Energy Factor to Spell Damage

20% Chance to cast level 35 Bloodlust when you Kill an Enemy

+4 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)



### **Warmage's Flameshroud**

#### **Banded Plate (Sacred)**

Defense: (7467-9658)

Durability: 110

(Sorceress Only)

Required Strength: 470

Required Level: 75

(spawns only in Level 121 areas)

+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%



### **Warmage's Breath**

#### **Helm (Sacred)**

Defense: (3188-3549)

Durability: 39

Required Strength: 387

Required Level: 75

(spawns only in Level 121 areas)

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

Requirements -50%



### **Warmage's Conjuration**

#### **Leather Gloves (Sacred)**

Defense: (337-342)

Durability: 25

Required Strength: 682

Required Level: 75

(spawns only in Level 121 areas)

+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)%



**Warmage's Wake  
Boots (Sacred)**  
Defense: (467-481)  
Durability: 29  
Required Strength: 550  
Required Level: 75  
(spawns only in Level 121 areas)  
+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%

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## GENERIC AMAZON SET

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**Full Moon (Amazon Set - Bow, Spear, Scepter)**

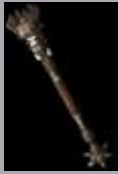
Adriana's Bark  
Adriana's Sting  
Adriana's Bite  
Adriana's Fur  
Adriana's Fangs  
Adriana's Tail



**Adriana's Bark  
Long War Bow (Sacred)**  
Two-Hand Damage: (685-724) to (784-829)  
Required Dexterity: 839  
Required Level: 75  
(spawns only in Level 121 areas)  
+(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: 75  
(spawns only in Level 121 areas)  
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: 75

(spawns only in Level 121 areas)

+(85 to 100) Energy Factor to Spell Damage

+(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: 75

(spawns only in Level 121 areas)

+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: 75

(spawns only in Level 121 areas)

(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: +150 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: 75

(spawns only in Level 121 areas)

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%

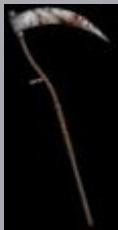
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## GENERIC ASSASSIN SET



### 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: 75

(spawns only in Level 121 areas)

+(121 to 125) Energy Factor to Spell Damage

+(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: 1% Chance to cast level 11 Unearthly Power on Attack

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: 75

(spawns only in Level 121 areas)

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

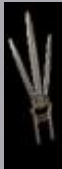
+(151 to 200) to Maximum Damage

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: 75

(spawns only in Level 121 areas)

+(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: 75  
(spawns only in Level 121 areas)  
+(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: 75  
(spawns only in Level 121 areas)  
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: 75  
(spawns only in Level 121 areas)  
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 5%  
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

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## GENERIC 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: 75

(spawns only in Level 121 areas)

25% Chance to cast level 10 Fire Splash 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

(21 to 40)% Deadly Strike

+(31 to 50)% to Spell Damage

When worn together with Frostbite: +(71 to 100)% Enhanced 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: 75

(spawns only in Level 121 areas)

+(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

+(51 to 100) to all Attributes

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: 15% Chance to cast level 17 Frozen Crown on Attack

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: 75

(spawns only in Level 121 areas)

+(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

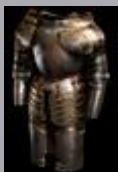
Requirements -10%

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

When worn together with Rockslide: +(301 to 500) to Maximum 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: 75

(spawns only in Level 121 areas)

+(1 to 3) to Barbarian Skill Levels

-10% Faster Hit Recovery

(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: 75

(spawns only in Level 121 areas)

(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: 75

(spawns only in Level 121 areas)

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

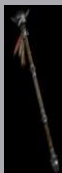
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## GENERIC DRUID SET



### 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: 250

Required Level: 75

(spawns only in Level 121 areas)

+(121 to 125) Energy Factor to Spell Damage

+(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)

Requirements -66%

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: 316

Required Level: 75

(spawns only in Level 121 areas)

+(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)

Requirements -66%

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: +(1 to 3) to War Spirit

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: 75

(spawns only in Level 121 areas)

+(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: 75

(spawns only in Level 121 areas)

1% Chance to cast level 20 Unearthly Power 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

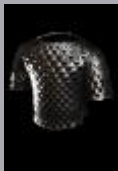
Replenish Life +(101 to 150)

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: 75

(spawns only in Level 121 areas)

+(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: 2% 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: 75

(spawns only in Level 121 areas)

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

## GENERIC 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: 326

Required Level: 75

(spawns only in Level 121 areas)

+(86 to 107) Energy Factor to Spell Damage

+(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)%

Requirements -66%

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: 75

(spawns only in Level 121 areas)

+(43 to 56) Energy Factor to Spell Damage

+(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%

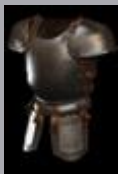
When worn together with Plague's Death Shroud: 40% Faster Cast Rate





### Plague's Infector Trebuchet (Sacred)

Two-Hand Damage: (770-840) to (963-1085)  
(Necromancer Only)  
Required Strength: 394  
Required Level: 75  
(spawns only in Level 121 areas)  
5% Chance to cast level 49 Corruption 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



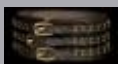
### Plague's Death Shroud Light Plate (Sacred)

Defense: (1966-2361)  
Durability: 93  
Required Strength: 903  
Required Level: 75  
(spawns only in Level 121 areas)  
+(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 Infector: +300 to Maximum Damage  
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: 75  
(spawns only in Level 121 areas)  
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: 75  
(spawns only in Level 121 areas)  
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: +(2 to 6) to Scourge

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## GENERIC PALADIN SET



## Redemption (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: 75

(spawns only in Level 121 areas)

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

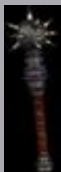
(31 to 35)% Bonus to Strength

When worn together with Lachdanan's Stride: +(1 to 11) to Ancient Strike

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: 75

(spawns only in Level 121 areas)

+(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: 75

(spawns only in Level 121 areas)

+(43 to 56) Energy Factor to Spell Damage

+(3 to 4) to Paladin Skill Levels

+(21 to 25)% to Spell Damage

+5 to [random unholy magic spell] (Paladin Only)

+5 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: 75

(spawns only in Level 121 areas)

+(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: 75

(spawns only in Level 121 areas)

+(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: 75

(spawns only in Level 121 areas)

+(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

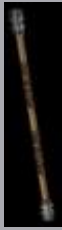
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## GENERIC SORCERESS SET



### 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: 75

(spawns only in Level 121 areas)

+(108 to 120) Energy Factor to Spell Damage

+(4 to 7) 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: 75

(spawns only in Level 121 areas)

+(43 to 56) Energy Factor to Spell Damage

+(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: +(1 to 11) to Supernova

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: 75

(spawns only in Level 121 areas)

+(85 to 100) Energy Factor to Spell Damage

+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: 75

(spawns only in Level 121 areas)

+(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: +(11 to 21) to Lionheart

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: 75

(spawns only in Level 121 areas)

+(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: 75

(spawns only in Level 121 areas)

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