

## **Normal Sets<sup>1</sup>**

### **Angelic Raiment**

**Angelic Mantle**  
Ring Mail

- +50% damage to demons
- +50% damage to undead
- +75% enhanced defense
- +3-250 to defense (based on character level) (2 items)
- all resistances +15% (3 items)
- regenerate mana 50% (4 items)

**Angelic Sickle**  
Sabre

- +75 to attack rating
- +50% damage to demons
- +50% damage to undead
- +1-112 to max damage (based on character level) (2 items)
- +25% increased attack speed (3 items)
- +50% enhanced damage (4 items)

**Angelic Halo**  
Ring

- +20 to life
- replenish life +9
- +12-1200 to attack rating (based on character level) (2 items)
- +50 to mana (3 items)
- +25% faster cast rate (4 items)

**Angelic Wings**  
Amulet

- +15% increased attack speed
- +3 to light radius
- +0-75 to life (based on character level) (2 items)
- +1 to all skills (3 items)
- +50% better chance of getting magic items (4 items)

**Partial Bonus**

- +1 to all skills (2 items)
- +15 to all attributes (3 items)

**Complete Bonus**

- +1 to all skills

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<sup>1</sup> Complete set displays green aura.

prevent monster heal  
all resistances +45%  
+2 magic absorb  
half freeze duration  
+10% to experience gained

## Arcanna's Tricks

### Arcanna's Head

Skull Cap

damage reduced by 4  
poison length reduced by 50%  
all resistances +15% (2 items)  
+3-300 to defense (based on character level)  
(3 items)  
magic damage reduced by 4 (4 items)

### Arcanna's Flesh

Light Plate

all resistances +10%  
+25 to mana  
+150 to defense (2 items)  
+75 to life (3 items)  
+24% faster hit recovery (4 items)

### Arcanna's Deathwand

War Staff

+25% increased attack speed  
50% deadly strike  
+50% damage to undead  
+2-200 to max damage (based on character level)  
(2 items)  
all resistances +20% (3 items)  
+25% increased attack speed (4 items)

### Arcanna's Sign

Amulet

all resistances +10%  
7% damage taken goes to mana  
+9-900 to attack rating (based on character level)  
(2 items)  
8% mana stolen per hit (3 items)  
poison length reduced by 25% (4 items)

**Partial Bonus**

+25% faster run/walk (2 items)  
10% life stolen per hit (3 items)

**Complete Bonus**

+3 to all skills  
+25% faster cast rate  
freezes target +1  
all resistances +20%  
+3 cold absorb

**Arctic Gear****Arctic Furs**  
Quilted Armor

+20% faster run/walk  
+25% enhanced defense  
poison resist 0-62% (based on character level)  
(2 items)  
+3-300 to defense (based on character level)  
(3 items)  
+30 to life (4 items)

**Arctic Binding**  
Light Belt

+20% faster hit recovery  
10% chance of open wounds  
lightning resist 0-62% (based on character level)  
(2 items)  
+80% enhanced defense (3 items)  
+15 to strength (4 items)

**Arctic Mitts**  
Light Gauntlet

+20% increased attack speed  
+15% enhanced defense  
fire resist 0-62% (based on character level) (2 items)  
+5% mana stolen per hit (3 items)  
+30 to mana (4 items)

**Arctic Horn**  
Short War Bow

30% bonus to attack rating  
adds 15-25 cold damage (4 seconds)  
+1-112 to max damage (based on character level)  
(2 items)  
+8-800 to attack rating (3 items)

+15 to dexterity (4 items)

**Partial Bonus**

cold resist 0-62% (based on character level)  
(2 items)  
cannot be frozen (3 items)

**Complete Bonus**

+2 to all skills  
+25% increased attack speed  
6% life stolen per hit  
knockback  
+3 cold absorb

**Berserker's Arsenal**

**Berserker's Headgear**

Helm +20% increased attack speed  
+18 to defense  
+6-600 to attack rating (based on character level)  
(2 items)  
fire resist 0-50% (based on character level)  
(3 items)

**Berserker's Hauberk**

Splint Mail +25% faster hit recovery  
6% life stolen per hit  
+3-300 to defense (based on character level)  
(2 items)  
cold resist 0-50% (based on character level)  
(3 items)

**Berserker's Hatchet**

Double Axe 30% bonus to attack rating  
4% mana stolen per hit  
+1-100 to max damage (based on character level)  
(2 items)  
+50% enhanced damage (3 items)

**Partial Bonus**

15% chance of crushing blow

**Complete Bonus**

+1 to barbarian skills

+200% damage to demons

lightning resist 0-50% (based on character level)

poison resist 0-50% (based on character level)

**Cathan's Traps****Cathan's Visage  
Mask**

replenish life +5

+20 to mana

+20% faster cast rate (2 items)

+25% enhanced defense (3 items)

+20% faster hit recovery (4 items)

+50 to life (5 items)

**Cathan's Mesh  
Chain Mail**

regenerate mana 25%

requirements -50%

damage reduced by 10% (2 items)

+20% faster run/walk (3 items)

+1 to all skills (4 items)

+50% enhanced defense (5 items)

**Cathan's Rule  
Battle Staff**

+35% increased attack speed

slows target by 40%

+50% damage to undead

fire resist 0-75% (based on character level)

(2 items)

cold resist 0-75% (based on character level)

(3 items)

lightning resist 0-75% (based on character level)

(4 items)

poison resist 0-75% (based on character level)

(5 items)

**Cathan's Sigil  
Amulet**

+15% faster cast rate

18% better chance of getting magic items

+20% increased attack speed (2 items)

+25 to dexterity (3 items)

6% mana stolen per hit (4 items)

+50 to mana (5 items)

### **Cathan's Seal Ring**

7% life stolen per hit

damage reduced by 3

+20 to strength (2 items)

-25% target defense (3 items)

10-15% damage taken goes to mana (4 items)

+50 to stamina (5 items)

#### **Partial Bonus**

+25% faster cast rate (2 items)

+30% faster hit recovery (3 items)

+1-100 to mana (based on character level) (4 items)

#### **Complete Bonus**

+3 to sorceress skills

slows target by 10%

150% bonus to attack rating

+5 fire absorb

+5 life after each kill

## **Civerb's Vestments**

### **Civerb's Cudgel Grand Scepter**

+18 to minimum damage

+75 to attack rating

+50% damage to undead

+0-75 to max damage (based on character level)  
(2 items)

+25% increased attack speed (3 items)

### **Civerb's Icon Amulet**

replenish life +6

regenerate mana 32%

cold resist 0-62% (based on character level)  
(2 items)

+48 to life (3 items)

<b>Civerb's Ward</b> Large Shield	15% increased chance of blocking +32 to mana damage reduced by 10% (2 items) poison resist 0-62% (based on character level) (3 items)
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Partial Bonus	lightning resist 0-62% (based on character level)
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Complete Bonus	+1 to all skills 15% increased chance of blocking +200% damage to undead fire resist 0-62% (based on character level)
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### Cleglaw's Brace

<b>Cleglaw's Tooth</b> Long Sword	+20% increased attack speed 25% deadly strike +1-125 to max damage (based on character level) (2 items) +15% increased attack speed (3 items)
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<b>Cleglaw's Pincers</b> Chain Glove	slows target by 10% knockback +10-1000 to attack rating (based on character level) (2 items) +15 to dexterity (3 items)
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<b>Cleglaw's Claw</b> Small Shield	damage reduced by 5 poison length reduced by 40% socketed (1) 20% increased chance of blocking (2 items) all resistances +15% (3 items)
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Partial Bonus	3-300% bonus to attack rating (based on character level)
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Complete Bonus	+1 to all skills
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25% chance of crushing blow  
slows target by 15%  
all resistances +10%

## Death's Disguise

### Death's Touch War Sword

5% life stolen per hit  
prevent monster heal  
+2-150 to max damage (based on character level)  
(2 items)  
+15 to minimum damage (3 items)

### Death's Hand Leather Glove

25% slower stamina drain  
poison length reduced by 50%  
+30% increased attack speed (2 items)  
+20 to maximum damage (3 items)

### Death's Guard Sash

cannot be frozen  
repairs 1 durability in 20 seconds  
all resistances +10% (2 items)  
15% increased chance of blocking (3 items)

### Partial Bonus

15% deadly strike

### Complete Bonus

+1 to all skills  
+100% enhanced damage  
50% bonus to attack rating  
all resistances +15%

## Hsarus' Defense

### Hsarus' Iron Fist Buckler

+10 to strength  
lightning resist +25%  
attacker takes damage of 2-150  
(based on character level) (2 items)  
12% increased chance of blocking (3 items)



<b>Hsarus' Iron Stay</b> Belt	+15 to life cold resist +25% 10% deadly strike (2 items) +15% faster hit recovery (3 items)
<b>Hsarus' Iron Heel</b> Chain Boot	+20% faster run/walk fire resist +25% +0-75 to mana (based on character level) (2 items) +24% enhanced defense (3 items)
<div>Partial Bonus</div>	+5-500 to defense (based on character level)
<div>Complete Bonus</div>	+1 to all skills +250 to defense +10% to maximum life all resistances +50% cannot be frozen

## Infernal Tools

<b>Infernal Cranium</b> Cap	+25% faster cast rate half freeze duration +2-200 to defense (based on character level) (2 items) lightning resist 0-62% (based on character level) (3 items)
<b>Infernal Sign</b> Heavy Belt	+20 to life 10% damage taken goes to mana poison resist 0-62% (based on character level) (2 items) heal stamina plus 0-50% (based on character level) (3 items)
<b>Infernal Torch</b> Grim Wand	+2 to necromancer skills +5 to light radius

+4-400 to attack rating (based on character level)  
(2 items)  
+25% increased attack speed (3 items)

**Partial Bonus**

fire resist 0-62% (based on character level)

**Complete Bonus**

+1 to necromancer skills  
hit causes monster to flee 75%  
+10% to maximum mana  
magic resist 0-62% (based on character level)  
cold resist 0-62% (based on character level)

**Iratha's Finery**

**Iratha's Coil**  
Crown

+5 to minimum damage  
lightning resist +20%  
+2-200 to defense (based on character level)  
(2 items)  
all resistances +10% (3 items)  
+25 to mana (4 items)

**Iratha's Collar**  
Amulet

poison resist +20%  
poison length reduced by 25%  
+15 to strength (2 items)  
+15 to dexterity (3 items)  
+20% faster run/walk (4 items)

**Iratha's Cord**  
Heavy Belt

+25 to defense  
fire resist +20%  
+20% faster cast rate (2 items)  
+1 to all skills (3 items)  
+30 to life (4 items)

**Iratha's Cuff**  
Light Gauntlet

cold resist +20%  
half freeze duration  
+20% increased attack speed (2 items)  
+15% faster hit recovery (3 items)

+50 to defense (4 items)

**Partial Bonus**

all resistances +15% (2 items)  
+5% to maximum fire resist (3 items)  
+5% to maximum cold resist (3 items)  
+5% to maximum lightning resist (3 items)  
+5% to maximum poison resist (3 items)

**Complete Bonus**

+1 to all skills  
+100 defense vs. melee  
+100 defense vs. missile  
+5% to maximum fire resist  
+5% to maximum cold resist  
+5% to maximum lightning resist  
+5% to maximum poison resist

**Isenhardt's Armory**

**Isenhardt's Lightbrand**

Broad Sword      +20% increased attack speed  
+9 to minimum damage  
+2-187 to max damage (based on character level)  
(2 items)  
+4-400 to attack rating (based on character level)  
(3 items)  
6% life stolen per hit (4 items)

**Isenhardt's Horns**

Full Helm      damage reduced by 5  
attacker takes damage of 9  
all resistances +8% (2 items)  
+15 to maximum damage (3 items)  
+52% enhanced defense (4 items)

**Isenhardt's Case**

Breast Plate      4% mana stolen per hit  
magical damage reduced by 3  
+2-200 to defense (based on character level)  
(2 items)

slows target by 15% (3 items)  
+24% faster hit recovery (4 items)

**Isenhart's Parry** +48% enhanced defense  
Gothic Shield 7% damage taken goes to mana  
socketed (3)  
20% increased chance of blocking (2 items)  
all resistances +12% (3 items)  
+15% faster block rate (4 items)

**Partial Bonus** +30 to strength (2 items)  
+30 to dexterity (3 items)

**Complete Bonus** +2 to all skills  
+25% increased attack speed  
slows target by 20%  
all resistances +15%  
+4 lightning absorb

## Milabrega's Regalia

### Milabrega's Diadem

Crown +18 to life  
+15 to mana  
cold resist +25% (2 items)  
poison resist +25% (3 items)  
magic resist +25% (4 items)

**Milabrega's Robe** damage reduced by 4  
Ancient Armor attacker takes damage of 12  
lightning resist +25% (2 items)  
+100% enhanced defense (3 items)  
75% bonus to attack rating (4 items)

**Milabrega's Orb** fire resist +25%  
Kite Shield half freeze duration  
socketed (2)

25% increased chance of blocking (2 items)

+15% increased attack speed (3 items)

+50% enhanced defense (4 items)

**Milabrega's Rod**  
War Scepter

+30% increased attack speed

-25% target defense

+50% damage to undead

+25% faster cast rate (2 items)

+2-150 to max damage (based on character level)  
(3 items)

+50% enhanced damage (4 items)

**Partial Bonus**

+100% enhanced damage (2 items)

+5-450 to attack rating (based on character level)  
(3 items)

**Complete Bonus**

+2 to paladin skills

5% life stolen per hit

5% mana stolen per hit

all resistances +10%

+2 magic absorb

**Sigon's Complete Steel**

**Sigon's Visor**  
Great Helm

+15 to mana

cold resist +20%

+8-800 to attack rating (based on character level)  
(2 items)

+48% better chance of getting magic items (3 items)

+15 to strength (4 items)

replenish life +5 (5 items)

+25% enhanced defense (6 items)

**Sigon's Shelter**  
Gothic Plate

+35% enhanced defense

lightning resist +20%

+15 to dexterity (2 items)

damage reduced by 5 (3 items)

	+25% faster hit recovery (4 items) fire resist +25% (5 items) +20 to mana (6 items)
<b>Sigon's Sabot</b> Greave	+20% faster run/walk +10 to dexterity poison resist +25% (2 items) +25% faster run/walk (3 items) regenerate mana 20% (4 items) +1 to all skills (5 items) 15% slower stamina drain (6 items)
<b>Sigon's Guard</b> Tower Shield	+1 to all skills 10% increased chance of blocking +25% faster block rate (2 items) +10 to all attributes (3 items) cold resist +25% (4 items) magic damage reduced by 5 (5 items) +30% enhanced defense (6 items)
<b>Sigon's Wrap</b> Plated Belt	+15 to life fire resist +20% +3-250 to defense (based on character level) (2 items) lightning resist +25% (3 items) 10% damage taken goes to mana (4 items) +25% enhanced defense (5 items) +20 to life (6 items)
<b>Sigon's Gage</b> Gauntlet	+10 to strength poison resist +20% +30% increased attack speed (2 items) half freeze duration (3 items) 6% mana stolen per hit (4 items) +25% faster cast rate (5 items) +20% enhanced defense (6 items)
<div>Partial Bonus</div>	fire resist +30% (2 items) cold resist +30% (3 items)

lightning resist +30% (4 items)  
poison resist +30% (5 items)

**Complete Bonus**

+2 to all skills  
6% life stolen per hit  
magic resist +15%  
damage reduced by 15%

**Tancred's Battlegear**

**Tancred's Skull**  
Bone Helm

10% increased chance of blocking  
40% bonus to attack rating  
all resistances +10% (2 items)  
poison length reduced by 25% (3 items)  
+15 to dexterity (4 items)  
lightning resist +25% (5 items)

**Tancred's Spine**  
Full Plate Mail

+15 to strength  
+28 to life  
+160 to defense (2 items)  
+20% faster hit recovery (3 items)  
cold resist +25% (4 items)  
+47% enhanced defense (5 items)

**Tancred's Hobnails**  
Boot

+15 to dexterity  
heal stamina plus 30%  
+30% faster run/walk (2 items)  
+15 to strength (3 items)  
fire resist +25% (4 items)  
+80 to defense (5 items)

**Tancred's Crowbill**  
Military Pick

+40% enhanced damage  
repairs 1 durability in 20 seconds  
+0-87 to max damage (based on character level)  
(2 items)

5% life stolen per hit (3 items)  
+40% increased attack speed (4 items)  
+250 to attack rating (5 items)

**Tancred's Weird  
Amulet**

damage reduced by 4  
magical damage reduced by 2  
+42 to mana (2 items)  
+15% faster block rate (3 items)  
60% bonus to attack rating (4 items)  
poison resist +25% (5 items)

**Partial Bonus**

15% chance of open wounds (2 items)  
10% mana stolen per hit (3 items)  
+1-100 to life (based on character level) (4 items)

**Complete Bonus**

+2 to all skills  
+200% enhanced damage  
hit blinds target +1  
all resistances +10%  
+5 fire absorb

**Vidala's Rig**

**Vidala's Barb  
Long Battle Bow**

adds 1-25 lightning damage  
5% life stolen per hit  
+8-800 to attack rating (based on character level)  
(2 items)  
+2-150 to max damage (based on character level)  
(3 items)  
+15% increased attack speed (4 items)

**Vidala's Ambush  
Leather Armor**

+50 to defense  
+18 to mana  
cold resist 0-62% (based on character level)  
(2 items)  
+3-250 to defense (based on character level)  
(3 items)



+25% faster hit recovery (4 items)

**Vidala's Fetlock**  
Light Plated Boot

+20% faster run/walk  
10% piercing attack  
lightning resist 0-62% (based on character level)  
(2 items)  
+1-100 to stamina (based on character level)  
(3 items)  
half freeze duration (4 items)

**Vidala's Snare**  
Amulet

+25 to life  
34% extra gold from monsters  
fire resist 0-62% (based on character level) (2 items)  
36% better chance of getting magic items (3 items)  
5% mana stolen per hit (4 items)

**Partial Bonus**

poison resist 0-62% (based on character level)  
(2 items)  
+30% increased attack speed (3 items)

**Complete Bonus**

+2 to amazon skills  
15% piercing attack  
all resistances +10%  
+4 lightning absorb  
+5 mana after each kill

## **Exceptional Sets<sup>2</sup>**

### **Bul-Kathos' Children**

**Bul-Kathos' Sacred Charge**

Colossus Blade      +15% faster run/walk  
+35% increased attack speed  
+200-225% enhanced damage  
+25 fire damage  
50-70% bonus to attack rating (2 items)

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<sup>2</sup> Complete set displays red aura.

## **Bul-Kathos' Tribal Guardian**

Mythical Sword      +25% increased attack speed  
+175-200% enhanced damage  
+50 poison damage over 2 seconds  
all resistances +10%  
50-70% enhanced defense (2 items)

### **Complete Bonus**

+1 to all skills  
+100% damage to demons  
+100% damage to undead  
25% deadly strike

## **Cow King's Leathers**

**Cow King's Horns**      3-4% mana stolen per hit  
War Hat      +75 to defense  
36% extra gold from monsters  
attacker takes damage of 10-15  
20% chance of open wounds (2 items)  
25% bonus to attack rating (3 items)

**Cow King's Hide**      +50% enhanced defense  
Studded Leather      +30-35 to life  
all resistances +20-25%  
18% better chance of getting magic items  
replenish life +8 (2 items)  
+20% increased attack speed (3 items)

## **Cow King's Hooves**

Heavy Boot      +30% faster run/walk  
adds 15-20 damage  
knockback  
+25 to defense  
10% increased chance of blocking (2 items)  
+15% faster cast rate (3 items)

<b>Complete Bonus</b>
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+1 to all skills  
+100 to mana  
+5 life after each kill  
+5 mana after each kill  
reduces all vendor prices 15%

## The Disciple

**Telling of Beads**  
Amulet

+10-15% faster run/walk  
+35 to life  
cold resist +20-30%  
fire resist +20-30%  
+15% faster cast rate (2 items)  
magic resist +10% (3 items)  
+35 to mana (4 items)  
7% mana stolen per hit (5 items)

**Laying of Hands**  
Bramble Mitt

+1 to all skills  
+100% damage to demons  
+25 to defense  
replenish life +10  
10% increased chance of blocking (2 items)  
15% increased attack speed (3 items)  
7% life stolen per hit (4 items)  
35% bonus to attack rating (5 items)

**Dark Adherent**  
Dusk Shroud

+150 to defense  
+40-60 to mana  
poison resist +20-30%  
-1 to light radius  
+75% enhanced defense (2 items)  
regenerate mana 50% (3 items)  
+25% faster hit recovery (4 items)  
+10% increased attack speed (5 items)

**Rite of Passage**  
Demonhide Boot

+30% faster run/walk  
+50 to defense

20% slower stamina drain  
 half freeze duration  
 +40 to life (2 items)  
 lightning resist +20-30% (3 items)  
 +130-150 to stamina (4 items)  
 +60% enhanced defense (5 items)

### **Credendum**

#### **Mithril Coil**

+10 to strength  
 +10 to dexterity  
 -5% to maximum life  
 all resistances +15%  
 +10 to vitality (2 items)  
 +10 to energy (3 items)  
 +8 mana after each kill (4 items)  
 12% damage taken goes to mana (5 items)

#### **Complete Bonus**

+2 to all skills  
 +100% damage to demons  
 +100 to attack rating against demons  
 9% life stolen per hit  
 magic resist +15%

## **Heaven's Brethren**

### **Haemosu's Adamant**

#### **Cuirass**

+50 defense vs. melee  
 +75 to life  
 magic resist +10-15%  
 requirements -20%  
 +500-550 to defense (2 items)  
 adds 35-49 fire damage (3 items)  
 fire resist +20-30% (4 items)

### **Dangoon's Teaching**

#### **Reinforced Mace**

+40% increased attack speed  
 +107-117 to maximum damage  
 adds 28-36 fire damage

poison resist +20-30%  
+50% damage to undead  
+40-50% enhanced damage (2 items)  
100-120% bonus to attack rating (3 items)  
+65-75% enhanced damage (4 items)

**Taebaek's Glory**  
Ward

indestructible  
+50 defense vs. missile  
+100 to mana  
lightning resist +20-30%  
25% increased chance of blocking (2 items)  
+250-300 to defense (3 items)  
+35% faster block rate (4 items)

**Ondal's Almighty**  
Spired Helm

+12 to strength  
+18 to dexterity  
all resistances +10%  
10-15% damage taken goes to mana  
+50% enhanced defense (2 items)  
cold resist +20-30% (3 items)  
+24% faster hit recovery (4 items)

**Complete Bonus**

+2 to all skills  
replenish life +5  
damage reduced by 10  
magic damage reduced by 10  
cannot be frozen

**Hwanin's Majesty**

**Hwanin's Splendor**  
Grand Crown

+80-100% enhanced defense  
replenish life +7  
cold resist +10-20%  
magic damage reduced by 5  
+15 to strength (2 items)  
+20% faster hit recovery (3 items)

regenerate mana 25% (4 items)

**Hwanin's Justice**  
Bill

+190-210% enhanced damage  
adds 5-25 lightning damage  
fire resist +10-20%  
repairs 1 durability in 10 seconds  
5% life stolen per hit (2 items)  
+40% increased attack speed (3 items)  
+20% faster run/walk (4 items)

**Hwanin's Refuge**  
Tigulated Mail

+200 to defense  
+100 to life  
poison resist +10-20%  
half freeze duration  
lightning resist +10-20% (2 items)  
5% mana stolen per hit (3 items)  
poison length reduced by 30% (4 items)

**Hwanin's Blessing**  
Belt

+1 to all skills  
adds 3-23 lightning damage  
freezes target +1  
+48 to defense  
prevent monster heal (2 items)  
all resistances +10% (3 items)  
+90% enhanced defense (4 items)

**Complete Bonus**

+2 to all skills  
100% bonus to attack rating  
33% chance of open wounds  
damage reduced by 15%

**Naj's Ancient Vestige**

**Naj's Circlet**  
Circlet

+25 to vitality  
20% slower stamina drain  
damage reduced by 5%  
+2~4 mana after each kill

repairs 1 durability in 10 seconds  
+67 to mana (2 items)  
+25% faster cast rate (3 items)

**Naj's Light Plate**  
Hellforge Plate

+1 to all skills  
+15 to strength  
20-25% damage taken goes to mana  
requirements -60%  
+20 to dexterity (2 items)  
+58 to life (3 items)

**Naj's Puzzler**  
Elder Staff

+1 to sorceress skills  
adds 20-40 damage  
+30 to energy  
damage reduced by 15%  
+50% damage to undead  
+15% increased attack speed (2 items)  
all resistances +35% (3 items)

**Complete Bonus**

+1 to all skills  
+25% faster run/walk  
+15% to maximum life  
magic resist +20%

**Orphan's Call**

**Guillaume's Face**  
Winged Helm

+24% faster hit recovery  
15% deadly strike  
prevent monster heal  
+90% enhanced defense  
+18 to strength (2 items)  
+50% enhanced damage (3 items)  
lightning resist +10-15% (4 items)

**Whitstan's Guard**  
Round Shield

+25% faster block rate  
20% increased chance of blocking  
+175% enhanced defense

half freeze duration  
all resistances +12% (2 items)  
+6 life after each kill (3 items)  
15% increased chance of blocking (4 items)

**Magnus' Skin**  
Sharkskin Glove  
+20% increased attack speed  
+50% enhanced defense  
+15 to mana  
fire resist +10-15%  
+75 to attack rating (2 items)  
+10% faster cast rate (3 items)  
+15 to dexterity (4 items)

**Wilhelm's Pride**  
Battle Belt  
5% life stolen per hit  
5% mana stolen per hit  
+70% enhanced defense  
cold resist +10-15%  
+5 to all attributes (2 items)  
poison resist +10-15% (3 items)  
+35 to life (4 items)

Complete Bonus	+2 to all skills 20% chance of crushing blow poison length reduced by 35% 15% damage taken goes to mana
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## Sander's Folly

**Sander's Paragon**  
Cap  
+10-15% faster hit recovery  
+68-86 to defense  
+30-40 to mana  
+5-7 life after each kill  
slows target by 15% (2 items)  
8% mana stolen per hit (3 items)  
+20% faster block rate (4 items)

**Sander's Superstition**



Bone Wand	+10-15% increased attack speed +75% enhanced damage -25% target defense slows target by 20% all resistances +9% (2 items) +15% faster cast rate (3 items) 10% increased chance of blocking (4 items)
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<b>Sander's Taboo</b>	+20% faster cast rate
Heavy Glove	+10-15% enhanced defense +25 to life damage reduced by 5% +10% increased attack speed (2 items) all resistances +9% (3 items) prevent monster heal (4 items)

<b>Sander's Riprap</b>	+1 to all skills
Heavy Boot	+5% faster run/walk +20-25% enhanced defense 10-15% damage taken goes to mana 8% life stolen per hit (2 items) +20% faster run/walk (3 items) all resistances +12% (4 items)

<b>Complete Bonus</b>	+2 to all skills +15% to maximum mana +100 to stamina +fire absorb 10% +cold absorb 10% +lightning absorb 10% +magic absorb 10%
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### Sazabi's Grand Tribute

#### **Sazabi's Mental Sheath**

Basinet	+1 to all skills +100 to defense
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lightning resist +10-20%  
fire resist +10-20%  
+20% faster run/walk (2 items)  
6% life stolen per hit (3 items)

### **Sazabi's Cobalt Redeemer**

Cryptic Sword      +200% enhanced damage  
+100% damage to undead  
adds 25-50 cold damage (3 seconds)  
slain monsters rest in peace  
cold resist +10-20% (2 items)  
45% bonus to attack rating (3 items)

### **Sazabi's Ghost Liberator**

Balrog Skin      +15% increased attack speed  
damage reduced by 10%  
+400 to defense  
requirements -30%  
poison resist +10-20% (2 items)  
+25% enhanced defense (3 items)

#### **Complete Bonus**

+1 to all skills  
+100% damage to undead  
+100 to attack rating against undead  
9% mana stolen per hit  
damage reduced by 15%

## **Elite Sets<sup>3</sup>**

### **Aldur's Watchtower**

#### **Aldur's Stony Gaze**

Hunter's Guise      +1 to Summon Skills (druid only)  
-25% target defense  
+90 to defense  
regenerate mana 67%

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<sup>3</sup> Complete set displays golden aura.

cold resist +30-40%  
+3 to light radius

**Aldur's Advance** +1 to Shape Shifting Skills (druid only)  
**Battle Boot** +25% faster run/walk  
5% increased chance of blocking  
heal stamina plus 20-25%  
fire resist +30-40%  
damage reduced by 2

**Aldur's Deception** +1 to Elemental Skills (druid only)  
**Shadow Plate** +20% faster cast rate  
+200 to defense  
lightning resist +30-40%  
poison length reduced by 30-35%  
requirements -50%

**Aldur's Rhythm** +20% increased attack speed  
**Jagged Star** +200% enhanced damage  
adds 24-31 damage  
adds 50-75 lightning damage  
6% life stolen per hit  
6% mana stolen per hit  
+50% damage to undead

<b>Partial Bonus</b>	+30 to vitality (2 items) +30 to energy (3 items)
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<b>Complete Bonus</b>	+2 to druid skills +200% damage to demons 15% deadly strike poison resist +35%
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### **Griswold's Legacy**

**Griswold's Heart** +1 to Defensive Auras (paladin only)  
**Ornate Plate** +300 to Defense

+25 to life  
all resistances +10%  
requirements -40%  
socketed (2)

**Griswold's Valor** +1 to Offensive Auras (paladin only)  
Corona +50-75% enhanced defense  
all resistances +5%  
20-30% better chance of getting magic items  
requirements -20%  
socketed (2)

### **Griswold's Redemption**

Caduceus +25% increased attack speed  
+15% faster cast rate  
+150% enhanced damage  
adds 20-30 damage  
damage reduced by 10%  
+50% damage to undead  
socketed (2)

**Griswold's Honor** +1 to Combat Skills (paladin only)  
Vortex Shield +15% faster block rate  
25% increased chance of blocking  
+100-150 to defense  
all resistances +35%  
socketed (2)

**Partial Bonus** adds 15-25 damage (2 items)  
20% increased chance of blocking (3 items)

**Complete Bonus** +2 to paladin skills  
+30% faster block rate  
+200% damage to undead  
magic resist +10%

## **Immortal King**

### **Immortal King's Will**

Avenger Guard      +1 to Warcries (barbarian only)  
+150 to attack rating  
6-8% life stolen per hit  
+75% Enhanced Defense  
lightning resist +20-30%  
half freeze duration

### **Immortal King's Stone Crusher**

Ogre Maul      indestructible  
+40% increase attack speed  
+250% enhanced damage  
15% chance of crushing blow  
prevent monster heal  
requirements -10%  
+50% damage to undead

### **Immortal King's Soul Cage**

Sacred Armor      +1 to Combat Skills (barbarian only)  
+75 to attack rating  
+150% Enhanced Defense  
poison resist +30-40%  
5-7% damage taken goes to mana  
requirements -15%

### **Immortal King's Detail**

War Belt      +1 to Masteries (barbarian only)  
+25% faster hit recovery  
+50 to attack rating  
+36 to defense  
cold resist +28%  
fire resist +31%

### **Immortal King's Forge**

War Gauntlet      +10% increased attack speed  
+50% damage to demons  
+50% damage to undead

+64 to defense  
+10-15 to strength  
+10-15 to dexterity

### **Immortal King's Pillar**

War Boot            +30% faster run/walk  
                         +125 to attack rating  
                         +50% damage to demons  
                         +50% damage to undead  
                         +72 to defense  
                         +44 to life

#### **Partial Bonus**

adds 42-85 fire damage (2 items)  
adds 17-127 lightning damage (3 items)  
adds 32-91 cold damage (4 items)  
adds 409-525 poison damage over 6 seconds  
(5 items)

#### **Complete Bonus**

+3 to barbarian skills  
200% bonus to attack rating  
35% chance of crushing blow  
+100 to life

### **M'avina's Battle Hymn**

### **M'avina's True Sight**

Diadem            +1 to Javelin and Spear Skills (amazon only)  
                         +15% increased attack speed  
                         50% bonus to attack rating  
                         +75 to defense  
                         +25 to mana  
                         +4 to light radius

### **M'avina's Caster**    +1 to Bow and Crossbow Skills (amazon only)

Grand Matron Bow    +30% increased attack speed  
                         +200% enhanced damage  
                         adds 27-49 magic damage

+50 to life  
all resistances +15%

### **M'avina's Embrace**

Kraken Shell      +1 to Passive and Magic Skills (amazon only)  
+15% faster hit recovery  
slows target by 10%  
+250 to defense  
+100 to stamina  
requirements -20~25%

### **M'avina's Icy Clutch**

Battle Gauntlet      adds 19-24 cold damage (5 seconds)  
10% piercing attack  
+45 to defense  
+15 to strength  
+15 to dexterity  
38% extra gold from monsters

**M'avina's Tenet**      +20% faster run/walk  
Sharkskin Belt      5% mana stolen per hit  
+30 to defense  
heal stamina plus 10%  
25% better chance of getting magic items  
requirements -15%

#### **Partial Bonus**

+1 to amazon skills (2 items)  
-15% to enemy cold resistance (3 items)  
15% piercing attack (4 items)

#### **Complete Bonus**

+1 to amazon skills  
+10% faster cast rate  
-25% target defense  
all resistances +20%

### **Natalya's Odium**

<b>Natalya's Totem</b> <b>Death Mask</b> <sup>4</sup>	+1 to Traps (assassin only) +95 to defense +15-25 to strength +15-25 to dexterity fire resist +15-25% +2 to light radius
<b>Natalya's Mark</b> Scissors Suwayyah	+1 to Martial Arts (assassin only) +30% increased attack speed +175% enhanced damage adds 12-17 fire damage adds 14-19 cold damage (4 seconds) 25% chance of open wounds
<b>Natalya's Shadow</b> Loricated Mail	+1 to Shadow Disciplines (assassin only) +150 to defense +60-70 to life poison resist +15-25% poison length reduced by 50% -3 to light radius
<b>Natalya's Soul</b> Mesh Boot	+20% faster run/walk +75 to defense heal stamina plus 10-20% cold resist +15-25% lightning resist +15-25% magic damage reduced by 2
<b>Partial Bonus</b>	+100% damage to undead (2 items) +100% damage to demons (3 items)
<b>Complete Bonus</b>	+2 to assassin skills ignore target's defense 8% life stolen per hit 8% mana stolen per hit

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<sup>4</sup> New Item type



## Tal Rasha's Wrappings

### Tal Rasha's Lidless Eye

Swirling Crystal      +1 to Fire Skills (sorceress only)  
+47-57 to life  
+67-77 to mana  
poison resist +15-25%  
damage reduced by 2  
magic damage reduced by 2

### Tal Rasha's Horadric Crest

Sallet<sup>5</sup>                      +1 to sorceress skills  
+5-7 life after each kill  
+5-7 mana after each kill  
+40-50 to defense  
+30-40 to life  
+20-30 to mana

### Tal Rasha's Guardianship

Lacquered Plate      +10% faster cast rate  
+25% faster block rate  
+350 to defense  
cold resist +15-25%  
fire resist +15-25%  
requirements -60%

### Tal Rasha's Fine-Spun Cloth

Mesh Belt                +1 to Cold Skills (sorceress only)  
+15% faster cast rate  
+60 to defense  
+35 to mana  
17% damage taken goes to mana  
requirements -20%

### Tal Rasha's Adjudication

Amulet                    +1 to Lightning Skills (sorceress only)

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<sup>5</sup> New item type

+15% faster cast rate  
+10% faster hit recovery  
+13 to strength  
+45 to life  
lightning resist +15-25%

**Partial Bonus**

+1 to sorceress skills (2 items)  
-15% to enemy fire resistance (3 items)  
-15% to enemy lightning resistance (4 items)

**Complete Bonus**

+1 to sorceress skills  
+15% to cold skill damage  
slain monsters rest in peace  
heal stamina plus 50%

**Trang-Oul's Avatar**

**Trang-Oul's Guise** +1 to necromancer skills  
**Bone Visage** +10% faster run/walk  
+80-100 to defense  
+25-50 to mana  
regenerate mana 20%  
fire resist +15-25%

**Trang-Oul's Scales**

**Chaos Armor** +1 to Summoning Skills (necromancer only)  
+100% enhanced defense  
+62 to life  
poison resist +15-25%  
attacker takes damage of 20  
requirements -40%

**Trang-Oul's Wing** +1 to Poison and Bone Skills (necromancer only)  
**Cantor Trophy** 20% increased chance of blocking  
+90 to defense  
+10-15 to strength  
+10-15 to dexterity

+34 to life

**Trang-Oul's Girth**

Troll Belt

+75 to defense  
replenish life +5  
+25-50 to mana  
+30 to stamina  
cannot be frozen  
requirements -40%

**Trang-Oul's Claws**

Heavy Bracer

+1 to Curses (necromancer only)  
+10% faster cast rate  
5% increased chance of blocking  
+60 to defense  
cold resist +15-25%  
lightning resist +15-25%

**Partial Bonus**

+1 to necromancer skills (2 items)  
+15% to poison skill damage (3 items)  
-15% to enemy poison resistance (4 items)

**Complete Bonus**

+1 to necromancer skills  
+10% to poison skill damage  
-10% to enemy poison resistance  
50% slower stamina drain