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## SETS

ADVERTISEMENT:

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There are 29 sets in Median XL, containing 145 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 XL are advanced equipment for high level heroes and only from **level 121** monsters.

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

#### Uberquests

- Durance of Hate Level 3 (Mephisto)
- Chaos Sanctuary (Diablo)
- Throne of Destruction (Baal)
- Dungeon uberquest: Cathedral of Vanity
- Dungeon uberquest: Toraja
- Dungeon uberquest: Vizjun
- Summoning uberquest: Lord Aldric Jitan
- Summoning uberquest: Legacy of Blood
- Summoning uberquest: Judgement Day
- Summoning uberquest: Inarius' Revenge
- Uberlevel: Kurast 3000 BA
- Uberlevel: Island of the Sunless Sea
- Uberlevel: Khalimgrad
- Uberlevel: Tran Athulua
- Uberlevel: Fauztinville
- Uberlevel: Ghosts of Old Bremmtown
- Uberlevel: Kingdom of Shadow
- Uberlevel: Duncraig

#### Heroic areas

- The Cow Level
- Mausoleum
- Stony Tomb Level 1
- Icy Cellar

More information about the uberquests can be found in the UBERQUESTS MENU.

Additionally, bosses in level 118+ areas are also level 121, though the chance of finding a level 121 set item this way is very low. Cherish the moment when it happens!

### Sockets

All set items come with the maximum allowed number of sockets for the item type.

### Oskills

If a set item has a skill bonus with no character class requirement (eg. +3-6 to Summon Shadows), then the bonus is an 'oskill', giving this skill to any class for free.

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## Amazon Sets

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Amazon Bow Set

Pantheon

Fire

Earth

Heaven

Water

Frost

Full Set Bonus:

With 2 or more set items:

All Resists +25%

With 3 or more set items:

50% Increased Attack Speed

With 4 or more set items:

+4 to Scattershot

With Complete Set:

5% Chance to cast level 29 Trinity Nova when you Kill an Enemy

10% Chance to cast level 11 Time Strike on Striking

Adds 250-500 damage

-75% to Enemy Fire Resistance

-75% to Enemy Lightning Resistance

-75% to Enemy Cold Resistance

-75% to Enemy Poison Resistance

+7 to Wolf Stance

+200 to Dexterity

Fire

Reflex Bow (Sacred)

Two-Hand Damage: (500-565) to (601-675)

(Amazon Only)

Required Dexterity: 376



Required Level: 100  
10% Chance to cast level 1 Arrow on Striking  
+(201 to 250)% Enhanced damage  
20% Increased Attack Speed  
Adds 100-150 damage  
+750 to Maximum Fire Damage  
+750 to Maximum Lightning Damage  
+750 to Maximum Cold Damage  
Socketed: 6



**Earth**  
**Chain Mail (Sacred)**  
Defense: (5448-7164)  
Durability: 63  
Required Strength: 360  
Required Level: 100  
15% Faster Hit Recovery  
Adds 50-100 damage  
(3 to 6)% Life stolen per Hit  
(16 to 20)% Bonus to Dexterity  
+(201 to 250)% Enhanced Defense  
Fire Resist +(31 to 50)%  
Requirements -33%  
Socketed: 6



**Heaven**  
**Cervelliere (Sacred)**  
Defense: (2025-2481)  
Durability: 44  
(Amazon Only)  
Required Strength: 345  
Required Level: 100  
+(201 to 250)% Enhanced Defense  
(16 to 20)% Bonus to Dexterity  
+(151 to 200) to Life  
+(151 to 200) to Mana  
Lightning Resist +(31 to 50)%  
Total Character Defense Plus 20%  
Socketed: 4  
Requirements -33%



**Water**  
**Leather Gloves (Sacred)**  
Defense: (1014-1197)  
Durability: 25  
Required Strength: 304  
Required Level: 100  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Strength  
(11 to 15)% Bonus to Dexterity  
Poison Resist +(31 to 50)%  
(11 to 15)% Chance of Uninterruptable Attack  
(101 to 150)% Extra Gold from Monsters  
Requirements -33%  
Socketed: 4



**Frost**  
**Boots (Sacred)**  
Defense: (1405-1683)  
Durability: 29  
Required Strength: 306  
Required Level: 100  
30% Faster Hit Recovery  
(11 to 15)% Bonus to Strength  
(11 to 15)% Bonus to Dexterity  
+(201 to 250)% Enhanced Defense  
Cold Resist +(31 to 50)%  
(21 to 25)% Better Chance of Getting Magic Items  
Requirements -33%  
Socketed: 4

Amazon Spear Set  
Celestia's Myth  
Celestia's Passion  
Celestia's Wings  
Celestia's Glory  
Celestia's Ribbon  
Celestia's Charge

Full Set Bonus:  
With 2 or more set items:  
-50% to Enemy Poison Resistance  
With 3 or more set items:  
50% Chance of Crushing Blow  
With 4 or more set items:  
33% Chance to cast level 18 Stormblast on Attack  
With Complete Set:

15% Chance to cast level 5 Javelin on Striking  
+150% Bonus Damage to Mark of the Wild  
Adds 250-500 damage  
+5000 Defense  
+10% to All Maximum Resistances  
All Resists +100%  
Damage Reduced by 25%



**Celestia's Passion  
Maiden Pike (Sacred)**

Two-Hand Damage: (665-716) to (1047-1124)  
Durability: 80  
(Amazon Only)  
Required Strength: 350  
Required Dexterity: 369  
Required Level: 100

**Mega Impact**

1% Chance to cast level 13 Gift of the Wild on Attack  
1% Chance to cast level 4 Sacred Armor on Attack  
+(251 to 300)% Enhanced damage  
Adds 300-500 damage  
Socketed: 6



**Celestia's Wings  
Gothic Plate (Sacred)**

Defense: (7362-10046)  
Durability: 99

Required Strength: 614  
Required Level: 100  
+1 to Amazon Skill Levels  
Adds 100-150 damage  
(21 to 25)% Bonus to Strength  
(21 to 25)% Bonus to Vitality  
+(251 to 300)% Enhanced Defense  
+350 Defense  
+(31 to 50) to Dexterity  
All Resists +(21 to 25)%  
Socketed: 6



**Celestia's Glory  
Einherjar Helm (Sacred)**

Defense: (2464-3020)  
Durability: 50  
(Amazon Only)

Required Dexterity: 534  
Required Level: 100  
+1 to Amazon Skill Levels  
25% Increased Attack Speed  
25% Faster Hit Recovery  
+(251 to 300)% Enhanced Defense  
(21 to 25)% Bonus to Dexterity  
+(31 to 50) to Strength  
+(31 to 50) to Vitality  
Socketed: 4



**Celestia's Ribbon  
Plated Belt (Sacred)**

Defense: (3429-4280)  
Durability: 61

Required Strength: 606  
Required Level: 100  
+1 to Amazon Skill Levels  
15% Increased Attack Speed  
+(251 to 300)% Enhanced Defense  
(11 to 15)% Bonus to Strength  
+(31 to 50) to Dexterity  
Damage Reduced by 5%  
Socketed: 2



**Celestia's Charge  
Light Plated Boots (Sacred)**

Defense: (1972-2488)  
Durability: 68

Required Strength: 561  
Required Level: 100  
2% Chance to cast level 6 Celerity when you Kill an Enemy  
40% Faster Run/Walk  
20% Faster Hit Recovery  
+(251 to 300)% Enhanced Defense  
(11 to 15)% Bonus to Dexterity  
+(31 to 50) to Strength  
Total Character Defense Plus (11 to 15)%  
Socketed: 4

Amazon Javelin Set  
Vasily's Following  
Vasily's Falling Star  
Vasily's Eclipse  
Vasily's Shepherd Moon

Vasily's Crescent  
Vasily's Moonwalkers

Full Set Bonus:

With 2 or more set items:

Adds 750-1500 cold damage

With 3 or more set items:

25% Chance to cast level 18 Shower of Rocks when you Kill an Enemy

With 4 or more set items:

+4 to Mythal

With Complete Set:

15% Chance to cast level 14 Glacial Nova when you Kill an Enemy

+6 to Stormlord

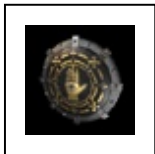
Enhanced Weapon Damage +250%

40% Bonus to All Attributes

All Resists +50%



**Vasily's Falling Star  
Maiden Javelin (Sacred)**  
Throw Damage: (417-476) to (713-984)  
One-Hand Damage: (270-308) to (516-760)  
Durability: 84  
(Amazon Only)  
Required Strength: 175  
Required Dexterity: 184  
Required Level: 100  
+(251 to 300)% Enhanced damage  
40% Increased Attack Speed  
+(201 to 400) to Maximum Damage  
(21 to 25)% Bonus to Strength  
(21 to 25)% Bonus to Dexterity  
5% Reanimate as: Moon Knight  
Requirements -50%  
Socketed: 3



**Vasily's Eclipse  
Athulua's Hand (Sacred)**  
Defense: (2666-3339)  
Durability: 29  
(Amazon Only)  
Required Dexterity: 174  
Required Level: 100  
40% Faster Block Rate  
(16 to 20)% Mana stolen per Hit  
(16 to 20)% Life stolen per Hit  
(11 to 15)% Chance of Crushing Blow  
Attacker Flees after Striking (3 to 5)%  
+(201 to 250)% Enhanced Defense  
(21 to 25)% Bonus to Strength  
Socketed: 4  
Requirements -50%



**Vasily's Shepherd Moon  
Splint Mail (Sacred)**  
Defense: (5637-7605)  
Durability: 75  
Required Strength: 563  
Required Level: 100  
+1 to Amazon Skill Levels  
25% Faster Block Rate  
15% Chance of Crushing Blow  
Attacker Flees after Striking (3 to 5)%  
(11 to 15)% Bonus to Dexterity  
(11 to 20)% Bonus to Energy  
+(201 to 250)% Enhanced Defense  
Socketed: 6



**Vasily's Crescent  
Spangenhelm (Sacred)**  
Defense: (2296-2957)  
Durability: 62  
(Amazon Only)  
Required Strength: 606  
Required Level: 100  
10% Chance to cast level 24 Abyss when you Kill an Enemy  
15% Faster Hit Recovery  
+(51 to 100) to Maximum Damage  
+(31 to 40)% to Cold Spell Damage  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Dexterity  
Cold Resist +(41 to 50)%  
Socketed: 4

**Vasily's Moonwalkers  
Heavy Boots (Sacred)**  
Defense: (1501-1848)  
Durability: 42  
Required Strength: 492  
Required Level: 100



40% Faster Run/Walk  
 20% Faster Block Rate  
 5% Chance of Crushing Blow  
 +(201 to 250)% Enhanced Defense  
 +(41 to 50) to Strength  
 +(31 to 40) to Dexterity  
 +(201 to 250) to Mana  
 Lightning Resist +(41 to 50)%  
 Socketed: 4

Amazon Blood Set  
 Red Vex' Embrace  
 Red Vex' Flayer  
 Red Vex' Idol  
 Red Vex' Mantle  
 Red Vex' Curse  
 Red Vex' Sin

Full Set Bonus:  
 With 2 or more set items:  
 All Resists +30%  
 With 3 or more set items:  
 Increase Maximum Mana 33%  
 With 4 or more set items:  
 +9 to Tremor  
 +150 to Energy  
 With Complete Set:  
 Spells Cost Life instead of Mana  
 +5 Extra Magic Missiles Bolts  
 +12 to Death Coil  
 +400 to Energy  
 All Resists +75%  
 +1000 Life after each Kill



**Red Vex' Flayer**  
**Grand Scepter (Sacred)**  
 One-Hand Damage: 80 to 87  
 Durability: 30  
 Required Dexterity: 449  
 Required Level: 100  
 +(81 to 100) Energy Factor to Spell Damage  
 +(2 to 3) to Amazon Skill Levels  
 40% Faster Cast Rate  
 +(31 to 40)% to Fire Spell Damage  
 +(31 to 40)% to Physical/Magic Spell Damage  
 +(31 to 40)% Bonus to Summoned Minion Life  
 Fire Resist +(51 to 60)%  
 Socketed: 3



**Red Vex' Idol**  
**Phoenix Shield (Sacred)**  
 Defense: (2808-3671)  
 Durability: 70  
 (Amazon Only)  
 Required Strength: 324  
 Required Level: 100  
 +(1 to 2) to Amazon Skill Levels  
 30% Faster Cast Rate  
 -(41 to 50)% to Enemy Fire Resistance  
 +(7 to 10) to Elemental Totem  
 +(41 to 50)% Bonus to Summoned Minion Life  
 +(201 to 250)% Enhanced Defense  
 Requirements -50%  
 Socketed: 4



**Red Vex' Mantle**  
**Breast Plate (Sacred)**  
 Defense: (5541-7385)  
 Durability: 69  
 Required Strength: 275  
 Required Level: 100  
 +(1 to 2) to Amazon Skill Levels  
 25% Faster Cast Rate  
 +(11 to 15)% to Fire Spell Damage  
 +(31 to 40)% to Physical/Magic Spell Damage  
 +(201 to 250)% Enhanced Defense  
 +(21 to 25)% to Experience Gained  
 Socketed: 6  
 Requirements -50%



**Red Vex' Curse**  
**Morion (Sacred)**  
 Defense: (1842-2166)  
 Durability: 32  
 (Amazon Only)  
 Required Strength: 228  
 Required Level: 100  
 25% Faster Hit Recovery  
 20% Faster Block Rate



+(11 to 15)% to Fire Spell Damage  
+(31 to 40)% Bonus to Summoned Minion Damage  
+(201 to 250)% Enhanced Defense  
+(31 to 40) Mana after each Kill  
Socketed: 4  
Requirements -50%

**Red Vex' Sin  
Light Belt (Sacred)**  
Defense: (2374-2866)  
Durability: 34  
Required Strength: 245  
Required Level: 100  
20% Faster Block Rate  
-(21 to 25)% to Enemy Fire Resistance  
+(11 to 15)% Bonus to Summoned Minion Life  
+(11 to 15)% Bonus to Summoned Minion Resistances  
+(201 to 250)% Enhanced Defense  
+(21 to 40) Life after each Kill  
Requirements -50%  
Socketed: 2

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## Assassin Sets

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### Assassin Combat Set

The Snake Pit  
Serpent's Fangs  
Serpent's Scales  
Serpent's Tongue  
Serpent's Coil  
Serpent's Tail

#### Full Set Bonus:

With 2 or more set items:

Enhanced Weapon Damage +50%

With 3 or more set items:

+1 to Assassin Skill Levels

With 4 or more set items:

All Resists +50%

With Complete Set:

20% Chance to cast level 36 Deathstrike on Attack

Adds 200-600 damage

-50% to Enemy Poison Resistance

+18 to Prowl

Enhanced Weapon Damage +350%

Slows Target by 50%

5% Chance to Avoid Damage



**Serpent's Fangs  
Naginata (Sacred)**  
Two-Hand Damage: (839-922) to (1202-1300)  
Durability: 88  
(Assassin Only)  
Required Dexterity: 558  
Required Level: 100  
Area Effect Attack  
+(3 to 5) to Assassin Skill Levels  
+(251 to 300)% Enhanced damage  
40% Increased Attack Speed  
Adds 250-500 damage  
Stun Attack  
5% Chance to Avoid Damage  
Socketed: 6



**Serpent's Scales  
Light Plate (Sacred)**  
Defense: (5917-8263)  
Durability: 93  
Required Strength: 361  
Required Level: 100  
+2 to Assassin Skill Levels  
Adds 50-100 damage  
-(31 to 50)% to Enemy Poison Resistance  
+(201 to 250)% Enhanced Defense  
+(31 to 40) Life on Striking in Melee  
Poison Length Reduced by 50%  
Socketed: 6  
Requirements -40%



**Serpent's Tongue  
Diadem (Sacred)**  
Defense: (624-705)  
Durability: 25  
Required Dexterity: 524  
Required Level: 100  
5% Chance to cast level 46 Lorenado on Attack



(7 to 9)% Mana stolen per Hit  
(7 to 9)% Life stolen per Hit  
5% Chance of Crushing Blow  
+(31 to 40) to Strength  
+(31 to 40) to Dexterity  
+(31 to 40) to Vitality  
Socketed: 4

#### Serpent's Coil Belt (Sacred)

Defense: (2561-3160)  
Durability: 43  
Required Strength: 317  
Required Level: 100  
+1 to Assassin Skill Levels  
45% Faster Run/Walk  
15% Increased Attack Speed  
30% Faster Hit Recovery  
(11 to 15)% Bonus to Dexterity  
+(201 to 250)% Enhanced Defense  
Socketed: 2  
Requirements -40%



#### Serpent's Tail Chain Boots (Sacred)

Defense: (2045-2459)  
Durability: 55  
Required Strength: 316  
Required Level: 100  
+1 to Assassin Skill Levels  
(11 to 15)% Bonus to Dexterity  
(11 to 15)% Bonus to Vitality  
+(201 to 250)% Enhanced Defense  
+450 Defense  
(11 to 15)% Chance of Uninterruptable Attack  
Requirements -40%  
Socketed: 4

#### Assassin Elemental Set

Witchhunter's Attire  
Witchhunter's Fire  
Witchhunter's Crucifix  
Witchhunter's Faith  
Witchhunter's Hood  
Witchhunter's Rope

#### Full Set Bonus:

With 2 or more set items:

+75 to Dexterity

With 3 or more set items:

All Resists +40%

With 4 or more set items:

100% Chance to cast level 24 Crucify on Attack

25% Reanimate as: Onyx Knight

With Complete Set:

+150 Energy Factor to Spell Damage

8% Chance to cast level 5 Sacrifices on Attack

+5 to Assassin Skill Levels

-50% to Enemy Fire Resistance

-50% to Enemy Poison Resistance

+400 Life after each Kill

10% Chance to Avoid Damage

10% Reanimate as: Daystar



#### Witchhunter's Fire Scissors Katar (Sacred)

One-Hand Damage: (312-356) to (329-376)  
Durability: 66  
(Assassin Only)  
Required Dexterity: 216  
Required Level: 100  
+(251 to 300)% Enhanced damage  
+(31 to 50)% to Fire Spell Damage  
+(41 to 50)% Bonus to Summoned Minion Life  
+(31 to 50) to Energy  
Fire Resist +(41 to 50)%  
Socketed: 3  
Requirements -40%



#### Witchhunter's Crucifix Claws (Sacred)

One-Hand Damage: (294-336) to (308-352)  
Durability: 48  
(Assassin Only)  
Required Dexterity: 211  
Required Level: 100  
+(251 to 300)% Enhanced damage  
+(31 to 50)% to Poison Spell Damage  
+(41 to 50)% Bonus to Summoned Minion Damage



+(31 to 50) to Energy  
Poison Resist +(41 to 50)%  
Socketed: 3  
Requirements -40%

**Witchhunter's Faith  
Quilted Armor (Sacred)**

Defense: (1622-1671)  
Durability: 27  
Required Strength: 230  
Required Level: 100  
15% Chance to cast level 26 Fire Splash on Attack  
+2 to Assassin Skill Levels  
25% Increased Attack Speed  
+(41 to 50) to Energy  
+(41 to 50) to Dexterity  
Socketed: 6  
Requirements -50%



**Witchhunter's Hood  
Cap (Sacred)**

Defense: (2136-2583)  
Durability: 27  
Required Strength: 228  
Required Level: 100  
+(151 to 200)% Enhanced Defense  
(16 to 20)% Bonus to Strength  
(16 to 20)% Bonus to Dexterity  
+5% to All Maximum Resistances  
All Resists +(31 to 40)%  
Damage Reduced by 5%  
Total Character Defense Plus (16 to 20)%  
Socketed: 4  
Requirements -50%



**Witchhunter's Rope  
Sash (Sacred)**

Defense: (1822-2208)  
Durability: 25  
Required Strength: 339  
Required Level: 100  
+1 to Assassin Skill Levels  
15% Faster Run/Walk  
-(21 to 25)% to Enemy Fire Resistance  
-(21 to 25)% to Enemy Poison Resistance  
+(151 to 200)% Enhanced Defense  
10% Chance of Uninterruptable Attack  
Socketed: 2  
Requirements -25%

Assassin Throwing Set  
Creed  
Tracker's Strike  
Tracker's Effigy  
Tracker's Stealth  
Tracker's Totem  
Tracker's Runeward

Full Set Bonus:  
With 2 or more set items:  
15% Bonus to Dexterity  
With 3 or more set items:  
+2 to Assassin Skill Levels  
With 4 or more set items:  
+5% to All Maximum Resistances  
Cannot Be Frozen  
With Complete Set:  
5% Chance to cast level 9 Broadside when you Take Damage  
5% Chance to cast level 42 Scorpion Blade on Striking  
+2 Life on Striking  
-75% to Enemy Poison Resistance  
+250 to Strength  
+250 to Dexterity  
+250 to Vitality



**Tracker's Strike  
Flying Knife (Sacred)**

Throw Damage: (564-622) to (728-788)  
One-Hand Damage: (416-454) to (573-612)  
Durability: 12  
Required Dexterity: 473  
Required Level: 100  
25% Chance to cast level 6 Knife Throw on Striking  
+(251 to 300)% Enhanced damage  
40% Increased Attack Speed  
Adds 150-300 damage  
+(41 to 50) to Dexterity  
Target Takes Additional Damage of 100  
Socketed: 2





**Tracker's Effigy  
Aspisp (Sacred)**  
Defense: (2829-3839)  
Durability: 67  
(Assassin Only)  
Required Strength: 497  
Required Dexterity: 559  
Required Level: 100  
+(1 to 2) to Assassin Skill Levels  
40% Increased Attack Speed  
25% Faster Block Rate  
Adds 50-75 damage  
Adds 150-300 fire damage  
+(201 to 250)% Enhanced Defense  
All Resists +(21 to 25)%  
(11 to 15)% Reanimate as: Black Cat  
Socketed: 4



**Tracker's Stealth  
Chain Mail (Sacred)**  
Defense: (5448-7164)  
Durability: 63  
Required Strength: 360  
Required Level: 100  
20% Increased Attack Speed  
Adds 150-300 magic damage  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Dexterity  
+(31 to 50) Life after each Kill  
Slows Attacker by 5%  
Requirements -33%  
Socketed: 6



**Tracker's Totem  
Bone Helm (Sacred)**  
Defense: (2088-2632)  
Durability: 32  
Required Strength: 377  
Required Level: 100  
20% Faster Block Rate  
Adds 150-300 cold damage  
+(201 to 250)% Enhanced Defense  
+(41 to 50) to Dexterity  
All Resists +(11 to 15)%  
Damage Reduced by (31 to 40)  
Socketed: 4  
Requirements -33%



**Tracker's Runeward  
Belt (Sacred)**  
Defense: (2561-3160)  
Durability: 43  
Required Strength: 354  
Required Level: 100  
+1 to Assassin Skill Levels  
20% Faster Run/Walk  
Adds 150-300 lightning damage  
+(201 to 250)% Enhanced Defense  
+(41 to 50) to Dexterity  
All Resists +(11 to 15)%  
Requirements -33%  
Socketed: 2

Assassin Bomb Set  
Vizjun's Devices  
Vizjun's Science  
Vizjun's Monitor  
Vizjun's Engine  
Vizjun's Foresight  
Vizjun's Progress

Full Set Bonus:  
With 2 or more set items:  
Fire Resist +50%  
With 3 or more set items:  
Lightning Resist +50%  
With 4 or more set items:  
+3 to Assassin Skill Levels  
Cold Resist +50%  
With Complete Set:  
+3 to Assassin Skill Levels  
+14 to Typhoon Sentry  
+250 to Energy  
+150 to Vitality  
All Resists +50%  
+75 Life after each Kill  
25% Reanimate as: Magineer



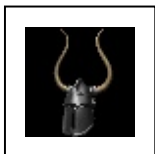
**Vizjun's Science  
Blade Talons (Sacred)**  
One-Hand Damage: 91 to 98  
Durability: 65  
(Assassin Only)  
Required Dexterity: 368  
Required Level: 100  
+(11 to 20)% Bonus to Energy Factor  
+(3 to 4) to Assassin Skill Levels  
40% Faster Cast Rate  
20% Faster Block Rate  
+(31 to 40)% to Fire Spell Damage  
-(21 to 30)% to Enemy Lightning Resistance  
+(31 to 50) to Energy  
Socketed: 3



**Vizjun's Monitor  
Bladed Shield (Sacred)**  
Defense: (1568-2177)  
Durability: 64  
(Assassin Only)  
Required Dexterity: 550  
Required Level: 100  
+(51 to 70) Energy Factor to Spell Damage  
+(2 to 3) to Assassin Skill Levels  
1% Increased Chance of Blocking  
+(41 to 50)% to Lightning Spell Damage  
-(31 to 40)% to Enemy Cold Resistance  
+(201 to 250)% Enhanced Defense  
(21 to 25)% Bonus to Energy  
Socketed: 6



**Vizjun's Engine  
Hard Leather Armor (Sacred)**  
Defense: (5071-6289)  
Durability: 39  
Required Strength: 291  
Required Level: 100  
+(1 to 2) to Assassin Skill Levels  
25% Faster Run/Walk  
30% Faster Cast Rate  
-(21 to 30)% to Enemy Lightning Resistance  
+(31 to 40)% to Fire Spell Damage  
+(201 to 250)% Enhanced Defense  
Requirements -40%  
Socketed: 6



**Vizjun's Foresight  
Great Helm (Sacred)**  
Defense: (3064-3892)  
Durability: 51  
Required Strength: 345  
Required Level: 100  
20% Faster Cast Rate  
25% Faster Hit Recovery  
-(11 to 20)% to Enemy Fire Resistance  
+(21 to 30)% to Lightning Spell Damage  
(11 to 15)% Bonus to Energy  
+(201 to 250)% Enhanced Defense  
Socketed: 4  
Requirements -40%



**Vizjun's Progress  
Boots (Sacred)**  
Defense: (1405-1683)  
Durability: 29  
Required Strength: 274  
Required Level: 100  
+(41 to 50) Energy Factor to Spell Damage  
+1 to Assassin Skill Levels  
20% Faster Cast Rate  
15% Faster Block Rate  
-(11 to 15)% to Enemy Lightning Resistance  
+(21 to 30)% to Fire Spell Damage  
+(201 to 250)% Enhanced Defense  
Requirements -40%  
Socketed: 4

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## Barbarian Sets

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Barbarian Dual Wield Set  
Mount Arreat  
Eruption  
Snowstorm  
Avalanche  
Ravine

## Rockslide

Full Set Bonus:

With 2 or more set items:

+1 to Barbarian Skill Levels

With 3 or more set items:

Enhanced Weapon Damage +100%

With 4 or more set items:

25% Chance to cast level 8 Guard Tower when you Kill an Enemy

Poison Resist +50%

With Complete Set:

5% Chance to cast level 46 Glacial Nova when you Kill an Enemy

10% Chance to cast level 46 Pyroblast when you Kill an Enemy

+4 to Barbarian Skill Levels

Area Effect Attack

+150% to Fire Spell Damage

+150% to Cold Spell Damage

+100 to all Attributes

Total Character Defense Plus 200%



### Eruption Kriegsmesser (Sacred)

One-Hand Damage: (572-624) to (800-856)

Durability: 126

(Barbarian Only)

Required Strength: 602

Required Level: 100

10% Chance to cast level 35 Rune of Fire on Attack

+2 to Barbarian Skill Levels

+(251 to 300)% Enhanced damage

Adds 200-400 damage

Adds 1500-2500 fire damage

Fire Resist +(31 to 50)%

Socketed: 6

### Snowstorm Ida (Sacred)

One-Hand Damage: (551-600) to (772-824)

Durability: 108

(Barbarian Only)

Required Strength: 552

Required Level: 100

10% Chance to cast level 35 Rune of Ice on Attack

+2 to Barbarian Skill Levels

+(251 to 300)% Enhanced damage

Adds 200-400 damage

Adds 1500-2500 cold damage

Cold Resist +(31 to 50)%

Socketed: 6



### Avalanche Ancient Armor (Sacred)

Defense: (7234-10208)

Durability: 111

Required Strength: 666

Required Level: 100

+(1 to 2) to Barbarian Skill Levels

Stun Attack

+(251 to 300)% Enhanced Defense

+(41 to 50) to Vitality

Cold Resist +(31 to 50)%

Total Character Defense Plus (11 to 15)%

Attacker Takes Cold Damage of 500

Socketed: 6



### Ravine Horned Helm (Sacred)

Defense: (2881-3540)

Durability: 47

(Barbarian Only)

Required Strength: 451

Required Level: 100

100% Chance to cast level 32 Pyroclastic Flow when you Die

+(2 to 3) to Barbarian Skill Levels

Enhanced Weapon Damage +(31 to 50)%

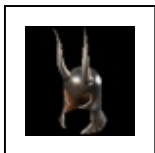
+(251 to 300)% Enhanced Defense

+(81 to 100) to Strength

Lightning Resist +(31 to 50)%

Damage Reduced by 5%

Socketed: 4



### Rockslide Gauntlets (Sacred)

Defense: (1404-1872)

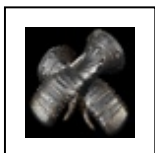
Durability: 53

Required Strength: 574

Required Level: 100

1% Chance to cast level 33 Tremor on Attack

25% Increased Attack Speed



(6 to 10)% Chance of Crushing Blow  
+(251 to 300)% Enhanced Defense  
+(41 to 50) to Vitality  
Total Character Defense Plus (11 to 15)%  
Socketed: 4

Barbarian Two-Handed Set  
Gathering of the Tribes  
The Coming Storm  
Bear's Warding  
Wolf's Fang  
Snake's Battle Chant  
Crane's Reach

Full Set Bonus:  
With 2 or more set items:  
+50 to Strength  
With 3 or more set items:  
+100 to Vitality  
With 4 or more set items:  
+200% Bonus Damage to Bloodlust  
250% Bonus to Attack Rating  
With Complete Set:  
20% Chance to cast level 20 Earthquake on Attack  
Current Strength Damage Bonus: (0.1171875 per strength)%  
+250 to Strength  
+4000 Defense  
25% Chance to Avoid Damage  
All Resists +75%  
25% Reanimate as: Ulfhedinn



**The Coming Storm**  
**Labrys (Sacred)**  
Two-Hand Damage: (765-844) to (989-1072)  
Durability: 101  
(Barbarian Only)  
Required Strength: 706  
Required Level: 100

**Thunderfury**  
25% Chance to cast level 43 Forked Lightning on Attack  
2% Chance to cast level 13 Bloodlust on Attack  
+(251 to 300)% Enhanced damage  
Adds 200-400 damage  
+150% Damage to Demons  
Adds 1-1500 lightning damage  
Socketed: 6



**Bear's Warding**  
**Full Plate Mail (Sacred)**  
Defense: (6107-8701)  
Durability: 105  
Required Strength: 627  
Required Level: 100  
+(1 to 2) to Barbarian Skill Levels  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Strength  
+(31 to 50) to Energy  
(11 to 15)% Chance of Uninterruptable Attack  
Total Character Defense Plus (11 to 15)%  
Slows Attacker by (11 to 15)%  
Socketed: 6



**Wolf's Fang**  
**Assault Helmet (Sacred)**  
Defense: (2582-3286)  
Durability: 53  
(Barbarian Only)  
Required Strength: 456  
Required Level: 100  
(3 to 6)% Life stolen per Hit  
-15% Penalty to Summoned Minion Life  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Dexterity  
+(31 to 50) to Vitality  
+333 to Life  
Socketed: 4



**Snake's Battle Chant**  
**Plated Belt (Sacred)**  
Defense: (2940-3745)  
Durability: 61  
Required Strength: 606  
Required Level: 100  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Energy  
+(31 to 50) to Strength  
+333 to Mana  
+(31 to 40) Life on Striking in Melee  
+(31 to 40) Mana on Striking in Melee



Slows Attacker by 5%  
Socketed: 2

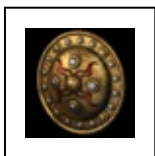
**Crane's Reach  
Greaves (Sacred)**  
Defense: (1784-2341)  
Durability: 81  
Required Strength: 595  
Required Level: 100  
-15% Bonus to Summoned Minion Damage  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Vitality  
+(31 to 50) to Dexterity  
All Resists +10%  
200% Extra Gold from Monsters  
Socketed: 4

Barbarian Throwing Set  
Big Game Hunter  
Hunter's Claw Fist  
Hunter's Camouflage  
Hunter's Skin  
Hunter's Trophy  
Hunter's Trackless Step

Full Set Bonus:  
With 2 or more set items:  
+250% Damage to Demons  
With 3 or more set items:  
+2 to Barbarian Skill Levels  
With 4 or more set items:  
Adds 100-200 damage  
15% Chance of Crushing Blow  
With Complete Set:  
5% Chance to cast level 42 Disintegrate when you Kill an Enemy  
+2 to Barbarian Skill Levels  
Enhanced Weapon Damage +400%  
+4% to Defense per Socketed Rune  
25% Reanimate as: Ulfhedinn



**Hunter's Claw Fist  
Balanced Axe (Sacred)**  
Throw Damage: (543-598) to (947-1024)  
One-Hand Damage: (409-446) to (729-776)  
Durability: 20  
Required Strength: 518  
Required Level: 100  
5% Chance to cast level 23 Rust Storm when you Kill an Enemy  
+(251 to 300)% Enhanced damage  
Adds 150-400 damage  
(11 to 15)% Chance of Crushing Blow  
Slows Target by (11 to 15)%  
+(51 to 75) to Strength  
Socketed: 6



**Hunter's Camouflage  
Bronze Shield (Sacred)**  
Defense: (4683-6118)  
Durability: 59  
(Barbarian Only)  
Required Strength: 552  
Required Level: 100  
1% Increased Chance of Blocking  
(11 to 13)% Life stolen per Hit  
+(201 to 250)% Enhanced Defense  
+500 Defense vs. Melee  
+(31 to 50) to Strength  
+(31 to 50) to Vitality  
5% Chance to Avoid Damage  
Socketed: 4



**Hunter's Skin  
Leather Armor (Sacred)**  
Defense: (4975-6069)  
Durability: 33  
Required Strength: 474  
Required Level: 100  
+(1 to 2) to Barbarian Skill Levels  
30% Faster Run/Walk  
+(201 to 250)% Enhanced Defense  
+(31 to 50) to Strength  
+(31 to 50) to Dexterity  
Cold Resist +(31 to 40)%  
Magic Damage Reduced by (41 to 50)  
Socketed: 6

**Hunter's Trophy  
Avenger Guard (Sacred)**  
Defense: (2690-3475)



Durability: 59  
 (Barbarian Only)  
 Required Strength: 461  
 Required Level: 100  
 20% Faster Hit Recovery  
 20% Faster Block Rate  
 +(201 to 250)% Enhanced Defense  
 +(31 to 50) to Strength  
 Fire Resist +(31 to 40)%  
 Poison Resist +(31 to 40)%  
 +(101 to 150) Life after each Kill  
 Socketed: 4

### **Hunter's Trackless Step** **Heavy Boots (Sacred)**

Defense: (1501-1848)  
 Durability: 42  
 Required Strength: 492  
 Required Level: 100  
 15% Faster Run/Walk  
 5% Chance of Crushing Blow  
 +(201 to 250)% Enhanced Defense  
 +(21 to 40) to Vitality  
 +350 Maximum Stamina  
 Lightning Resist +(31 to 40)%  
 Damage Reduced by 5%  
 Socketed: 4



Barbarian Shaman Set  
 Spirits of the Nephalem  
 Sacred Charge  
 Destiny  
 The Guardian  
 The Protector  
 The Defender

Full Set Bonus:  
 With 2 or more set items:  
 5% Chance to cast level 23 Gift of the Wild when you Kill an Enemy  
 With 3 or more set items:  
 +250% Damage to Protector Spirit Bloodlust  
 With 4 or more set items:  
 Enhanced Weapon Damage +150%  
 +2 to Maximum Barbarian Minions  
 With Complete Set:  
 +32 to Tempest  
 +38 to Rain of Fire  
 +12 to Black Mass  
 +150% Bonus to Summoned Minion Life  
 +250 to Strength  
 +250 to Energy  
 25% Reanimate as: Edyrem

**Sacred Charge**  
**Hammerhead Axe (Sacred)**  
 One-Hand Damage: (604-654) to (782-836)  
 Durability: 85  
 (Barbarian Only)  
 Required Strength: 586  
 Required Level: 100  
 +(251 to 300)% Enhanced damage  
 40% Increased Attack Speed  
 60% Faster Block Rate  
 Adds 250-400 damage  
 (11 to 15)% Bonus to Strength  
 (11 to 15)% Bonus to Energy  
 (11 to 15)% Bonus to Vitality  
 Socketed: 6



**Destiny**  
**Gilded Shield (Sacred)**  
 Defense: (9297-13132)  
 Durability: 67  
 (Barbarian Only)  
 Required Strength: 655  
 Required Level: 100  
 +3 to Barbarian Skill Levels  
 +(41 to 50)% Bonus to Summoned Minion Life  
 +(11 to 15)% Bonus to Summoned Minion Resistances  
 +2% to Defense per Socketed Rune  
 +(251 to 300)% Enhanced Defense  
 Increase Maximum Mana 25%  
 Regenerate Mana +(31 to 50)%  
 +2 to All Skills when using a Mana Potion  
 Socketed: 4



**The Guardian**  
**Ring Mail (Sacred)**  
 Defense: (6131-7688)



Durability: 51  
Required Strength: 512  
Required Level: 100  
+2 to Barbarian Skill Levels  
+1 to Maximum Barbarian Minions  
+(31 to 40)% Bonus to Summoned Minion Damage  
(21 to 25)% Bonus to Strength  
+(251 to 300)% Enhanced Defense  
Fire Resist +(41 to 50)%  
Poison Resist +(41 to 50)%  
Socketed: 6



**The Protector**  
**Fanged Helm (Sacred)**  
Defense: (2755-3320)  
Durability: 40  
(Barbarian Only)  
Required Strength: 446  
Required Level: 100  
+(3 to 4) to Barbarian Skill Levels  
(31 to 50)% Bonus to Summoned Minion Attack Rating  
+(41 to 50)% Bonus to Summoned Minion Damage  
(21 to 25)% Bonus to Vitality  
+(251 to 300)% Enhanced Defense  
Cold Resist +(41 to 50)%  
Total Character Defense Plus (21 to 25)%  
Socketed: 4



**The Defender**  
**Heavy Belt (Sacred)**  
Defense: (3208-3948)  
Durability: 52  
Required Strength: 568  
Required Level: 100  
+(5 to 8) Enhanced Stance Radius  
15% Faster Hit Recovery  
Enhanced Weapon Damage +(31 to 40)%  
+(21 to 25)% Bonus to Summoned Minion Life  
(11 to 15)% Bonus to Energy  
+(251 to 300)% Enhanced Defense  
Lightning Resist +(41 to 50)%  
Socketed: 2

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## Druid Sets

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### Druid Elemental Set

Lone Wolf's Path  
Lone Wolf's Maul  
Lone Wolf's Fur  
Lone Wolf's Gaze  
Lone Wolf's Claws  
Lone Wolf's Track

#### Full Set Bonus:

With 2 or more set items:

+150 Strength Factor to Spell Damage

With 3 or more set items:

+14 to Firedance

With 4 or more set items:

+100% to Poison Spell Damage

Poison Resist +20%

With Complete Set:

+6 to Druid Skill Levels

45% Faster Hit Recovery

+3 Hunting Banshee/Elemental Missiles

-75% to Enemy Fire Resistance

-75% to Enemy Cold Resistance

+4 to Mana Sweep

+19 to Nova Charge

+500 to Life



**Lone Wolf's Maul**  
**Flamen Staff (Sacred)**  
Two-Hand Damage: 96 to 102  
Durability: 77  
(Druid Only)  
Required Strength: 240  
Required Level: 100  
+(101 to 150) Energy Factor to Spell Damage  
+(8 to 10) to Druid Skill Levels  
50% Faster Cast Rate  
+(31 to 50)% to Fire Spell Damage  
+(31 to 50)% to Cold Spell Damage  
+66 to Energy  
Damage Reduced by (51 to 60)  
Socketed: 4



**Lone Wolf's Fur  
Gothic Plate (Sacred)**

Defense: (6013-8484)  
Durability: 99  
Required Strength: 368  
Required Level: 100  
20% Faster Hit Recovery  
+(21 to 25)% to Fire Spell Damage  
+(21 to 25)% to Cold Spell Damage  
+(201 to 250)% Enhanced Defense  
+(31 to 50) to Strength  
+(31 to 50) to Vitality  
Attacker Takes Cold Damage of 150  
Attacker Takes Fire Damage of 150  
Socketed: 6  
Requirements -40%



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

Defense: (2251-2936)  
Durability: 54  
(Druid Only)  
Required Strength: 458  
Required Level: 100  
+(21 to 40) Energy Factor to Spell Damage  
20% Faster Cast Rate  
-(11 to 20)% to Enemy Fire Resistance  
-(11 to 20)% to Enemy Cold Resistance  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Vitality  
Fire Resist +(31 to 40)%  
Cold Resist +(31 to 40)%  
Socketed: 4



**Lone Wolf's Claws  
Heavy Gloves (Sacred)**

Defense: (1062-1309)  
Durability: 32  
Required Strength: 387  
Required Level: 100  
20% Faster Hit Recovery  
+(11 to 20)% to Fire Spell Damage  
+(11 to 20)% to Cold Spell Damage  
(11 to 15)% Bonus to Energy  
+(201 to 250)% Enhanced Defense  
Fire Resist +(21 to 25)%  
Cold Resist +(21 to 25)%  
Requirements -20%  
Socketed: 4



**Lone Wolf's Track  
Light Plated Boots (Sacred)**

Defense: (1691-2177)  
Durability: 68  
Required Strength: 448  
Required Level: 100  
20% Faster Cast Rate  
-(6 to 10)% to Enemy Fire Resistance  
-(6 to 10)% to Enemy Cold Resistance  
+(201 to 250)% Enhanced Defense  
+(21 to 40) to Vitality  
Fire Resist +(31 to 50)%  
Cold Resist +(31 to 50)%  
Socketed: 4  
Requirements -20%

Druid Bow Set  
Caoi Dulra  
Nature's Wrath  
Nature's Will  
Nature's Vigil  
Nature's Embrace  
Nature's Grasp

Full Set Bonus:  
With 2 or more set items:  
+50 to all Attributes  
With 3 or more set items:  
100% Bonus to Attack Rating  
With 4 or more set items:  
+2 to Druid Skill Levels  
Enhanced Weapon Damage +150%  
With Complete Set:  
33% Chance to cast level 6 Arrow on Striking  
+7 to Kraken Stance  
Slows Target by 30%  
+150 to all Attributes  
All Resists +40%



25% Reanimate as: Tomb Snake



**Nature's Wrath**  
**Recurve Bow (Sacred)**  
Two-Hand Damage: (547-624) to (1197-1480)  
(Druid Only)  
Required Strength: 632  
Required Level: 100  
+(251 to 300)% Enhanced damage  
50% Increased Attack Speed  
+(601 to 800) to Maximum Damage  
Adds 1000-2000 fire damage  
Adds 1000-2000 cold damage  
+(31 to 50) to Strength  
Socketed: 6



**Nature's Will**  
**Light Plate (Sacred)**  
Defense: (5917-8263)  
Durability: 93  
Required Strength: 602  
Required Level: 100  
+1 to Druid Skill Levels  
25% Faster Run/Walk  
25% Increased Attack Speed  
25% Faster Hit Recovery  
Adds 50-75 damage  
5% Chance of Crushing Blow  
+(201 to 250)% Enhanced Defense  
Socketed: 6



**Nature's Vigil**  
**Antlers (Sacred)**  
Defense: (2046-2586)  
Durability: 42  
(Druid Only)  
Required Strength: 450  
Required Level: 100  
+(2 to 3) to Druid Skill Levels  
(11 to 14)% Life stolen per Hit  
(21 to 25)% Bonus to Strength  
(21 to 25)% Bonus to Vitality  
+(201 to 250)% Enhanced Defense  
Fire Resist +(31 to 50)%  
Poison Resist +(31 to 50)%  
Socketed: 4



**Nature's Embrace**  
**Light Belt (Sacred)**  
Defense: (2374-2866)  
Durability: 34  
Required Strength: 490  
Required Level: 100  
+1 to Druid Skill Levels  
Slows Target by 5%  
+(201 to 250)% Enhanced Defense  
Increase Maximum Life 10%  
Lightning Resist +(31 to 50)%  
Cold Resist +(31 to 50)%  
Socketed: 2



**Nature's Grasp**  
**Light Gauntlets (Sacred)**  
Defense: (1155-1529)  
Durability: 46  
Required Strength: 380  
Required Level: 100  
Adds 25-50 damage  
Slows Target by 5%  
+(201 to 250)% Enhanced Defense  
+(31 to 40) to Strength  
+(31 to 40) to Vitality  
(21 to 30)% Better Chance of Getting Magic Items  
Socketed: 4  
Requirements -30%

Druid Treewarden Set  
Last King of Scosglen  
Scosglen's Myths  
Scosglen's Fables  
Scosglen's Tales  
Scosglen's History  
Scosglen's Legends

Full Set Bonus:  
With 2 or more set items:  
+100 to Strength  
With 3 or more set items:  
Enhanced Weapon Damage +250%

With 4 or more set items:

50% Increased Attack Speed

With Complete Set:

8% Chance to cast level 12 Fortress on Attack

50% Chance to cast level 23 Forked Lightning on Attack

Adds 400-600 damage

+1000 Defense

Increase Maximum Life 20%

15% Chance to Avoid Damage

All Resists +50%



**Scosglen's Myths  
War Axe (Sacred)**

One-Hand Damage: (472-518) to (693-748)

Durability: 78

Required Strength: 533

Required Level: 100

+(251 to 300)% Enhanced damage

50% Increased Attack Speed

Adds 150-300 damage

(201 to 250)% Bonus to Attack Rating

(21 to 25)% Chance of Crushing Blow

Socketed: 6



**Scosglen's Fables  
Plate Mail (Sacred)**

Defense: (5731-7826)

Durability: 81

Required Strength: 576

Required Level: 100

+(31 to 50)% Bonus Damage to Mark of the Wild

50% Faster Hit Recovery

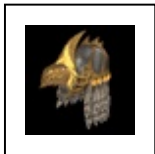
Slows Target by 5%

+(201 to 250)% Enhanced Defense

(21 to 25)% Bonus to Strength

All Resists +(11 to 15)%

Socketed: 6



**Scosglen's Tales  
Falcon Mask (Sacred)**

Defense: (2149-2761)

Durability: 48

(Druid Only)

Required Strength: 454

Required Level: 100

+(21 to 25)% Bonus Elemental Damage to Mark of the Wild

25% Faster Block Rate

Adds 50-100 damage

(21 to 25)% Bonus to Strength

+(201 to 250)% Enhanced Defense

Poison Resist +(21 to 25)%

Socketed: 4



**Scosglen's History  
Sash (Sacred)**

Defense: (2185-2576)

Durability: 25

Required Strength: 452

Required Level: 100

+1 to Druid Skill Levels

50% Faster Run/Walk

Adds 25-50 damage

+(201 to 250)% Enhanced Defense

+(31 to 50) to Strength

Replenish Life +200

Socketed: 2



**Scosglen's Legends  
Light Gauntlets (Sacred)**

Defense: (1155-1529)

Durability: 46

Required Strength: 544

Required Level: 100

+(21 to 25)% to Fire Spell Damage

+(201 to 250)% Enhanced Defense

+(31 to 50) to Strength

+(31 to 50) to Energy

All Resists +(11 to 15)%

Poison Length Reduced by 50%

Socketed: 4

Druid Trap Rat Set  
Rainbow Warrior

Emerald Flower  
Emerald Earth  
Emerald Cloud  
Emerald Sky  
Emerald Growth

Full Set Bonus:  
 With 2 or more set items:  
 +25% Bonus to Summoned Minion Life  
 With 3 or more set items:  
 +1 to Druid Skill Levels  
 With 4 or more set items:  
 Total Character Defense Plus 50%  
 With Complete Set:  
 Adds 1500-2000 magic damage  
 25% Chance of Crushing Blow  
 Slows Target by 50%  
 +100 to all Attributes  
 All Resists +50%  
 50% Chance of Uninterruptable Attack  
 50% Reanimate as: Ratfink



**Emerald Flower  
 Blade (Sacred)**  
 One-Hand Damage: (430-470) to (491-532)  
 Durability: 26  
 Required Dexterity: 366  
 Required Level: 100  
 +2 to Druid Skill Levels  
 +(31 to 50)% Bonus Damage to Mark of the Wild  
 +(251 to 300)% Enhanced damage  
 40% Increased Attack Speed  
 Adds 150-200 damage  
 Requirements -25%  
 Socketed: 3



**Emerald Earth  
 Bone Shield (Sacred)**  
 Defense: (2082-2807)  
 Durability: 51  
 Required Dexterity: 395  
 Required Level: 100  
 40% Faster Hit Recovery  
 1% Increased Chance of Blocking  
 Adds 100-500 fire damage  
 +(201 to 250)% Enhanced Defense  
 +(51 to 75) to Dexterity  
 (21 to 25)% Chance of Uninterruptable Attack  
 Requirements -25%  
 Socketed: 6



**Emerald Cloud  
 Scale Mail (Sacred)**  
 Defense: (5351-6947)  
 Durability: 57  
 Required Strength: 393  
 Required Level: 100  
 40% Faster Block Rate  
 Adds 100-500 lightning damage  
 5% Chance of Crushing Blow  
 +(201 to 250)% Enhanced Defense  
 +(41 to 50) to Strength  
 (21 to 25)% Chance of Uninterruptable Attack  
 Socketed: 6  
 Requirements -25%



**Emerald Sky  
 Hawk Helm (Sacred)**  
 Defense: (1950-2408)  
 Durability: 37  
 (Druid Only)  
 Required Strength: 333  
 Required Level: 100  
 +2 to Druid Skill Levels  
 25% Faster Hit Recovery  
 Adds 100-500 cold damage  
 +(201 to 250)% Enhanced Defense  
 +(41 to 50) to Strength  
 Increase Maximum Life 15%  
 Requirements -25%  
 Socketed: 4



**Emerald Growth  
 Chain Gloves (Sacred)**  
 Defense: (1110-1417)  
 Durability: 39  
 Required Strength: 385  
 Required Level: 100  
 +1 to Druid Skill Levels  
 20% Faster Run/Walk  
 (4 to 6)% Life stolen per Hit  
 +(201 to 250)% Enhanced Defense  
 +(21 to 25) to Dexterity  
 +(21 to 25) to Vitality

Requirements -25%  
Socketed: 4

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## Necromancer Sets

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### Necromancer Summoner Set

Satanic Mantra  
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:

+50 to Strength

+50 to Dexterity

With 3 or more set items:

+9 to Snake Stance

With 4 or more set items:

+10 Enhanced Stance Radius

+2 to Summon Overlord

With Complete Set:

+2 to Necromancer Skill Levels

25% Lamia Reanimate Targets as: Rathma Priest

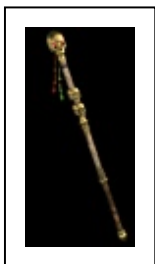
+17 to Dark Power

+10 to Maximum Necromancer Minions

+100% Bonus to Summoned Minion Damage

+150% Bonus to Summoned Minion Life

+50% Bonus to Summoned Minion Resistances



#### Archangel Dark Angel Marrow Staff (Sacred)

Two-Hand Damage: 90 to 98

Durability: 106

(Necromancer Only)

Required Strength: 275

Required Level: 100

+(8 to 10) to Necromancer Skill Levels

50% Faster Cast Rate

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

+(21 to 40)% Bonus to Summoned Minion Damage

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

All Resists +(31 to 40)%

Socketed: 6



#### Lend Me Thy Light Scale Mail (Sacred)

Defense: (5351-6947)

Durability: 57

Required Strength: 525

Required Level: 100

+(1 to 2) to Necromancer Skill Levels

+2 to Maximum Necromancer Minions

+(201 to 250)% Enhanced Defense

+(81 to 100) to Strength

+(81 to 100) to Energy

+(31 to 50) to Dexterity

+(31 to 50) to Vitality

+500 to Mana

+2 to Light Radius

Socketed: 6



#### Through Death's Veil Crown (Sacred)

Defense: (3190-4109)

Durability: 57

Required Strength: (206-181)

Required Level: 100

+(1 to 2) to Necromancer Skill Levels

+(201 to 250)% Enhanced Defense

+40 to Strength

+40 to Energy

Increase Maximum Mana 25%

(101 to 200)% Extra Gold from Monsters

Requirements (-66 to -70)%

Socketed: 4



#### Till We Have Light Belt (Sacred)

Defense: (2374-2866)

Durability: 34

Required Strength: 490

Required Level: 100

10% Faster Cast Rate

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

+(201 to 250)% Enhanced Defense  
 +25 to Strength  
 +25 to Energy  
 All Resists +(21 to 25)%  
 (21 to 25)% Better Chance of Getting Magic Items  
 Socketed: 2

**Heaven In Sight**  
**Light Plated Boots (Sacred)**



Defense: (1691-2177)  
 Durability: 68  
 Required Strength: 336  
 Required Level: 100  
 25% Faster Run/Walk  
 10% Faster Cast Rate  
 +(11 to 20)% Bonus to Summoned Minion Damage  
 +(201 to 250)% Enhanced Defense  
 5% Bonus to All Attributes  
 +25 to Strength  
 +25 to Energy  
 Requirements -40%  
 Socketed: 4

Necromancer Melee Set  
 Rathma's Empire  
 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:  
 20% Life stolen per Hit  
 With 3 or more set items:  
 25% Chance of Crushing Blow  
 With 4 or more set items:  
 +4 to Miasma  
 With Complete Set:  
 100% Chance to cast level 19 Crucify on Attack  
 150% Bonus to Miasma Haunt Duration  
 +150 to all Attributes  
 Increase Maximum Life 20%  
 All Resists +65%  
 Total Character Defense Plus 150%

**Rathma's Tyranny**  
**Bonesplitter (Sacred)**



Two-Hand Damage: (671-730) to (936-1018)  
 Durability: 96  
 (Necromancer Only)  
 Required Strength: 512  
 Required Level: 100  
 Mega Impact  
 50% Chance to cast level 9 Guard Tower when you Kill an Enemy  
 +(251 to 300)% Enhanced damage  
 40% Increased Attack Speed  
 Adds 250-350 damage  
 Slows Target by (21 to 25)%  
 +(51 to 70) to Strength  
 Socketed: 6

**Rathma's Skeleton**  
**Ancient Armor (Sacred)**



Defense: (6203-8932)  
 Durability: 111  
 Required Strength: 532  
 Required Level: 100  
 +(1 to 2) to Necromancer Skill Levels  
 20% Faster Run/Walk  
 40% Faster Hit Recovery  
 +(201 to 250)% Enhanced Defense  
 Lightning Resist +(31 to 50)%  
 Damage Reduced by 5%  
 Socketed: 6  
 Requirements -20%

**Rathma's Death Gaze**  
**Cap (Sacred)**



Defense: (1351-1361)  
 Durability: 27  
 Required Strength: 456  
 Required Level: 100  
 +(1 to 2) to Necromancer Skill Levels  
 20% Faster Hit Recovery  
 +(31 to 50) to Maximum Damage  
 +500 Defense  
 +(31 to 50) to Strength

All Resists +(11 to 15)%  
Socketed: 4



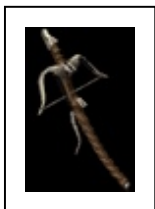
**Rathma's Trap  
Heavy Belt (Sacred)**  
Defense: (2751-3454)  
Durability: 52  
Required Strength: 568  
Required Level: 100  
(3 to 5)% Mana stolen per Hit  
(3 to 5)% Life stolen per Hit  
Slows Target by 5%  
+(201 to 250)% Enhanced Defense  
+(21 to 25) to all Attributes  
Fire Resist +(31 to 50)%  
150% Damage Reflected  
Socketed: 2



**Rathma's Chase  
Chain Boots (Sacred)**  
Defense: (1595-2009)  
Durability: 55  
Required Strength: 527  
Required Level: 100  
30% Faster Run/Walk  
5% Chance of Crushing Blow  
+(201 to 250)% Enhanced Defense  
+(151 to 200) Maximum Stamina  
Cold Resist +(31 to 50)%  
Total Character Defense Plus (11 to 15)%  
Level 1 Blink (10 Charges)  
Socketed: 4

Necromancer Crossbow Set  
Achilios' Wake  
Achilios' Sledgehammer  
Achilios' Refuge  
Achilios' Eagle Eye  
Achilios' Knuckledusters  
Achilios' Stealth

Full Set Bonus:  
With 2 or more set items:  
+50 to Maximum Damage  
+20 to Strength  
With 3 or more set items:  
+2 to Necromancer Skill Levels  
All Resists +25%  
With 4 or more set items:  
Adds 1417-1468 poison damage over 5 seconds  
+100 to Strength  
With Complete Set:  
40% Chance to cast level 6 Spike Nova when you Kill an Enemy  
50% Increased Attack Speed  
+200 to Maximum Damage  
-50% to Enemy Poison Resistance  
20% Chance of Crushing Blow  
All Resists +45%  
2% Reanimate as: Corruptor Archer



**Achilios' Sledgehammer  
Needle Crossbow (Sacred)**  
Two-Hand Damage: (677-744) to (884-952)  
(Necromancer Only)  
Required Strength: 244  
Required Level: 100  
+(251 to 300)% Enhanced damage  
Adds 200-400 damage  
(11 to 15)% Chance of Crushing Blow  
+12 to Nova Shot  
Slows Target by (21 to 25)%  
(21 to 25)% Bonus to Strength  
+10 Life on Striking  
Socketed: 6



**Achilios' Refuge  
Studded Leather (Sacred)**  
Defense: (5162-6506)  
Durability: 45  
Required Strength: 499  
Required Level: 100  
+(1 to 2) to Necromancer Skill Levels  
20% Faster Run/Walk  
(51 to 100)% Bonus to Attack Rating  
+(201 to 250)% Enhanced Defense  
+(31 to 50) to Strength  
+(31 to 50) to Dexterity  
+(21 to 30)% Damage when using a Healing Potion  
Socketed: 6



### Achilios' Eagle Eye Helm (Sacred)

Defense: (2814-3451)  
 Durability: 39  
 Required Strength: 412  
 Required Level: 100  
 20% Increased Attack Speed  
 10% Faster Hit Recovery  
 +(201 to 250)% Enhanced Defense  
 Replenish Life +(21 to 40)  
 Damage Reduced by (11 to 20)  
 10% Reanimate as: Familiar  
 Socketed: 4  
 Requirements -20%



### Achilios' Knuckledusters Leather Gloves (Sacred)

Defense: (1014-1197)  
 Durability: 25  
 Required Strength: 340  
 Required Level: 100  
 +1 to Necromancer Skill Levels  
 +(41 to 50) to Maximum Damage  
 5% Chance of Crushing Blow  
 +(201 to 250)% Enhanced Defense  
 +(31 to 40) to Strength  
 10% Reanimate as: Banshee  
 Requirements -25%  
 Socketed: 4



### Achilios' Stealth Heavy Boots (Sacred)

Defense: (1501-1848)  
 Durability: 42  
 Required Strength: 393  
 Required Level: 100  
 20% Faster Run/Walk  
 +(41 to 50) to Maximum Damage  
 Attacker Flees after Striking 5%  
 +(201 to 250)% Enhanced Defense  
 +(31 to 40) to Strength  
 (11 to 15)% Bonus to Vitality when using a Healing Potion  
 Requirements -20%  
 Socketed: 4

Necromancer Totemic Set  
 The Towerlord

Tower Rush  
 Tower Defense  
 Tower Wall  
 Tower Denial  
 Tower Push

Full Set Bonus:  
 With 2 or more set items:  
 +50 to Strength  
 With 3 or more set items:  
 +50 to Dexterity  
 With 4 or more set items:  
 +100% to Spell Damage  
 +27 to Totembound Guardian  
 With Complete Set:  
 +1 Extra Totems  
 +33 to Fear Bomb Totem  
 +33 to Devil's Fang Totem  
 +33 to Exploding Totem  
 +50% Bonus to Summoned Minion Life  
 +1000 to Life  
 +10% to All Maximum Resistances

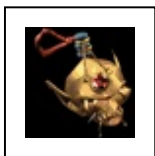


### Tower Rush Bone Wand (Sacred)

One-Hand Damage: 74 to 80  
 Durability: 60  
 (Necromancer Only)  
 Required Dexterity: 170  
 Required Level: 100  
 +1 Extra Totems  
 +2 to Necromancer Skill Levels  
 +(31 to 40)% to Fire Spell Damage  
 +(31 to 40)% to Lightning Spell Damage  
 +(31 to 40)% to Cold Spell Damage  
 Socketed: 2

### Tower Defense Demon Head (Sacred)

Defense: (3124-4431)



Durability: 70  
(Necromancer Only)  
Required Dexterity: 222  
Required Level: 100  
-(21 to 25)% to Enemy Fire Resistance  
-(21 to 25)% to Enemy Lightning Resistance  
-(21 to 25)% to Enemy Cold Resistance  
(21 to 25)% Bonus to Dexterity  
+(201 to 250)% Enhanced Defense  
Requirements -50%  
Socketed: 4



**Tower Wall**  
**Splint Mail (Sacred)**

Defense: (5637-7605)  
Durability: 75  
Required Strength: 422  
Required Level: 100  
+2 to Necromancer Skill Levels  
+(21 to 25)% to Fire Spell Damage  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Strength  
All Resists +(11 to 15)%  
Socketed: 6  
Requirements -25%



**Tower Denial**  
**Mask (Sacred)**

Defense: (2028-2520)  
Durability: 26  
Required Strength: 540  
Required Level: 100  
+1 to Necromancer Skill Levels  
20% Faster Cast Rate  
+(21 to 25)% to Lightning Spell Damage  
+(201 to 250)% Enhanced Defense  
+(31 to 40) to Dexterity  
Socketed: 4



**Tower Push**  
**Chain Gloves (Sacred)**

Defense: (369-405)  
Durability: 39  
Required Strength: 514  
Required Level: 100  
15% Faster Run/Walk  
20% Faster Cast Rate  
+(21 to 25)% to Cold Spell Damage  
(21 to 25)% Bonus to Strength  
+(31 to 40) to Energy  
Regenerate Mana +(11 to 15)%  
Socketed: 4

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## Paladin Sets

### Paladin Holy Melee Set

Cinadide's Craft  
Cinadide's Malus  
Cinadide's Forge  
Cinadide's Bellows  
Cinadide's Anvil  
Cinadide's Bender

#### Full Set Bonus:

With 2 or more set items:

Cannot Be Frozen

Only Allows the Use of Melee, Summoning and Buff Skills

With 3 or more set items:

All Resists +50%

With 4 or more set items:

50% Increased Attack Speed

+24 to Golden Calf

With Complete Set:

-100% to Enemy Poison Resistance

66% Chance of Crushing Blow

Enhanced Weapon Damage +400%

Slows Target by 50%

Total Character Defense Plus 100%

+350 to all Attributes

All Resists +100%

**Cinadide's Malus**  
**Hand of God (Sacred)**

Two-Hand Damage: (840-916) to (1068-1148)  
Durability: 151  
(Paladin Only)





Required Strength: 496  
 Required Level: 100  
**Amazing Grace**  
 +(251 to 300)% Enhanced damage  
 40% Increased Attack Speed  
 Adds 300-500 damage  
 Stun Attack  
 (21 to 25)% Chance of Crushing Blow  
 All Resists +(31 to 40)%  
 Socketed: 6



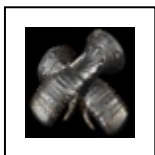
**Cinadide's Forge  
 Ancient Armor (Sacred)**  
 Defense: (7234-10208)  
 Durability: 111  
 Required Strength: 499  
 Required Level: 100  
 15% Chance to cast level 20 Flamestrike on Attack  
 +(1 to 2) to Paladin Skill Levels  
 +100 to Maximum Damage  
 (11 to 15)% Chance of Crushing Blow  
 +(251 to 300)% Enhanced Defense  
 Total Character Defense Plus (31 to 40)%  
 Slows Attacker by 5%  
 Socketed: 6  
 Requirements -25%



**Cinadide's Bellows  
 Hundsgugel (Sacred)**  
 Defense: (2790-3520)  
 Durability: 24  
 (Paladin Only)  
 Required Strength: 363  
 Required Level: 100  
 10% Chance to cast level 44 Immolation Bomb on Attack  
 40% Increased Attack Speed  
 20% Faster Hit Recovery  
 Adds 100-200 damage  
 Enhanced Weapon Damage +(31 to 50)%  
 +(251 to 300)% Enhanced Defense  
 +(41 to 60) to Strength  
 Socketed: 4



**Cinadide's Anvil  
 Plated Belt (Sacred)**  
 Defense: (3429-4280)  
 Durability: 61  
 Required Strength: 303  
 Required Level: 100  
 +1 to Paladin Skill Levels  
 Adds 50-100 damage  
 Adds 250-500 magic damage  
 +(251 to 300)% Enhanced Defense  
 (21 to 25)% Bonus to Strength  
 (11 to 15)% Chance of Uninterruptable Attack  
 Socketed: 2  
 Requirements -50%



**Cinadide's Bender  
 Gauntlets (Sacred)**  
 Defense: (1404-1872)  
 Durability: 53  
 Required Strength: 574  
 Required Level: 100  
 5% Chance to cast level 34 Lava Pit on Attack  
 20% Increased Attack Speed  
 40% Faster Hit Recovery  
 Adds 250-500 magic damage  
 +(251 to 300)% Enhanced Defense  
 +(31 to 50) to Strength  
 (31 to 50)% Better Chance of Getting Magic Items  
 Socketed: 4

Paladin Holy Caster Set  
 Hadriel's Lore  
 Hadriel's Avenger  
 Hadriel's Pure Heart  
 Hadriel's Wings  
 Hadriel's Courage  
 Hadriel's Presence

Full Set Bonus:  
 With 2 or more set items:  
 150% Extra Gold from Monsters  
 With 3 or more set items:  
 +2 to Paladin Skill Levels  
 With 4 or more set items:  
 +75 Energy Factor to Spell Damage  
 +8 to Mythai

With Complete Set:  
+2 to Paladin Skill Levels  
+50% to Searing Glow Dazzle Duration  
+100% to Fire Spell Damage  
+100% to Physical/Magic Spell Damage  
+200 to Energy  
+200 to Vitality  
Total Character Defense Plus 66%



**Hadriel's Avenger  
Goedendag (Sacred)**  
One-Hand Damage: 97 to 98  
Durability: 53  
(Paladin Only)  
Required Strength: 287  
Required Level: 100  
+(2 to 4) to Paladin Skill Levels  
20% Faster Cast Rate  
+(31 to 50)% to Fire Spell Damage  
+(31 to 50)% to Physical/Magic Spell Damage  
+(31 to 50) Mana after each Kill  
+(31 to 50) Life after each Kill  
Requirements -50%  
Socketed: 3



**Hadriel's Pure Heart  
Crown Shield (Sacred)**  
Defense: (4051-5670)  
Durability: 77  
(Paladin Only)  
Required Dexterity: 357  
Required Level: 100  
+(2 to 3) to Paladin Skill Levels  
20% Faster Cast Rate  
20% Faster Block Rate  
+(31 to 40)% to Physical/Magic Spell Damage  
+(201 to 250)% Enhanced Defense  
+(31 to 50) to Strength  
Slows Attacker by (11 to 15)%  
Socketed: 4  
Requirements -20%



**Hadriel's Wings  
Ring Mail (Sacred)**  
Defense: (5258-6727)  
Durability: 51  
Required Strength: 409  
Required Level: 100  
+(31 to 50) Energy Factor to Spell Damage  
+(1 to 2) to Paladin Skill Levels  
40% Faster Run/Walk  
30% Faster Cast Rate  
+(21 to 40)% to Fire Spell Damage  
+(201 to 250)% Enhanced Defense  
Socketed: 6  
Requirements -20%



**Hadriel's Courage  
Skull Cap (Sacred)**  
Defense: (2687-3234)  
Durability: 33  
Required Strength: 364  
Required Level: 100  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Energy  
All Resists +(21 to 30)%  
Damage Reduced by (11 to 15)  
(11 to 15)% Curse Length Reduction  
Socketed: 4  
Requirements -25%



**Hadriel's Presence  
Greaves (Sacred)**  
Defense: (1784-2341)  
Durability: 81  
Required Strength: 327  
Required Level: 100  
10% Faster Block Rate  
+(11 to 15)% to Fire Spell Damage  
+(11 to 15)% to Physical/Magic Spell Damage  
+(201 to 250)% Enhanced Defense  
All Resists +(21 to 25)%  
Requirements -45%  
Socketed: 4

Paladin Unholy Melee Set  
Malthael's Sanctuary  
Malthael's Wrath  
Malthael's Halo

Malthael's Crown  
Malthael's Ward  
Malthael's Stride

Full Set Bonus:

With 2 or more set items:

15% Chance to cast level 29 Flamestrike on Attack

With 3 or more set items:

+150 Life on Striking in Melee

With 4 or more set items:

15% Chance to cast level 29 Hailstorm on Attack

With Complete Set:

+100% to Fire Spell Damage

+100% to Cold Spell Damage

-50% to Enemy Fire Resistance

-50% to Enemy Cold Resistance

+12 to Warp Armor

Increase Maximum Life and Mana 33%

All Resists +50%



**Malthael's Wrath  
Holy Lance (Sacred)**

Two-Hand Damage: 98 to 169

Durability: 52

(Paladin Only)

Required Strength: 514

Required Level: 100

**Amazing Grace**

+(3 to 5) to Paladin Skill Levels

75% Increased Attack Speed

+(31 to 40)% to Fire Spell Damage

+(31 to 40)% to Cold Spell Damage

+20% to Poison Spell Damage

(11 to 15)% Chance of Crushing Blow

Slows Ranged Attacker by (11 to 15)%

Socketed: 6



**Malthael's Halo  
Field Plate (Sacred)**

Defense: (6791-9192)

Durability: 87

Required Strength: 353

Required Level: 100

+(2 to 3) to Paladin Skill Levels

+(21 to 25)% to Fire Spell Damage

+(21 to 25)% to Cold Spell Damage

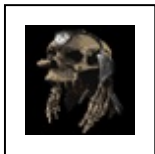
+(251 to 300)% Enhanced Defense

Fire Resist +(31 to 50)%

Cold Resist +(31 to 50)%

Requirements -40%

Socketed: 6



**Malthael's Crown  
Blackguard Helm (Sacred)**

Defense: (2460-2956)

Durability: 29

(Paladin Only)

Required Dexterity: 387

Required Level: 100

+(1 to 3) to Paladin Skill Levels

(201 to 250)% Bonus to Attack Rating

-(11 to 15)% to Enemy Fire Resistance

-(11 to 15)% to Enemy Cold Resistance

(16 to 20)% Bonus to Strength

(16 to 20)% Bonus to Energy

+(251 to 300)% Enhanced Defense

+(21 to 40) Life on Striking in Melee

Socketed: 4



**Malthael's Ward  
Sash (Sacred)**

Defense: (726-736)

Durability: 25

Required Strength: 361

Required Level: 100

+1 to Paladin Skill Levels

+(21 to 25)% to Cold Spell Damage

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

+(21 to 40) to Strength

Doubled Terror Strike Duration

(3 to 5)% Chance of Uninterruptable Attack

Total Character Defense Plus (11 to 20)%

Socketed: 2

Requirements -20%

**Malthael's Stride  
Chain Boots (Sacred)**

Defense: (1860-2296)

Durability: 55



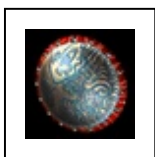
Required Strength: 527  
 Required Level: 100  
 5% Chance to cast level 14 Carpet of Spiders on Attack  
 +1 to Paladin Skill Levels  
 30% Faster Run/Walk  
 10% Increased Attack Speed  
 +(21 to 25)% to Fire Spell Damage  
 +(11 to 20)% Bonus to Summoned Minion Life  
 +(251 to 300)% Enhanced Defense  
 Socketed: 4

Paladin Unholy Caster Set  
 Imperius' Edict  
 Imperius' Sky Hammer  
 Imperius' Radiance  
 Imperius' Aura  
 Imperius' Crusade  
 Imperius' Winged Feet

Full Set Bonus:  
 With 2 or more set items:  
 15% Bonus to Strength  
 15% Bonus to Energy  
 With 3 or more set items:  
 15% Bonus to Dexterity  
 15% Bonus to Energy  
 With 4 or more set items:  
 15% Bonus to Energy  
 15% Bonus to Vitality  
 With Complete Set:  
 +100 Energy Factor to Spell Damage  
 -50% to Enemy Lightning Resistance  
 -50% to Enemy Poison Resistance  
 Attacker Flees after Striking 33%  
 +150 to all Attributes  
 20% Chance to Avoid Damage  
 1% Reanimate as: Imperius



**Imperius' Sky Hammer  
 War Scepter (Sacred)**  
 One-Hand Damage: 86 to 98  
 Durability: 46  
 Required Dexterity: 247  
 Required Level: 100  
 +(41 to 50) Energy Factor to Spell Damage  
 +(3 to 5) to Paladin Skill Levels  
 +(31 to 40)% to Lightning Spell Damage  
 +(31 to 40)% to Poison Spell Damage  
 +(31 to 40)% to Physical/Magic Spell Damage  
 5% Reanimate as: Night Clan  
 Socketed: 6  
 Requirements -50%



**Imperius' Radiance  
 Targe (Sacred)**  
 Defense: (1145-1218)  
 Durability: 40  
 (Paladin Only)  
 Required Dexterity: 262  
 Required Level: 100  
 30% Faster Cast Rate  
 15% Faster Block Rate  
 1% Increased Chance of Blocking  
 +(21 to 30)% to Lightning Spell Damage  
 +(21 to 30)% to Poison Spell Damage  
 (16 to 20)% Bonus to All Attributes  
 Requirements -40%  
 Socketed: 4



**Imperius' Aura  
 Breast Plate (Sacred)**  
 Defense: (1841-2110)  
 Durability: 69  
 Required Strength: 330  
 Required Level: 100  
 +(1 to 2) to Paladin Skill Levels  
 25% Faster Cast Rate  
 +(21 to 25)% to Lightning Spell Damage  
 +(21 to 25)% to Poison Spell Damage  
 Fire Resist +(31 to 50)%  
 Lightning Resist +(52 to 80)%  
 Cold Resist +(31 to 50)%  
 Poison Resist +(31 to 50)%  
 Socketed: 6  
 Requirements -40%

**Imperius' Crusade  
 Coronet (Sacred)**  
 Defense: (834-890)



Durability: 15  
Required Dexterity: 327  
Required Level: 100  
+(1 to 2) to Paladin Skill Levels  
(11 to 15)% Bonus to Strength  
(11 to 15)% Bonus to Energy  
+400 Defense  
Fire Resist +(21 to 30)%  
Cold Resist +(21 to 30)%  
+2 to Light Radius  
Socketed: 4

**Imperius' Winged Feet  
Boots (Sacred)**



Defense: (467-481)  
Durability: 29  
Required Strength: 274  
Required Level: 100  
+(21 to 25) Energy Factor to Spell Damage  
+1 to Paladin Skill Levels  
40% Faster Run/Walk  
20% Faster Cast Rate  
+250 Maximum Stamina  
+5% to All Maximum Resistances  
Requirements -40%  
Socketed: 4

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**Sorceress Sets**

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Sorceress Fire Set  
The Warmage  
Warmage's Fireblade  
Warmage's Flameshroud  
Warmage's Breath  
Warmage's Conjuraton  
Warmage's Wake

Full Set Bonus:  
With 2 or more set items:  
+50 to Strength  
With 3 or more set items:  
All Resists +75%  
With 4 or more set items:  
+4 to Banish  
+24 to Fire Cascade  
With Complete Set:  
2% Chance to cast level 40 Lifeblood when Struck  
+2 to Sorceress Skill Levels  
50% Faster Run/Walk  
+50% to Spell Damage  
+30 to Summon Jinn  
25% Bonus to Energy  
5% Chance to Avoid Damage



**Warmage's Fireblade  
Battle Staff (Sacred)**  
Two-Hand Damage: 121 to 131  
Durability: 94  
Required Dexterity: 187  
Required Level: 100  
+(8 to 10) to Sorceress Skill Levels  
-(31 to 40)% to Enemy Fire Resistance  
+(51 to 60)% to Fire Spell Damage  
+150 to Energy  
5% Chance to Avoid Damage  
(11 to 15)% Reanimate as: Fire Drake  
Socketed: 4  
Requirements -20%



**Warmage's Flameshroud  
Banded Plate (Sacred)**  
Defense: (6591-9390)  
Durability: 110  
(Sorceress Only)  
Required Dexterity: 501  
Required Level: 100  
+2 to Pagan Rites  
+(201 to 250)% Enhanced Defense  
+100 to Strength  
+500 to Life  
Fire Absorb (11 to 15)%  
Damage Reduced by 10%  
Socketed: 6  
Requirements -20%



**Warmage's Breath  
Full Helm (Sacred)**  
Defense: (2937-3671)  
Durability: 45  
Required Strength: 327  
Required Level: 100  
+2 to Sorceress Skill Levels  
40% Faster Cast Rate  
-(21 to 25)% to Enemy Fire Resistance  
+(201 to 250)% Enhanced Defense  
+100 to Energy  
Slows Attacker by 5%  
Socketed: 4  
Requirements -40%



**Warmage's Conjuraton  
Heavy Gloves (Sacred)**  
Defense: (1062-1309)  
Durability: 32  
Required Strength: 290  
Required Level: 100  
+(31 to 40) Energy Factor to Spell Damage  
+1 to Sorceress Skill Levels  
20% Faster Cast Rate  
+(31 to 40)% to Fire Spell Damage  
+(201 to 250)% Enhanced Defense  
+50 to Dexterity  
Requirements -40%  
Socketed: 4

**Warmage's Wake  
Greaves (Sacred)**  
Defense: (1784-2341)



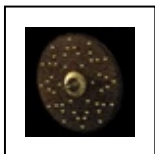
Durability: 81  
 Required Strength: 357  
 Required Level: 100  
 +1 to Sorceress Skill Levels  
 40% Faster Run/Walk  
 +(31 to 40)% to Fire Spell Damage  
 +(201 to 250)% Enhanced Defense  
 +50 to Energy  
 +50 to Dexterity  
 Requirements -40%  
 Socketed: 4

Sorceress Cold Set  
 Zann Esu's Secrets  
 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:  
 +50 to Dexterity  
 With 3 or more set items:  
 Total Character Defense Plus 40%  
 With 4 or more set items:  
 +8 to Raven Heart  
 +50% Bonus to Summoned Minion Life  
 With Complete Set:  
 +38 to Ice Bolt Nova  
 +36 to Frozen Crown  
 +100% Bonus to Summoned Minion Life  
 +50% Bonus to Summoned Minion Damage  
 +100 Life after each Kill  
 All Resists +50%  
 Damage Reduced by 25%



**Zann Esu's Charm**  
**Jared's Stone (Sacred)**  
 One-Hand Damage: 80 to 86  
 Durability: 78  
 (Sorceress Only)  
 Required Dexterity: 194  
 Required Level: 100  
 +(3 to 4) to Sorceress Skill Levels  
 30% Faster Cast Rate  
 -(31 to 40)% to Enemy Cold Resistance  
 +(41 to 60)% Bonus to Summoned Minion Life  
 +(31 to 40) to Strength  
 +315 to Mana  
 +5% to Maximum Cold Resist  
 Socketed: 3



**Zann Esu's Binding Circle**  
**Small Shield (Sacred)**  
 Defense: (3557-4455)  
 Durability: 42  
 Required Strength: 231  
 Required Dexterity: 249  
 Required Level: 100  
 5% Chance to cast level 12 Rune of Ice when Struck  
 +(1 to 2) to Sorceress Skill Levels  
 15% Faster Cast Rate  
 +(11 to 20)% Bonus to Summoned Minion Damage  
 +(201 to 250)% Enhanced Defense  
 (21 to 30)% Bonus to Dexterity  
 Slows Attacker by (11 to 15)%  
 Socketed: 4  
 Requirements -50%



**Zann Esu's Robes**  
**Lamellar Armor (Sacred)**  
 Defense: (5571-7024)  
 Durability: 50  
 (Sorceress Only)  
 Required Dexterity: 499  
 Required Level: 100  
 +2 to Sorceress Skill Levels  
 50% Faster Cast Rate  
 (0.75 per level)% to Cold Spell Damage (Based on Character Level)  
 Freezes attacker +2  
 +(51 to 70)% Bonus to Summoned Minion Damage  
 +(201 to 250)% Enhanced Defense  
 Cold Absorb 10%  
 Damage Reduced by (41 to 50)  
 Socketed: 6

**Zann Esu's Mysteries**  
**Diadem (Sacred)**



Defense: (1878-2467)  
Durability: 25  
Required Dexterity: 524  
Required Level: 100  
(51 to 100)% Bonus to Summoned Minion Attack Rating  
-(11 to 15)% to Enemy Cold Resistance  
Attacker Flees after Striking (11 to 15)%  
+(31 to 40)% Bonus to Summoned Minion Life  
+(201 to 250)% Enhanced Defense  
+(31 to 40) to Strength  
+(31 to 40) to Energy  
Socketed: 4

### Zann Esu's Rune Loop Belt (Sacred)

Defense: (2861-3460)  
Durability: 43  
Required Strength: 264  
Required Level: 100  
+(1 to 2) to Sorceress Skill Levels  
+(6 to 10)% Bonus to Summoned Minion Resistances  
+(201 to 250)% Enhanced Defense  
(11 to 15)% Bonus to Dexterity  
+300 Defense  
+150 Mana when Struck by an Enemy  
Socketed: 2  
Requirements -50%

Sorceress Lightning Set  
Elemental Children  
Elemental Storm  
Elemental Fury  
Elemental Clash  
Elemental Spirit  
Elemental Trance

Full Set Bonus:

With 2 or more set items:

+25 to all Attributes

With 3 or more set items:

+21 to Ball Lightning

With 4 or more set items:

50% Faster Run/Walk

50% Faster Cast Rate

With Complete Set:

+200 Energy Factor to Spell Damage

+6 to Sorceress Skill Levels

-75% to Enemy Lightning Resistance

+16 to Blink

+2500 Defense

+100 to all Attributes

Damage Reduced by 25%



**Elemental Storm**  
**Gnarled Staff (Sacred)**  
Two-Hand Damage: 117 to 124  
Durability: 70  
Required Dexterity: 109  
Required Level: 100  
+(151 to 200) Energy Factor to Spell Damage  
+(8 to 10) to Sorceress Skill Levels  
40% Faster Cast Rate  
40% Faster Hit Recovery  
+(41 to 50) to all Attributes  
Increase Maximum Mana (21 to 30)%  
Requirements -50%  
Socketed: 4

### Elemental Fury Kazarghand (Sacred)

Defense: (3993-5695)  
Durability: 74  
(Sorceress Only)  
Required Dexterity: 467  
Required Level: 100  
+(4 to 5) to Sorceress Skill Levels  
+(31 to 50)% to Lightning Spell Damage  
+17 to Lightning Wall  
(21 to 30)% Bonus to Energy  
+(101 to 150)% Enhanced Defense  
10% Chance to Avoid Damage  
All Resists +(21 to 30)%  
Requirements -15%  
Socketed: 6



### Elemental Clash Circlet (Sacred)

Defense: (727-1022)  
Durability: 10





Required Dexterity: 262  
 Required Level: 100  
 +(31 to 40) Energy Factor to Spell Damage  
 +(1 to 2) to Sorceress Skill Levels  
 20% Faster Cast Rate  
 +(101 to 150)% Enhanced Defense  
 +(51 to 75) to Strength  
 +(51 to 75) to Energy  
 Lightning Resist +(31 to 50)%  
 Attacker Takes Lightning Damage of 250  
 Socketed: 4

**Elemental Spirit  
 Leather Gloves (Sacred)**



Defense: (677-855)  
 Durability: 25  
 Required Strength: 227  
 Required Level: 100  
 +(31 to 40) Energy Factor to Spell Damage  
 10% Faster Run/Walk  
 +(11 to 20)% to Lightning Spell Damage  
 +(101 to 150)% Enhanced Defense  
 +(31 to 40) to Strength  
 +(31 to 40) to Vitality  
 Increase Maximum Mana (21 to 40)%  
 Socketed: 4  
 Requirements -50%

**Elemental Trance  
 Heavy Boots (Sacred)**



Defense: (1002-1320)  
 Durability: 42  
 Required Strength: 246  
 Required Level: 100  
 +1 to Sorceress Skill Levels  
 15% Faster Run/Walk  
 5% Faster Cast Rate  
 40% Faster Hit Recovery  
 -(11 to 15)% to Enemy Lightning Resistance  
 (11 to 15)% Bonus to Energy  
 +(101 to 150)% Enhanced Defense  
 Requirements -50%  
 Socketed: 4

Sorceress Poison Set  
 Adria's Circle  
 Monad  
 Dyad  
 Triad  
 Tetrad  
 Pentad

Full Set Bonus:  
 With 2 or more set items:  
 +1 to Sorceress Skill Levels  
 With 3 or more set items:  
 Poison Resist +75%  
 With 4 or more set items:  
 Damage Reduced by 10%  
 With Complete Set:  
 +6 to Sorceress Skill Levels  
 +200% Bonus to Poison Skill Duration  
 +100% to Poison Spell Damage  
 +150 to all Attributes  
 25% Chance to Avoid Damage  
 All Resists +75%  
 Hive Adds 33% of Poison Spell Damage Items to Vitality

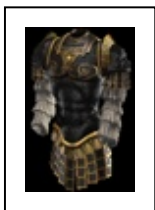


**Monad  
 War Staff (Sacred)**

Two-Hand Damage: 125 to 138  
 Durability: 118  
 Required Dexterity: 150  
 Required Level: 100  
 +(101 to 150) Energy Factor to Spell Damage  
 +(8 to 10) to Sorceress Skill Levels  
 +(51 to 60)% to Poison Spell Damage  
 -(31 to 40)% to Enemy Poison Resistance  
 Damage Reduced by (11 to 15)%  
 Socketed: 6  
 Requirements -40%

**Dyad  
 Ceremonial Armor (Sacred)**

Defense: (6694-9642)  
 Durability: 116  
 (Sorceress Only)  
 Required Dexterity: 384  
 Required Level: 100



+(101 to 150) Energy Factor to Spell Damage  
 +(4 to 5) to Sorceress Skill Levels  
 60% Faster Run/Walk  
 +(81 to 100)% to Poison Spell Damage  
 +(201 to 250)% Enhanced Defense  
 +200 to Energy  
 Socketed: 6  
 Requirements -40%

#### Triad

##### Tiara (Sacred)

Defense: (1565-2058)

Durability: 20

Required Dexterity: 392

Required Level: 100

+(61 to 80)% Bonus to Poison Skill Duration

25% Faster Hit Recovery

(11 to 15)% Bonus to Strength

(11 to 15)% Bonus to Energy

+(201 to 250)% Enhanced Defense

+(41 to 50) Life when Struck by an Enemy

Reduces all Vendor Prices 5%

Socketed: 4

#### Tetrad

##### Chain Gloves (Sacred)

Defense: (1110-1417)

Durability: 39

Required Strength: 308

Required Level: 100

+(21 to 25) Energy Factor to Spell Damage

30% Faster Hit Recovery

+(201 to 250)% Enhanced Defense

+(31 to 40) to Strength

+(31 to 40) to Energy

Total Character Defense Plus (31 to 40)%

Requirements -40%

Socketed: 4

#### Pentad

##### Heavy Belt (Sacred)

Defense: (2751-3454)

Durability: 52

Required Strength: 454

Required Level: 100

+1 to Sorceress Skill Levels

40% Faster Run/Walk

20% Faster Hit Recovery

-(11 to 15)% to Enemy Poison Resistance

+(201 to 250)% Enhanced Defense

Replenish Life +(31 to 50)

+250 Maximum Stamina

Requirements -20%

Socketed: 2

#### Sorceress Melee Set

The Mysteries

Witchblade

Cauldron

Pentacle

Sacred Circle

Charge of the Goddess

#### Full Set Bonus:

With 2 or more set items:

+2 to Sorceress Skill Levels

With 3 or more set items:

Damage Reduced by 10%

With 4 or more set items:

+21 to Spiral Dance

With Complete Set:

+350 damage

15% Chance of Crushing Blow

+17 to Moon Queen

+4 to Sacred Armor

+1000 Defense

5% Chance to Avoid Damage



#### Witchblade

##### Warp Blade (Sacred)

One-Hand Damage: (588-636) to (1085-1169)

Durability: 44

(Sorceress Only)

Required Dexterity: 331

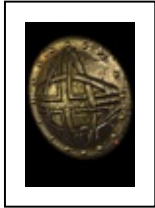
Required Level: 100

Area Effect Attack

1% Chance to cast level 25 Hymn on Attack

+(301 to 350)% Enhanced damage

25% Increased Attack Speed  
Adds 200-400 damage  
Stun Attack  
Replenish Life +1000  
+(51 to 100) Life on Striking in Melee  
Socketed: 6



**Cauldron  
Large Shield (Sacred)**

Defense: (3747-4896)  
Durability: 52  
Required Strength: 384  
Required Dexterity: 423  
Required Level: 100  
10% Chance to cast level 25 Spike Nova when Attacked  
+1 to Sorceress Skill Levels  
35% Faster Block Rate  
1% Increased Chance of Blocking  
(101 to 150)% Physical Damage Bonus to Hex  
+(201 to 250)% Enhanced Defense  
Socketed: 4  
Requirements -20%



**Pentacle  
Gambeson (Sacred)**

Defense: (6384-7756)  
Durability: 44  
(Sorceress Only)  
Required Dexterity: 486  
Required Level: 100  
+3 to Sorceress Skill Levels  
Adds 100-200 damage  
10% Chance of Crushing Blow  
+(251 to 300)% Enhanced Defense  
+(31 to 50) to all Attributes  
Damage Reduced by 10%  
Total Character Defense Plus (21 to 25)%  
Socketed: 4



**Sacred Circle  
Coronet (Sacred)**

Defense: (1523-1960)  
Durability: 15  
Required Dexterity: 327  
Required Level: 100  
+2 to Sorceress Skill Levels  
25% Faster Hit Recovery  
25% Faster Block Rate  
+(251 to 300)% Enhanced Defense  
+(31 to 50) to all Attributes  
All Resists +(31 to 40)%  
Socketed: 4



**Charge of the Goddess  
Chain Boots (Sacred)**

Defense: (1860-2296)  
Durability: 55  
Required Strength: 316  
Required Level: 100  
2% Chance to cast level 15 Celerity on Attack  
+1 to Sorceress Skill Levels  
Adds 100-150 damage  
+(251 to 300)% Enhanced Defense  
Magic Damage Reduced by (11 to 15)  
Total Character Defense Plus (11 to 15)%  
Requirements -40%  
Socketed: 4