

Set Items

Item sets are special collections of items that confer magical bonuses when worn together. Each set item you equip enhances the attributes of the other equipped items in the set.

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*Sets drop in Multiplayer only.

Set bonuses increase based on the number of items equipped. The value for each number of equipped items starting from the number of *required* items is listed in each description.

Locations where you will find set pieces have been noted for sets available in single player. (A=area,R=region within the area) Multiplayer sets do not have specific locations where they will drop.

5 Set Items

Adela's Demeanor*

Item
Bonuses

Adela's Spellbook

Type: spellbook

Requires: INT 17

Requires: 1 Item Equipped

-Reduces the cost of Area Effect Spells in this spellbook by 10, 15, 20, 25, 30%

-Increases Combat Magic Spell Damage by 10, 20, 30, 40, 50%

Adela's Ring

Type: ring

Requires: INT 18

Requires: 1 Item Equipped

-Adds 30, 48, 84, 156, 300 to Mana

Adela's Amulet

Type: amulet

Requires: INT 19

Requires: 1 Item Equipped

-Adds 15, 20, 30, 50, 90 to Life

Adela's Staff

Type: staff

Damage: 65-90

Grip: 2-handed

Requires: INT 20

Innate: 10% Chance to Block Melee Attack

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Intelligence

-Adds 3, 6, 9, 12, 15 Acid Damage

Adela's Spidersilk Hauberk

Type: armour

Defense: 103

Requires: INT 21

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Combat Magic Skill

-5, 7, 11, 19, 35% Chance to Cast Fire Skull (25-30 dmg) on Taking Damage

5 Set Items

Air of Illicor

Item

Bonuses

Illicor's Ring

Type: ring

Requires: INT 12

Location: Halls of the Lost

Requires: 1 Item Equipped

-Adds 10, 17, 31, 59, 115 to Mana

Requires: 2 Items Equipped

-Adds 5, 10, 15, 20 to Armour

Illicor's Amulet

Type: amulet

Requires: INT 15

Location: Dark Jungle

Requires: 1 Item Equipped

-Adds 1, 2, 4, 8, 16 to Max Nature Magic Damage

Illicor's Beaded Hauberk

Type: armour

Defense: 30

Requires: INT 18

Location: Mountain of the Dead (A4,R2)

Requires: 1 Item Equipped

-4, 6, 9, 13.5, 20% Chance to Cast Zap on Taking Damage

-Adds 5, 10, 20, 35, 55 to Armour

Illicor's Staff

Type: staff

Damage: 60-80

Grip: 2-handed

Innate: 10% Chance to Block Melee Attack

Requires: INT 20

Location: Walls of Jherkal's Crown (A5,R3)

Requires: 1 Item Equipped

Adds 1, 1.5, 2, 2.5, 3 to Nature Magic Skill

Illicor's Spellbook

Type: spellbook

Requires: INT 24

Location: Kmethket Tower (A6,R6)

Requires: 1 Item Equipped

-Increases Nature Magic Spell Damage by 1, 2, 3, 4, 5%

4 Set Items

Ancient Hassat Ensemble*

Item

Bonuses

Ancient Hassat Dagger

Type: dagger

Damage: 270-333

Grip: 1-handed

Range: 0.5

Requires: STR 28, DEX 56

Requires: 1 Item Equipped

-Adds 1, 2, 4, 8 to Armour

Requires: 2 Items Equipped

-6.4, 7.6, 8.8% Chance to Petrify (4 second duration)

Ancient Hassat Bow

Type: bow

Damage: 250-280

Grip: 2-handed

Range: 12

Reload Delay: 0.15

Requires: STR 29, DEX 57

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4 to Ranged Skill

Requires: 2 Items Equipped

Adds 5, 10, 15 Acid Damage

Ancient Hassat Ring

Type: ring

Requires: INT 20, DEX 58

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4 to Dexterity

Ancient Hassat Fan

Type: shield

Defense: 48

Requires: STR 30, DEX 59

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Requires: 1 Item Equipped

20, 30, 40, 50% Chance to Block Ranged

4 Set Items

Arhok's Lot

Item

Bonuses

Arhok's Leather

Type: armour

Defense: 10

Location: Basement in Arhok (A1,R1)

Requires: 1 Item Equipped

-Adds 1, 16, 32, 48 to Armour.

Requires: 3 Items Equipped

-5, 10% Chance to Cast Fireshot on Taking Damage

Arhok's Short Bow

Type: bow

Damage: 11-20

Grip: 2-handed

Range: 12

Reload Delay: 0.15

Location: Caves of the Lost (A1,R5)

Requires: 1 Item Equipped

Adds 5, 10, 20, 40 to Health.

Requires: 2 Items Equipped

Adds 4, 12, 20 to Ranged Damage Min

Adds 4, 12, 20 to Ranged Damage Max

Arhok's Shield

Type: shield

Defense: 8

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Location: Tidal Caves (A2,R4)

Requires: 1 Item Equipped

1, 2, 3, 4% Chance to Block Melee Attack.

Requires: 3 Items Equipped

Adds 2, 6 to Armour

Arhok's Long Sword

Type: sword

Damage: 25-35

Grip: 1-handed

Requires: STR 12

Location: the Dig (A3,R3)

Requires: 1 Item Equipped

Adds 1, 2, 5, 10 Health per Hit

5 Set Items

Chadekian*

Item
Bonuses

Chadek's Spellbook

Type: spellbook

Requires: 1 Item Equipped

-Reduces the cost of Healing Spells in this spellbook by 10, 20, 30, 40, 50%

Chadek's Suit

Type: armour

Defense: 19

Requires: INT 27

Requires: 1 Item Equipped

-Add 10, 20, 30, 40, 50 to Health

Requires: 2 Items Equipped

-4, 8, 16, 32% Chance to Cast Spark (15-20 dmg) on Taking Damage

Chadek's Boots

Type: boots

Defense: 3

Requires: INT 39

Requires: 1 Item Equipped

-2, 4, 6, 8, 10% Chance to Dodge Attacks

Chadek's Shield

Type: shield

Defense: 5

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Requires: 1 Item Equipped

-Chance to Block Piercing Damage 10, 20, 30, 40, 50%

Chadek's Headdress

Type: helmet

Defense: 4

Requires: 1 Item Equipped

Add 20, 40, 60, 80, 100 to Mana

3 Set Items

Cicatrix' Bearing*

Item
Bonuses

Scythe of Cicatrix

Type: scythe

Damage: 55-85

Grip: 1-handed

Requires: INT 24

Requires: 1 Item Equipped

-Adds 1, 2, 3 to Nature Magic

Requires: 2 Items Equipped
-Increases wielders melee damage versus Undead by 5, 10

Ring of Cicatrix

Type: ring
Requires: INT 25
Requires: 1 Item Equipped
-Adds 1, 2, 3 to Intelligence

Spellbook of Cicatrix

Type: spellbook
Requires: INT 26
Requires: 1 Item Equipped
-Reduces the cost of Curse Spells in this spellbook by 25, 50, 75%

Requires: 2 Items Equipped
-Increases Nature Magic Spell Damage by 5, 10%

4 Set Items

Clockwork Posture

Item
Bonuses

Clockwork Crossbow

Type: xbow
Damage: 75-85
Grip: 2-handed
Range: 15
Reload Delay: 0.7
Requires: DEX 22
Location: Halls of the Great Clock (A9,R2)
Requires: 1 Item Equipped
-Adds 5, 10, 15, 20 to Ranged Damage Min
-Adds 5, 10, 15, 20 to Ranged Damage Max

Requires: 2 Items Equipped
-2, 4, 6 Health Stolen Per Hit

Clockwork Boots

Type: boots
Defense: 10
Requires: DEX 24
Location: Cliff City (A7,R3)
Requires: 1 Item Equipped
-Adds 1, 2, 3, 4 to Dexterity

Clockwork Staff

Type: polearm
Damage: 90-110
Grip: 2-handed
Range: 0.5
Requires: DEX 24
Location: Stronghold Caverns (A8,R3)
Requires: 1 Item Equipped
-Adds 1, 1.6, 2.2, 2.8 to Ranged Skill

Clockwork Amulet

Type: amulet

Requires: DEX 25

Location: Inner Stronghold (A8,R2)

Requires: 1 Item Equipped

-Add 15, 20, 30, 50 to Health

3 Set Items

Demlock's Compedium

Item

Bonuses

Demlock's Ring

Type: ring

Requires: INT 22

Location: Stronghold Tunnel (A8,R1)

Requires: 1 Item Equipped

-Adds 1, 2, 3 to Intelligence

Requires: 2 Items Equipped

-Add 30, 65 to Health

Demlock's Amulet

Type: amulet

Requires: INT 24

Location: Xot's Pass Badlands (A7,R1)

Requires: 1 Item Equipped

-Adds 1, 2, 3 to Combat Magic Skill

Demlock's Spellbook

Type: spellbook

Requires: INT 23

Location: (quest reward given by Lhuk Torath for killing the Rune Guardian)

Requires: 1 Item Equipped

-Increases Combat Magic Spell Damage by 1, 2, 3%

3 Set Items

Fit of the Zaurask Champion*

Item

Bonuses

Axe of the Zaurask Champion

Type: axe

Damage: 125-275

Grip: 1-handed

Range: 0.5

Requires: STR 35

Requires: 1 Item Equipped

-Adds 1, 5, 25 to Min Damage

-Adds 1, 5, 25 to Max Damage

Requires: 2 Items Equipped
-7, 14% Chance to Freeze

Helm of the Zaurask Champion

Type: helmet
Defense: 23
Requires: STR 36
Requires: 1 Item Equipped
-Adds 1, 2, 3 to Melee Skill

Crossbow of the Zaurask Champion

Type: xbow
Damage: 100-200
Grip: 2-handed
Range: 15
Reload Delay: 0.7
Requires: STR 37
Requires: 1 Item Equipped
-Adds 10, 20, 40 to Health

3 Set Items

Guisseppi's Wares*

Item
Bonuses

Guisseppi's Bow

Type: bow
Damage: 20-25
Grip: 2-handed
Range: 15
Reload Delay: 0.7
Requires: 1 Item Equipped
-Adds 10, 20, 40% Chance to Inflict a Piercing Hit
-Adds 6, 12, 24 Poison Damage

Guisseppi's Amulet

Type: amulet
Requires: 1 Item Equipped
-Ranged Hit Chance +5, 7, 9%

Requires: 2 Items Equipped
-Adds 1, 2 to Strength

Guisseppi's Ring

Type: ring
Requires: 1 Item Equipped
-Adds 1, 2, 3 to Dexterity

4 Set Items

Inclination of Kaltenbach*

Item

Bonuses

Kaltenbach's Full Mech Suit

Type: armour

Defense: 91

Requires: STR 16

Requires: 1 Item Equipped

-Block Damage +5, 10, 15, 25

-3, 6, 12, 24% Chance to Cast Fire Spray (20-25 dmg) on Taking Damage

Kaltenbach's Sword

Type: sword

Damage: 50-80

Grip: 1-handed

Requires: STR 17

Requires: 1 Item Equipped

-5, 10, 15, 25 Health Stolen Per Hit

Kaltenbach's Shield

Type: shield

Defense: 11

Requires: STR 18

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Requires: 1 Item Equipped

-5, 10, 15, 25% of Damage Reflected to Enemy

Kaltenbach's Gauntlets

Type: gloves

Defense: 6

Requires: STR 19

Requires: 1 Item Equipped

-5, 10, 15, 25% Chance to Block Damage

5 Set Items

Jeffron's Carriage*

Item

Bonuses

Jeffron's Plate

Type: armour

Defense: 122

Requires: STR 22

Requires: 1 Item Equipped

-5, 10, 15, 20, 33% Chance to Block Melee Damage

-6, 9, 12, 15, 18% Chance to Cast Lightning (30-35 dmg) on Taking Damage

Jeffron's Crown

Type: helmet

Defense: 12

Requires: STR 23

Requires: 1 Item Equipped

-Adds 5, 10, 15, 20, 33 to Armour

Jeffron's Wall

Type: shield

Defense: 15

Requires: STR 24

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Requires: 1 Item Equipped

-5, 10, 15, 20, 33% Chance to Block Ranged Damage

Requires: 2 Items Equipped

-Adds 5, 10, 15, 20 to Health

Jeffron's Gauntlets

Type: gloves

Defense: 7

Requires: STR 25

Requires: 1 Item Equipped

-5, 10, 15, 20, 33% Chance to Block Combat Magic Damage

Requires: 2 Items Equipped

-Adds 1, 2, 3, 4 to Strength

Jeffron's Boots

Type: boots

Defense: 9

Requires: STR 26

Requires: 1 Item Equipped

-2, 4, 6, 8, 10% Chance to Dodge Attacks

3 Set Items

Jerkal's Compartment*

Item

Bonuses

Jerkal's Boots

Type: boots

Defense: 33

Requires: STR 32, DEX 65

Requires: 1 Item Equipped

-Adds 1, 2, 3 to Dexterity

-5, 10, 20% Chance to Cast Starburst (55-60 dmg) on Taking Damage

Jerkal's Visor

Type: helmet

Defense: 37

Requires: STR 32, DEX 66

Requires: 1 Item Equipped

-Adds 2, 7, 12 to Armour

Requires: 2 Items Equipped

-Ranged Hit Chance +10, 20%

Jerkal's Gloves

Type: armour

Defense: 29

Requires: STR 33, DEX 67

Requires: 1 Item Equipped
-Adds 10, 20, 30 to Life

Requires: 2 Items Equipped
-Adds 2, 4 to Strength

4 Set Items

Kit of Kajj

Item
Bonuses

Kajj's Breastplate

Type: armour
Defense: 80
Requires: STR 18
Location: Dungeons of the Dead (A4,R3)
Requires: 1 Item Equipped
-Adds 1, 2, 3, 4 to Strength
-Adds 5, 10, 25, 50 to Armour

Requires: 2 Items Equipped
-2, 4, 6% Chance to Dodge Attacks

Kajj's Gauntlets

Type: gloves
Defense: 6
Requires: STR 18
Location: Ruins of Jherkal's Crown (A5,R2)
Requires: 1 Item Equipped
-Adds 5, 10, 15, 20 to Armour

Kajj's Helm

Type: helmet
Defense: 8
Requires: STR 20
Location: Demlock's Cut (A6,R2)
Requires: 1 Item Equipped
-Adds 1, 1.5, 2, 2.5 to Melee Skill

Claws of Kajj

Type: dagger
Damage: 53-73
Grip: 1-handed
Range: 0.5
Requires: STR 22
Location: Cliff City Gate (A7,R2)
Requires: 1 Item Equipped
-2, 4, 7, 12 Health Stolen Per Hit

4 Set Items

Kmethekt's Artifacts*

Item
Bonuses

Kmethekt's Spellbook

Type: spellbook

Requires: INT 46

Item Power Modifier: 120

Requires: 1 Item Equipped

-Reduces the cost of Summon Spells in this spellbook by 5, 10, 20, 40%

Kmethekt's Armour

Type: armour

Defense: 228

Requires: INT 47

Requires: 1 Item Equipped

-6, 9, 12, 20% Chance to Cast Firebomb (60-65 dmg) on Taking Damage

Kmethekt's Amulet

Type: amulet

Requires: INT 48

Requires: 1 Item Equipped

-Adds 20, 40, 60, 80 to Mana

Kmethekt's Staff

Type: staff

Damage: 160-170

Grip: 2-handed

Requires: INT 49

Innate: 10% Chance to Block Melee Attack

Requires: 1 Item Equipped

-5, 10, 15, 20 Mana Stolen Per Hit

Requires: 2 Items Equipped

-Adds 1, 2, 3 to Intelligence

5 Set Items

Mien of the Utraean Guard*

Item

Bonuses

Utraean Guard's Sword

Type: sword

Damage: 280-300

Grip: 1-handed

Requires: STR 51

Requires: 1 Item Equipped

-5.2, 6.4, 7.6, 8.8, 10% Chance to Petrify (4 second duration)

Utraean Guard's Boots

Type: boots

Defense: 31

Requires: STR 52

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Dexterity

Utraean Guard's Shield

Type: shield

Defense: 52

Requires: STR 53

Requires: 1 Item Equipped

-Adds 10, 20, 30, 40, 50 to Life

-Adds 5, 10, 20, 40, 80 to Armour

Utraean Guard's Bow

Type: bow

Damage: 175-225

Grip: 2-handed

Range: 10

Requires: STR 54, DEX 28

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Melee Skill

Utraean Guard's Plate

Type: armour

Defense: 434

Requires: STR 55

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Strength

-10, 15, 20, 25, 30% Chance to Cast Nova Strike (65-70 dmg) on Taking Damage

4 Set Items

Rune Series*

Item

Bonuses

Rune Sword

Type: sword

Damage: 48-62

Grip: 1-handed

Requires: STR 16

Requires: 1 Item Equipped

-5, 10, 15, 25% Chance to Inflict a Piercing Hit

Requires: 2 Items Equipped

-4, 8, 12% Chance to Hit Enemy with a Melee Weapon

Rune Dome

Type: helmet

Defense: 6

Requires: STR 17

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4 to Strength

Rune Shield

Type: shield

Defense: 11

Requires: STR 18

Innate: 20% Chance to Block Melee Attack, 10% Chance to Block Ranged Attack

Requires: 1 Item Equipped

-Chance to Block Piercing Damage 10, 20, 30, 50%

Rune Armour

Type: armour

Defense: 91

Requires: STR 19

Requires: 1 Item Equipped

-5, 10, 15, 25% Chance to Reflect Piercing Damage

3 Set Items

Solov's Inventions

Item

Bonuses

Solov's Ward

Type: shield

Defense: 8

Requires: INT 20

Location: Walls of Jherkal's Crown (A5,R3)

Requires: 1 Item Equipped

-5, 10, 20% Chance to Cast Fireball (35-40 dmg) on Taking Damage

-Adds 1, 2.5, 4 to Intelligence

Solov's Bow

Type: bow

Damage: 65-75

Grip: 2-handed

Range: 12

Reload Delay: 0.15

Requires: INT 20

Location: Demlock's Cut (A6,R2)

Requires: 1 Item Equipped

-Adds 4, 6, 8 to Max Combat Magic Damage

Solov's Spellbook

Type: spellbook

Requires: INT 20

Location: Jherkal's Crown Prison (A5,R4)

Requires: 1 Item Equipped

-Reduces the cost of Fire Spells in this spellbook by 10, 20, 40%

5 Set Items

Utraean Archer's Outfit*

Item

Bonuses

Utraean Archer's Club

Type: club

Damage: 125-175

Grip: 1-handed

Requires: STR 17, DEX 28

Requires: 1 Item Equipped

-1, 2, 4, 8, 16% Chance to Block Melee Damage

Utraean Archer's Suit

Type: armour

Defense: 173

Requires: STR 17, DEX 29

Requires: 1 Item Equipped

-2, 4, 6, 8, 10% Chance to Cast Multi-Spark (40-45 dmg) on Taking Damage

Utraean Archer's Visor

Type: helmet

Defense: 14

Requires: STR 18, DEX 30

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4, 5 to Dexterity

Utraean Archer's Bow

Type: xbow

Damage: 110-130

Grip: 2-handed

Range: 12

Reload Delay: 0.15

Requires: STR 18, DEX 31

Requires: 1 Item Equipped

-Increases the Range of Ranged Weapons for the Character by 5, 10, 15, 20, 25%

Utraean Archer's Boots

Type: boots

Defense: 12

Requires: STR 19, DEX 32

Requires: 1 Item Equipped

-2, 4, 6, 8, 10% of Damage Reflected to Enemy

4 Set Items

Xulphae's Presence*

Item

Bonuses

Xulphae's Spellbook

Type: spellbook

Requires: INT 39

Requires: 1 Item Equipped

-Reduces the cost of Electric Spells in this spellbook by 10, 20, 30, 40%

-Increases Electric Spells Damage by 10, 20, 30, 40%

Xulphae's Plate

Type: armour

Defense: 187

Requires: INT 40

Requires: 1 Item Equipped

-10, 15, 20, 25% Chance to Cast Zap (5-10 dmg) on Taking Damage

Xulphae's Staff

Type: staff

Damage: 100-170

Grip: 2-handed

Requires: INT 41

Innate: 10% Chance to Block Melee Attack

Requires: 1 Item Equipped

-Adds 1, 2, 3, 4 to Intelligence

Xulphae's Ring

Type: ring

Requires: 42

Requires: 1 Item Equipped

-Adds 20, 30, 40, 50 to Mana

Requires: 2 Items Equipped

-Adds 1, 2, 3 to Nature Magic