

Set Name	Set Bonus	Traits	AD Location	DC Location	EP Location
Night's Silence	2 Adds 78 Max Stamina 3 Adds 10 Stamina Recovery 4 Adds 4% Weapon Critical 5 Increase speed while sneaking by 60%	2	Auridon Hightide Keep	Glenumbra Mesanthano's Tower	Stonefalls Steamfont Cavern
Ashen Grip	2 Adds 118 Max health 3 Adds 14 Weapon Damage 4 Adds 4% Weapon Critical 5 10% chance to Breath Fire for 91 Flame damage on Melee Hits. This can happen once every 4 seconds.	2	Auridon Beacon Falls	Glenumbra Par Molag	Stonefalls Magmaflow Overlook
Death's Wind	2 Adds 157 Armor 3 Adds 118 Max Health 4 Adds 118 Max Health 5 If struck by a melee attack while below 35% health, nearby enemies are knocked back and stunned for 4 seconds. This effect can only happen once every 30 seconds.	2	Auridon Eastshore Islets Camp	Glenumbra Chill House	Stonefalls Armature's Upheaval
Torug's Pact	2 Add 7 Spell Damage 3 Adds 118 Max Health 4 Adds 14 Weapon Damage 5 Reduce weapon enchantments internal cooldown by 1 second. Increases enchantment potency by 30%	3	Grahtwood Fisherman's Isle	Stormhaven Hammerdeath Workshop	Deshaan Lake Hlaalu Retreat
Seducer	2 Adds 10 Magicka Recovery 3 Adds 78 Max Magicka 4 Adds 10 Magicka Recovery 5 Reduce magicka cost of abilities by 8%.	3	Grahtwood Temple of the Eight	Stormhaven Fisherman's Island	Deshaan Berezan's Mine
Twilight's Embrace	2 Adds 118 Max health 3 Adds 4% Spell Crit 4 Adds 8 Spell Damage 5 When you are healed, gain 10% additional healing.	3	Grahtwood Vineshade Lodge	Stormhaven Windrige Warehouse	Deshaan Avayan's Farm
Whitestrake's Retribution	2 Adds 118 Max health 3 Adds 157 Spell Resistance 4 Adds 10 Health Recovery 5 If wearer's health is below 30%, gain a 840 damage shield for 8 seconds. This effect can occur no more than once per 15 seconds.	4	Greenshade Lanalda Pond	Rivenspire Westwind Lighthouse	Shadowfen Weeping Wamasu Falls

Hist Bark	2 Adds 157 Armor 3 Adds 10 Health Recovery 4 Adds 118 Max Health 5 18% Dodge chance while blocking	4	Greenshade Rootwatch Tower	Rivenspire Trader's Rest	Shadowfen Hatchling's Crown
Magnus' Gift	2 Adds 78 Max Magicka 3 Adds 10 Magicka Recovery 4 Adds 7 Spell damage 5 8% Chance to negate the cost of a spell.	4	Greenshade Arananga	Rivenspire Vaewend Ede	Shadowfen Xal Haj-ei Shrine
Alessia's Bulwark	2 Adds 157 Armor 3 Adds 118 Max health 4 Adds 157 Armor 5 Being damaged by a Melee Attack has a 15% chance to reduce the attacker's power by 10% for 5 seconds.	5	Malabal Tor Chancel of Divine Entreaty	Alik'r Desert Alezer Kotu	Eastmarch Hammerhome
Song of Lamae	2 Adds 10 Health Recovery 3 Adds 7 Spell Damage 4 Adds 118 Max health 5 When Health drops below 30%, deal 315 Magic Damage to the attacker and recover health equal to the damage dealt. 30 Second Cooldown	5	Malabal Tor Sleepy Senche Overlook	Alik'r Desert Rkultzel	Eastmarch Tinkerer Tobin's Workshop
Vampire's Kiss	2 Adds 10 Health Recovery 3 Adds 118 Max Health 4 Adds 4% Healing Taken 5 Killing an opponent heals you for 336 over 8 seconds.	5	Malabal Tor Matthild's Last Venture	Alik'r Desert Artisan's Oasis	Eastmarch Crimson Kada's Crafting Cavern
Hunding's Rage	2 Adds 4% Weapon Critical 3 Adds 78 Max Stamina 4 Adds 4% Weapon Critical 5 Increase weapon power by 24	6	Reaper's March Broken Arch	Bangkorai Wether's Cleft	The Rift Trollslayer Gully
Willow's Path	2 Adds 78 Max Magicka 3 Adds 4% Spell Crit 4 Adds 10 Health Recovery 5 increase all regeneration in combat by 15%.	6	Reaper's March Greenspeaker's Grove	Bangkorai Viridian Hideaway	The Rift Smokefrost Vigil
Night Mother's Gaze	2 Adds 4% Weapon Critical 3 Adds 4% Spell Critical 4 Adds 4% Weapon Critical 5 Critical attacks also reduce the targets armor by 280 for 5 sec.	6	Reaper's March Old Town Cavern	Bangkorai Silaseli Ruins	The Rift Eldbjorg's Hideaway

Spectre's Eye	2 Adds 157 Armour 3 Adds 78 Max Magicka. 4 Adds 118 Max health 5 Gain 20% dodge chance for 3 sec, after casting a spell that costs Magicka. 6 sec cooldown	8	Coldharbour Deathspinner's Lair	Coldharbour Deathspinner's Lair	Coldharbour Deathspinner's Lair
Eyes of Mara	2 Adds 10 Magicka recovery 3 Adds 78 Max Magicka 4 adds 7 Spell Damage 5 Reduce the Magicka cost of restoration staff abilities by 12%.	8	Mages Guild Eyevea	Mages Guild Eyevea	Mages Guild Eyevea
Kagrenac's Hope	2 Adds 78 Max Magicka 3 Adds 10 Magicka Recovery 4 Adds 118 Max Health 5 Decrease time to resurrect and ally by 25% when resurrecting restore 140 magicka	8	Fighters Guild The Earth Forge	Fighters Guild The Earth Forge	Fighters Guild The Earth Forge
Shalidor's Curse	2 Adds 118 Max health 3 Adds 4% healing taken 4 Adds 118 Max health 5 When attacking a target with below 30% Health, gain 560 Health. 1 minute cooldown.	8	Mages Guild Eyevea	Mages Guild Eyevea	Mages Guild Eyevea
Oblivion's Foe	2 Adds 10 health recovery 3 Adds 10 Stamina Recovery 4 Adds 10 Magicka Recovery 5 Recover 2 soul gems when resurrecting a fallen ally. 4 minute cooldown	8	Coldharbour Font of Schemes	Coldharbour Font of Schemes	Coldharbour Font of Schemes
Orgnum's Scale	2 Adds 10 health recovery 3 Adds 118 Max health 4 Adds 118 Max health 5 If below 60% health, increase health recovery by 50%	8	Fighters Guild The Earth Forge	Fighters Guild The Earth Forge	Fighters Guild The Earth Forge
Arena	2 Adds 118 Max health 3 Adds 78 Max Magicka 4 Adds 78 Max Stamina 5 Reduce cost of Break Free by 40%	8	Arena	Arena	Arena