Aegis of Galenwe (Support)
1206 health, minor aegis, 4% healing taken
After successfully blocking, you have a 50% chance to grant Empower to 3 allies within 15 meters, increasing the damage of their next Light Attack by 40%. 1 second cooldown.

Could be good. Needs to proc more. 25% on damage taken would be nice. Most trash pulls are between 0.5-0.7 blocks per second, giving this set a once in every 4 seconds proc average or (if it goes on 3 mag dds every time) about 3k dps. In boss fights You're usually looking at 0.2 or below, making this set almost never proc, maybe a few times the entire fight.

Affliction (Damage)
129 wep damage, 1096 stam, 1096 mag
When you deal damage, you have a 50% chance to deal an additional 2838 Disease Damage. This effect can occur once every 4 seconds.

PvE: Damage isn't high enough to warrant as a tank and wep damage is basically useless
PvP: 2800 every 4s is 700 dps. Battle spirit/resistances make it more like 200. I honestly think this set might be better in PvE. I would like this set to make the target actually feel AFFLICTED, give them some kind of slow, maim, or other disease like symptom rather than just a boring, underpowered damage tick.

Akaviri Dragonguard (Selfish)
129 mag recovery, 4% healing taken, 1206 health
Reduce ultimate cost by 15%

This set is good. Gives a nice consistent sustain boost for DK tanks while also benefiting group (warhorn or magma shell shield)

Alessian Order (Selfish)
129 stam recovery, 4% healing taken, 1206 health
Increases the immunity to disabling effects after using Break Free for 3 seconds

Wow 3 seconds! That means I don't have to break free for another 3 seconds, which makes this a resource management set with 1 recovery bonus, in the wrong weight, and has a shitty 5pc bonus. Changing this set to "increase stam recovery by X (Like 800?) when you are affected by a disabling effect"

Armor of the Trainee (Selfish)
1206 health, 1096 mag, 1096 stam
Increase your health, magicka, and stamina by 1250

Honestly? Not a terrible set. I think the numbers on the five piece could be buffed, but the concept is solid.

Armor of the Veiled Heritance (Damage)
129 wep damage, 2975 phys resistance, 833 wep crit
When you deal damage, you have a 10% chance to increase your weapon damage by 400 for 5 seconds.

Ravager but worse (mostly anyways)

Armor of Truth (Damage)
833 wep crit, 1096 stam, 129 wep damage
When you set an enemy off balance, increase your wep damage by 450 for 10 seconds.

Feels pretty bad with the changes to off balance in Dragonbones. Just an inconsistent buff without the reward to warrant it. Increase the bonus to 650 like similar buffs and could be interesting. Would need to add a cooldown to avoid proccing it off multiple people and being a fucking monster.

Aspect of Mazzatun (Selfish)
1206 health, 1096 stam, 1096 mag
When you take damage while under 30% Health, you heal for 7052 Health and restore 6020 Magicka and Stamina. This effect can occur once every 45 seconds.

A nice friendly beginner tank set. Y'know in one of the hardest dungeons in the game. Tanks who can actually complete RoM don't need this set, it's too gated, has too long of a cooldown, and just isn't worth it. Make it occur when you block an attack and it could be a good alternative to Dragonguard for non-DKs.

Automated Defense (Support)
1206 health, minor aegis, 4% healing taken
When you use an Ultimate ability, you and the closest 2 allies within 28 meters of you gain Major Aegis for 10 seconds, reducing your damage taken from Dungeon and Trial Monsters by 15%.

First, rant about Minor Aegis. 5% damage reduction for a tank in PvE who is already resistance capped (or close enough), blocking (with passives), and has CP and this bonus literally is reducing damage by like a quarter of a percent. This is also why Major Aegis is really underwhelming on tanks. For others, you would want it in very specific times and on very specific members which this set doesn't give you that flexibility because tanks are usually on a warhorn rotation where they use their horn at regimented times. Oh yeah and as an added bonus the best tank ultimate costs 250 ulti, nice. Change Minor/Major Aegis to "Any targets you have taunted take 2/10% more damage from all sources." and this set is awesome.

Bahraha's Curse (Damage)
1206 health, 1096 mag, 1096 stam
When you deal damage, you have a 25% chance to create desecrated ground for 5 seconds, which reduces the Movement Speed of enemies within by 70%, damages them for 860 Magic Damage every 1 second, and heals you for 100% of the damage done.

Sap tanks bread and butter. Solid set, wish it gave a mag bonus (recovery/damage/crit) instead of stam. Also this set needs to actually drop in heavy again.

Bastion of the Heartland (Selfish)
1206 health, 4% healing taken, 5% damage reduction from players
Reduces your damage taken from Siege Weapons and Player Area of Effect abilities by 20%.

Damage reduction is a pretty bad stat to have as a tank because blocking is going to diminish the ever living hell out of those returns. To make this set fulfill the fantasy of being a wall-busting tank that runs through everything in cyro? Change 5pc to "Whenever you take damage from an AoE/Siege ability, gain a shield for 1% of your max hp. Each source of damage can only proc this effect once every 2 seconds."

Battalion Defender (Support)
1206 health, 1096 stam, 2% healing done
After successfully blocking, heal yourself or a nearby group member within 15 meters of you for 2448. This effect can occur every 1 second.

It's almalexia's mercy but worse.

Beckoning Steel (Support)
2975 spell resist, 1206 health, 2975 spell resist
You have a 40% chance to intercept any projectile cast on an ally within 5 meters of you.

Cool idea, but WAY too small of a range. Make it a 15m range and this set becomes fun. Also the issues of damage reduction, but that's not *as* big of a deal in PvP.

Beekeeper's Gear (Selfish)
1206 health, 129 health recovery, 129 health recovery
400 health recovery

It's troll king, but a 5pc. And a third of the strength. And only affects you. This set STILL sees use though. Buff this set and you get a set that makes people practically invincible with troll king and takeaway broth, but leave it as it is and it's a pretty sad excuse for a 5pc. I suggest either giving less health recovery but more of another stat (like health or stam) or making this set reduce the effect of Minor/Major Defile.

Berserking Warrior (Damage)
833 wep crit, 129 wep damage, 833 wep crit
When you deal melee damage, your Critical Strike rating is increased by 400 for 5 seconds, stacking up to 5 times.

Not a tank set anymore, really should be medium armor. Not really going to be many situations where a heavy armor damage dealer will be able to keep this up with any kind of reliability.

Black Rose (Selfish)
1206 health, 1096 stam, 1096 mag
Increases your Weapon and Spell Damage by 154. Increases the Magicka and Stamina restored from the Constitution passive ability by 35%.

This set tries to be two things at once (and one of those things is to also be doing two things at once). I like the idea of boosting the constitution passive, but as it stands now it restores way too little to actually be worth it for the sustain. The weapon and spell damage bonuses are super weird, because it's a heavy armor set that increases max resources and helps sustain. What part of that says "lets add hybrid damage!"?

Brands of Imperium (Support)
1206 health, 1206 health, 4% healing taken
When you take damage, you have a 10% chance to grant you and your allies within 8 meters a damage shield that absorbs 12040 damage for 6 seconds. This effect can occur once every 15 seconds.

This set rocks right now. With shields taking into account resistances, this set basically gives dps a second life 50% of the time. Drawbacks are the range and it only being able to proc on 6 people at once, but it's well worth it. Also, I prefer this over ebon in 4 man content because it's easier for the mag dps to be close to the tank and not many dungeon mechanics care if you have an extra 1500 health or not.

Champion of the Hist (Selfish)
129 wep damage, 1096 stam, 1096 stam
Gain Minor Heroism at all times while you are in combat, generating 1 Ultimate every 1.5 seconds.

Damn, if only people wearing heavy armor had a way to access minor heroism. Maybe it could also make them even tankier and slow the enemy? This set is useless since Heroic Slash exists. Perhaps you could make an argument for this set as jewels/weapons on stam dps, but I really doubt that Minor Heroism is going to outperform Hunding's Rage which is the barrier of entry for stam sets imo.

Crest of Cyrodill (Selfish)
129 stam recovery, 1206 health, 1206 health
After successfully blocking, heal for 8000 Health. This effect can occur every 5 seconds.

Decent idea in theory, help tanks take more of a hit when they're under pressure. Could have its uses, but most tanks would rather have resources rather than health in sticky situations. Also stam recovery is essentially useless on tanks because you can't regen stam while blocking.

Curse of Doylemish (Damage)
1206 health, 1206 health, 129 spell damage, 129 wep damage
When using a fully-charged melee Heavy Attack on a taunted monster or any enemy who is stunned or immobilized, you will deal a bonus 14873 Physical Damage. This effect can occur once every 7 seconds.

Pretty stacked on paper. Double health bonuses are awesome and you have a double four pc bonus, and the proc damage on that is huge. Unfortunately in PvE it doesn't deal enough damage to warrant it instead of a support set and it causes you to have to drop block to heavy attack. In PvP that big number gets hit with battle spirit and resistances and drops it to a much lower number (still respectable, about 5k), which that in of itself isn't bad but there is also the conditions that have to be met for it to happen, and enemies rarely stay stunned or immobilized long enough for you to heavy attack, and if you do have time you probably don't need the extra damage.

Defending Warrior (Damage)
2975 spell resist, 2975 spell resist, 1206 health
When you block an attack, you deal 4000 Magic Damage to all enemies within 10 meters of you and heal for 100% of the damage done. This effect can occur once every 10 seconds.

So thunderbug but worse?

Draugr's Heritage (Selfish)
4% healing taken, 1206 health, 1206 health
When you take damage while you are under 35% Health, you knockdown all enemies within 4 meters of you for 2 seconds and heal for 7000 Health. This effect can occur once every 20 seconds.

The knockdown is irrelevant 95% of the time, which makes this set a worse version of crest of cyrodill.

Dreugh King Slayer (Damage)
129 wep damage, 129 wep damage, 833 wep crit
Gain Major Brutality at all times, increasing your Weapon Damage by 20%. When you kill an enemy, you gain Major Expedition for 8 seconds, increasing your Movement Speed by 30%.

If you're not getting this buff from pots it means you're running different pots, which usually means either immovability pots or tri-pots, which are both used in "brawly" type builds in PvP. Nearly all of those builds also use a 2H and forward momentum or rally, which already gives Major Brutality. Major Expedition is also already a bonus that you get from immovability pots so is likely to be a redundant buff as well. As the final nail in the coffin, you have to KILL the enemy, so if you're with a group there's a pretty decent chance you won't even get the buff.

Duneripper's Scales (Selfish)
1206 health, 4% healing taken, 4% healing taken
While you are blocking, your Physical Resistance and Spell Resistance is increased by 4300

This set is a joke. Like seriously doing the math assuming you have 25k resists prior to this and are using a sword and shield or ice staff you're getting, no joke, a little over half a percent of damage reduction. Oh, and also fortified brass is a thing, which gives the exact same 5 pc, but more and is always active.

Durok's Bane (Support)
1206 health, 129 health recovery, 4% healing taken
When you take damage, you apply Major Defile to the attacker for 4 seconds, reducing their healing received and Health Recovery by 30%. This effect can occur once every 8 seconds per enemy

Durok's is in a solid place right now I think, it just isn't a fun set. The person wearing it hardly notices the effect and the person affected has a frustrating debuff. Keep this set the way it is, it's just unfortunate that it's one of the only options for PvP tanks.

Ebon Armory (Support)
1206 health, 1206 health, 4% healing taken
Increases your Max Health by 1118 for you and up to 11 other group members within 28 meters of you.

Double health bonus; a constant, meaningful buff to every person in the trial; and a range that hits everyone comfortably. The health buff doesn't seem like a lot, but it goes to about 1500 after multipliers and many mechanics in trials will bring dps very low and that extra bit of health is the difference between life and death. This is the best set in the game in my opinion.

Elf Bane (Damage)
1096 mag, 129 spell damage, 129 spell damage
Increases the duration of your Flame Damage abilities by 2 seconds.

Yet another set poached from tanks by dps. It's decent on magDKs, but is ultimately outshined by other sets I believe. This set is very difficult to measure because the extra duration gives DKs more time to cast their spammable, fire whip. A large portion of whip's damage only activates when an enemy is off balance which will basically never happen on a target dummy so this set looks very poor in dummy parses. I am unsure of how this set compares to others (silks of the sun and mother's sorrow in particular) because of the difficulty to find good parses with it.

Embershield (Damage)
1206 health, 1206 health, 2975 spell resist
When you deal damage with a fully-charged Heavy Attack, you have a 50% chance increase your Spell Resistance by 3440 and deal 1032 Flame Damage to all enemies within 5 meters of you every 1 second for 6 seconds.

This set is all over the place. It's heavy armor so a tank set, does close aoe damage so PvE tank specifically, but gives spell resistance (diminishing returns, blah blah) and needs to be activated by a heavy attack. To top it all off the main draw for this, the fire damage doesn't do very much damage and is likely outshined by thunderbug in dungeons and torugs in trials.

Eternal Warrior (Selfish)
4% healing taken, minor aegis, 1206 health
Adds 4% Healing Taken, When you die, you instead turn into a statue for 3 seconds and generate 200 Ultimate. While a statue you are immune to all negative effects but can still be healed. This effect can occur once every 10 minutes.

The 10 minute cooldown makes this set completely useless unless you are trying for a no-death or vitality score. In any other situation you really should just wipe and restart (maybe main-tanking vAS+2 I could see an argument but ehhhhhh). For those very specific situations you're better off picking something that helps keep your group members alive because it's rarely the tank who goes down on no-death runs. There is one situation where this set is useful. As the off-tank in vSO if you're going for a no-death, hardmode run and you stick with the normal strategy of leaving the off-tank for dead when people need to run to pink bubbles you can wear this set and survive the blast to save no death. In the end it's probably easier to either change the strat or don't do hardmode on a no-death. A cooler use for this set would be to be able to save ANYONE who dies within 15m of you or whatever, having a free life to give to others in the group would be the difference between restarting and completing no-death a lot of the time.

Fasalla's Guile (Support)
1206 health, 1206 health, 4% healing taken
You apply Minor Defile to any enemy that comes within 5 meters of you for 2 seconds, reducing their healing received and Health Recovery by 15%.

I feel exactly the same way about this set as I do Durok's. They are essentially the same set, but they stack.

Footman's Fortune (Selfish)
1206 health, 2975 physical resist, 2975 resistance
Increases the amount of damage you block by 8%.

Remember when I said Ebon was the best set in the game? Yeah that's old news. Footman's Fortune gives you an insane 8% damage reduction! And you know what the best part of it is? It gives half of a buff from a skill in the sword and shield line that nobody uses, but it stacks! Reducing our mitigation even more! If you couldn't tell this is my least favorite set in the entire game. I would literally rather have 129 magicka recovery than the 3, 4, and 5 piece bonuses combined. Everything I said about Duneripper applies here except for this doesn't even protect you from all damage like Dunerippers does. Footman only reduces the damage that you BLOCK not the damage taken *while blocking*. So that nasty dot, ground aoe beneath you, or any other number of damage sources don't get affected by the half a percent of damage this set protects you from. And as mentioned earlier if you REALLY wanted this buff you can take absorb magicka from the sword and shield line that does the exact same thing except it also reduces your block cost and has a pretty good active. Sets like footman really makes me wonder how we have such well designed sets like Dragonguard, but also shit like this.

Glorious Defender (Selfish)
1206 health, 1206 health, 129 wep damage
When you deal damage with a Light or Heavy Attack, you have a 9% chance to gain 100% dodge chance against the next attack.

PvE speaking you don't LA enough (and even if you did with block cancelling there are better mitigation sets). PvP speaking it's not bad as a defensive set, but no recovery bonuses or max stam bonuses hurt quite a bit. Also 9% with no cd is very dependent on RNG, there would be times where you dodge a caluurions proc or something and feel great, but most of the time that bolt is still gonna smack you right in the face. If this set had a way to "activate" it for a 100% damage reduction for a second or whatever it could be pretty cool. Line it up with hard hitting bosses if you're having some trouble staying alive, or in PvP be able to predict an opponent's ultimate would make this set a lot of fun.

Grace of Gloom (Selfish)
1206 health, 4% healing taken, 1206 health
When you take damage from a single target direct attack or ability, you have a 10% chance to become a living shadow, causing your light and heavy attacks to heal you for 3440 and gaining Major Evasion for 5 seconds, reducing AoE damage by 25%. This effect can occur every 15 seconds.

This is a super cool set and I wish it were better. With the recent changes to major evasion it's not a very effective mitigation tool anymore because rather than have the opportunity to take no damage and not have to pay block cost you now have pitifully diminished aoe damage reduction. That being said there are still some issues with this set. Typically when you want lots of mitigation as a tank is when you're being beat on by a whole bunch of shit, which is when you'll be wanting to block and getting that sweet 86% damage reduction. However, you can't light or heavy attack while blocking which gives this set a bit of an identity crisis. It's a mitigation set that rewards you for dropping block, ultimately leaving you at a net loss. I say remove the major evasion component, it doesn't have a place on tank sets anymore and replace it with the effect from the 1H and shield ultimate where you auto block for the next 5s (would probably reduce it to 3 or 4 seconds). If this change was made this would be my replacement for Hist Bark (moment of silence for our brother Hist Bark, he served me well in many an AA).

Green Pact (Selfish)
1206 health, 129 health recovery, 1206 health
While you have a food buff active, your Max Health is increased by 2500 and Health Recovery by 250.

Like, it's a worse plague doctor unless you're stacking health recovery, but we already covered the issues with that in beekeepers. Increases the strength of igneous shield, but if you want more shield strength to group members you're much better off wearing imperium.

Hagraven's Garden (Selfish)
1206 health, 129 health recovery, 4% healing taken
When you take damage while under 50% Health, you summon a preservation of nature around you for 5 seconds. Any damage you take from enemies outside of the preservation is reduced by 50%, and the first time an enemy tries to enter the preservation they are knocked back 5 meters. This effect can occur once every 45 seconds.

First off, please make the health recovery bonus a max health bonus. As for the actual issues with the set it's damn near useless in PvE because you're usually toe to toe with whatever is beating on you, also diminishing returns from damage reduction are still a thing. In PvP the buff is far too short and far too specific to really be of benefit. You would have to also stop moving, which gives these ranged classes plenty of time to stack their ground AoEs beneath you and I imagine in the end you'd be better off just moving out of the preservation. As a closing remark it

lasts 5s with a 45s cooldown. When it pops just don't do anything for 5s and then kill the guy without a second five piece.

Hand of Mephala (Support)
4% healing taken, 1206 health, 2975 physical resistance
When you take damage, you have a 10% chance to cast a web around you for 5 seconds, reducing the Movement Speed of enemies within by 50%. After 5 seconds the webs burst into venom, dealing 2580 Poison Damage and applying Minor Fracture to any enemy hit for 5 seconds, reducing their Physical Resistance by 1320.

Awesome set in theory. Gives some add control with the slow, gives a meaningful and rare group buff with minor fracture and does some damage to apply damage effects (such as poisoned and set bonuses that trigger off dealing damage) and add some damage in. In reality this set just doesn't do anything. I did some testing with this set and in dungeons (where you'll have a more ideal scenario for this set) minor fracture was up about 15% of the time, the slow wasn't noticeable because it was so small, and the "damage" from the effect did about 80dps. Yes, eighty. It's a well designed set with some cool visuals but MAN do the numbers on it suck, please increase the proc chance, the proc size, remove the weird delayed explosion, make the debuff last longer (or be more powerful like Alkosh), and either buff the damage or remove it because right now it's useless.

Hatchling's Shell (Selfish)
2975 physical resistance, 2975 spell resistance, 1206 health
Gain a damage shield equal to 20% of your Max Health for 15 seconds every 15 seconds.

Simple, easy to get, constant and consistent buff, and to top it all off it's completely useless. Taking a set with two resistance buffs already feels pretty bad, but the shield from this set is not worth it by any means. Igneous shield is an ability that you should be casting at the very least every 6 seconds which already gives 16% of your max health. Hardened armor is 15% there as well and is a pretty cheap skill. Also, as mentioned before when tanks are put into a bad spot it's usually because they're running out of resources not because they're low on health. "But what about non-DK tanks?", that's where I think this set *could* be something interesting. One of the DK's biggest advantage as a tank is because they make everyone around them tanky with igneous shield, this set could be an alternative for other classes. Make it a shield that goes on all group members within 15 or 28m that scales off max health and refreshes every 10 or 15s. This would give classes a reason to catch up to the DK at the cost of a 5pc bonus.

Haven of Ursus (Support)
1206 health, 4% healing taken, 1206 health
When you take damage while you are under 50% Health, summon Ursus's spirit for 6 seconds. You or an ally can activate a synergy on Ursus to grant you a shield that protects you and the activator from 13954 damage for 6 seconds. This effect can occur once every 12 seconds.

When I take damage I provide a massive shield to group members? Sounds like Imperium, which is my current favorite set. However, Ursus is verrry particular about when it procs. The wearer needs to be under 50% which doesn't happen a whole lot, and certainly not every time that a dps is in need of a massive shield. Additonally it's gated by a synergy which means that as a dps is dying they need to go hunt for a synergy to activate to save them. Doesn't sound like that would be a big deal, but when you're dying the half second it takes to find and activate a synergy is too long. So, in the end this set sounds like single target imperium with extra steps. Eek barba durkle

Hide of Morihaus (Damage)
1206 health, 2975 physical resistance, 1096 stam
When you Roll Dodge through an enemy, you deal 1840 Physical Damage and knock them down for 3 seconds.

Ok the damage from this set is pathetic. 1840 reduced by battle spirit and resistances is gonna be like a 500 damage dodge roll. The knockdown is kind of nice, but really not worth a 5pc with cc immunity in the game. To top it all off this is a heavy armor set which doesn't get any bonuses to dodge roll so it's going to be expensive af and you have dodge roll fatigue which gives this set a pseudo cooldown of 3s. Like, if you build for this set you can be an annoying wannabe sonic, but it's really not going to be very effective.

Immortal Warrior (Selfish)
4% healing taken, 1206 health, 4% healing taken
When you die, you instead turn into a statue for 3 seconds. While a statue you are immune to all negative effects but can still be healed. This effect can occur once every 20 minutes.

There is literally zero reason for this set to be in the game. There is a strictly better set (half the cooldown and you gain 200 ulti) that *drops from the same place*. This set needs to be deleted so that people can stop being confused all the time.

Imperial Physique (Damage)
129 stam recovery, 129 mag recovery, 129 spell/wep damage
While you are in Imperial City, you tap into the power of the Tel Var Stones you are carrying, increasing your Health, Magicka, and Stamina by 1032. While you have a 4x Tel Var Stone multiplier this effect is increased by 600%.

Has it's niche and fills it just fine. I don't feel knowledgeable enough about imp city to comment on its effectiveness.

Imprenable Armor (Selfish)
1206 health, 1096 stam, 1096 mag
Adds 2000 critical resistance

This is a great example of how many tank sets *should* be. It doesn't gate the bonus behind any convoluted mechanic and it's not affected by diminishing returns enough to matter, but not so little that stacking it becomes overbearing. Quality set, 10/10.

Ironblood (Selfish)
1206 health, 2975 physical resistance, 2975 spell resistance
When you take damage, you have an 8% chance to turn your blood into pure iron and gain Major Protection for 10 seconds, reducing your damage taken by 30%, but your Movement Speed is reduced by 50%. This effect can occur once every 15 seconds.

Oh man a low proc chance, a negative effect, AND all those sweet sweet diminishing returns, where do I sign up to decon this set on sight? Ok, I actually feel a little bad about that because this is actually a pretty cool concept. Keep the current effect (maybe make it unique from Major Protection so you can meditate and get a bit closer to the 86% reduction you're losing from block) but add in "and are also immune to knockbacks and crowd control" and this set would be pretty baller. The reason why that's so important is because beyond the insane damage reduction blocking gives it also prevents you from being knockdown or crowd controlled, which in a fight like the vAA axes will usually get you killed if you get knocked down. If you didn't have to worry about being knocked down you could drop block and spend those seconds taking a bit more damage, but regenerating resources through meditate or heavy attacking.

Jailer's Tenacity (Selfish)
4% healing taken, 1206 health, 4% healing taken
When you lose 7000 or more of Health from a single attack, you gain Major Vitality for 6 seconds, increasing your healing received by 30%.

Major vitality is not worth a 5pc bonus. Really not a lot more to say, could be useful in PvP but taking 7000 damage from a single attack through a tanky build and battle spirit just isn't going to happen very often.

Jolting Arms (Damage)
1206 health, 2975 spell resist, 2975 spell resist
When you block an attack, you have a 50% chance to charge your arms, causing your next Bash ability to deal an additional 5805 Shock Damage and increase your Spell Resistance by 6450 for 6 seconds.

Pretty solid damage for PvP, doubt it will proc enough in PvE to matter to a tank. The 13k spell resist is pretty overkill.

Knight-Errant's Mail (Damage)
1206 health, 1096 stam, 129 wep damage
Adds 200 weapon damage to your one hand and shield abilities. When you use a One-Hand and Shield ability you heal for 1250 health.

Haven't used this set personally, but it seems to do two things poorly. 200 weapon damage is pretty underwhelming when it won't apply to many of your abilities and the 1250 heal is going to be outperformed by vigor or rally/forward momentum in pretty much every situation. Make the boost a flat 200 and double the heal (maybe give it a short cooldown), then this set will be worth talking about.

Knightmare (Support)
2975 physical resistance, 1206 health, 129 weapon damage
When you deal melee damage, you have a 20% chance to apply Minor Maim to all enemies within 8 meters of you for 5 seconds, reducing their damage done by 15%.

As a tank you have so many sources of minor maim this set is a joke. DK talons, ice staves, warden ice-talon-thing, NB shade, and I think sorcs have a source as well. Templar tanks with double sword and board could probably make use of this set, but I feel like there are better options, especially with ice staves being so strong right now.

Leeching Plate (Selfish)
1206 health, 4% healing received, 4% healing received
When you take damage you have an 8% chance to summon a cloud of leeching poison under the attacker that deals 1204 poison damage in a 4 meter radius every 1 second for 5 seconds and heals you for 100% of the damage caused.

The other half of the sap tank build. Leeching heals you for a ton in big trash pulls which gives you enough survivability to not need to permablock, allowing you to cast and weave damage abilities. I'm not sure exactly how much damage this set does, but I believe it's similar to thunderbug damage, which is definitely noticeable in trash pulls. Need to do more testing on damage of this set.

Livewire (Support)
4% healing taken, 1206 health, 4% healing taken
When you take damage, you have a 25% chance to overload your circuits, applying Concussion to enemies within 8 meters of you and healing for 1000 health for each enemy hit. This effect can occur once every 10 seconds.

Basically the IA of tanks. Really helps with minor vulnerability uptimes since concussed applies minor vuln for 4 seconds. I'm still trying to figure out what minor vulnerability uptimes are like in most groups, but I think it's pretty low without IA, asylum destro, or multiple people using elemental weapon or shock glyphs. Underrated set that I honestly forgot about, will probably start using in dungeon groups, possibly replacing imperium.

EDIT: I think I missed the cooldown on this one. 4s of minor vulnerability every 10s is pretty bad. Remove the cooldown entirely and my above paragraph applies, otherwise it's just another member of the "almost" good enough tank sets.

Bonus info on concussed, courtesy of Liofa:
"Any Shock damage can apply Concussion . Here are the chances for each type of damage :

Weapon enchants 20%
Standard ability 10%
Area of effect abilities 5%
Damage over time abilities 3%
Area of effect damage over time abilities 1%"

Lunar Bastion (Support)
4% healing taken, minor aegis, 1206 health
When you activate a synergy, you create a lunar blessing underneath you for 10 seconds. The blessing grants a damage shield every 2 seconds that absorbs 2399 damage for you and your allies within 8 meters.

Useless on DK tanks, which are undoubtedly the best tank class right now. Igneous provides a stronger shield, has a ton of other useful effects, and doesn't take up a 5pc with a useless 3pc. For non-DK tanks the range is too small and too situational to be even close to matching imperium. Imperium's shield will save people from one-shots, lunar bastion won't. Also, almost all synergies come from healers so if you're running with a (good) healer you don't have issues with sustained incoming damage. Delete this and make Alkosh heavy and I'll be your best friend.

Mark of the Pariah (Selfish)
1206 health, 2975 physical resistance, 2975 spell resistance
Increases your Physical and Spell resistance by up to 11094 based on your missing health.

Pretty bad in PvE because of previously talked about diminishing returns, and you're usually sitting pretty close to resistance cap anyways. This set is super solid in PvP though, where permablocking isn't really an option and burst healing is more difficult, meaning you'll spend more time at low health and won't have the crazy diminishing returns caused by blocking. Also makes the undeath vampire passive even better than it already is.

Medusa (Damage)
1206 health, 1096 mag, 129 spell damage
Gain Minor Force at all times, increasing your critical damage done by 10%.

This set might've had a place in the game before summerset, on something like a tanky magplar for PvP, but trap beast might've still been better. It immobilizes enemies and costs stam instead of mag (mixed bag there). Now that accelerate is in the game this set doesn't have a use unless minor force gets removed from other abilities. Also, Medusa is an awesome theme for a tanky PvP healer/bruiser so give it an effect that benefits that playstyle and sticks with the medusa theme (Also, does this mean that Greek mythology exists in the elder scrolls universe?). Having an effect like "While facing an enemy within 8m of you, slow them by 30%" would be super awesome and unique.

Meridia's Blessed Armor (Selfish)
2975 physical resist, 129 stamina recovery, 2975 spell resist
When you block and attack, you have a 33% chance to blind the attacker, causing the to miss all of their attacks for 5 seconds. This effect can occur once every 10 seconds.

PvE bosses are immune to this effect so this is a strictly PvP set. For PvP, an enemy needs to be directly targeting you because very few abilities are AoE and are treated as "blocked", which once people realize you're wearing this set won't happen very often. That being said, it's a pretty powerful 5pc and I like the concept of it. The 2-4pc bonuses are terrible for PvE, but are actually solid for PvP.

Nikulas' Heavy Armor (Damage)
2975 spell resist. 2975 spell resist, 1206 health
When you block a spell projectile, you have a 25% chance to reflect the spell back to the enemy

Pretty neat concept, but has pretty similar flaws to Meridia. Enemies need to be actively targeting you, which just won't happen all that often. You also need to be actively blocking when you see the projectile, which is fine, but takes skill to react/predict the projectile. If you're on a DK or Warden then instead of using that reaction time to block you would use it to cast shimmering shield or wings giving you a 100% reflect chance and extra effects instead of just 25% to reflect. A way to activate the reflect chance, like "When blocking reflect all projectiles back to the enemy for 1 second. This effect can occur every 4 seconds.". This would give other classes access to reflect and would reward skilled and timely blocks instead of becoming overpowered on permablockers if buffed.

Order of Diagna (Selfish)
1206 health, 1206 health, 4% healing taken
Gain Minor Vitality at all times, increasing your healing received by 8%.

Minor vitality is not worth a 5pc. If you wanted to make a set that makes you take increased healing I think a better effect would be "Whenever you are healed heal for an additional 800ish extra health". This would be a similar buff to healing as minor vitality is, but would stack with other sources of it and would give PvP tanks better survivability (bit of a touchy subject, PvP tanks can already be pretty much invincible if they want to be which isn't good, but they have to sacrifice pretty much everything for it). Looking more at not making this set broken in PvP a better idea might be "Whenever you are healed, heal other allies within 8m for 30% of the heal amount". Would essentially be a healer set that the tank could wear for them. Not sure if this is something that's needed in the game right now though.

Permafrost (Selfish)
1206 health, 1096 mag, 129 mag recovery
While you have a damage shield on you, your health recovery is increased by 885.

2-4pc bonuses are really nice. The 5pc needs some more "oomph". I've already talked about issues with health recovery in Beekeeper, but basically it's useless in PvE and overpowered in PvP. This set gets hit twice in PvP though, both damage shields and health recovery get halved by battle spirit. I like the concept, but really needs something else. Increased magicka recovery instead of health recovery would make this set on the same level of dragonguard. Oh also, a bound tank set that only drops from solo content sucks, swap this with a PvP heavy armor damage set.

Plague Doctor (Selfish)
1206 health, 1206 health, 4% healing taken
Adds 4000 health.

Good ol' plague doctor. There are other ways to get lots of health, but if you want easy, consistent, survivability there aren't any sets that compare to plague doctor since Hist Bark got killed (I'm still upset). Now that shields take into account damage resistance I prefer imperium over plague doctor even as a selfish set, but imperium is a pain to get and can be inconsistent. Dragonguard is a much better selfish set in nearly every aspect. Sees use with a lot of non-DK tanks or non-heavy armor builds looking for more health (for like vMA or PvP). It's helpful on non-dks I suppose because they don't get nearly as much use out of dragonguard.

Rattlecage (Damage)
1206 health, 129 spell damage, 129 spell damage
Adds 100 Spell Damage & Gain Major Sorcery at all times, increasing your Spell Damage by 20%.

I'm not really sure who this set is for. It might have it's niches, but at the end of the day it's not going to be for 99% of players and if it does fit that niche no one wants to farm dungeon sets they're gonna wear once. This set shouldn't be used by pve magdps because potions (and heavy and health bonus); shouldn't be used by pvp magdps because, again, potions, but also because it's heavy armor so you can't use annulment (light armor shield) which is very important in pvp; shouldn't be used by pvp healers/tanks because potions (wow what a surprise) and also it offers no recovery bonuses or actual utility; shouldn't be used by pvp tanks because we don't do very much damage because of how often we need to block and how we need to focus on sustain. So, long story short, pvp healers make the best use of this set so they can use immovability pots or whatever, but it's just not worth it right now as a "selfish" set because it offers ***no*** sustain. I'd like to see "Gain Major Sorcery and 129 magicka and stamina recovery".

Ravager (Damage)
833 wep crit, 1206 health, 129 wep damage
When you deal melee damage, you have a 8% chance to increase your Weapon Damage by 645 for 10 seconds. This effect can occur once every 10 seconds.

645 wep damage is a fuck ton. This set will probably always be at least fringe meta in pvp or pve, especially as long as stamplar jabs count as 4 melee hits each cast.

Reactive Armor (Selfish)
1096 stam, 129 stam recovery, 1206 max health
While you are affected by a disabling effect, your damage taken is reduced by 35%.

In pve if you're not blocking and you're taking enough damage that you would consider using a 5pc for, you're going to die. Blocking is incredibly important for damage reduction. In PvP stuns are more common, less telegraphed, and sometimes unblockable. That makes this set good for damage reduction, but there are better mitigation sets imo (impreg and dragon come to mind). If you pair this set with a mitigation set you're just a useless wet noodle with no damage. I'm not sure I'd change this set per se, because it fits a playstyle some like. That playstyle might be flawed, but this set strengthens it to a usable degree.

Sergeant's Mail (Damage)
1206 health, 129 health recovery, 129 wep damage
Increases the damage of your fully-charged Heavy Attacks by 1634.

If you want this to be a set that's fine. Simple and reliable extra damage on a tanky/brawler build, BUT the damage boost is terrible. Like this number should be at least a 1000 higher, maybe even more. The way it is now Knight Slayer will pretty much always be doing more damage, even on low health targets and that's without taking into account Knight Slayer is oblivion damage.

Seventh Legion Brute (Damage)
129 wep damage, 129 health recovery, 833 weapon crit
When you take damage, you have a 10% chance to gain 500 Weapon Damage for 5 seconds and heal for 1290 Health. This effect can occur every 2 seconds.

Whoo baby that's a lot of weapon damage. This set is outperforming pretty much anything else for brawlers in pvp. A buff that lasts two and a half times longer than its cooldown is going to pretty much always be up (or at least be up enough for it to be more than relevant). You could remove the heal from this set and I think it would still be good. I don't pvp enough to comment on if this set should be adjusted or not.

Shalk Exoskeleton (Selfish)
1206 health, 129 spell damage, 833 spell crit
Gain Minor Heroism at all times while you are in combat.

Heroic slash but worse and in set form!

Sithis' Touch (Damage)
1206 health, 1206 health, 833 crit
When you use the Blade of Woe, you gain Major Berserk for 20 seconds, increasing your damage done by 25%.

Can you even use the blade of woe in combat? This set should at least have some badass edgy flavor text and give an out-of-combat bonus. Something like "When you use the blade of woe you sacrifice the target's soul to Sithis, making you invisible for 3 seconds." Then have a sweet animation. If you can use the blade of woe in combat then why did they put this on a heavy armor set with two health bonuses and a spell crit (like seriously why the fuck is it spell crit, the BLADE of woe smh).

Soulshine (Damage)
1096 mag, 833 spell crit, 129 spell dmg
Adds 450 Spell Damage to your cast time and channeled abilities.

There are better sets for damage, make this a more unique effect. A "mini-meditate" would be cool, something like "While channeling an ability restore x health, stam, and mag every second". Also, remove the spell crit and give a tank bonus (health pls). If you're gonna make it a heavy armor set at least make it somewhat fit in.

Steadfast Hero (Selfish)
2975 physical resist, 2975 spell resist, 1206 health
When you cleanse a negative effect from yourself or an ally, gain Major Protection for 5 seconds, reducing your damage taken by 30%. This effect can occur once every 10 seconds.

This set looks busted (on paper anyways) for magplars in pvp. Problems I see with it is uptime, 50% is definitely on the low side, and the fact that magplars already have sooooo many good mitigation sets in pvp, they really don't need this. Change it to "when you break free blah blah blah" and I think this set fills a pretty good niche, but the cooldown would probably need to be increased.

Storm Knight's Plate (Damage)
2640 spell resist (uhhhhhh why is it 300 lower), 2640 spell resist, 1206 health
When you take non-physical damage, you have a 10% chance to deal 4373 Shock Damage all enemies within 5 meters of you every 2 seconds for 6 seconds. This effect can occur once every 6 seconds.

Thunderbug's non-physical brother. This probably procs more than tbug and does more damage, but where it stands now tbug doesn't have the numbers to be worth it in pve and I don't think this set would either, but honestly I just don't want to farm tempest island for a meme set. In PvP it's pretty solid, but non-physical damage usually comes from ranged spell casters which are a lot farther away than 5m. Also, the spell resist bonuses need to be trashed (at least one, and make it the right number (could be an eso-sets bug idk)) and replaced with stam, mag recovery, healing received, or health.

Syvarra's Scales (Damage)
1206 health, 1096 stam, 1096 mag & reduces your damage taken from guards by 20% (what? But most importantly, why??)
When you deal damage, you have a 5% chance to cause a burst of lamia poison that deals 967 Poison Damage in a 5 meter radius and an additional 5802 Poison Damage over 6 seconds to all enemies hit. This effect can occur once every 6.5 seconds.

I don't see a world where this isn't leeching plate but way worse. We just talked about storm knight not having the numbers, but this does way less, has worse uptime, and is poison instead of lightning damage (concussion). This set is a jumbled mess with the 2-4pc bonuses too. You have a mag bonus, two tank bonuses, and an rp bonus, but the 5pc is a damage bonus. Why does this set exist?

The Ice Furnace (Damage)(ooh its *The* ice furnace, not just any ol' regular household ice furnace)
1096 mag, 833 spell crit, 129 wep dmg
When you deal direct damage with a Frost Damage ability, you have a 50% chance to deal an additional 997 Flame Damage to all enemies within 8 meters around the initial target. This effect can occur once every 1 second.

Weapon damage???? That has to be a bug, there is literally ZERO reason for weapon damage and the rest of the set is fairly cohesive. Anyways, what abilities do direct ice damage? Blockade of ice? Nope. Ice destro ult? Nope. Magden ice damage thingy? Nope. I'm fairly certain there isn't a single direct damage ice ability besides force pulse. So that means you would need to be using force pulse instead of elemental weapon and that's just to get a 50% chance with your spammable, so what you really need is to proc this with ice staff light attacks. Which have no damage buff whatsoever, and can in fact cause worse damage if you have the passives because you might accidentally taunt the boss. This set has no place in the game right now. Maybe in zerg pvp (but again pvp magdps *heavy* sets are pretty bad news). Get rid of the stupid direct damage requirement and change the effect to something that tanks could use, like "When you deal damage with a frost damage ability, you ignite an allies weapon, causing their next light attack to do an additional x (something like 4-5k, 1k is a meme.Or make it hit every ally within 28m) flame damage. This effect can occur once every one second."

The Juggernaut bitch**(Selfish)**
1206 health, 2975 physical resistance, 1206 health
When you take damage while under 30% Health, heal for 18060 Health. This effect can occur once every 1 minute.

Compare this set to cyrodill's crest. It has a *one minute* cd, very specific activation requirements (under 30% usually means your healer's dead and you're taking a shit ton of damage, which an 18k heal ain't gonna save you or let you get a rez off), and is a pretty weak ass heal all things considered. If you want an extra life, use eternal yokeda (or do us all a favor and don't). Also, green dragon blood is this effect, but way better and a skill. Give us *true* immovability with this set. Make it so even bosses can't knock you back (I don't think that's gamebreaking in any fight, except maybe vMA final round). I would kill for being able to not be knocked around by the twins in crypt of hearts. That red motherfucker makes me have to reposition those two every like twenty seconds because he blows me clear across the room. If there was someway to, idk, *BECOME A FUCKING JUGGERNAUT*, I would probably cry tears of joy.

Thews of the Harbinger (Damage)
1206 health, 1206 health, 1096 stam
When you block a direct damage attack, you deal Physical Damage to your attacker equal to 4% of your current Health.

Ok so let's think about this sets damage. Let's say 50k health (more than fair I think, you need to be wearing another set with double health bonuses or have something else boosting your health (plague, minor toughness, w/e)), and let's say you spend most of your time at full health (fairly reasonable with damage shields and healers, so let's give this set a real shot). This set would need to outperform/match Galenwe (read that one to see my problems with that set), which does about 18k every time it procs and procs 50% of the time, so call it 9k (cd isn't important, trust me). Harbinger is doing 2k per proc. That is less than a quarter of Galenwe and Galenwe isn't even good. Everything I just said applies to PvP too except cut the damage even lower AND pray that the people you're up against are using *direct damage* on the guy blocking with 50k health.

Thunderbug's Carapace (Damage)
2975 physical resist, 2975 spell resist, 129 spell damage
When you take Physical Damage, you have a 50% chance to deal 5160 Shock Damage in a 5 meter radius around you. This effect can occur once every 3 seconds.

Thunderbug to me is like a small child that I want to protect. I want them to be big and strong and become popular, but I know deep down it's really not gonna happen. They try their best, and it's fun, but at the end of the day just isn't good enough. I wanted thunderbug to good, I *really* did and I gave it as many fair chances as I could. The damage it gives just isn't very much. It does about 2k dps in large trash pulls and about 800 in boss fights. Maybe someday you'll get some *oomph* to your proc.

Tormentor (Selfish)
1206 health, 4% healing taken, 4% healing taken
When you deal damage with a Charge ability, you gain 3642 Physical and Spell Resistance and taunt the enemy to attack you for 15 seconds.

So apparently this set doesn't work with werewolves anymore (and I heard it from a reliable source that I trust). This set has no purpose if it doesn't work on ww's. Why would anyone use a charge ability to taunt? They're usually extremely expensive and give no other benefits unlike inner fire and pierce armor. Also the added resists are pretty bad. Not *terrible*, but not good.

Ulfnor's Favor (Selfish)
1206 health, 129 mag and stam recovery, 4% healing taken
Increases the Magicka or Stamina your Heavy Attacks restore by 30%

In times where you need additional sustain as a tank it's usually because you have to block a lot. Which means you can't drop block to heavy attack. I like that they tried adding another sustain set, but this isn't the way to do it. Maybe make it a heavy armor version of bloodthorn (restore mag and stam on direct damage attacks).

Undaunted Bastion (Selfish)
1206 health, 2975 physical resist, 2975 spell resist
When you taunt an enemy while you are under 60% Health, gain a damage shield that absorbs 13760 damage for 6 seconds. This effect can occur once every 10 seconds.

So imperium, but you have to have a shitty healer/make yourself vulnerable to work AND it only works on yourself? Yeah this set has too many unnecessary conditions. Make it automatic on sub 60% and affect everyone within 28m and give it a longer cooldown and you have a pretty good set.

Vampire Cloak (Selfish)
1206 health, 129 spell damage, 1206 max health
Gain Minor Protection at all times, reducing your damage taken by 8%.

If you've been reading all the entries I think you know what I'm going to say. Diminishing returns and tanks need resource management, not straight mitigation (usually).

Vanguard's Challenge (Support)
1206 health, 1206 health, 4% healing
When you taunt an enemy Player, they deal 50% less damage to all other Players but 100% more damage to you for 15 seconds. This effect is lost if you enter Sneak, invisibility, or move further than 28 meters away from them.

I tried this set out in some BGs, but honestly it didn't feel like it was doing much except make me really squishy. Keep in mind that this is one of your two sets and it offers no tank stats at all in the 5pc. It's also pretty tough to keep track of who its on and when it runs out, but that's more of a L2P issue than anything. Maybe it's better with a dedicated healer and coordinated team, but idk.

Warrior-Poet (Selfish)
1206 health, 2975 spell resist, 2975 physical resist
Gain Minor Toughness at all times, increasing your Max Health by 10%.

Plague doctor, but with one health bonus and becomes useless if a warden sneezes on you.

Warrior's Fury (Damage)
1206 health, 1096 stam, 129 wep damage
When you take Critical Damage, your Weapon Damage is increased by 30 for 6 seconds, stacking up to 25 times.

750 weapon damage is a stupid high number, but it's completely dependent on your opponent. If you're playing against a good player who figures out you're wearing fury they can just stop attacking you every once in a while and one of your sets is useless. Even against bad opponents, it requires constant, drawn-out combat. High reward, but too easy to fail.

Way of Fire (Damage)
129 wep dmg, 1096 stam, 833 wep crit
When you deal damage with a Weapon ability, you have a 20% chance to deal an additional 4000 Flame Damage. This effect can occur once every 2 seconds.

As a tank this damage is pretty bad (with blockade, pierce armor, and heroic slash). It did about 500 dps and the 2-4pc leave something to be desired (and if you use a 2H on the back bar, I don't see this outperforming master's 2H). As a dps, it's in heavy which means it's on weapons, which means only active on front bar. It also does flame damage, which scales from spell cp and pen. 4000 every 2s is also terrible. Without resists that's 2k dps, which is less than a quarter of relequen, and that's in an ideal scenario for way of fire. For PvP the damage on the proc is just too low to be worth considering.

Wyrd Tree's Blessing (Selfish)
129 mag recovery, 129 spell damage, 129 mag recovery
When you cast a Magicka Ability, you remove up to 5 negative effects from yourself. This effect can occur once every 15 seconds.

Could see niche use if it also cleansed your group, but the way it is now just use purge. The cooldown on this set is also problematic because you can't control when it activates, which is the most important thing about purging. Give it a trigger (bash a taunted enemy or heavy attack maybe) and make it effect group members and I would consider it.

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Closing Thoughts

29 damage sets, 38 selfish sets, and 14 support sets. Of these I'd say 12 damage sets, 11 selfish sets, and 5 support sets are viable. By viable I mean that if they were deleted from the game it would be noticed. That means I honest to god think 54 sets could be straight deleted from the game and no one would care. Oof

EDIT: I wrote the above at about 4am and I think I was a bit too blunt. I want to reword what I meant by viable. My opinion of viable is that it's a plausible option for most actively played play styles. So, for example: Rattlecage. I would not consider this set to be viable, but as I noted there are some incredibly niche situations where it might be a solid option. I also want to add a few “awards”.

Most Underrated: Livewire
Most Overrated: Plague Doctor
Selfish Best of Show: Avakiri Dragonguard
Support Best of Show: Ebon Armory
Damage Best of Show: Advancing Yokeda (Berserking Warrior)