

## ESO Crafted Sets Spreadsheet

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
2	<i>Death's Wind</i>	Physical Resistance	Max Health	Max Health	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.
Locations					
AD- Auridon		DC- Glenumbra		EP- Stonefalls	
Eastshore Islets Camp		Chill House		Armature's Upheaval	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
2	Night's Silence	Max Stamina	Stamina Recovery	Weapon Critical	Ignore Movement Speed penalty while Stealthing.
Locations					
AD- Auridon		DC- Glenumbra		EP- Stonefalls	
Hightide Keep		Mesanthano's Tower		Steamfont Cavern	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
2	Ashen Grip	Max Health	Weapon Damage	Weapon Critical	10% chance to breathe fire for <u>X</u> Flame Damage on melee hits. This effect can occur once every 4 seconds.
Locations					
AD- Auridon		DC- Glenumbra		EP- Stonefalls	
Beacon Falls		Par Molag		Magmaflow Overlook	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
3	<i>Torug's Pact</i>	Spell Damage	Max Health	Spell Resistance	Reduce weapon enchantment's internal cooldown by 1 second. Increases enchantment potency by 30%
Locations					
AD- Grahtwood		DC- Stormhaven	EP- Deshaan		
Fisherman's Isle		Hammerdeath Workshop	Lake Hlaalu Retreat		

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
3	Twilight's Embrace	Max Health	Spell Critical	Spell Damage	When you are healed, gain 10% additional healing.
Locations					
AD- Grahtwood		DC- Stormhaven	EP-Deshaan		
Vineshade Lodge		Windrige Warehouse	Avayan's Farm		

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
3	<i>Armor of the Seducer</i>	Magicka Recovery	Max Magicka	Magicka Recovery	Reduce the Magicka cost of abilities by 8%
Locations					
AD- Grahtwood		DC- Stormhaven	EP- Deshaan		
Temple of the Eight		Fisherman's Island	Berezan's Mine		

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Created by FireyFoxx (Mass Hysteria Guild, PS4)

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Traits	Set Name	2 Items	3 Items	4 Items	5 Items
3	<i>Trial by Fire</i>	Max Health	Spell Resistance	4% Healing Taken	When you take elemental damage, gain <u>X</u> Resistance to that element for 4 seconds. You can only be resistant to one element at a time.
Locations					
Wrothgar					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
4	Magnus' Gift	Max Magicka	Magicka Recovery	Spell Damage	8% chance to negate the Magicka cost of a spell.
Locations					
AD- Greenshade		DC- Rivenspire		EP- Shadowfen	
Arananga		Vaewend Ede		Xal Haj-ei Shrine	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
4	Hist Bark	Physical Resistance	Health Recovery	Max Health	Gain Major Evasion while blocking, increasing Dodge chance by 20%.
Locations					
AD- Greenshade		DC- Rivenspire		EP- Shadowfen	
Rootwatch Tower		Trader's Rest		Hatchling's Crown	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
4	<i>Whitestrake's Retribution</i>	Max Health	Spell Resistance	Health Recovery	If wearer's health is below 30%, gain a <u>X</u> Damage Shield for 8 seconds. This effect can occur no more than once per 15 seconds.
Locations					
AD- Greenshade		DC- Rivenspire		EP- Shadowfen	
Lenalda Pond		Westwind Lighthouse		Weeping Wamasu Falls	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	<i>Vampire's Kiss</i>	Health Recovery	Max Health	4% Healing Taken	Killing an opponent heals you for <u>X</u> over 6 seconds.
Locations					
AD- Malabal Tor		DC- Alik'r Desert		EP- Eastmarch	
Matthild's Last Venture		Artisan's Oasis		Crimson Kada's Crafting Cavern	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	<i>Song of Lamae</i>	Spell Resistance	Physical Resistance	Max Health	When Health drops below 30%, deal <u>X</u> Magic Damage to the attacker and recover <u>X</u> Health. This can only happen once every 30 seconds.
Locations					
AD- Malabal Tor		DC- Alik'r Desert		EP- Eastmarch	
Sleepy Sench Overlook		Rkulftzel		Tinkerer Tobin's Workshop	

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Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	Alessia's Bulwark	Physical Resistance	Max Health	Physical Resistance	Being damaged by a melee attack has a 15% chance to reduce attacker's Weapon Damage by 10% for 5 seconds.
Locations					
AD- Malabal Tor		DC- Alik'r Desert		EP- Eastmarch	
Chancel of Divine Entreaty		Alezer Kotu		Hammerhome	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	<i>Noble's Conquest</i>	Max Health	Max Stamina	4% Healing Taken	Interrupting an enemy causes them to take 5% increased damage for 5 seconds and heals you for <u>X</u> .
Locations					
Imperial City- Noble's District					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	<i>Tava's Favor</i>	Max Health	Stamina Recovery	Magicka Recovery	When you dodge an attack, you receive the blessing of Tava and gain 9 Ultimate over 3 seconds.
Locations					
Hew's Bane- Forebear's Junction					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
5	<i>Kvatch Gladiator</i>	Weapon Critical	Weapon Critical	Weapon Damage	Your Light and Heavy Attacks deal an additional <u>X</u> Weapon Damage to targets below 25% Health.
Locations					
Gold Coast- Marja's Mill					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
6	Night Mother's Gaze	Weapon Critical	Weapon Damage	Weapon Critical	Critical attacks also reduce the target's Physical Resistance by <u>X</u> for 6 seconds.
Locations					
AD- Reaper's March		DC- Bangkorai	EP- The Rift		
Old Town Cavern		Silaseli Ruins	Eldbjorg's Hideaway		

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
6	<i>Law of Julianos</i>	Spell Critical	Max Magicka	Spell Critical	Increase Spell Damage by <u>X</u> .
Locations					
Wrothgar- Boreal Forge					

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Traits	Set Name	2 Items	3 Items	4 Items	5 Items
6	Willow's Path	Magicka Recovery	Stamina Recovery	Health Recovery	Increase all recovery in combat by 15%.
Locations					
AD- Reaper's March		DC- Bangkorai		EP- The Rift	
Greenspeaker's Grove		Viridian Hideaway		Smokefrost Vigil	

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
6	<i>Hunding's Rage</i>	Weapon Critical	Max Stamina	Weapon Critical	Increase Weapon Damage by <u>X</u> .
Locations					
AD- Reaper's March		DC- Bangkorai	EP- The Rift		
Broken Arch		Wether's Cleft	Trollslayer Gully		

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
7	Redistributor	Max Health	Max Stamina	Max Magicka	When you receive healing while at full Health, heal a nearby ally for <u>X</u> . This effect can happen once every 3 seconds.
Locations					
Imperial City- Arboretum District					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
7	Clever Alchemist	Max Health	Max Health	Weapon Damage	When you drink a potion you feel a rush of energy, gaining <u>X</u> Weapon and Spell Damage for 15 seconds.
Locations					
Hew's Bane- No Shira Workshop					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
7	Varen's Legacy	Max Health	Max Stamina	4% Healing Taken	10% chance on block that the next Area of Effect attack you use will deal an additional <u>X</u> damage.
Locations					
Gold Coast- Strid River Artisan's Camp					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	<i>Kagrenac's Hope</i>	Max Magicka	Magicka Recovery	Max Health	Increase Spell Damage by <u>X</u> . Also, decrease time to resurrect an ally by 25% and restore <u>X</u> Magicka when you successfully resurrect an ally.
Locations					
Fighter's Guild- Earth Forge					

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Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	<i>Orgnum's Scales</i>	Health Recovery	Max Health	Max Health	If below 60% Health, increase Health Recovery by 50%.
Locations					
Fighter's Guild- Earth Forge (Pressure Room III)					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	<i>Eyes of Mara</i>	Magicka Recovery	Max Magicka	Spell Damage	Reduce the Magicka cost of restoration staff abilities by 12%.
Locations					
Mage's Guild- Eyevea					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	Shalidor's Curse	Max Health	4% Healing Taken	Max Health	While you are below 50% Health, light attacks restore <u>X</u> Health.
Locations					
Mage's Guild- Eyevea					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	<i>Oblivion's Foe</i>	Health Recovery	Stamina Recovery	Magicka Recovery	Increase the damage of your Soul Trap abilities by 100%
Locations					
Colharbour- Font of Schemes					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	<i>Spectre's Eye</i>	Physical Resistance	Max Magicka	Max Health	Gain Major Evasion for 3 seconds after casting a spell that costs Magicka. This effect can apply once every 6 seconds.
Locations					
Coldharbour- Deathspinner's Lair					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
8	Way of the Arena	Max Health	Max Magicka	Max Stamina	Reduce cost of Break Free by 40%.
Locations					
Craglorn- Lanista's Wayshrine					

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Traits	Set Name	2 Items	3 Items	4 Items	5 Items
9	Twice-Born Star	Max Health	Max Stamina	Max Magicka	Allows you to have two Mundus Stone Boons at the same time.
Locations					
Craglorn- Atelier of the Twice-Born Star					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
9	<i>Armor Master</i>	Max Health	Physical Resistance	Spell Resistance	While you have an Armor Ability slotted, increase your Maximum Health by 5%. When you activate an Armor Ability, you gain <u>X</u> Physical and Spell Resistance for 10 seconds.
Locations					
Imperial City- Memorial District					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
9	Morkuldin	Max Stamina	Stamina Recovery	Weapon Damage	10% chance when using Light or Heavy Attacks to summon an animated weapon to attack your enemies. The weapon's basic attacks deal <u>X</u> Physical Damage.
Locations					
Wrothgar- Morkuldin Forge					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
9	<i>Eternal Hunt</i>	Max Stamina	Stamina Recovery	Stamina Recovery	When you use Roll Dodge, you leave behind a rune that detonates when enemies come close, dealing <u>X</u> Poison Damage and immobilizing them for 1.5 seconds.
Locations					
Hew's Bane- The Lost Pavilion					

Traits	Set Name	2 Items	3 Items	4 Items	5 Items
9	<i>Pelinal's Aptitude</i>	Max Health	Stamina Recovery	Magicka Recovery	Your Weapon Damage and Spell Damage both become the highest of the two values.
Locations					
Gold Coast- Colovian Revole Forge Yard					

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