



Guide to Crafted Sets

updated October, 2018



Many players wear 5 pieces of one set and several pieces of another to fill out their armor and weapon slots. These sets are all Bind on Equip, so can be made for you by another player if you've not yet completed sufficient research.

Wear 5 pieces of heavy armor, 1 piece of medium armor (hands), and 1 piece of light armor (waist) while at low levels; this provides the most armor rating while leveling all 3 armor skill trees. Once you reach the point that you can take advantage of passive armor skills that require 5 or more pieces in a given weight, switch to 5 pieces in your chosen armor weight and combine:

Overall Armor Class	Also Use	With
Heavy Armor Focus	Medium Hands	Light Waist
Medium Armor Focus	Heavy Chest	Light Waist
Light Armor Focus	Heavy Chest	Medium Legs

Some traits (i.e. infused or reinforced) are best on large armor pieces that truly enhance the item stats such as chest, legs, & head. Other traits (i.e. divines or sturdy) give the same benefit regardless of the armor's size so are often placed on shoulders, hands, waist, & feet. For low level gear the training trait is often placed on all items.

You can only craft armor or weapons with a trait if you previously researched that chosen trait on the same item type/weight.

Each crafted set also requires completed research in several traits (the number varies based on the set) for each type of item you wish to create as part of the set; this is why crafters must research traits beyond those that are typically desired on crafted goods.

There are two crafted sets are good for specific tasks:

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
<p>Night's Silence</p> <p>in TG/DB quests and other situations requiring stealth</p>	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Stamina • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 804-823 Weapon Critical • 5 items: Ignore Movement Speed penalty while moving in Stealth 	2	<p>Auridon: Hightide Keep</p> <p>Glenumbra: Mesanthano's Tower</p> <p>Stonefalls: Steamfont Cavern</p> <p><i>@AttunedGarden (all stations available)</i></p>
<p>Twice-Born Star</p> <p>2 Mundus buffs with divine gear (combine with the Impregnable drop-set for its critical resistance in PvP)</p>	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1058-1096 Max Magicka • 5 items: Allows two <u>Mundus Stone</u> boons at the same time ¹ 	9	<p>Craglorn: Atelier of the Twice-Born Star</p> <p><i>@AttunedGarden (Blacksmith & Cloth only²)</i></p>

¹ “Removing this set, or obtaining a third Mundus Stone buff while wearing this set, will now remove the older of the current two Mundus Stone buffs instead of the newest one.” (*Morrowind Patch Notes*)

² This woodworking station is unnecessary since you'd not want to lose the second Mundus buff by weapon-swapping.

However, choosing your best overall option(s) for your character would generally depend on your chosen role and main resource pool:

- **Crafted for Tanking**
- **Crafted for Healers**
- **Crafted for Magicka DPS**
- **Crafted Sets that Attempt to Balance Magicka & Stamina**
- **Crafted for Stamina DPS**

At the bottom of this page a table summarizes crafting locations alphabetically by set name if you already know which set you want to create.

Currently the armor sets that drop in game are stronger, but craftable items can be readily available and still perform solidly aside from elite or end-game activities.

Best Crafted Sets for Tanking (infused & sturdy or divines)

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Fortified Brass	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 2871-2975 Physical Resist • 4 items: Add 2871-2975 Spell Resist • 5 items: Adds 4989-5170 Physical Resist and adds 4989-5170 Spell Resist 	4	Clockwork City: Restricted Brassworks <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Hist Bark	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Physical Resist • 3 items: Add 124-129 Health Recovery • 4 items: Add 1164-1206 Max Health • 5 items: Gain <u>Major Evasion</u> when blocking 	4	Greenshade: Rootwatch Tower Rivenspire: Trader's Rest Shadowfen: Hatchling's Crown <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Torug's Pact <u>Why?</u>	<ul style="list-style-type: none"> • 2 items: Add 124-129 Spell Damage • 3 items: Add 1164-1206 Max Health • 4 items: Add 2871-2975 Spell Resist • 5 items: Reduce weapon enchantment's internal cooldown by 30% and increase enchantment potency by 30% 	3	Grahtwood: Fisherman's Isle Stormhaven: Hammerdeath Workshop Deshaan: Lake Hlaalu Retreat <i>@AttunedGarden</i> <i>(all stations in pods)</i>

Other Craftable Options for Tanking

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Adept Rider	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Spell Resist • 3 items: Add 2871-2975 Physical Resist • 4 items: Add 1164-1206 Max Health • 5 items: While mounted gain Major Evasion. Dismounting spawns a dust cloud at your position for 12 seconds that deals 1386-1436 Physical Damage every 1 second to enemies standing within. You & group members inside the dust cloud gain Major Evasion. The dust cloud can spawn once every 12 seconds. 	3	Summerset: Shimmerene Dockworks <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Alessia's Bulwark	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Physical Resist • 3 items: Add 1164-1206 Max Health • 4 items: Add 2871-2975 Physical Resist • 5 items: Being damaged by a melee attack has a 15% chance to reduce attacker's Weapon Damage by 10% for 5 seconds 	5	Malabal Tor: Chancel of Divine Entreaty Alik'r Desert: Alezer Kotu Eastmarch: Hammerhome
Armor Master	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 2871-2975 Physical Resist • 4 items: Add 2871-2975 Spell Resist • 5 items: Increase Max Health by 5% when an Armor ability is slotted and gain 5146-5332 Physical Resistance & Spell Resistance for 10 seconds after activating an Armor ability 	9	Imperial City: Memorial Armory <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Death's Wind	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Physical Resist • 3 items: Add 1164-1206 Max Health • 4 items: Add 1164-1206 Max Health 	2	Auridon: Eastshore Islets Camp Glenumbra: Chill House

	<ul style="list-style-type: none"> • 5 items: If hit by a melee attack while below 35% Health, nearby enemies are Knocks Back and Stunned for 4 seconds (limited to once every 30 seconds) 		Stonefalls: Armature's Upheaval
Noble's Conquest	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 4% Healing Taken • 5 items: When you Interrupt an enemy, regain 4150-4300 Health and cause the target to suffer an additional 8% damage for 5 seconds 	5	Imperial City: Nobles Armory <i>@AttunedGarden</i> (all stations at rock wall)
Nocturnal's Favor	<ul style="list-style-type: none"> • 2 items: Add 124-129 Stamina Recovery • 3 items: Add 1164-1206 Max Health • 4 items: Add 1164-1206 Max Health • 5 items: Whenever you successfully Dodge, heal yourself for 3861-4000 Health. This can occur every 2 seconds. 	9	Summerset: Augury Basin <i>@AttunedGarden</i> (all stations at rock wall)
Orgnum's Scales	<ul style="list-style-type: none"> • 2 items: Add 124-129 Health Recovery • 3 items: Add 1164-1206 Max Health • 4 items: Add 1164-1206 Max Health • 5 items: If below 60% Max Health, increase Health Recovery by 50% 	8	The Earth Forge: Pressure Room III <i>@AttunedGarden</i> (not yet available)
Shalidor's Curse	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 4% Healing Taken • 4 items: Add 1164-1206 Max Health • 5 items: While below 50% Health, your Light Attacks restore 539-559 Health 	8	Eyevea: Shalidor's Cursed Manufactory <i>@AttunedGarden</i> (not yet available)
Song of Lamae	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Spell Resist • 3 items: Add 2871-2975 Physical Resist • 4 items: Add 1164-1206 Max Health 	5	Malabal Tor: Sleepy Senche Overlook Alik'r Desert: Rkulftzel

	<ul style="list-style-type: none"> • 5 items: When Health drops below 30%, deal 3735-3870 Magic Damage to the attacker and regain 3735-3870 Health. This can happen once every 30 seconds. 		Eastmarch: Tinkerer Tobin's Workshop
Spectre's Eye	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Physical Resist • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 1164-1206 Max Health • 5 items: Gain Major Evasion for 3 seconds after casting a spell that costs Magicka (limited to once every 6 seconds) 	8	Coldharbour: Deathspinner's Lair
Trial by Fire ("Trials")	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 2871-2975 Spell Resist • 4 items: Add 4% Healing Taken • 5 items: If you suffer Elemental Damage, gain 7457-7727 Resistance to that Element for 4 seconds. You can only be resistant to one element at a time. 	3	Wrothgar: Malacath Statue <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Vampire's Kiss	<ul style="list-style-type: none"> • 2 items: Add 124-129 Health Recovery • 3 items: Add 1164-1206 Max Health • 4 items: Add 4% Healing Taken • 5 items: Heal for 4980-5160 over 6 seconds when you kill an opponent 	5	Malabal Tor: Matthild's Last Venture Alik'r Desert: Artisan's Oasis Eastmarch: Crimson Kada's Crafting Cavern
Varen's Legacy	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 4% Healing Taken • 5 items: 10% chance after Blocking that your next Area of Effect Attack will deal an additional 3300-3450 Damage 	7	Gold Coast: Strid River Artisans Camp <i>@AttunedGarden</i> <i>(not yet available)</i>

Whitestrake's Retribution	<ul style="list-style-type: none">• 2 items: Add 1164-1206 Max Health• 3 items: Add 2871-2975 Spell Resist• 4 items: Add 124-129 Health Recovery• 5 items: When below 30% Health, gain a 9960-10320 Damage Shield for 8 seconds (limited to once every 15 seconds)	4	Greenshade: Lanalda Pond Rivenspire: Westwind Lighthouse Shadowfen: Weeping Wamasu Falls
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Best Crafted Sets for Healers (infused & divines)

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Eyes of Mara	<ul style="list-style-type: none"> • 2 items: Add 124-129 Magicka Recovery • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 124-129 Spell Damage • 5 items: Reduce the Magicka cost of Restoration Staff abilities by 12% 	8	Eyevea: Mara's Eye Manufactory <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Kagrenac's Hope	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 124-129 Magicka Recovery • 4 items: Add 1164-1206 Max Health • 5 items: Add 214-222 Spell Damage. Also, decrease time to resurrect an ally by 25% and restore 1660-1720 Magicka when you successfully resurrect an ally 	8	The Earth Forge: The Earth Forge <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Seducer	<ul style="list-style-type: none"> • 2 items: Add 124-129 Magicka Recovery • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 124-129 Magicka Recovery • 5 items: Reduce the Magicka cost of abilities by 8% 	3	Grahtwood: Temple of the Eight Stormhaven: Fisherman's Island Deshaan: Berezan's Mine <i>@AttunedGarden</i> <i>(all stations in pods)</i>

Other Craftable Options for Healers

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Law of Julianos	<ul style="list-style-type: none"> • 2 items: Add 804-823 Spell Critical • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 804-823 Spell Critical • 5 items: Add 288-299 Spell Damage 	6	Wrothgar: Boreal Forge <i>@AttunedGarden</i> (all stations in pods)
Magnus' Gift	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 124-129 Magicka Recovery • 4 items: Add 124-129 Spell Damage • 5 items: 8% chance to negate the Magicka cost of a spell 	4	Greenshade: Arananga Rivenspire: Veawend Ede Shadowfen: Xal Haj-Ei Shrine <i>@AttunedGarden</i> (all stations in pods)
Naga Shaman	<ul style="list-style-type: none"> • 2 items: Add 4% Healing Taken • 3 items: Add ?-? Healing Done • 4 items: Add 1058-1096 Max Magicka • 5 items: When you cast a Damage Shield ability, gain <u>Minor Mending</u> and <u>Minor Vitality</u> for 6 seconds. (cooldown: 6 seconds) 	?	Murkmire: Deep Swamp Forge
Redistributor	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1058-1096 Max Magicka • 5 items: When you heal yourself while at full Health, heal a nearby ally for 2265-2347 (limited to once every 3 seconds) 	7	Imperial City: Arboretum Armory <i>@AttunedGarden</i> (all stations at rock wall)

Best Crafted Sets for Magicka DPS (infused & divines)

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Law of Julianos	<ul style="list-style-type: none"> • 2 items: Add 804-823 Spell Critical • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 804-823 Spell Critical • 5 items: Add 288-299 Spell Damage 	6	Wrothgar: Boreal Forge <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Magnus' Gift	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 124-129 Magicka Recovery • 4 items: Add 124-129 Spell Damage • 5 items: 8% chance to negate the Magicka cost of a spell 	4	Greenshade: Arananga Rivenspire: Veawend Ede Shadowfen: Xal Haj-Ei Shrine <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Seducer	<ul style="list-style-type: none"> • 2 items: Add 124-129 Magicka Recovery • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 124-129 Magicka Recovery • 5 items: Reduce the Magicka cost of abilities by 8% 	3	Grahtwood: Temple of the Eight Stormhaven: Fisherman's Island Deshaan: Berezan's Mine <i>@AttunedGarden</i> <i>(all stations in pods)</i>

Other Craftable Options for Magicka DPS

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Innate Axiom	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 804-823 Spell Critical and Add 804-823 Weapon Critical • 5 items: Gain 386-400 Weapon Damage and 386-400 Spell Damage to Class abilities 	2	Clockwork City: The Refurbishing Yard <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Kagrenac's Hope	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 124-129 Magicka Recovery • 4 items: Add 1164-1206 Max Health • 5 items: Add 214-222 Spell Damage. Also, decrease time to resurrect an ally by 25% and restore 1660-1720 Magicka when you successfully resurrect an ally 	8	The Earth Forge: The Earth Forge <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Sload's Semblance	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: Damaging an enemy has a 10% chance to put a Leeching Shadow on them, dealing (unknown)-853 Oblivion Damage every 1 second for 6 seconds. Can occur every 6 seconds. <p>Note: "After doing some investigation, we'll be making some adjustments to this item set in the next update so it isn't quite as strong." (<i>ZOS_GinaBruno, June 21, 2018</i>)</p>	6	Summerset: Artaeum Craftworks <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Spectre's Eye		8	

	<ul style="list-style-type: none"> • 2 items: Add 2871-2975 Physical Resist • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 1164-1206 Max Health • 5 items: Gain Major Evasion for 3 seconds after casting a spell that costs Magicka (limited to once every 6 seconds) 		Coldharbour: Deathspinner's Lair
Torug's Pact <u>Why?</u>	<ul style="list-style-type: none"> • 2 items: Add 124-129 Spell Damage • 3 items: Add 1164-1206 Max Health • 4 items: Add 2871-2975 Spell Resist • 5 items: Reduce weapon enchantment's internal cooldown by 30% and increase enchantment potency by 30% 	3	Grahtwood: Fisherman's Isle Stormhaven: Hammerdeath Workshop Deshaan: Lake Hlaalu Retreat <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Twilight's Embrace	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 804-823 Spell Critical • 4 items: Add 124-129 Spell Damage • 5 items: Gain 10% additional healing whenever you are healed 	3	Grathwood: Vineshade Lodge Stormhaven: Windridge Warehouse Deshaan: Avayan's Farm

Best Crafted Sets that Attempt to Balance Magicka & Stamina

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Innate Axiom	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 804-823 Spell Critical and Add 804-823 Weapon Critical • 5 items: Gain 386-400 Weapon Damage and 386-400 Spell Damage to Class abilities 	2	Clockwork City: The Refurbishing Yard <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Pelinal's Aptitude	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Magicka Recovery • 5 items: Your Weapon Damage and Spell Damage both become the higher of the two values 	9	Gold Coast: Colovian Revolt Forge Yard <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Shacklebreaker	<ul style="list-style-type: none"> • 2 items: Add 124-129 Weapon Damage • 3 items: Add 124-129 Spell Damage • 4 items: Add 124-129 Magicka Recovery and Add 124-129 Stamina Recovery • 5 items: Add 1930-2000 Max Magicka and Add 1930-2000 Max Stamina 	6	Vvardenfell: Valley of the Wind <i>@AttunedGarden</i> <i>(all stations in pods)</i>

Other Crafted Sets that Attempt to Balance Magicka & Stamina

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Clever Alchemist	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1164-1206 Max Health • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: Gain 638-661 Weapon Damage & 638-661 Spell Damage for 15 seconds after drinking a potion while in combat 	7	Hew's Bane: No Shira Workshop <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Daedric Trickery	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1058-1096 Max Magicka • 5 items: While in combat, gain one of five random Major Buffs (including Expedition, Protection, Mending, Heroism, or Vitality) for 10 seconds every 20 seconds 	8	Vvardenfell: West Gash <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Grave-Stake Collector	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1164-1206 Max Health • 5 items: Enemies you've damaged have a 10% chance to drop a grave-stake for 6 seconds after their death. Touching the grave-stake restores 6500 Stamina and Magicka. Only one grave-stake can appear at a time. 	?	Murkmire: Sweet Breeze Overlook
Mechanical Acuity	<ul style="list-style-type: none"> • 2 items: Add 124-129 Weapon Damage • 3 items: Add 124-129 Spell Damage • 4 items: Add 1058-1096 Max Stamina and add 1058-1096 Max Magicka 	6	Clockwork City: Pavilion of Artifice <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>

	<ul style="list-style-type: none"> • 5 items: When you deal <i>direct</i> damage, 15% chance to gain unerring mechanical vision for 5 seconds, causing your attacks to always be a Critical Strike. (can occur once every 18 seconds) 		
Might of the Lost Legion	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Stamina • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: After successfully blocking, gain 3 uses of Empower, increasing the damage of your next 3 Light Attacks by 40%. 	?	Murkmire: Ruined Village
Oblivion's Foe	<ul style="list-style-type: none"> • 2 items: Add 124-129 Health Recovery • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Magicka Recovery • 5 items: Increase the damage of your Soul Trap ability by 10% 	8	Coldharbour: Font of Schemes
Redistributor	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1058-1096 Max Magicka • 5 items: When you heal yourself while at full Health, heal a nearby ally for 2265-2347 (limited to once every 3 seconds) 	7	Imperial City: Arboretum Armory <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Sload's Semblance	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: Damaging an enemy has a 10% chance to put a Leeching 	6	Summerset: Artaeum Craftworks <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>

	<p>Shadow on them, dealing (unknown)-853 Oblivion Damage every 1 second for 6 seconds. Can occur every 6 seconds.</p> <p>Note: "After doing some investigation, we'll be making some adjustments to this item set in the next update so it isn't quite as strong." (ZOS_GinaBruno, June 21, 2018)</p>		
Tava's Favor	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Magicka Recovery • 5 items: Gain 9 Ultimate over 3 seconds upon Dodging an attack 	5	<p>Hew's Bane: Forebear's Junction</p> <p><i>@AttunedGarden</i> (all stations at rock wall)</p>
Twice-Born Star	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 1058-1096 Max Magicka • 5 items: Allows two <u>Mundus Stone</u> boons at the same time ¹ 	9	<p>Craglorn: Atelier of the Twice-Born Star</p> <p><i>@AttunedGarden</i> (Blacksmith & Cloth in pods²)</p>
Way of the Arena	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 1058-1096 Max Magicka • 4 items: Add 1058-1096 Max Stamina • 5 items: Reduce cost of Break Free by 40% 	8	<p>Craglorn: Lanista's Waystation</p>
Willow's Path	<ul style="list-style-type: none"> • 2 items: Add 124-129 Magicka Recovery • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Health Recovery • 5 items: While in combat, increase all Recovery by 15% 	6	<p>Reaper's March: Greenspeaker's Grove</p> <p>Bangkorai: Viridian Hideaway</p> <p>The Rift: Smokefrost Vigil</p>

Best Crafted Sets for Stamina DPS (infused & divines)

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Eternal Hunt	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Stamina • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Stamina Recovery • 5 items: When you Roll Dodge you leave behind a rune that when enemies approach deals 7079-7335 Poison Damage and immobilizes them for 1.5 seconds 	9	Hew's Bane: The Lost Pavilion <i>@AttunedGarden</i> (all stations in pods)
Hunding's Rage	<ul style="list-style-type: none"> • 2 items: Add 804-823 Weapon Critical • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 804-823 Weapon Critical • 5 items: Add 288-299 Weapon Damage 	6	Reaper's March: Broken Arch Bangkorai: Wether's Cleft The Rift: Trollslayer's Gully <i>@AttunedGarden</i> (all stations in pods)
Night Mother's Gaze	<ul style="list-style-type: none"> • 2 items: Add 804-823 Weapon Critical • 3 items: Add 124-129 Weapon Damage • 4 items: Add 804-823 Weapon Critical • 5 items: Critical attacks also reduce reduce the target's Physical Resistance by 2490-2580 apply <u>Major Fracture</u> for 6 seconds 	6	Reaper's March: Old Town Cavern Bangkorai: Silaseli Ruins The Rift: Eldbjorg's Hideaway <i>@AttunedGarden</i> (all stations in pods)

Other Craftable Options for Stamina DPS

Set Name	Bonus for Wearing Multiple Pieces	Traits Known	Crafting Site
Ashen Grip	<ul style="list-style-type: none"> • 2 items: Add 1164-1206 Max Health • 3 items: Add 124-129 Weapon Damage • 4 items: Add 804-823 Weapon Critical • 5 items: 10% to breathe fire for 1079-1118 Flame Damage on melee hits (limited to once every 4 seconds) 	2	Auridon: Beacon Falls Glenumbra: Par Molag Stonefalls: Magmaflow Overlook
Assassin's Guile	<ul style="list-style-type: none"> • 2 items: Add 804-823 Spell Critical • 3 items: Add 804-823 Weapon Critical • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: Increases duration of alchemical poisons by 4 seconds 	3	Vvardenfell: Suran <i>@AttunedGarden</i> <i>(all stations at rock wall)</i>
Innate Axiom	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 804-823 Spell Critical and Add 804-823 Weapon Critical • 5 items: Gain 386-400 Weapon Damage and 386-400 Spell Damage to Class abilities 	2	Clockwork City: The Refurbishing Yard <i>@AttunedGarden</i> <i>(all stations in pods)</i>
Kvatch Gladiator ("Gladiator's")	<ul style="list-style-type: none"> • 2 items: Add 804-823 Weapon Critical • 3 items: Add 804-823 Weapon Critical • 4 items: Add 124-129 Weapon Damage • 5 items: Your Light and Heavy Attacks deal an additional 1722- 	5	Gold Coast: Marja's Mill <i>@AttunedGarden</i> <i>(not yet available)</i>

	1800 Weapon Damage to targets below 25% Health		
Morkuldin	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Stamina • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 124-129 Weapon Damage • 5 items: 10% chance that a Light or Heavy Attack summons an animated weapon to attack your enemies for 15 seconds; its attacks deal 3964-4108 Physical Damage 	9	<p>Wrothgar: Morkuldin Forge</p> <p><i><u>@AttunedGarden</u></i> (all stations at rock wall)</p>
Night's Silence	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Stamina • 3 items: Add 124-129 Stamina Recovery • 4 items: Add 804-823 Weapon Critical • 5 items: Ignore Movement Speed penalty while moving in Stealth 	2	<p>Auridon: Hightide Keep</p> <p>Glenumbra: Mesanthano's Tower</p> <p>Stonefalls: Steamfont Cavern</p> <p><i><u>@AttunedGarden</u></i> (all stations in pods)</p>
Sload's Semblance	<ul style="list-style-type: none"> • 2 items: Add 1058-1096 Max Magicka • 3 items: Add 1058-1096 Max Stamina • 4 items: Add 124-129 Spell Damage and Add 124-129 Weapon Damage • 5 items: Damaging an enemy has a 10% chance to put a Leeching Shadow on them, dealing ?-853 Oblivion Damage every 1 second for 6 seconds. Can occur every 6 seconds. <p>Note: "After doing some investigation, we'll be making some adjustments to this item set in the next update so it isn't quite as strong." (<i><u>ZOS_GinaBruno</u></i>, June 21, 2018)</p>	6	<p>Summerset: Artaeum Craftworks</p> <p><i><u>@AttunedGarden</u></i> (all stations at rock wall)</p>

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