Tier sets

- Battlemage helmet (T1)
- Battlemage chestplate (T1)
- Battlemage legs (T1)
- Battlemage boots (T1)
- Battlemage helmet (T2)
- Battlemage chestplate (T2)
- Battlemage legs (T2)
- Battlemage boots (T2)
- Battlemage helmet (T3)
- Battlemage chestplate (T3)
- Battlemage legs (T3)
- Battlemage boots (T3)
- Battlemage helmet (T4)
- Battlemage chestplate (T4)
- Battlemage legs (T4)
- Battlemage boots (T4)
- Battlemage helmet (T5)
- Battlemage chestplate (T5)
- Battlemage legs (T5)
- Battlemage boots (T5)
- Battlemage helmet (T6)
- Battlemage chestplate (T6)
- Battlemage legs (T6)
- Battlemage boots (T6)
- Amethyst palladium helmet (T1)
- Amethyst palladium armor (T1)
- Amethyst palladium legs (T1)

- Amethyst palladium boots (T1)
- Amethyst palladium helmet (T2)
- Amethyst palladium armor (T2)
- Amethyst palladium legs (T2)
- Amethyst palladium boots (T2)
- Amethyst palladium helmet (T3)
- Amethyst palladium armor (T3)
- Amethyst palladium legs (T3)
- Amethyst palladium boots (T3)
- Amethyst palladium helmet (T4)
- Amethyst palladium armor (T4)
- Amethyst palladium legs (T4)
- Amethyst palladium boots (T4)
- Amethyst palladium helmet (T5)
- Amethyst palladium armor (T5)
- Amethyst palladium legs (T5)
- Amethyst palladium boots (T5)
- Amethyst palladium helmet (T6)
- Amethyst palladium armor (T6)
- Amethyst palladium legs (T6)
- Amethyst palladium boots (T6)
- Demolisher's helmet (T1)
- Demolisher's chestplate (T1)
- Demolisher's legs (T1)
- Demolisher's boots (T1)
- Demolisher's helmet (T2)
- Demolisher's chestplate (T2)
- Demolisher's legs (T2)
- Demolisher's boots (T2)
- Demolisher's helmet (T3)
- Demolisher's chestplate (T3)
- Demolisher's legs (T3)
- Demolisher's boots (T3)
- Demolisher's helmet (T4)
- Demolisher's chestplate (T4)

- Demolisher's legs (T4)
- Demolisher's boots (T4)
- Demolisher's helmet (T5)
- Demolisher's chestplate (T5)
- Demolisher's legs (T5)
- Demolisher's boots (T5)
- Demolisher's helmet (T6)
- Demolisher's chestplate (T6)
- Demolisher's legs (T6)
- Demolisher's boots (T6)

Battlemage helmet (T1)

You see a battlemage helmet (T1) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +5%, protection physical +5%, mana regen +300/1s, mana leech +3%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None
It weighs 4.50 oz.

Notes:

It's starbringer hat got upgraded by 1 tier set upgrade token.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T1)

You see a battlemage chestplate (T1) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +5%, protection physical +5%, death +5%, health regen +100/1s, mana regen +300/1s, mana leech +3%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

Notes :

It's starbringer robe got upgraded by 1 tier set upgrade token.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T1)


You see battlemage legs (T1) (Quality: 0/20%) (Arm: 12, magic level +8, max mana +5%, protection physical +4%, death +4%, mana regen +250/1s, mana leech +3%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes:

It's starbringer legs got upgraded by 1 tier set upgrade token.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T1)

You see battlemage boots (T1) (Quality: 0/20%) (Arm: 5, magic level +7, max mana +5%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +120/1s, mana leech +3%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's starbringer boots that got upgraded by 1 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage helmet (T2)


You see a battlemage helmet (T2) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +6%, protection physical +5%, mana regen +325/1s, mana leech +4%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 4.50 oz.

Notes :

It's battlemage helmet (T1) that got upgraded by 2 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T2)

You see a battlemage chestplate (T2) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +6%, protection physical +5%, death +5%, health regen +100/1s, mana regen +325/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

Notes :

It's battlemage chestplate (T1) that got upgraded by 2 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T2)

You see battlemage legs (T2) (Quality: 0/20%) (Arm: 12, magic level +9, max mana +6%, protection physical +4%, death +4%, mana regen +275/1s, mana leech +4%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes :

It's battlemage legs (T1) that got upgraded by 2 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T2)

You see battlemage boots (T2) (Quality: 0/20%) (Arm: 5, magic level +8, max mana +6%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +140/1s, mana leech +4%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's battlemage boots (T1) that got upgraded by 2 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage helmet (T3)

You see a battlemage helmet (T3) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +7%, protection physical +5%, mana regen +350/1s, mana leech +4%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 4.50 oz.

Notes :

It's battlemage helmet (T2) that got upgraded by 3 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T3)

You see a battlemage chestplate (T3) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +7%, protection physical +5%, death +5%, health regen +100/1s, mana regen +350/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

Notes :

It's battlemage chestplate (T2) that got upgraded by 3 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T3)

You see battlemage legs (T3) (Quality: 0/20%) (Arm: 12, magic level +9, max mana +7%, protection physical +4%, death +4%, mana regen +300/1s, mana leech +4%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes :

It's battlemage legs (T2) that got upgraded by 3 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T3)

You see battlemage boots (T3) (Quality: 0/20%) (Arm: 5, magic level +8, max mana +7%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +160/1s, mana leech +4%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's battlemage boots (T2) that got upgraded by 3 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage helmet (T4)

You see a battlemage helmet (T4) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +8%, protection physical +5%, mana regen +375/1s, mana leech +5%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 4.50 oz.

Notes :

It's battlemage helmet (T3) that got upgraded by 4 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T4)

You see a battlemage chestplate (T4) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +8%, protection physical +5%, death +5%, health regen +100/1s, mana regen +375/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

Notes :

It's battlemage chestplate (T3) that got upgraded by 4 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T4)

You see battlemage legs (T4) (Quality: 0/20%) (Arm: 12, magic level +10, max mana +8%, protection physical +4%, death +4%, mana regen +325/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes :

It's battlemage legs (T3) that got upgraded by 4 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T4)

You see battlemage boots (T4) (Quality: 0/20%) (Arm: 5, magic level +9, max mana +8%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +180/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's battlemage boots (T3) that got upgraded by 4 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage helmet (T5)


You see a battlemage helmet (T5) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +9%, protection physical +5%, mana regen +400/1s, mana leech +5%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 4.50 oz.

Notes :

It's battlemage helmet (T4) that got upgraded by 5 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T5)

You see a battlemage chestplate (T5) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +9%, protection physical +5%, death +5%, health regen +100/1s, mana regen +400/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

It's battlemage chestplate (T4) that got upgraded by 5 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T5)

You see battlemage legs (T5) (Quality: 0/20%) (Arm: 12, magic level +10, max mana +9%, protection physical +4%, death +4%, mana regen +350/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes :

It's battlemage legs (T4) that got upgraded by 5 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T5)

You see battlemage boots (T5) (Quality: 0/20%) (Arm: 5, magic level +9, max mana +9%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +200/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's battlemage boots (T4) that got upgraded by 5 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%

Battlemage helmet (T6)

You see a battlemage helmet (T6) (Quality: 0/20%) (Arm: 14, magic level +8, max mana +10%, protection physical +5%, mana regen +420/1s, mana leech +6%, critical damage +5%, mana cost reduction +4%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 4.50 oz.

Notes :

It's battlemage helmet (T5) that got upgraded by 6 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage chestplate (T6)

You see a battlemage chestplate (T6) (Quality: 0/20%) (Arm: 13, magic level +10, max health +15%, max mana +10%, protection physical +5%, death +5%, health regen +100/1s, mana regen +420/1s, mana leech +6%, critical damage +8%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 20.00 oz.

Notes :

It's battlemage chestplate (T5) that got upgraded by 6 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage legs (T6)

You see battlemage legs (T6) (Quality: 0/20%) (Arm: 12, magic level +11, max mana +10%, protection physical +4%, death +4%, mana regen +375/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 28.50 oz.

Notes :

It's battlemage legs (T5) that got upgraded by 6 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Battlemage boots (T6)

You see battlemage boots (T6) (Quality: 0/20%) (Arm: 5, magic level +10, max mana +10%, protection physical +3%, death +3%, movement speed +2%, health regen +65/1s, mana regen +220/1s, mana leech +6%, critical damage +5%).
It can only be wielded properly by master sorcerers and elder druids of level 1200 or higher.
Enchantments: None.
It weighs 9.50 oz.

Notes :

It's battlemage boots (T5) that got upgraded by 6 tier set upgrade tokens.

Arm and Magic level can get higher with Quality : 20\20%.

Amethyst palladium helmet (T1)

You see an amethyst palladium helmet (T1) (Quality: 0/20%) (Arm: 20, distance fighting +8, max health +10%, max mana +3%, protection death +5%, health regen +250/1s, mana regen +250/1s, life leech +5%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 47.80 oz.

Notes:

It's high noble helmet got upgraded by 1 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium armor (T1)

You see an amethyst palladium armor (T1) (Quality: 0/20%) (Arm: 25, distance fighting +12, shielding +4, max health +14%, protection physical +4%, death +4%, health regen +250/1s, mana regen +175/1s, mana leech +3%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 142.00 oz.

Notes:

It's high noble armor got upgraded by 1 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%.

Amethyst palladium legs (T1)

You see amethyst palladium legs (T1) (Quality: 0/20%) (Arm: 15, distance fighting +10, max health +10%, max mana +4%, protection physical +4%, death +4%, health regen +150/1s, mana regen +125/1s, life leech +5%, mana leech +3%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's high noble legs got upgraded by 1 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium boots (T1)

You see amethyst palladium boots (T1) (Quality: 0/20%) (Arm: 12, distance fighting +8, shielding +4, max health +5%, max mana +3%, protection physical +3%, death +3%, movement speed +2%, health regen +120/1s, mana regen +120/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's high noble boots got upgraded by 1 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%.

Amethyst palladium helmet (T2)

You see an amethyst palladium helmet (T2) (Quality: 0/20%) (Arm: 20, distance fighting +9, max health +11%, max mana +4%, protection death +5%, health regen +275/1s, mana regen +275/1s, life leech +6%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 47.80 oz.

Notes:

It's amethyst palladium helmet (T1) got upgraded by 2 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium armor (T2)

You see an amethyst palladium armor (T2) (Quality: 0/20%) (Arm: 25, distance fighting +13, shielding +4, max health +15%, protection physical +4%, death +4%, health regen +275/1s, mana regen +200/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 142.00 oz.
You can upgrade this item to another tier using 3 tier set upgrade tokens.

Notes:

It's amethyst palladium armor (T1) got upgraded by 2 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%.

Amethyst palladium legs (T2)

You see amethyst palladium legs (T2) (Quality: 0/20%) (Arm: 15, distance fighting +11, max health +11%, max mana +5%, protection physical +4%, death +4%, health regen +175/1s, mana regen +150/1s, life leech +6%, mana leech +4%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's amethyst palladium legs (T1) got upgraded by 2 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium boots (T2)

You see amethyst palladium boots (T2) (Quality: 0/20%) (Arm: 12, distance fighting +9, shielding +4, max health +6%, max mana +4%, protection physical +3%, death +3%, movement speed +2%, health regen +140/1s, mana regen +140/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's amethyst palladium boots (T1) got upgraded by 2 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%.

Amethyst palladium helmet (T3)

You see an amethyst palladium helmet (T3) (Quality: 0/20%) (Arm: 20, distance fighting +9, max health +12%, max mana +5%, protection death +5%, health regen +300/1s, mana regen +300/1s, life leech +6%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 47.80 oz.

Notes:

It's amethyst palladium helmet (T2) got upgraded by 3 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium armor (T3)

You see an amethyst palladium armor (T3) (Quality: 0/20%) (Arm: 25, distance fighting +13, shielding +4, max health +16%, protection physical +4%, death +4%, health regen +300/1s, mana regen +225/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 142.00 oz.

Notes:

It's amethyst palladium armor (T2) got upgraded by 3 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%.

Amethyst palladium legs (T3)

You see amethyst palladium legs (T3) (Quality: 0/20%) (Arm: 15, distance fighting +11, max health +12%, max mana +6%, protection physical +4%, death +4%, health regen +200/1s, mana regen +175/1s, life leech +6%, mana leech +4%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's amethyst palladium legs (T2) got upgraded by 3 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%.

Amethyst palladium boots (T3)

You see amethyst palladium boots (T3) (Quality: 0/20%) (Arm: 12, distance fighting +9, shielding +4, max health +7%, max mana +5%, protection physical +3%, death +3%, movement speed +2%, health regen +160/1s, mana regen +160/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's amethyst palladium boots (T2) got upgraded by 3 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium helmet (T4)

You see an amethyst palladium helmet (T4) (Quality: 0/20%) (Arm: 20, distance fighting +10, max health +13%, max mana +6%, protection death +5%, health regen +325/1s, mana regen +325/1s, life leech +7%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 47.80 oz.

Notes:

It's amethyst palladium helmet (T3) got upgraded by 4 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium armor (T4)

You see an amethyst palladium armor (T4) (Quality: 0/20%) (Arm: 25, distance fighting +14, shielding +4, max health +17%, protection physical +4%, death +4%, health regen +325/1s, mana regen +250/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 142.00 oz.

Notes:

It's amethyst palladium armor (T3) got upgraded by 4 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium legs (T4)

You see amethyst palladium legs (T4) (Quality: 0/20%) (Arm: 15, distance fighting +12, max health +13%, max mana +7%, protection physical +4%, death +4%, health regen +225/1s, mana regen +200/1s, life leech +7%, mana leech +5%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's amethyst palladium legs (T3) got upgraded by 4 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium boots (T4)

You see amethyst palladium boots (T4) (Quality: 0/20%) (Arm: 12, distance fighting +9, shielding +4, max health +8%, max mana +6%, protection physical +3%, death +3%, movement speed +3%, health regen +180/1s, mana regen +180/1s, mana leech +6%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's amethyst palladium boots (T3) got upgraded by 4 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium helmet (T5)

You see an amethyst palladium helmet (T5) (Quality: 0/20%) (Arm: 20, distance fighting +10, max health +14%, max mana +7%, protection death +5%, health regen +350/1s, mana regen +350/1s, life leech +7%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 47.80 oz.

Notes:

It's amethyst palladium helmet (T4) got upgraded by 5 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium armor (T5)

You see an amethyst palladium armor (T5) (Quality: 0/20%) (Arm: 25, distance fighting +14, shielding +4, max health +18%, protection physical +4%, death +4%, health regen +350/1s, mana regen +275/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 142.00 oz.

Notes:

It's amethyst palladium armor (T4) got upgraded by 5 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium legs (T5)

You see amethyst palladium legs (T5) (Quality: 0/20%) (Arm: 15, distance fighting +12, max health +14%, max mana +8%, protection physical +4%, death +4%, health regen +250/1s, mana regen +225/1s, life leech +7%, mana leech +5%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's amethyst palladium legs (T4) got upgraded by 5 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium boots (T5)

You see amethyst palladium boots (T5) (Quality: 0/20%) (Arm: 12, distance fighting +9, shielding +4, max health +9%, max mana +7%, protection physical +3%, death +3%, movement speed +3%, health regen +200/1s, mana regen +200/1s, mana leech +6%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's amethyst palladium boots (T4) got upgraded by 5 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium helmet (T6)


You see an amethyst palladium helmet (T6) (Quality: 0/20%) (Arm: 20, distance fighting +11, max health +15%, max mana +8%, protection death +5%, health regen +375/1s, mana regen +375/1s, life leech +8%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.

Notes:

It's amethyst palladium helmet (T5) got upgraded by 6 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium armor (T6)

You see an amethyst palladium armor (T6) (Quality: 0/20%) (Arm: 25, distance fighting +15, shielding +4, max health +19%, protection physical +4%, death +4%, health regen +375/1s, mana regen +300/1s, mana leech +6%, critical damage +8%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.

Notes:

It's amethyst palladium armor (T5) got upgraded by 6 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Amethyst palladium legs (T6)

You see amethyst palladium legs (T6) (Quality: 0/20%) (Arm: 15, distance fighting +12, max health +15%, max mana +9%, protection physical +4%, death +4%, health regen +275/1s, mana regen +250/1s, life leech +8%, mana leech +6%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 32.50 oz.

Notes:

It's amethyst palladium legs (T5) got upgraded by 6 tier set upgrade token.

Arm and distance fighting can get higher with Quality : 20\20%

Amethyst palladium boots (T6)

You see amethyst palladium boots (T6) (Quality: 0/20%) (Arm: 12, distance fighting +10, shielding +4, max health +10%, max mana +8%, protection physical +3%, death +3%, movement speed +4%, health regen +220/1s, mana regen +220/1s, mana leech +7%, critical damage +5%).
It can only be wielded properly by royal paladins of level 1200 or higher.
Enchantments: None.
It weighs 12.50 oz.

Notes:

It's amethyst palladium boots (T5) got upgraded by 6 tier set upgrade token.

Arm, distance fighting and shielding can get higher with Quality : 20\20%

Demolisher's helmet (T1)

You see a demolisher's helmet (T1) (Quality: 0/20%) (Arm: 22, melee +5, shielding +5, max health +12%, max mana +2%, protection physical +5%, death +5%, health regen +250/1s, mana regen +100/1s, mana leech +3%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's kyanite helmet got upgraded by 1 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T1)

You see a demolisher's chestplate (T1) (Quality: 0/20%) (Arm: 25, melee +8, shielding +6, max health +20%, protection physical +5%, fire +10%, death +5%, health regen +275/1s, mana regen +175/1s, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's kyanite chestplate got upgraded by 1 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T1)



You see demolisher's legs (T1) (Quality: 0/20%) (Arm: 16, melee +5, max health +12%, max mana +2%, protection physical +4%, death +4%, health regen +150/1s, mana regen +120/1s, life leech +5%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's kyanite legs got upgraded by 1 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T1)

You see demolisher's boots (T1) (Quality: 0/20%) (Arm: 12, melee +4, shielding +8, max health +7%, protection physical +4%, death +4%, movement speed +1%, health regen +150/1s, mana regen +75/1s, mana leech +5%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's kyanite boots got upgraded by 1 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's helmet (T2)

You see a demolisher's helmet (T2) (Quality: 0/20%) (Arm: 22, melee +5, shielding +5, max health +13%, max mana +2%, protection physical +5%, death +5%, health regen +275/1s, mana regen +100/1s, mana leech +4%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's demolisher's helmet (T1) got upgraded by 2 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T2)

You see a demolisher's chestplate (T2) (Quality: 0/20%) (Arm: 25, melee +9, shielding +6, max health +21%, protection physical +5%, fire +10%, death +5%, health regen +300/1s, mana regen +175/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's demolisher's chestplate (T1) got upgraded by 2 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T2)


You see demolisher's legs (T2) (Quality: 0/20%) (Arm: 16, melee +5, max health +13%, max mana +2%, protection physical +4%, death +4%, health regen +175/1s, mana regen +120/1s, life leech +6%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's demolisher's legs (T1) got upgraded by 2 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T2)

You see demolisher's boots (T2) (Quality: 0/20%) (Arm: 12, melee +4, shielding +8, max health +8%, protection physical +4%, death +4%, movement speed +1%, health regen +175/1s, mana regen +75/1s, mana leech +6%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's demolisher's boots (T1) got upgraded by 2 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's helmet (T3)

You see a demolisher's helmet (T3) (Quality: 0/20%) (Arm: 22, melee +5, shielding +5, max health +14%, max mana +2%, protection physical +5%, death +5%, health regen +300/1s, mana regen +100/1s, mana leech +4%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's demolisher's helmet (T2) got upgraded by 3 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T3)

You see a demolisher's chestplate (T3) (Quality: 0/20%) (Arm: 25, melee +9, shielding +6, max health +22%, protection physical +5%, fire +10%, death +5%, health regen +325/1s, mana regen +175/1s, mana leech +4%, critical damage +6%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's demolisher's chestplate (T2) got upgraded by 3 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T3)


You see demolisher's legs (T3) (Quality: 0/20%) (Arm: 16, melee +5, max health +14%, max mana +2%, protection physical +4%, death +4%, health regen +200/1s, mana regen +120/1s, life leech +6%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's demolisher's legs (T2) got upgraded by 3 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T3)

You see demolisher's boots (T3) (Quality: 0/20%) (Arm: 12, melee +4, shielding +8, max health +9%, protection physical +4%, death +4%, movement speed +1%, health regen +200/1s, mana regen +75/1s, mana leech +6%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's demolisher's boots (T2) got upgraded by 3 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's helmet (T4)

You see a demolisher's helmet (T4) (Quality: 0/20%) (Arm: 22, melee +6, shielding +5, max health +15%, max mana +2%, protection physical +5%, death +5%, health regen +325/1s, mana regen +100/1s, mana leech +5%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's demolisher's helmet (T3) got upgraded by 4 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T4)



You see a demolisher's chestplate (T4) (Quality: 0/20%) (Arm: 25, melee +9, shielding +6, max health +23%, protection physical +5%, fire +10%, death +5%, health regen +350/1s, mana regen +175/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's demolisher's chestplate (T3) got upgraded by 4 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T4)


You see demolisher's legs (T4) (Quality: 0/20%) (Arm: 16, melee +5, max health +15%, max mana +2%, protection physical +4%, death +4%, health regen +225/1s, mana regen +120/1s, life leech +7%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's demolisher's legs(T3) got upgraded by 4 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T4)

You see demolisher's boots (T4) (Quality: 0/20%) (Arm: 12, melee +4, shielding +8, max health +10%, protection physical +4%, death +4%, movement speed +1%, health regen +225/1s, mana regen +75/1s, mana leech +7%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's demolisher's boots (T3) got upgraded by 4 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's helmet (T5)

You see a demolisher's helmet (T5) (Quality: 0/20%) (Arm: 22, melee +6, shielding +5, max health +16%, max mana +2%, protection physical +5%, death +5%, health regen +350/1s, mana regen +100/1s, mana leech +5%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's demolisher's helmet (T4) got upgraded by 5 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T5)



You see a demolisher's chestplate (T5) (Quality: 0/20%) (Arm: 25, melee +9, shielding +6, max health +24%, protection physical +5%, fire +10%, death +5%, health regen +375/1s, mana regen +175/1s, mana leech +5%, critical damage +7%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's demolisher's chestplate (T4) got upgraded by 5 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T5)



You see demolisher's legs (T5) (Quality: 0/20%) (Arm: 16, melee +5, max health +16%, max mana +2%, protection physical +4%, death +4%, health regen +250/1s, mana regen +120/1s, life leech +7%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's demolisher's legs (T4) got upgraded by 5 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T5)

You see demolisher's boots (T5) (Quality: 0/20%) (Arm: 12, melee +4, shielding +8, max health +11%, protection physical +4%, death +4%, movement speed +2%, health regen +250/1s, mana regen +75/1s, mana leech +7%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's demolisher's boots (T4) got upgraded by 5 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's helmet (T6)

You see a demolisher's helmet (T6) (Quality: 0/20%) (Arm: 22, melee +7, shielding +5, max health +17%, max mana +2%, protection physical +5%, death +5%, health regen +375/1s, mana regen +100/1s, mana leech +6%, critical damage +5%, mana cost reduction +3%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 89.57 oz.

Notes:

It's demolisher's helmet (T5) got upgraded by 6 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's chestplate (T6)



You see a demolisher's chestplate (T6) (Quality: 0/20%) (Arm: 25, melee +10, shielding +7, max health +25%, protection physical +5%, fire +10%, death +5%, health regen +400/1s, mana regen +175/1s, mana leech +6%, critical damage +8%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 147.80 oz.

Notes:

It's demolisher's chestplate (T5) got upgraded by 6 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.

Demolisher's legs (T6)


You see demolisher's legs (T6) (Quality: 0/20%) (Arm: 16, melee +5, max health +17%, max mana +2%, protection physical +4%, death +4%, health regen +275/1s, mana regen +120/1s, life leech +8%, mana leech +3%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 48.50 oz.

Notes:

It's demolisher's legs (T5) got upgraded by 6 tier set upgrade token.

Arm and melee can get higher with Quality : 20\20%.

Demolisher's boots (T6)

You see demolisher's boots (T6) (Quality: 0/20%) (Arm: 12, melee +4, shielding +9, max health +12%, protection physical +4%, death +4%, movement speed +2%, health regen +275/1s, mana regen +75/1s, mana leech +8%, critical damage +5%).
It can only be wielded properly by elite knights of level 1200 or higher.
Enchantments: None.
It weighs 22.50 oz.

Notes:

It's demolisher's boots (T5) got upgraded by 6 tier set upgrade token.

Arm,melee and shielding can get higher with Quality : 20\20%.