Sets Guide by Panda Updated July 2023

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Great Sets											
Divine Speed / Speed											
	Weapon	Universal	Epic+ (except for Rare Boots for chance of Speed Ascension)	Flat Att	Speed	Crit Rate	Crit Damage	Acc / Res	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x any substat + 0/1x Speed	- 2x Speed + 2x any substat
	Helmet			Flat HP	Speed	Crit Rate	Crit Damage	Acc / Res			
	Shield			Flat Def	Speed	Crit Rate	Crit Damage	Acc / Res			
	Gauntlet			Any	Speed	Crit Rate	Crit Damage	Acc / Res		**Any Gauntlet:** - 3x Speed + substat - 3x any substat + 0/1x Speed **CD % Gauntlet:** - 3x CR% + 0/1x Speed **CR % Gauntlet:** - 3x CD% + 0/1x Speed	- 2x Speed + 2x any substat
	Chestplate			Any	Speed	Crit Rate	Crit Damage	Acc / Res		- 3x Speed + substat - 3x any substat + 0/1x Speed	
	Boots			Speed / Att% / HP % / Def%	Speed	Crit Rate	Crit Damage	Acc / Res		**Speed Boots:** - 3x any substat **Att % / HP % / Def % Boots:** - 3x Speed - 3x any substat + 0/1x Speed	**Speed Boots** (Keep rare Speed Boots keep if Speed ascension, in general keep all boots with Speed Ascension): - 2x any non flat stat substat **Att % / HP % / Def % Boots :** - 2x Speed + any substat
Perception (Way better) / Accuracy											
	Weapon	Universal	Epic+	Flat Att	Speed	Acc	Res	CR % / CD %	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x any substat + 0/1x Speed	**Perception:** - 2x Speed + 2x any substat **Accuracy:** - 2x Speed + 2x Acc - 2x Speed + 2x Res
	Helmet			Flat HP	Speed	Acc	Res	CR % / CD %			
	Shield			Flat Def	Speed	Acc	Res	CR % / CD %			
	Gauntlet			Any	Speed	Acc	Res	CR % / CD %		**Any Gauntlet:** - 3x Speed + substat - 3x any substat + 0/1x Speed **CD % Gauntlet:** - 3x CR% + 0/1x Speed **CR % Gauntlet:** - 3x CD% + 0/1x Speed	**Perception Non Flat Stat Main Stat:** - 2x Speed + any substat - 2x Acc + 1 Speed **Accuracy Non Flat Stat Main Stat:** - 2x Speed + 1x Acc - 2x Speed + 1x Res - 2x Acc + 1 Speed
	Chestplate			Any	Speed	Acc	Res	CR % / CD %		- 3x Speed + substat - 3x any substat + 0/1x Speed	**Perception Non Flat Stat Main Stat** (Keep Rare Acc Chestplate if Acc ascension): - 2x Speed + any substat **Accuracy Att% / HP % / Def % Chestplate:** - 2x Speed + 1x Acc - 2x Speed + 1x Res - 2x Acc + 1 Speed **Accuracy Acc Chestplate:** - 2x Speed + any substat - 2x Res + 1x Speed
	Boots			Speed / Att% / HP % / Def%	Speed	Acc	Res	CR % / CD %		**Speed Boots:** - 3x any substat **Att % / HP % / Def % Boots:** - 3x Speed - 3x any substat + 0/1x Speed	**Speed Boots:** - 2x any non flat stat substat **Att % / HP % / Def % Boots :** - 2x Speed + any substat

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Savage / Lethal - Key Set											
	Weapon	Damage	Epic+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % / CR %	Speed	CR %	CD %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
	Chestplate			Att% / HP % / Def %	Speed	CR %	CD %			- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att% / Def%	Speed	CR %	CD %			**Speed Boots:** - 3x CR % / CD % **Att % / HP % / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
Cruel Still Awesome											
	Weapon	Damage	Epic+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % + any substat - 3x CD % + 1 Speed / CR %	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % / CR %	Speed	CR %	CD %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
				Att % (bomb champ)	Speed	Flat Att			- 4x Speed	- 3x Speed + any substat	- 2x Speed + 2x Flat Att
	Chestplate			Att% / HP % / Def %	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att% / Def%	Speed	CR %	CD %			**Speed Boots:** - 3x CR % / CD % **Att % / HP % / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	3x	2x
Reflex / Relentless											
	Weapon	Precision / Resistance / Damage	Epic+	Flat Att	Speed	Acc / Res	CR %	CD %	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x CR % / CD % / Acc / Res + 0/1 x Speed	- 2x Speed + 2x CR % / CD % / Acc / Res - 2x CR % + 1x Speed + CD % / Acc / Res - 2x CD % + 1x Speed + CR % / Acc / Res - 2x Acc + 1x Speed + CR % / CD % / Res - 2x Res + 1x Speed + CD % / CR %
	Helmet			Flat HP	Speed	Acc / Res	CR %	CD %			
	Shield			Flat Def	Speed	Acc / Res	CR %	CD %			
	Gauntlet			Any unless CD % or CR %	Speed	Acc / Res	CR %	CD %		**Any other than CR % / CD % Gauntlets:** '- 3x Speed + any substat - 3x Acc / Res + 0/1x Speed **CD % Gauntlets:** - 3x Speed / CR % + any substat **CR % Gauntlets:** - 3x Speed / CD % + any substat	**Any other than CR % / CD % Gauntlets:** - 2x Speed + 0/1x Acc / Res - 2x Acc / Res + 1x Speed **CD % Gauntlets:** - 2x Speed + 0/1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 0/1x CD% - 2x CD % + 1x Speed
	Chestplate			Att % / HP % / Def % / Acc / Res	Speed	Acc / Res	CR %	CD %		**Att % / HP % / Def % / Acc Chestplate:** - 3x Speed + any substat - 3x Acc / Res / CR / CD % + 0/1x Speed **Res Chestplate:** 3x Speed + any substat	**Att % / HP % / Def % / Acc Chestplate:** - 2x Speed + 1x CR % / CD % / Acc / Res - 2x CR % + 1x Speed + CD % / Acc / Res - 2x CD % + 1x Speed + CR % / Acc / Res - 2x Acc + 1x Speed + CD % / CR % / Res - 2x Res + 1x Speed + CD % / CR % / acc **Res Chestplate:** 2x Speed + 1x Acc
	Boots			Speed / Att % / HP% / Def %	Speed	Acc / Res	CR %	CD %		**Speed boots:** - 3x CR % / CD % / Acc / Res **Att % / HP% / Def % boots:** - 3x Speed + any substat - 3x CR % / CD % / Acc / Res + 0/1x Speed	**Speed boots:** - 2x CR % + 1x CD % / Acc / Res - 2x CD % + 1x CR % / Acc / Res - 2x Acc + 1x CR % / CD % / Res - 2x Res + 1x CR % / CD % / Acc **Att % / HP% / Def % boots:** - 2x Speed + 1x CR % / CD % / Acc / Res - 2x CR % + 1x Speed + CD % / Acc / Res - 2x CD % + 1x Speed + CR % / Acc / Res - 2x Acc + 1x Speed + CD % / CR % / Res - 2x Res + 1x Speed + CD % / CR % / Acc
Regeneration / Immortal / Defiant / Protection - Great Set											
	Weapon	Survivability	Epic+	Flat Att	Speed	HP %	Def %	Res / Acc	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x HP% / Def % / Res / Acc + 0/1x Speed	- 2x Speed + 2x HP % / Def % / Res / Acc - 2x HP % + 1x Speed + Def % / Res / Acc - 2x Def % + 1x Speed + HP % / Res / Acc - 2x Res + 1x Speed + HP % / Def % / Acc - 2x Acc + 1x Speed + HP % / Def % / Res
	Helmet			Flat HP	Speed	HP %	Def %	Res / Acc			
	Shield			Flat Def	Speed	HP %	Def %	Res / Acc			
	Gauntlet			HP % / Def %	Speed	HP %	Def %				
	Chestplate			HP % / Def % / Res	Speed	HP %	Def %				
	Boots			Speed / HP% / Def %	Speed	HP %	Def %			**Speed Boots:** - 3x HP % / Def % / Res / Acc **HP % / Def % Boots:** - 3x Speed - 3x HP % / Def % / Res / Acc + 0/1x Speed	**Speed boots:** - 2x HP % + 1x Def % / Res / Acc - 2x Def % + 1x HP % / Res / Acc - 2x Res + 1x HP % / Def % / Acc - 2x Acc + 1x HP % / Def % / Res **HP% / Def % boots:** - 2x Speed + 1x HP % / Def % - 2x HP % / Def % / Res / Acc + 1x Speed

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Stone Skin											
	Weapon			Flat Att	Speed	HP % / Def %	CR % / CD %	Acc / Res		- Any 3x non flat stat substat	- 2x + 2x any non flat stat substat - 2x Speed + 1x + 0/1x non flat stat substat - 2x HP % + 1x + 0/1x non flat stat substat - 2x Res + 1x + 0/1x non flat stat substat - 2x CR % / CD % + 1x Speed - 2x Acc + 1x Speed
	Helmet			Flat HP	Speed	HP % / Def %	CR % / CD %	Acc / Res			
	Shield			Flat Def	Speed	HP % / Def %	CR % / CD %	Acc / Res			
	Gauntlet	Universal	Epic+	Any unless CD % or CR %	Speed	Acc / Res	CR %	CD %	- 4x of any substat - if no speed substat, use to ore	**Flat Stat Main Stat / Att % Gauntlets:** - 3x Speed / Res + any substat - 3x Res + any substat **HP % / Def % Gauntlets:** - 3x Speed / Res + any substat - 3x Acc / HP / Def + 0/1x Speed **CD % Gauntlets:** - 3x Speed / CR % + any substat **CR % Gauntlets:** - 3x Speed / CD % + any substat	**Flat Stat Main Stat / Att % Gauntlets:** - 2x Speed + any substat - 2x Res / Acc + 0/1 Speed **HP % / Def % Gauntlets:** - 2x Speed + any substat - 2x HP % / Def % / Res / Acc / HP / Def + 0/1x Speed **CD % Gauntlets:** - 2x Speed / CR % + any substat **CR % Gauntlets:** - 2x Speed / CD % + any substat
	Chestplate			Att % / HP % / Def % / Acc / Res	Speed	Acc / Res	CR %	CD %		**Flat Stat Main Stat Chestplate** - 3x Speed / Res + any substat **Att % / HP % / Def % Chestplate:** - 3x any non flat stat substat + any substat **Res Chestplate:** - 3x Speed / HP % / Def % + any substat **Acc Chestplate** - 3x Speed / CR % / CD % + any substat	**Flat Stat Main Stat Chestplate** - 2x Speed + Res / HP% / Def % **Att % / HP % / Def % Chestplate:** - 2x + 2x any non flat stat substat - 2x Speed + 1x + 0/1x non flat stat substat - 2x HP % + 1x + 0/1x non flat stat substat - 2x Res + 1x + 0/1x non flat stat substat - 2x CR % / CD % + 1x Speed - 2x Acc + 1x Speed **Res Chestplate:** - 2x Speed / HP % / Def % + any non flat stat substat **Acc Chestplate** - 2x Speed / CR % / CD % + any non flat stat substat
	Boots			Speed / Att % / HP% / Def %	Speed	Acc / Res	CR %	CD %		**Speed boots:** - 3x Non Flat Stat substat **Att % / HP% / Def % boots:** - 3x Speed + any substat - 3x CR % / CD % / Acc / Res + 0/1x Speed	**Speed boots:** - 2x CR % + 1x CD % / Acc / Res - 2x CD % + 1x CR % / Acc / Res - 2x Acc + 1x CR % / CD % / Res - 2x Res + 1x CR % / CD % / Acc **Att % / HP% / Def % boots:** - 2x Speed + 1x CR % / CD % / Acc / Res - 2x CR % + 1x Speed + CD % / Acc / Res - 2x CD % + 1x Speed + CR % / Acc / Res - 2x Acc + 1x Speed + CD % / CR % / Res - 2x Res + 1x Speed + CD % / CR % / Acc

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**

Decent sets

Crit Damage / Retaliation

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon	Damage	Epic+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % + any substat - 3x CD % + 1 Speed / CR %	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % / CR %	Speed	CR %	CD %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
	Chestplate			Att% / HP % / Def %	Speed	CR %	CD %			- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att% / Def%	Speed	CR %	CD %			**Speed Boots:** - 3x CR % / CD % **Att % / HP % / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %

Instinct / Fury

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon	Damage	Epic+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % / CR %	Speed	CR %	CD %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
	Chestplate			Att% / HP % / Def %	Speed	CR %	CD %			- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att% / Def%	Speed	CR %	CD %			**Speed Boots:** - 3x CR % / CD % **Att % / HP % / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	3x	2x
Stun - Ukko / Hege / Soulbond											
	Weapon	Crowd Control / Damage	Epic+	Flat Att	Speed	Acc	CR %	CD %	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - Acc / CR % + 0/1x Speed	- 2x Speed + 2x CR % / CD % / Acc - 2x CR % + Speed + CD % / Acc - 2x CD % + Speed + CR % / Acc - 2x Acc + Speed + CR % / CD %
	Helmet			Flat HP	Speed	Acc	CR %	CD %			
	Shield			Flat Def	Speed	Acc	CR %	CD %			
	Gauntlet			Any unless CD % or CR %	Speed	Acc	CR %			**Any other than CD % Gauntlets:** - 3x Speed + any substat - Acc Speed + 0/1x Speed **CD % Gauntlets:** - 3x Speed + 0/1x CR % - 3x CR % + 0/1x Speed **CR % Gauntlets:** - 3x Speed + 0/1x CD%	**Any other than CD % Gauntlets:** - 2x Speed + 2x Acc **CD % Gauntlets:** - 2x Speed + 1x+ CR % - 2x CR % + 1x+ Speed **CR % Gauntlets:** - 2x Speed + 1x CD %
	Chestplate			Att % / HP % / Def % / Acc	Speed	Acc	CR %	CD %		**Att % / HP % / Def % Chestplate:** - 3x Speed + 0/1x CR % / CD % / Acc **Acc Chestplate:** 3x Speed + any substat	**Att % / HP % / Def % Chestplate:** - 2x Speed + 2x CR % / 2x CD % / Acc - 2x Speed + CD % + CR % / Acc - 2x Speed + CR % + CD % / Acc - 2x CD % + 2x CR % + 0 Speed - 2x CR % + 1x CD % + 1 Speed **Acc Chestplate:** 2x Speed + 1x CR % / CD %
	Boots			Speed / Att % / HP% / Def %	Speed	Acc	CR %	CD %		**Speed boots:** - 3x Acc / CR % / CD % **Att % / HP% / Def % boots:** - 3x Speed - 3x Acc / CR % / CD % + 0/1 Speed	**Speed boots:** - 2x CR % - 1x CR % + 2x CD % - 2x Acc **Att % / HP% / Def % boots:** - 2x Speed + any substat - 2x CR % +1x Speed - 1x CR% 3x CD % + 0 Speed
Provoke - Good for Hydra, Hege for arena (niche)											
	Weapon	Crowd Control	Epic+	Flat Att	Speed	Acc			- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x Acc + 1 Speed (unrolled also ok)	- 2x Speed + 2x Acc
	Helmet			Flat HP	Speed	Acc					
	Shield			Flat Def	Speed	Acc					
	Gauntlet			Any	Speed	Acc					
	Chestplate			HP % / Def % / ACC	Speed	Acc					**HP % / Def % Chestplate:** - 2x Speed + 2x Acc **Acc Chestplate:** 2x Speed
	Boots			Speed	Acc					3x Acc	2x Acc

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Resistance / Fortitude (better) / Righteous (much better)											
	Weapon	Resistance	Epic+	Flat Att	Resistance	Speed			- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x Res + 0/1x Speed	- 2x Speed + 2x Resistance
	Helmet			Flat HP	Resistance	Speed					
	Shield			Flat Def	Resistance	Speed					
	Gauntlet			Any non flat stat main stat	Resistance	Speed					
	Chestplate			Any non flat stat main stat	Resistance	Speed					
	Boots			Speed / Def% / HP%	Resistance					**Speed boots:** - 3x Resistance **HP% / Def % boots:** - 3x Speed + any substat - 3x Resistance + 1/0x Speed	**Speed boots:** - 2x Resistance **HP% / Def % boots:** - 2x Speed + 2x Resistance
Shield / Bolster (Better)											
	Weapon	Survivability / Damage	Lego+	Flat Att	Speed	HP %	CR %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x HP% or Def % + 0/1x Speed	- 2x Speed + 2x HP % / Def % / CR % - 2x HP % + Speed + Def % / CR % - 2x CR % + Speed + HP % / Def %
	Helmet			Flat HP	Speed	HP %	CR %				
	Shield			Flat Def	Speed	HP %	CR %				
	Gauntlet			HP % / CD % / CR %	Speed	HP %	Def %	CR %		**HP% Gauntlets:** - 3x Speed + any substat **CR % / CD % Gauntlets:** - 3x Speed + any substat - 3x CR % / CD % + 0/1 Speed	**HP% Gauntlets:** - 2x Speed + 1x HP % / Def % - 2x HP % + 1x Speed **CR % / CD % Gauntlets:** - 2x Speed + 1x CR % / CD % - 2x CR % / CD % + 1x Speed
	Chestplate			HP % / Res	Speed	HP %	Def %	CR %		- 3x Speed + any substat - 3x HP % / Def % / CR % +0/1x Speed	- 2x Speed + 1x+ HP % / Def % / CR % - 2x HP % / CR % + 1x Speed
	Boots			Speed / HP%	Speed	HP %	Def %	CR %		**Speed Boots:** - 3x HP % / Def % / CR % **HP % Boots:** - 3x Speed - 3x Def % / CR % + 0/1x Speed	**Speed boots:** - 2x HP % / CR % - 2x Def % + 1x CR % **HP% boots:** - 2x Speed + any substat - 2x Def % / CR % + 1x Speed

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4		Keeping criteria (x rolls)		
										4x	3x	2x

Niche Sets

Cursed - Places Hex - not sure how good really for Hydra

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon	Hex / Damage	Epic+	Flat Att	Speed	Acc	CR %	CD %	- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - Acc / CR % + 0/1x Speed	- 2x Speed + 2x CR % / CD % / Acc - 2x CR % + Speed + CD % / Acc - 2x CD % + Speed + CR % / Acc - 2x Acc + Speed + CR % / CD %
	Helmet			Flat HP	Speed	Acc	CR %	CD %			
	Shield			Flat Def	Speed	Acc	CR %	CD %			
	Gauntlet			Any unless CD % or CR %	Speed	Acc	CR %			**Any other than CD % Gauntlets:** - 3x Speed + any substat - Acc Speed + 0/1x Speed **CD % Gauntlets:** - 3x Speed + 0/1x CR % - 3x CR % + 0/1x Speed **CR % Gauntlets:** - 3x Speed + 0/1x CD%	**Any other than CD % Gauntlets:** - 2x Speed + 2x Acc **CD % Gauntlets:** - 2x Speed + 1x+ CR % - 2x CR % + 1x+ Speed **CR % Gauntlets:** - 2x Speed + 1x CD %
	Chestplate			Att % / HP % / Def % / Acc	Speed	Acc	CR %	CD %		**Att % / HP % / Def % Chestplate:** - 3x Speed + 0/1x CR % / CD % / Acc **Acc Chestplate:** 3x Speed + any substat	**Att % / HP % / Def % Chestplate:** - 2x Speed + 2x CR % / 2x CD % / Acc - 2x Speed + CD % + CR % / Acc - 2x Speed + CR % + CD % / Acc - 2x CD % + 2x CR % + 0 Speed - 2x CR % + 1x CD % + 1 Speed **Acc Chestplate:** 2x Speed + 1x CR % / CD %
	Boots			Speed / Att % / HP% / Def %	Speed	Acc	CR %	CD %		**Speed boots:** - 3x Acc / CR % / CD % **Att % / HP% / Def % boots:** - 3x Speed - 3x Acc / CR % / CD % + 0/1 Speed	**Speed boots:** - 2x CR % - 1x CR % + 2x CD % - 2x Acc **Att % / HP% / Def % boots:** - 2x Speed + any substat - 2x CR % +1x Speed - 1x CR% 3x CD % + 0 Speed

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Stalwart / Guardian / Swift Parry											
	Weapon			Flat Att	Speed	HP %	Def %	CR %		- 3x Speed + any substat - 3x HP% / Def % / CR % + 0/1 x Speed	- 2x Speed + 2x HP % / Def % / CR % - 2x HP % + Speed + Def % / CR % - 2x Def % + Speed + HP % / CR % - 2x CR % + Speed + HP % / Def %
	Helmet			Flat HP	Speed	HP %	Def %	CR %			
	Shield			Flat Def	Speed	HP %	Def %	CR %			
	Gauntlet	Survivability / Damage	Epic+	HP % / Def %/ CD % / CR %	Speed	HP %	Def %	CR %	- 4x of any substat - if no speed substat, use to ore	**HP% / Def % Gauntlets:** - 3x Speed + any substat **CR % / CD % Gauntlets:** - 3x Speed + any substat - 3x CR % / CD % + Speed (unrolled also ok)	**HP% / Def % Gauntlets:** - 2x Speed + HP % / Def % (unrolled also ok) - 2x HP % / Def % + 1x Speed (unrolled also ok) **CR % / CD % Gauntlets:** - 2x Speed + 1x CR % / CD % (unrolled also ok) - 2x CR % / CD % + Speed (unrolled also ok)
	Chestplate			HP % / Def % / Acc / Res	Speed	HP %	Def %	CR %		- 3x Speed + any substat - 3x HP % / Def % / CR % +1 Speed (unrolled also ok)	- 2x Speed + 1x+ HP % / Def % / CR % - 2x HP % / Def % / CR % + 1x Speed
	Boots			Speed / HP% / Def %	Speed	HP %	Def %	CR %		**Speed Boots:** - 3x HP % / Def % / CR % **HP % / Def % Boots:** - 3x Speed - 3x HP % / Def % + 1x Speed (unrolled also ok)	**Speed boots:** - 2x HP % / Def % / CR % **HP% / Def % boots:** - 2x Speed + any substat - 2x HP % / Def % / CR % + 1x Speed (unrolled also ok)
Affinity Breaker - Shogun, otherwise useless											
	Weapon			Flat Att	Speed	CR %	CD %			- 3x Speed / CR % + any substat - 3x CD % + 1 Speed / CR %	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % / CR %	Speed	CR %	CD %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
	Chestplate	Damage	Epic+	Att% / HP % / Def %	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att% / Def%	Speed	CR %	CD %			**Speed Boots:** - 3x CR % / CD % **Att % / HP% / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	3x	2x
Curing											
	Weapon			Flat Att	Speed	HP %				- 3x Speed + any substat - 3x HP% + 1x Speed (unrolled also ok)	- 2x Speed + 2x HP % / Def % - 2x HP % + Speed + Def % - 2x Def % + Speed + HP %
	Helmet			Flat HP	Speed	HP %					
	Shield			Flat Def	Speed	HP %					
	Gauntlet	Survivability	Lego+	HP % / Def %	Speed	HP %	Def %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x HP % / Def % + 1x Speed (unrolled also ok)	- 2x Speed + 1x HP % / Def % - 2x HP % / Def % + 1x Speed
	Chestplate			HP % / Def % / Res	Speed	HP %	Def %				
	Boots			Speed / HP% / Def %	Speed	HP %	Def %			**Speed Boots:** - 3x HP % / Def % **HP % / Def % Boots:** - 3x Speed - 3x HP % / Def % + 1x Speed (unrolled also ok)	**Speed boots:** - 2x HP % / Def % **HP% / Def % boots:** - 2x Speed + any substat - 2x HP % / Def % + 1x Speed
Deflection / Frostbite (used same logic as Regen / Immortal)											
	Weapon			Flat Att	Speed	HP %	Def %	Res / Acc		- 3x Speed + any substat - 3x HP% / Def % / Res / Acc + 0/1x Speed	- 2x Speed + 2x HP % / Def % / Res / Acc - 2x HP % + Speed + Def % / Res / Acc - 2x Def % + Speed + HP % / Res / Acc - 2x Res + Speed + HP % / Def % / Acc - 2x Acc + Speed + HP % / Def % / Res
	Helmet			Flat HP	Speed	HP %	Def %	Res / Acc			
	Shield			Flat Def	Speed	HP %	Def %	Res / Acc			
	Gauntlet	Survivability	Epic+	HP % / Def %	Speed	HP %	Def %		- 4x of any substat - if no speed substat, use to ore		
	Chestplate			HP % / Def % / Res	Speed	HP %	Def %				
	Boots			Speed / HP% / Def %	Speed	HP %	Def %			**Speed Boots:** - 3x HP % / Def % / Res / Acc **HP % / Def % Boots:** - 3x Speed - 3x HP % / Def % / Res / Acc + 0/1x Speed	**Speed boots:** - 2x HP % + 1x Def % / Res / Acc - 2x Def % + 1x HP % / Res / Acc - 2x Res + 1x HP % / Def % / Acc - 2x Acc + 1x HP % / Def % / Res **HP% / Def % boots:** - 2x Speed + 1x HP % / Def % - 2x HP % / Def % / Res / Acc + 1x Speed

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**

Outaded Set keep only the top pieces, almost always sell

Divine Life / Life - Immortal is way better. Divine is not that much better

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon			Flat Att	HP %	Speed	Def %			- 3x Speed + 1x HP% / Def %	- 2x Speed + 2x HP% / Def % - 2x Speed + 1x HP % + 1x Def %
	Helmet			Flat HP	HP %	Speed	Def %				
	Shield			Flat Def	HP %	Speed	Def %				
	Gauntlet	Survivability	Lego+	HP %	Speed	Def %			- 4x of any substat - if no speed substat, use to ore	-3x Speed + 1x Def %	-2x Speed + 2x Def %
	Chestplate			HP %	Speed	Def %					
	Boots			Speed / HP %	HP %	Speed / Def %				**Speed Boots:** - 3x HP % / Def % **HP % Boots:** - 3x Speed + any substat - 3x Def % + 1x Speed	**Speed Boots:** - 2x HP % + 2x Def % **HP % Boots:** - 2x Speed + 2x Def %

Defense

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon			Flat Att	HP %	Speed	Def %			- 3x Speed + 1x HP% / Def %	- 2x Speed + 2x HP% / Def % - 2x Speed + 1x HP % + 1x Def %
	Helmet			Flat HP	HP %	Speed	Def %				
	Shield			Flat Def	HP %	Speed	Def %				
	Gauntlet	Survivability	Lego+	Def %	Speed	HP %			- 4x of any substat - if no speed substat, use to ore	-3x Speed +1x HP %	-2x Speed + 2x HP %
	Chestplate			Def %	Speed	HP %					
	Boots			Speed / Def %	Def %	Speed / HP%				**Speed Boots:** - 3x HP % / Def % **Def % Boots:** - 3x Speed + any substat - 3x HP % + 1x Speed	**Speed Boots:** - 2x HP % + 2x HP % **HP % Boots:** - 2x Speed + 2x HP %

Resilience

		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	4x	3x	2x
	Weapon			Flat Att	HP %	Speed	Def %			- 3x Speed + 1x HP% / Def %	- 2x Speed + 2x HP% / Def % - 2x Speed + 1x HP % + 1x Def %
	Helmet			Flat HP	HP %	Speed	Def %				
	Shield			Flat Def	HP %	Speed	Def %				
	Gauntlet	Survivability	Lego+	HP % / Def %	Speed	Def % / HP %			- 4x of any substat - if no speed substat, use to ore	-3x Speed + 1x HP % / Def %	-2x Speed + 2x HP % / Def %
	Chestplate			HP % / Def %	Speed	Def % / HP %					
	Boots			Speed / Def % / HP %	Def % / HP %	Speed / HP%				**Speed Boots:** - 3x HP % / Def % **HP % / Def % Boots:** - 3x Speed + any substat - 3x HP % / Def % + 1x Speed	**Speed Boots:** - 2x HP % + 2x HP % / Def % **HP % / Def % Boots:** - 2x Speed + 2x HP % / Def %

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	**3x**	**2x**
Divine CR / Crit Rate - Divine is not that much better											
	Weapon	Damage	Lego+	Flat Att	CR %	Speed	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % + any substat - 3x CD % + 1 Speed / CR %	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	CR %	Speed	CD %				
	Shield			Flat Def	CR %	Speed	CD %				
	Gauntlet			CD %	CR %	Speed	Att % / Def % / HP %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
	Chestplate			Att % / Def % / HP %	CR %	Speed	CD %			- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att % / Def % / HP %	CR %	Speed	CD %	Att % / Def % / HP %		**Speed Boots:** - 3x CR % / CD % **Att % / HP % / Def % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % / HP% / Def % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
Divine Offense / Offense / Fatal - outdated, keep only the top pieces, almost always sell as Cruel is way better. Divine is not that much better											
	Weapon	Damage	Lego+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % + any substat - 3x CD % + 1 Speed / CR %	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD %	Speed	CR %	Att %			**CD % Gauntlets:** - 3x Speed + any substat - 3x CR % + any substat **CR % Gauntlets:** - 3x Speed + any substat - 3x CD % + any substat	**CD % Gauntlets:** - 2x Speed + 1x CR % - 2x CR % + 1x Speed **CR % Gauntlets:** - 2x Speed + 1x CD % - 2x CD % + 1x Speed
				Att % (bomb champ)	Speed	Flat Att			- 4x Speed	- 3x Speed + any substat	- 2x Speed + 2x Flat Att
	Chestplate			Att %	Speed	Crit Rate	Crit Damage		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %
	Boots			Speed / Att %	Speed	Crit Rate	Crit Damage	Att%		**Speed Boots:** - 3x CR % / CD % **Att % Boots:** - 3x Speed / CR % / CD % + any substat	**Speed boots:** - 2x CR % / CD % + 1x CD % / CR % **Att % boots:** - 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % - 2x CD% + Speed + CR %

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		Main use	Min Rarity	Main stat	Substat 1	Substat 2	Substat 3	Substat 4	Keeping criteria (x rolls)		
									4x	3x	2x
Frost											
	Weapon	Survivability	Lego+	Flat Att	Speed	HP %	Def %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x HP% or Def % + 0/1x Speed	- 2x Speed + 2x HP % / Def % - 2x HP % + Speed + Def % - 2x Def % + Speed + HP %
	Helmet			Flat HP	Speed	HP %	Def %				
	Shield			Flat Def	Speed	HP %	Def %				
	Gauntlet			HP % / Def %	Speed	HP %	Def %			- 3x Speed + 0/1x HP % / Def %	- 2x Speed + HP % / Def % - 2x HP % / Def % + 1x Speed
	Chestplate			HP % / Def % / Res	Speed	HP %	Def %				
	Boots			Speed / HP% / Def %	Speed	HP %	Def %			**Speed Boots:** - 3x HP % / Def % **HP % / Def % Boots:** - 3x Speed + any substat - 3x HP % / Def % + 0/1x Speed	**Speed boots:** - 2x HP % / Def % **HP% / Def % boots:** - 2x Speed + HP % / Def % - 2x HP % / Def % + 1x Speed
Lifesteal / Bloodthirst (better) / Destroy / Toxic / Avenging											
	Weapon	Damage	Lego+	Flat Att	Speed	CR %	CD %		- 4x of any substat - if no speed substat, use to ore	- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % Sell 2x CD% + Speed + CR %
	Helmet			Flat HP	Speed	CR %	CD %				
	Shield			Flat Def	Speed	CR %	CD %				
	Gauntlet			CD % (CR % not worth it)	Speed	CR %				- 3x Speed + 1x CR % - 3x CR + 1x Speed	- 2x Speed + 2x CR % - 2x CR % + 1x Speed
	Chestplate			Att % / HP % / Def % / Acc	Speed	CR %	CD %			- 3x Speed / CR % / CD % + any substat	- 2x Speed + 2x CR % / CD % - 2x CR % + Speed + CD % Sell 2x CD% + Speed + CR %
	Boots			Speed / Att % / HP% / Def %	Speed	CR %	CD %			**Speed Boots:** - 3x CR % **Att % / HP % / Def % Boots:** - 3x Speed + any substat - 3x CR % + 1x Speed (unrolled also ok)	**Speed boots:** - 2x CR % + 1x CD % **HP% / Def % boots:** - 2x Speed + 1x CR % +1x CD % - 2x CR % / CD % + 1x Speed
Daze - not great											
	Weapon	Crowd Control	Lego+	Flat Att	Speed	Acc			- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x Acc + 1 Speed (unrolled also ok)	- 2x Speed + 2x Acc - 2x Acc + 1x Speed
	Helmet			Flat HP	Speed	Acc					
	Shield			Flat Def	Speed	Acc					
	Gauntlet			Any	Speed	Acc					
	Chestplate			HP % / Def % / ACC	Speed	Acc					2x Speed + 2x Acc
	Boots			Speed	Acc					3x Acc	2x Acc
Immunity / Untouchable (better) - with the release of SS, no more so relevant											
	Weapon	Crowd Control	Lego+	Flat Att	Speed	Acc	Resistance		- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x Acc + 1 Speed (unrolled also ok) - 3x Res + 1 Speed (unrolled also ok)	- 2x Speed + 2x Acc / Resistance - 2x Acc + 1x Speed - 2x Resistance + 1x Speed
	Helmet			Flat HP	Speed	Acc	Resistance				
	Shield			Flat Def	Speed	Acc	Resistance				
	Gauntlet			Any	Speed	Acc	Resistance				
	Chestplate			HP % / Def % / ACC / Res	Speed	Acc	Resistance				2x Speed + 2x Acc / Resistance
	Boots			Speed	Acc	Resistance				- 3x Acc / 3x Resistance	2x Acc / Resistance
Frenzy - just became terrible											
	Weapon	Crowd Control	Lego+	Flat Att	Speed	Acc	Resistance		- 4x of any substat - if no speed substat, use to ore	- 3x Speed + any substat - 3x Acc + 1x Speed - 3x Res + 1x Speed	Sell all
	Helmet			Flat HP	Speed	Acc	Resistance				
	Shield			Flat Def	Speed	Acc	Resistance				
	Gauntlet			Any	Speed	Acc	Resistance				
	Chestplate			HP % / Def % / ACC / Res	Speed	Acc	Resistance				
	Boots			Speed	Acc	Resistance				- 3x Acc / 3x Resistance	