

Incarinate

Tier 4 Armor Set

(Cloth)



Class: Priest ONLY

Incarinate Raiment

(Holy Spec.)

Item	Socket bonus	
Handwraps of the Incarnate		
Trousers of the Incarnate		
Light-mantle of the Incarnate	+4 Stamina	
Light-collar of the Incarnate	+9 Healing	
Robes of the Incarnate	+4 Intellect	

AH	\$ gp
BOP	
BOP	
BOP	
BOP	
BOP	

Ability Bonuses						
AC	Str	Agi	Int	Sta	Spi	
126			26	28	18	
177			37	39	36	
152			30	19	22	
164			34	28	25	
202			32	30	20	
821	0	0	159	144	121	

Sockets			
R	B	Y	M
1	1		
	1		1
1	2		
2	4	0	1

Other	
Heal	Mana
57	10
88	
53	
73	6
88	
359	16

(including socket bonus)

Full Set Cumulative:

821	0	8	163	148	121
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2	4	0	1
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368	16
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Cumulative Bonuses for Multiple Set Items Equipped

#	Cumulative Bonuses	* not in [Full Set Cumulative] numbers above
2	Your Prayer of Healing spell now also causes an additional 150 healing over 9 sec.	
4	Each time you cast Flash Heal, your next Greater Heal cast within 15 sec has its casting time reduced by 0.1, stacking up to 5 times.	

Incarinate Regalia

(Shadow/Discipline Spec.)

Item	Socket bonus	
Gloves of the Incarnate		
Leggings of the Incarnate		
Soul-mantle of the Incarnate	+3 Spell Hit Rating	
Soul-collar of the Incarnate	+5 Spell Damage	
Shroud of the Incarnate	+4 Spell CS Rating	

AH	\$ gp
BOP	
BOP	
BOP	
BOP	
BOP	

Ability Bonuses						
AC	Str	Agi	Int	Sta	Spi	
126			26	28	21	
177			38	37	27	
152			28	22	18	
164			35	28	24	
202			25	28	21	
821	0	0	152	143	111	

Sockets			
R	B	Y	M
1	1		
		1	1
1	2		
2	3	1	1

Other			
SHr	SCSr	D&H	SD
	24	30	
	25	43	
		29	
16		39	
17		46	
33	49	187	0

(including socket bonus)

Full Set Cumulative:

821	0	0	152	143	111
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2	3	1	1
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36	53	187	5
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Cumulative Bonuses for Multiple Set Items Equipped

#	Cumulative Bonuses	* not in [Full Set Cumulative] numbers above
2	Your Shadowfiend now has 75 more stamina and lasts 3 sec. longer	
4	Your Mind Flay and Smite spells deal 5% more damage	

Legend: Other Bonuses Explained

SHr	Equip: Improves Spell Hit rating by x
SCSr	Equip: Improves your Spell Critical Strike Rating by x
SD	Equip: Increases your Spell Damage by x
D&H	Equip: Increases Damage and Healing done by magical spells and effects by <i>up to</i> x
Heal	Equip: Increases Healing done by spells and effects by <i>up to</i> x
Mana	Equip: Restores x mana per 5 sec.

Detailed Trade-in List		Source			
(Gloves)	Gloves of the Fallen Defender	the Curator, Karazhan			
(Legs)	Leggings of the Fallen Defender	Gruul the Dragonkiller, Gruul's Lair			
(Shoulders)	Pauldrons of the Fallen Defender	High King Maulgar, Gruul's Lair			
(Head)	Helm of the Fallen Defender	Prince Malchezaar, Karazhan			
(Chest)	Chestguard of the Fallen Defender	Magtheridon, Magtheridon's Lair			
Vendors					
Asuur	<Keeper of Shattari Artifacts>	Aldor Rise	Shattrath City	Terokkar Forest	Requires Neutral, Aldor
Arodia Sunblade	<Keeper of Shattari Artifacts>	Scryer's Tier	Shattrath City	Terokkar Forest	Requires Neutral, The Scryers