

Legendary Amulet

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Arcane Power - Ancient Charm



Ancient Charm

Type: Amulet

“ +# [Spell Power](#)
+ # [Execute Mastery](#)
+ # Critical rating ([Crit Chance](#))
+ # [Attack Power](#)

“ [Arcane Power](#)
Spell Power scales all elemental damage.

Arcane Power - [Spell Power](#), [Spell proc](#)

Triggers: 35% chance per attack

Applies Burn, Poison, and Shock in one proc.

Spell Power scales all elemental strike and tick damage.

Changelog:

v1.0.8.4 - Item added to Wiki

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Beacon - Beacon of Hope



Beacon of Hope

Type: Amulet

- “ +# [Spell Power](#)
- + # [Holy Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

- “ [Beacon](#)
All healing you receive is substantially stronger.

Beacon - Holy Mastery,

Triggers: Passive: all healing

All healing received +25% (multiplicative).

Affects Life Steal, Lay on Hands, DoT Heals, etc.

Changelog:

v1.0.8.4 - Item added to Wiki

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Blood Magic - Crimson Charm



Crimson Charm

Type: Amulet

- “ +# [Spell Power](#)
- + # [Vampire Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

“ Blood Magic

Healing also grants temporary Attack Power.

Blood Magic - Vampire Mastery, Silet proc

Triggers: 35% chance per attack

+3 temporary Attack Power when this silet proc fires (stacks with other temp AP Sources).

Changelog:

v1.0.8.4 - Item added to Wiki

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Death Mark - Pendant of the Prey



Pendant of the Prey

Type: Amulet

- “ +# [Spell Power](#)
- + # [Execute Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

“ **Death Mark**
Execute range begins earlier.

Death Mark - **Execute Mastery**,

Triggers: Execute range

Execute range threshold +22% (stacks with Execute Mastery extension).
Your live Execute Range is Shown on Execute Mastery in the stats panel.

Changelog:

v1.0.8.4 - Item added to Wiki

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Thundercall - Stormborn Charm



Stormborn Charm

Type: Amulet

- “ + # [Spell Power](#)
- + # [Lightning Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

“Thundercall
Shock effects deal bonus critical damage.

Thundercall - Lightning Mastery,

Triggers: 35% chance per attack, Bonus on crit

Applies Shock.

On crit: bonus Lightning strike (proc base9, scales with Spell Power and stacks).

Changelog:

v1.0.8.4 - Item added to Wiki

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Veilwalk - Veilwalk Charm



Veilwalk Charm

Type: Amulet

- “ +# [Spell Power](#)
- + # [Shadow Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

- “ [Veilwalk](#)
Applying Stun clenses all debuffs from you.

Veilwalk - Shadow Mastery,

Triggers: Passive: on Stun apply

Applying Stun cleanses Burn, Poison, Bleed, Shock, Freeze, Brittle, Stun, and Dazed from you.

Changelog:

v1.0.8.4 - Item added to Wiki

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