Legendary Boots

List of Legendary Boots and their stats

- Hot Pursuit - Ash Boots
- Bulwark - Bulwark Greaves
- Frenzy - Crimson Greaves
- Glacial Step - Frostwalkers
- Flurry - Greaves of the Final Blow
- Shadowstep - Silent Boots

Hot Pursuit - Ash Boots

Ash Boots

Type: Boots

> +# Spell Power
> +# Fire Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Hot Pursuit
> Each consecutive attack increases Burn damage.

Hot Pursuit - Fire mastery, Silet proc

Triggers: 35% chance per attack

+2 Hot Pursuit bonus per proc (cap 99999). Refreshes Burn and syncs Burn tick damage with bonus.

Changelog:

v1.0.8.4 - Item added to Wiki

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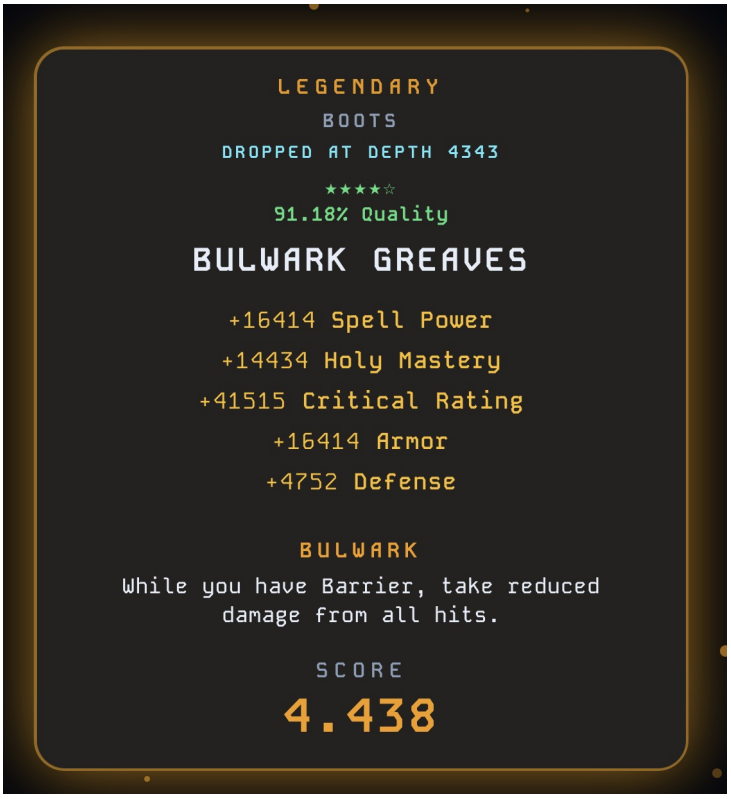
Bulwark - Bulwark Greaves



Bulwark Greaves

Type: Boots

> +# Spell Power
> +# Holy Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Bulwark
> While you have Barrier, take reduced damage from all hits.

Bulwark - Holy Mastery,

Triggers: While Barrier>0

Take 15% less damage from all hits while Barrier remains.

Changelog:
v1.0.8.4 - Item added to Wiki

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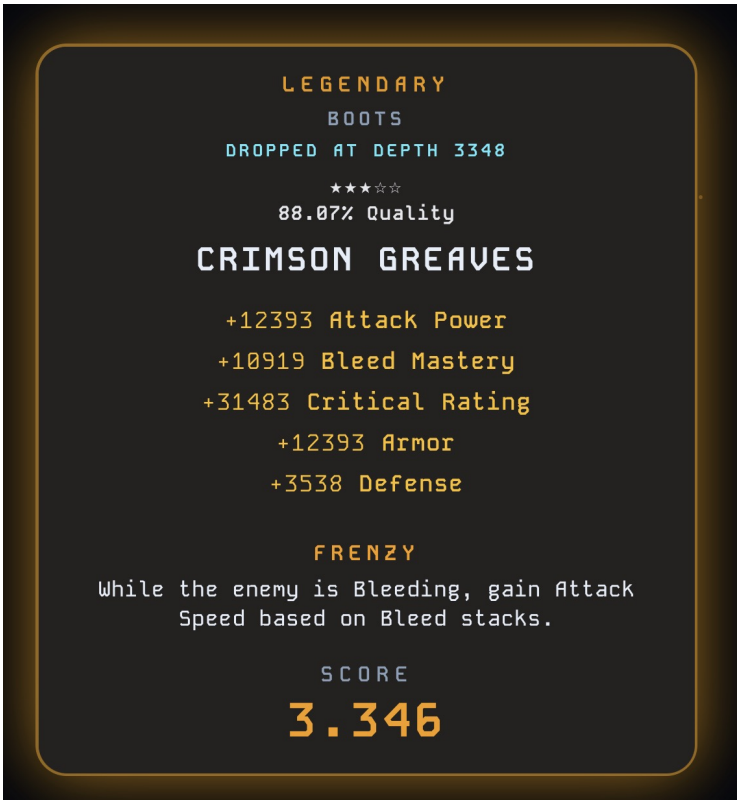
Frenzy - Crimson Greaves



Crimson Greaves

Type: Boots

> +# Attack Power
> +# Bleed Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Frenzy
> While the enemy is Bleeding, gain Attack speed based on Bleed Stacks.

Frenzy - Bleed Mastery, Silet proc

Triggers: 35% chance per attack

While enemy Bleeds: +1,35% Attack Speed per Bleed stack (cap 15%).

Changelog:

v1.0.8.4 - Item added to Wiki

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Glacial Step - Frostwalkers

Frostwalkers

Type: Boots

> +# Spell Power
> +# Frost Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Glacial Step
> Every turn while frozen or brittle, enemies take increased Frost damage.

Glacial Step - Frost Mastery,

Triggers: each turn enemy is Frozen or Brittle

Frozen or Brittle enemies take Glacial Step frost ticks (base 10, scales with Spell Power and Frost Mastery).

Changelog:
v1.0.8.4 - Item added to Wiki

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Flurry - Greaves of the Final Blow

Greaves of the Final Blow

Type: Boots

> +# Spell Power
> +# Execute Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Flurry
> Gain Attack Speed always (stronger in Execute range). Double strikes can become a third swing in Execute range.

Flurry - Execute Mastery,

Triggers: Passive: in Execute range

While enemy is in Execute range: +34 Attack Speed. When a double-strike procs, also perform a third swing.

Changelog:
v1.0.8.4 - Item added to Wiki

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Shadowstep - Silent Boots

Silent Boots

Type: Boots

> +# Spell Power
> +# Shadow Mastery
> +# Critical rating (Crit Chance)
> +# Armor
> +# Defense

> Shadowstep
> Lucky Hits increase Dodge Rating

Shadowstep - Shadow Mastery, Silet proc

Triggers: 35% chance per attack

+1 Lucky Hitstack per proc (+1,25% Dodge per stack while equipped).

Changelog:
v1.0.8.4 - Item added to Wiki

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