

Legendary Boots

List of Legendary Boots and their stats

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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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