

Legendary Chest

List of Legendary Chest and their stats

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Stormheart - Conductor's Plate



Conductor's Plate

Type: Chest

“

+#

[Health](#)

+#

[Spell Power](#)

+#

[Lightning Mastery](#)

+#

Critical rating ([Crit Chance](#))

+#

[Armor](#)

+ # [Defense](#)

“ [Stormheart](#)

Lightning damage against Shocked enemies increases by 2.5% per Shock stack.

Stormheart - [Lightning Mastery](#),

Triggers: vs Shocked enemies

Lightning procs +2.6% per Shock stack (x Legendary strength).

Changelog:

v1.0.8.4 - Item added to Wiki

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Ice Armor - Frostwoven Robe



Frostwoven Robe

Type: Chest

- “ +# [Health](#)
- + # [Spell Power](#)
- + # [Frost Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Armor](#)
- + # [Defense](#)

“ **Ice Armor**

Gain Barrier equal to a portion of your maximum Health whenever Freeze is applied

Ice Armor - [Frost Mastery](#),

Triggers: 35% chance per attack, Requires crit vs Frozen or Brittle

On crit vs Frozen or Brittle: bonus Frost damage = 48% Attack Power x Legendary strength.

Changelog:

v1.0.8.4 - Item added to Wiki

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Thorns - Hollow Plate of Silence



Hollow Plate of Silence

Type: Chest

- “ +# [Health](#)
- + # [Spell Power](#)
- + # [Thorns Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Armor](#)
- + # [Defense](#)

“Thorns
Reflect part of incoming damage.

Thorns - Thorns Mastery,

Triggers: When you take damage

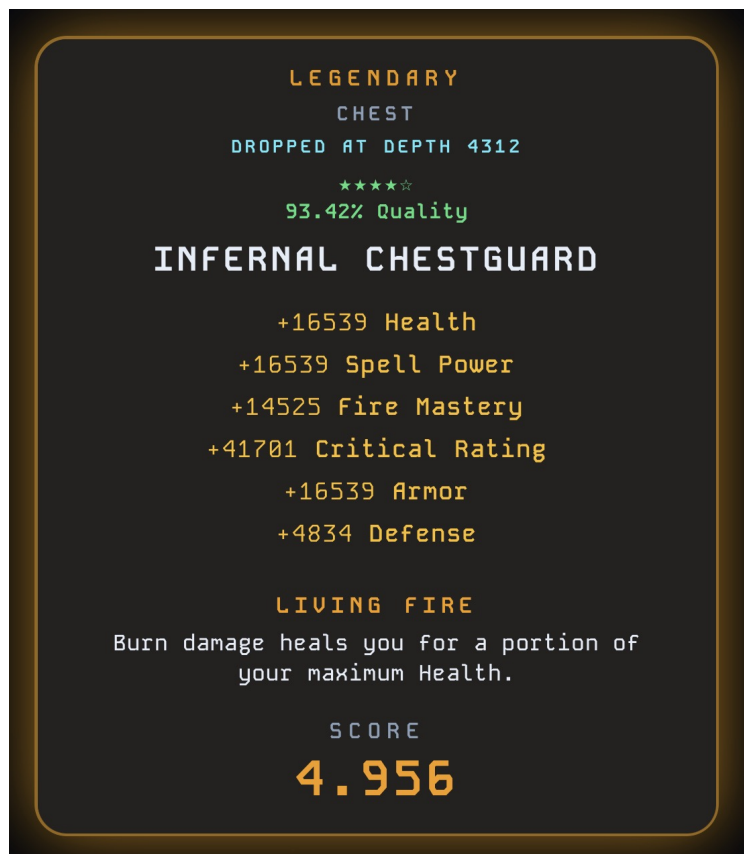
Reflects a portion of incoming damage back to the attacker.
Scales with Thorns Mastery.

Changelog:

v1.0.8.4 - Item added to Wiki

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Living Fire - Infernal Chestguard



Infernal Chestguard

Type: Chest

- “ +# [Health](#)
- + # [Spell Power](#)
- + # [Fire Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Armor](#)

+ # [Defense](#)

“ [Living Fire](#)

Burn damage heals you for a portion of your maximum Health.

Living Fire - [Fire Mastery](#), [Spell proc](#)

Triggers: 35% chance per attack

Applies/refreshes Burn (4 turns).

Each Burn tick heals 7.0000000000000001% max Health.

Changelog:

v1.0.8.4 - Item added to Wiki

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Plagueheart - Plagueheart Carapace



Plagueheart Carapace

Type: Chest

- “ +# [Health](#)
- + # [Spell Power](#)
- + # [Poison Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Armor](#)

+ # [Defense](#)

“ [Plagueheart](#)

Poison damage against poisoned enemies increases by 3.5% per stack.

Plagueheart - [Poison Mastery](#),

Triggers: vs poisoned enemies

Poison damage +3.5% per Poison stack (stacks capped at 15 for tick math).

Changelog:

v1.0.8.4 - Item added to Wiki

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Bloodlust - Sanguine Plate



Sanguine Plate

Type: Chest

- “ +# [Health](#)
- + # [Attack Power](#)
- + # [Bleed Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Armor](#)
- + # [Defense](#)

“ **Bloodlust**

Hits against Bleeding enemies grant temporary Attack power (scales with Attack Power).

Bloodlust - **Bleed mastery**, **Silet proc**

Triggers: 35% chance per attack

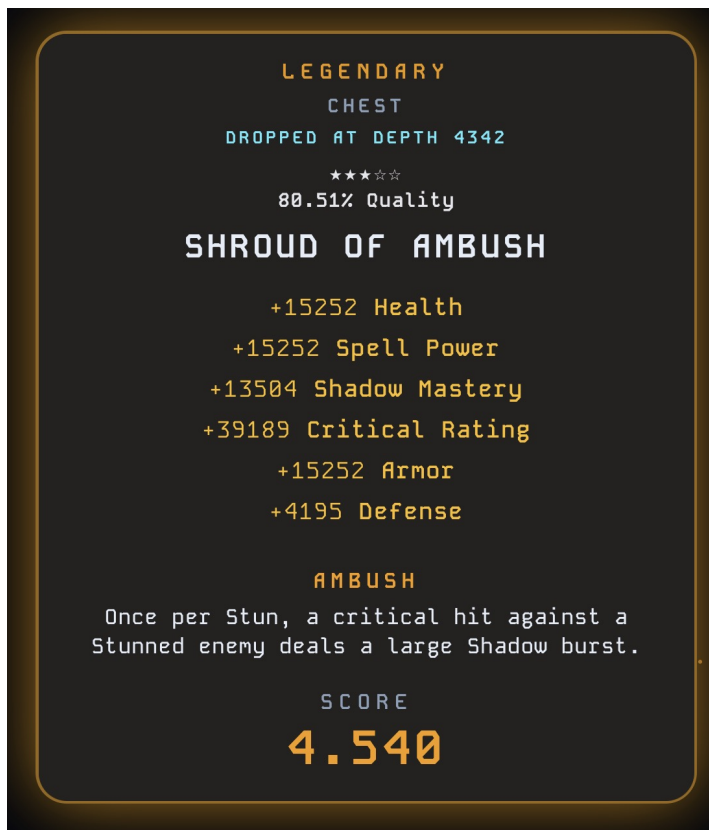
Hits vs Bleeding targets grant temporary Attack Power = 1.4% of current Attack Power (Cap 24% AP).

Changelog:

v1.0.8.4 - Item added to Wiki

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Ambush - Shroud of Ambush



Shroud of Ambush

Type: Chest

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

“ Ambush

Once per Stun, a critical hit against a Stunned enemy deals a large Shadow burst.

Ambush - Shadow Mastery,

Triggers: on critical hit vs Stunned

Once per Stun:

a critical hit vs Stunned (not Dazed) deals a Shadow burst (Base 15 x Attack Power x Shadow Mastery x Crit Damage).

Fires on the same attack that applies Stun.

One hit only - Overload / Echo do not multi-proc it.

Shadow Echo adds x1.55 to that burst

Changelog:

v1.0.8.4 - Item added to Wiki

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