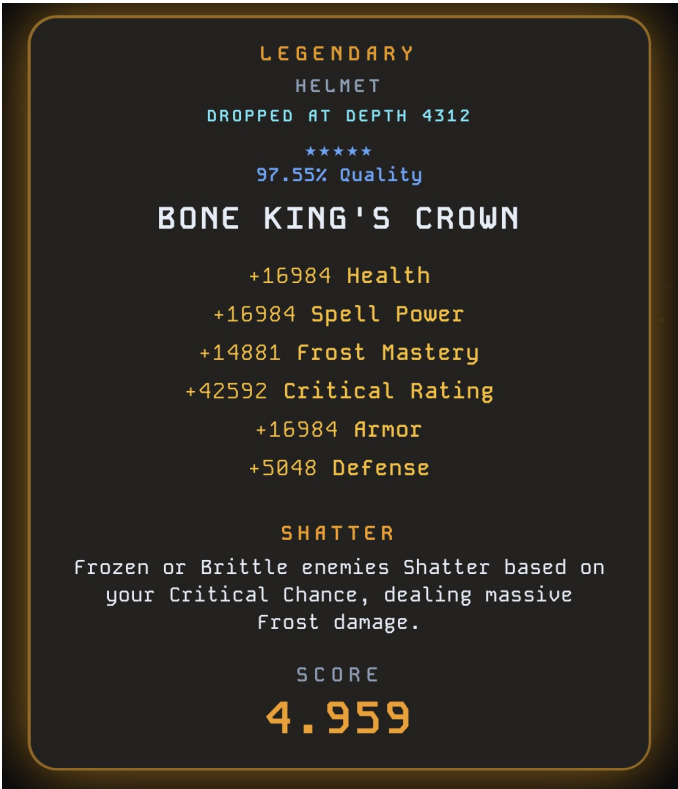


Legendary Helmet

List of Legendary Helmet and their stats

- [Shatter - Bone King's Crown](#)
- [Inferno - Crown of Eternal Flame](#)
- [Lacerate - Crown of Gore](#)
- [Sanctuary - Helm of Sanctuary](#)
- [Execute - Helm of the first Hunter](#)
- [Miasma - Miasma Crown](#)

Shatter - Bone King's Crown



Bone King's Crown

Type: Helmet

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

“ Shatter

Frozen or Brittle Enemies Shatter based on your Critical Chance, dealing massive frost damage.

Shatter - Frost Mastery, Spell Proc

Triggers: 35% chance on attack, On Mastery Freeze

Shatter chance vs Frozen or Brittle equals your effective Critical Chance (Including Hunt Focus; Scales with Legendary strength on the Shatter proc roll).

Damage uses Crit Damage when triggering attack crits.

[Ice Nova](#) doubles the next Shatter after 5 freeze/Brittle Applications.

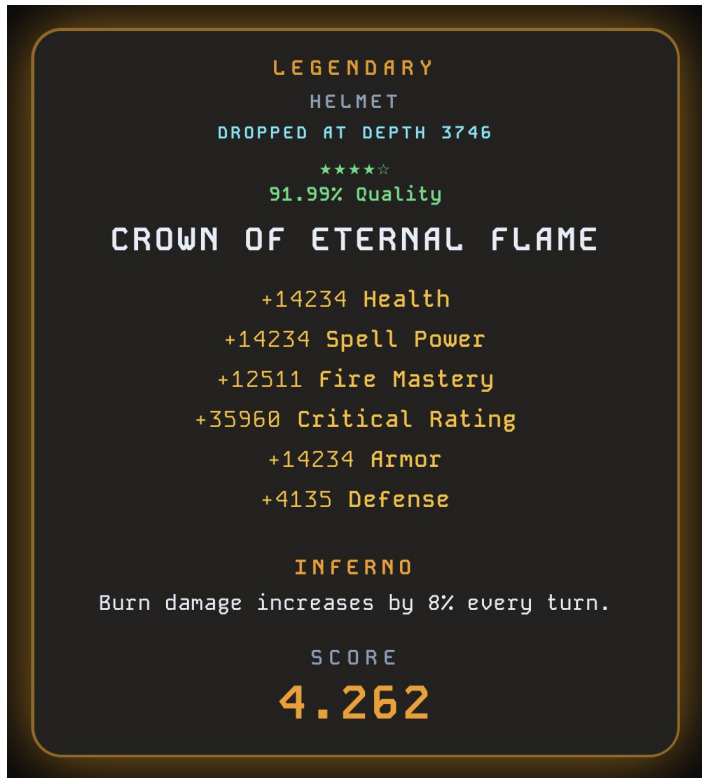
[Shatter Strike](#) forces Shatter on crits vs Frozen or Brittle.

Changelog:

v1.0.8.4 - Item added to Wiki

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Inferno - Crown of Eternal Flame



Crown of Eternal Flame

Type: Helmet

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

“Inferno

Burn damage increases by 8% every turn

Inferno - Fire Mastery, Spell proc

Triggers: 35% chance per attack

Each proc sets Burn ramp to your Inferno ramp counter (+8% per active Burn tick, cap 80%).
Burn lasts 4 turns.

Changelog:

v1.0.8.4 - Item added to Wiki

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Lacerate - Crown of Gore



Crown of Gore

Type: Helmet

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

“ **Lacerate**

Hits against Bleeding enemies deepen the wound, adding a Bleed stack.

Lacerate - **Bleed Mastery**, **Silent proc**

Triggers: 35% chance per attack

Applies Bleed.

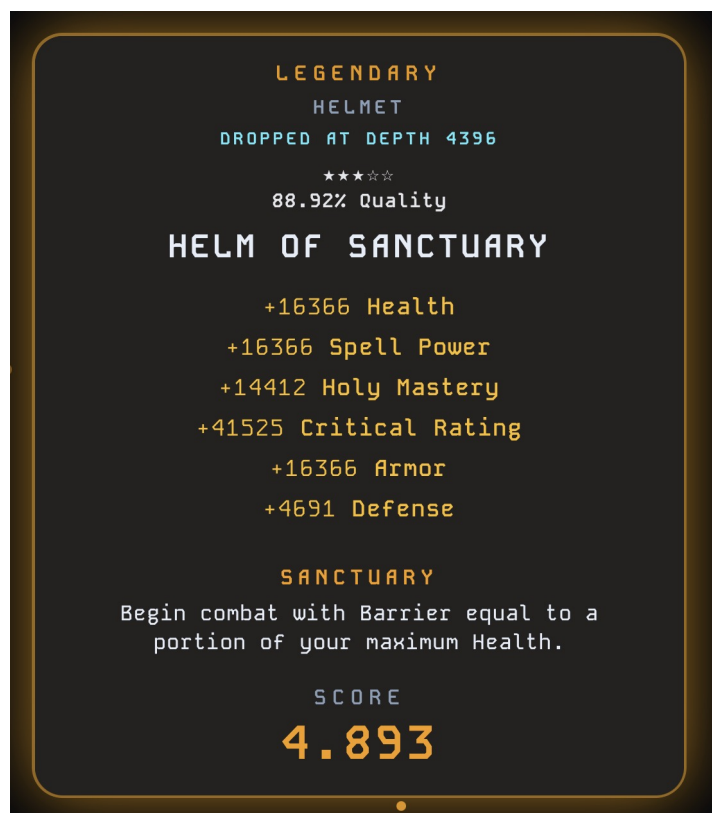
Hits against Bleeding targets add +1 Bleed stack.

Changelog:

v1.0.8.4 - Item added to Wiki

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Sanctuary - Helm of Sanctuary



Helm of Sanctuary

Type: Helmet

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

+ # [Defense](#)

“ [Sanctuary](#)

Begin combat with Barrier equal to a portion of your maximum Health

Sanctuary - [Holy Mastery](#),

Triggers: Combat start

Start fight with Barrier = 12% max Health (Holy Mastery soft-scales the grant).

Changelog:

v1.0.8.4 - Item added to Wiki

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Execute - Helm of the first Hunter



Helm of the first Huner

Type: Helmet

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

+ # Defense

“ Execute

Critical hits deal bonus damage always; much stronger in Execute range.

Execute - **Execute Mastery**,

Triggers: Passive - on critical hit

Critical hits deal x1.28 damage always, x1.6 in Execute range (x Legendary strength).

Full Execute kills also gain +8% strike damage per Execute kits also gain +8% strike damage per Execute piece, and stack Prey Mark (+5,5%/stack, cap 12) for a mid-fight hunt ramp.

Execute piece = one equipped Execute-school legendary (or the Apex Predator mythic). The game counts how many of these you have on, not how many gear slots you filled.

These count as Execute pieces:

EXECUTE
FINISHER
WARDBREAKER
DEATH MARK
FLURRY
COUP DE GRACE
HUNT FOCUS
OVERKILL
APEX PREDATOR (mythic)

Max is 9 pieces (8 legendaries + 1 mythic).

Execute kit = a build running a lot of those together. A full Execute kit is roughly 8-9 pieces — basically most or all of the list above.

Two bonuses scale with piece count:

Always-on strike amp: +8% strike damage per Execute piece, all fight long

8 pieces $\approx$ +64% strikes

9 pieces $\approx$ +72%

Prey Mark (needs 3+ Execute pieces): each stack gives +5.5% strike damage vs the marked target, stacking up to 12 over the fight (Execute's mid-fight ramp, similar to a DoT build ramping).

The EXECUTE legendary's own effect (crits hit $\times 1.28$ always, $\times 1.6$ in Execute range) is separate — the “per Execute piece” line is about set synergy across the whole Execute family, not that one item alone.

Related terms (easy to mix up)

Execute Mastery: A stat: Instant Kill chance + extends Execute Range

Execute range: HP window (base $\sim 35\%$) where Execute legendaries hit harder; shown on the health bar

Execute piece: One Execute legendary/mythic equipped

Execute kit: A build stacking many Execute pieces for the synergy bonuses

Changelog:

v1.0.8.4 - Item added to Wiki

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Miasma - Miasma Crown



Miasma Crown

Type: Helmet

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

“ Miasma

Attacks apply Poison and deal bonus Poison damage per stack

Miasma - Poison Mastery, Silent proc

Triggers: 35% chance per attack

Applies Poison.

Bonus Poison Strike (proc base 8).

+4,5% strike damage per Poison stack.

Changelog:

v1.0.8.4 - Item added to Wiki

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