

Legendary Main Hand

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Open Wounds - Bloodletter



Bloodletter

Type: Main Hand

- “ +# [Attack Power](#)
- + # [Bleed Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # % [Crit Damage](#)

- “ [Open Wounds](#)
Auto-attacks deal bonus damage per Bleed stack on the targer (Attack power scaling).

Open Wounds - **Bleed Mastery**, **Silet proc**

Triggers: 35% chance per attack

Applies Bleed.

Auto-Attacks gain +2.6% damage per Bleed stack on target.

Changelog:

v1.0.8.4 - Item added to Wiki

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Shatter Strike - Crimson Sword of Frost



Crimson Sword of Frost

Type: Main Hand

- “ +# [Attack Power](#)
- + # [Frost Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # % [Crit Damage](#)

- “ [Shatter Strike](#)
Critical hits against Frozen or Brittle enemies always Shatter

Shatter Strike - [Frost Mastery](#), [Spell Proc](#)

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

Crit vs Frozen or Brittle always attempts shatter at 100% proc rate (vs normal shatter chance = crit chance).

Changelog:

v1.0.8.4 - Item added to Wiki

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Coup de Grace - Headsman's Blade



Headsman's Blade

Type: Main Hand

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

“ **Coup de Grace**

The first hit after entering Execute range deals greatly increased damage.

Coup de Grace - **Execute Mastery**,

Triggers: first Execute-range hit

First hit after the enemy enters Execute range deals x3.4 damage (once per fight).

Changelog:

v1.0.8.4 - Item added to Wiki

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Hellfire - Infernal Blade



Infernal Blade

Type: Main Hand

- “ +# [Attack Power](#)
- + # [Fire Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # % [Crit Damage](#)

- “ [Hellfire](#)
Every attack increases Burn damage.

Hellfire - Fire Mastery, Silent proc

Triggers: 35% chance per attack

+2 Hellfire bonus per attack (cap 99999).

Applies/refreshes Burn and raises Burn tick floor.

Changelog:

v1.0.8.4 - Item added to Wiki

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Stormblade - Stormbreaker Blade



Stormbreaker Blade

Type: Main Hand

“ +# [Attack Power](#)
+ # [Lightning Mastery](#)
+ # Critical rating ([Crit Chance](#))
+ # % [Crit Damage](#)

“ [Stormblade](#)
Lightning strikes apply Shock and deal bonus damage per Shock stack.

Stormblade - Lightning Mastery, Spell proc

Triggers: 35% chance per attack

Applies Shock.

Lightning strike proc base 11.

+1 Stormblade surge stack per attack (cap 7), syncing Shock tick damage.

Changelog:

v1.0.8.4 - Item added to Wiki

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Deadly Toxin - Venom Fang



Venom Fang

Type: Main Hand

“ +# [Attack Power](#)
+ # [Poison Mastery](#)
+ # Critical rating ([Crit Chance](#))
+ # % [Crit Damage](#)

“ [Deadly Toxin](#)
Poison stacks faster.

Deadly Toxin - Poison Mastery, Silent proc

Triggers: 35% chance per attack

Each proc applies 2 Poison stack (normal is 1).

Poison stack cap raised from 12 to 400.

Poison lasts 5 turns; tick damage scales with Spell Power + Poison Mastery.

Changelog:

v1.0.8.4 - Item added to Wiki

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