

Legendary Off Hand

List of Legendary Off Hand and their stats

- [Spellchain - Arcane Tome](#)
- [Last Stand - Blood Shield](#)
- [Frozen Wall - Ice Shield](#)

Spellchain - Arcane Tome



Arcane Tome

Type: Off hand

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

- “ [Spellchain](#)
Spell effects have a chance to trigger again.

Spellchain - [Spell Power](#), [Spell proc](#)

Triggers: 35% chance per attack, 25% echo on proc

On proc, 25% chance to echo: Applies Burn a second time and logs Spellchain.

Changelog:

v1.0.8.4 - Item added to Wiki

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Last Stand - Blood Shield



Blood Shield

Type: Off hand

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

“ [Last Stand](#)
Lethal damage insted consumes all Barrier.

Last Stand - Holy Mastery,

Triggers: Passive: lethal damage

If a hit would kill you, it consumes all Barrier instead.
Requires Barrier remaining.

Changelog:

v1.0.8.4 - Item added to Wiki

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Frozen Wall - Ice Shield



Ice Shield

Type: Off hand

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

“ [Frozen Wall](#)
Gain Barrier equal to a portion of your maximum Health. Barrier reflects Frost damage.

Frozen Wall - Frost Mastery, Spell proc

Triggers: 35% chance per attack

Grants Barrier - 4% max Health.

Barrier reflects Frost damage when hit.

Changelog:

v1.0.8.4 - Item added to Wiki

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