

Legendary Ring

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Scorch - Burning Ring



Burning Ring

Type: Ring

“ +# [Spell Power](#)
+ # [Fire Mastery](#)
+ # Critical rating ([Crit Chance](#))
+ # [Attack Power](#)

“ [Scorch](#)
Each Burn tick shreds enemy Elemental resist (max 45% per fight).

Scorch - Fire Mastery, Spell proc

Triggers: 35% chance per attack

Applies Burn.

Each Burn tick shreds 5% Elemental resist on the targer (max 35% total per fight).

Changelog:

v1.0.8.4 - Item added to Wiki; Scorch: Elemental Resist shred capped at –35% total per fight (was uncapped down to 0%)

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Deep Freeze - Frozen Band



Frozen Band

Type: Ring

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

- “ [Deep Freeze](#)
Freeze lasts one extra turn (after depth thaw resist).

Deep Freeze - Frost Mastery, Spell proc

Triggers: 35% chance per attack

Attempts Freeze (or Brittle during Freeze immunity).

Adds +1 Freeze/Brittle turn after depth resist (so Frozen band still grants an extra skip at deep depths).

Changelog:

v1.0.8.4 - Item added to Wiki

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Decay - Poison Ring



Poison Ring

Type: Ring

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

- “ [Decay](#)
Poison damage ramps up every turn.

Decay - Poison Mastery, Spell proc

Triggers: 35% chance per attack

Applies Poison.

Poison tick ramp +3.5% per tick (cap 55%).

Changelog:

v1.0.8.4 - Item added to Wiki

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Serrated Edge - Serrated Band



Serrated Band

Type: Ring

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

“ **Serrated Edge**

Auto-Attacks against Bleeding enemies deal 15% more damage.

Serrated Edge - **Bleed Mastery**,

Triggers: Passive: vs Bleeding enemies

Auto-attacks vs Bleeding enemies deal x1.14 damage.

Changelog:

v1.0.8.4 - Item added to Wiki

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Void Strike - Void Band



Void Band

Type: Ring

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

- “ [Void Strike](#)
Applying a fresh stun deals a large Shadow burst. Re-arms when the target acts. Does not trigger from Dazed or Stun refreshes.

Void Strike - Shadow Mastery,

Triggers: Passive: on Stun apply

On a fresh Stun (not refresh, not Dazed):

Shadow burst (base 24 x Spell Power x Shadow Mastery, same scaling as Shatter).

Shadow Echo adds x1.55.

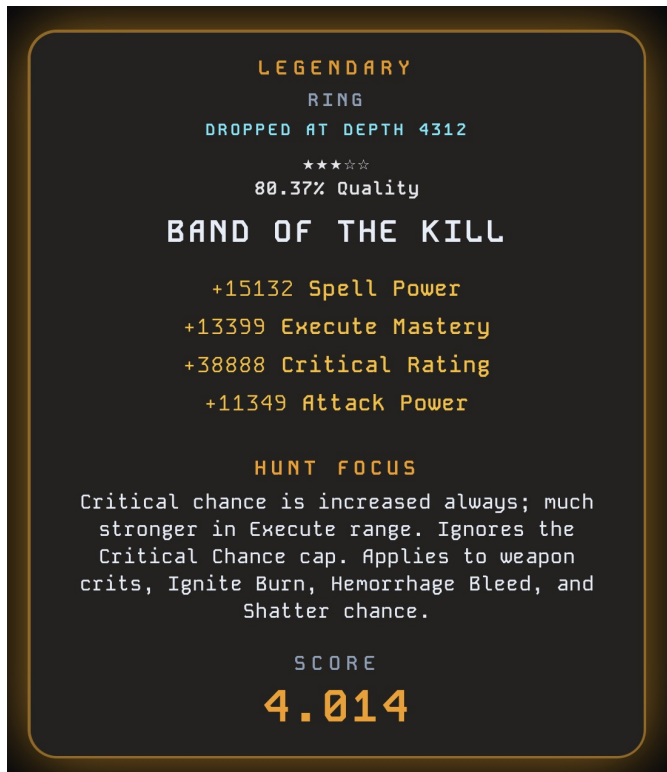
In PvE, Void Strike re-arms only when the target acts.

Changelog:

v1.0.8.4 - Item added to Wiki

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Hunt Focus - Band of the Kill



Band of the Kill

Type: Ring

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

- “ [Hunt Focus](#)
Critical chance is increased always; much stronger in Execute range. Ignores the Critical Chance cap. Applies to weapon crits, Ignite Burn, Hemorrhage Bleed, and Shatter chance.

Hunt Focus - **Execute Mastery**,

Triggers: Passive: always/Execute range

+10% Critical Chance always, +20% in Execute Range.

Ignores the 50% Critical Chance cap.

Applies to weapon crits, Ignite/Hemorrhage tick crits and Shatter chance.

Changelog:

v1.0.8.4 - Item added to Wiki

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Divine Light - Holy Ring



Holy Ring

Type: Ring

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

- “ [Divine Light](#)
Lay on Hands also grants Barrier equal to half the Health restored (capped vs max Health).

Divine Light - Holy Mastery,

Triggers: Passive: Lay on Hands heal only

Lay on Hands also grant Barrier = 50% of heal amount, capped at 3% max Health.
Does not trigger off Lifesteal or DoT heals.

Changelog:

v1.0.8.4 - Item added to Wiki

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Shock Overcharge - Thunder Ring



Thunder Ring

Type: Ring

- “ +# [Spell Power](#)
- + # [Lightning Mastery](#)
- + # Critical rating ([Crit Chance](#))
- + # [Attack Power](#)

- “ [Shock Overcharge](#)
Critical Lightning effects deal bonus shock damage.

Shock Overcharge - Lightning Mastery, Spell proc

Triggers: 35% chance per attack, Bonus on crit

Applies Shock + ramp.

On crit: bonus Lightning strike (proc base 11).

+3.75% damage per Shock stack on target.

Changelog:

v1.0.8.4 - Item added to Wiki

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Leech - Vampire Band



Vampire Band

Type: Ring

“ +# [Spell Power](#)
+# [Vampire Mastery](#)
+# Critical rating ([Crit Chance](#))
+# [Attack Power](#)

“ [Leech](#)
Critical hits restore a portion of your maximum Health.

Leech - **Vampiric Mastery**,

Triggers: On critial hit

Crits heal 8% max Health (x Legendary strength).
Not based on damage dealt.

Changelog:

v1.0.8.4 - Item added to Wiki

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