

Legendary Shoulder

List of Legendary Shoulder and their stats

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- [Shadow Echo - Void Shoulders](#)

Aegis - Aegis Mantle



Aegis Mantle

Type: Shoulder

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

“ **Aegis**

When Barrier absorbs damage, heal for a portion of your maximum Health.

Aegis - **Holy Mastery**,

Triggers: Passive: Barrier absorbs damage

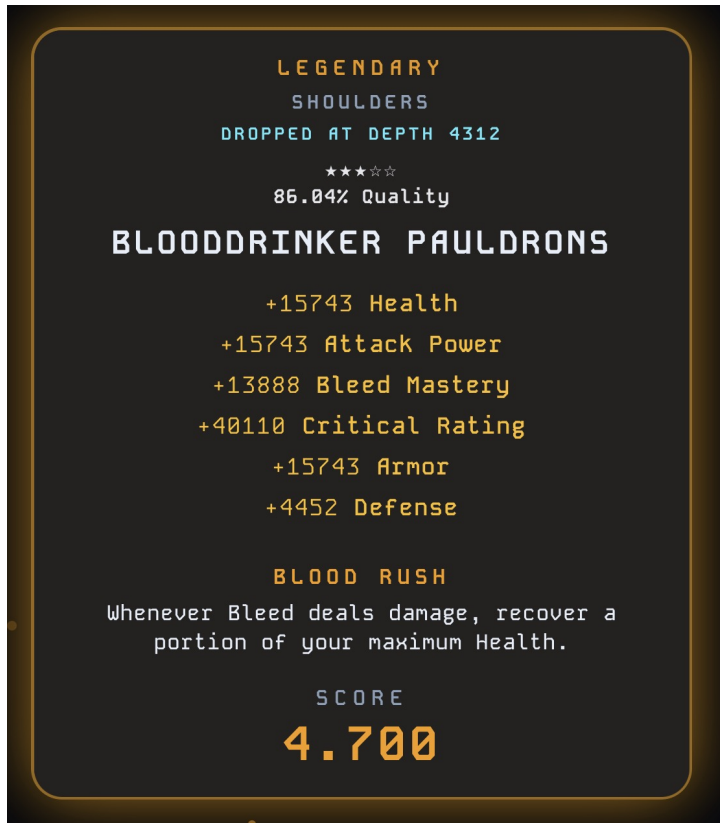
When Barrier absorbs a hit, heals for 5% of max health.

Changelog:

v1.0.8.4 - Item added to Wiki

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Blood Rush - Blooddrinker Pauldrons



Blooddrinker Pauldrons

Type: Shoulder

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

“ Blood Rush

Whenever Bleed deals damage, recover a portion of your maximum Health

Blood rush - **Bleed Mastery**, **Silet proc**

Triggers: 35% chance per attack

Hits vs Bleeding targets grant temp. Attack Power - 1.4% of current Attack Power (cap 24%AP).

Changelog:

v1.0.8.4 - Item added to Wiki

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Overcharge - Storm Mantle



Storm Mantle

Type: Shoulder

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

“Overcharge

Schock stacks ramp tick damage by 8% per proc (mirrors Inferno).

Overcharge - Lightning Mastery, Spell proc

Triggers: 35% chance per attack

Applies Shock and adds +2.25% Shock tick ramp (cap 50%).

Shock lasts 3 turns, max 5 stacks.

Changelog:

v1.0.8.4 - Item added to Wiki

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Shadow Echo - Void Shoulders

Void Shoulders

Type: Shoulder

ITEM FOUND

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

“ [Shadow Echo](#)
Shadow procs echo; Ambush & Void Strike hit harder.

+23 Defense

Shadow Echo - [Shadow Mastery](#), Massive

Triggers: While equipped

Shadow-type Legendary procs can echo (x2).
Ambush / Void Strike instead gain x1,55 damage (

Shadow procs echo; Ambush & Void Strike hit harder.

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Changelog:

v1.0.8.4 - Item added to Wiki

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