

Consecration - Consecrated Relic



Consecrated Relic

Type: Trinket

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

“ **Consecration**

At the end of a round where you attacked or were hit, gain a small Barrier.

Consecration - **Holy Mastery**,

Triggers: End of round if you fought

End of round (attacked or were hit): gain Barrier = 4% max Health.

Changelog:

v1.0.8.4 - Item added to Wiki

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Revision #7

Created 2026-08-22 21:18:41 UTC by Tachykir

Updated 2026-08-24 06:10:33 UTC by Tachykir