

Execute - Helm of the first Hunter



Helm of the first Huner

Type: Helmet

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

+ # Defense

“ Execute

Critical hits deal bonus damage always; much stronger in Execute range.

Execute - **Execute Mastery**,

Triggers: Passive - on critical hit

Critical hits deal x1.28 damage always, x1.6 in Execute range (x Legendary strength).

Full Execute kills also gain +8% strike damage per Execute kits also gain +8% strike damage per Execute piece, and stack Prey Mark (+5,5%/stack, cap 12) for a mid-fight hunt ramp.

Execute piece = one equipped Execute-school legendary (or the Apex Predator mythic). The game counts how many of these you have on, not how many gear slots you filled.

These count as Execute pieces:

EXECUTE
FINISHER
WARDBREAKER
DEATH MARK
FLURRY
COUP DE GRACE
HUNT FOCUS
OVERKILL
APEX PREDATOR (mythic)

Max is 9 pieces (8 legendaries + 1 mythic).

Execute kit = a build running a lot of those together. A full Execute kit is roughly 8-9 pieces — basically most or all of the list above.

Two bonuses scale with piece count:

Always-on strike amp: +8% strike damage per Execute piece, all fight long

8 pieces $\approx$ +64% strikes

9 pieces $\approx$ +72%

Prey Mark (needs 3+ Execute pieces): each stack gives +5.5% strike damage vs the marked target, stacking up to 12 over the fight (Execute's mid-fight ramp, similar to a DoT build ramping).

The EXECUTE legendary's own effect (crits hit $\times 1.28$ always, $\times 1.6$ in Execute range) is separate — the “per Execute piece” line is about set synergy across the whole Execute family, not that one item alone.

Related terms (easy to mix up)

Execute Mastery: A stat: Instant Kill chance + extends Execute Range

Execute range: HP window (base $\sim 35\%$) where Execute legendaries hit harder; shown on the health bar

Execute piece: One Execute legendary/mythic equipped

Execute kit: A build stacking many Execute pieces for the synergy bonuses

Changelog:

v1.0.8.4 - Item added to Wiki

Go back to [list](#)

Revision #10

Created 2026-08-22 19:51:57 UTC by Tachykir

Updated 2026-08-24 06:10:32 UTC by Tachykir