

Masteries

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Frost Mastery

Raises Freeze chance toward the Frost cap with school commitment, and scales Shatter / Ice Lance / frost Legendary damage from raw mastery. Full frost gear reaches the Freeze cap; hybrids get a proportional share.

Fire Mastery

Raises Burn apply chance toward the Fire cap with school commitment, and strengthens fire Legendaries (Inferno, Combustion, Hellfire, Living Fire).

Poison Mastery

Raises Poison apply chance toward the Poison cap with school commitment, and strengthens poison stacks / Legendaries (Toxic, Decay, Venom Surge, Miasma).

Lightning Mastery

Raises Shock apply chance toward the Lightning cap with school commitment, and strengthens lightning Legendaries (Overcharge, Tempest, Stormblade, Voltaic Touch).

Bleed Mastery

Raises Bleed apply chance toward the Bleed cap with school commitment, and strengthens bleed Legendaries (Blood Rush, Lacerate, Frenzy, Open Wounds).

Holy Mastery

Strengthens Barrier generation and holy sustain (Sanctuary, Lay on Hands, Bulwark, Aegis). Holy builds absorb damage and heal through Barrier.

Shadow Mastery

Raises Stun chance toward the Shadow cap with school commitment. Void Strike, Ambush, and other shadow Legendaries scale damage with raw mastery ($\text{base} \times \text{power} \times (1 + \text{mastery} / 100)$), same as Shatter and Lightning procs.

Vampire Mastery

Strengthens life steal and sustain Legendaries (Leech, Blood Magic). Pairs well with high Health and on-hit healing effects.

Execute Mastery

Instant Kill: chance to finish when the enemy is in the kill band ($\leq 20\%$, or $\leq 45\%$ with Overkill; chance caps at 30%). Execute Range: separate HP window where Execute legendaries hit harder (base 35%, mastery up to +15%, Death Mark adds more).

Thorns Mastery

Strengthens reflected damage when you are hit (Thorns, Retribution). Block and Thorns builds punish attackers that connect.