

Status Effects

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Crits & Status Effects

Status tick crits and Shatter use the same Critical Chance / Crit Damage as weapon swings (including Hunt Focus and Precision). Only specific Legendaries unlock DoT tick crits.

Poison ticks and bonus Poison strikes (including Miasma) never scale with Crit Damage — they use Spell Power, Poison Mastery, and stacks.

Shock ticks and Lightning proc strikes do not use Crit Damage (some Lightning Legendaries only trigger on a crit swing).

Burn ticks can critically strike only with Ignite, using your effective Crit Chance and Crit Damage (Hunt Focus / Precision included).

Bleed ticks can critically strike only with Hemorrhage, using Crit Damage plus an extra Hemorrhage multiplier (Hunt Focus / Precision included).

Shatter chance equals your effective Critical Chance. Shatter damage is multiplied by Crit Damage when the attack that triggers it was a crit. Freeze itself deals no damage.

Freeze

Crowd-control status that prevents the frozen target from acting. After breaking free, targets gain brief freeze immunity — Freeze procs still apply Brittle (Shatterable, no CC). Frost Legendaries like Shatter and Ice Lance interact with Freeze and Brittle. Deep enemies thaw faster.

Each attack: Freeze chance = Frost commitment $\times$ 30% cap (~14 mid school pieces = full commitment). Frost Mastery still scales Shatter / Ice Lance damage separately. Enables Shatter while Frozen or Brittle. During freeze immunity, procs apply Brittle (damage mark, no CC) instead. Deep enemies shorten Freeze duration.

Crits: Freeze deals no damage. Shatter chance = effective Critical Chance (Hunt Focus included). Shatter damage is $\times$ Crit Damage when the triggering attack was a crit. Ice Lance / Shatter Strike require a crit vs Frozen or Brittle.

Burn

Fire damage over time that ticks each turn. Stacks and ramps with Fire Mastery and burn Legendaries like Inferno, Combustion, and Hellfire.

Each attack: Burn apply chance from Fire Mastery (depth-scaled; caps at 70%). Full fire gear approaches the cap — splash fire is only a small chance. Burn lasts 4 turns. Every 4 Burn ticks: Detonate for 2× the tick, then heat resets.

Crits: Burn ticks do not crit by default. With Ignite, Burn ticks can critically strike using your effective Crit Chance and Crit Damage (Hunt Focus / Precision included).

Poison

Damage over time that stacks on the target. Poison Mastery and Legendaries like Toxic, Decay, and Venom Surge extend duration and ramp damage.

Each attack: Poison apply chance from Poison Mastery (depth-scaled; caps at 70%). Full poison gear approaches the cap. Poison lasts 5 turns; stacks increase tick damage (partial stacking above 15 stacks).

Crits: Poison ticks never use Crit Damage (including Miasma). Bonus Poison strikes (Miasma, Bile Touch) also ignore Crit Damage — they scale with Spell Power, Poison Mastery, and stacks. Bile Touch only triggers on a crit swing.

Shock

Lightning stacks that increase end-of-turn lightning tick damage. Overcharge and Static ramp Shock damage each proc.

Each attack: Shock + Lightning strike chance from Lightning Mastery (depth-scaled; caps at 70%). Full lightning gear approaches the cap. Shock lasts 3 turns, max 5 stacks, end-of-turn ticks.

Crits: Shock ticks and Lightning proc strikes do not use Crit Damage. Some Legendaries (Thundercall, Shock Overcharge, Voltaic Touch) grant bonus Lightning damage only when the weapon swing crits.

Bleed

Physical damage over time from open wounds. Bleed Mastery and bleed Legendaries like Blood Rush, Lacerate, and Frenzy scale with stacks.

Each attack: Bleed apply chance from Bleed Mastery (depth-scaled; caps at 70%). Full bleed gear approaches the cap. Bleed lasts 5 turns, max 12 stacks.

Crits: Bleed ticks do not crit by default. With Hemorrhage, ticks can crit using effective Crit Chance / Crit Damage (Hunt Focus / Precision included) $\times$ 1.25 extra multiplier.

Barrier (Status)

Temporary shield that absorbs damage before Health. Gained from Holy Legendaries (Sanctuary, Ironbound, Ice Armor). Some effects prevent Barrier from expiring.

Barrier absorbs damage before Health. Max Barrier = 60% max Health. Expires after 5 turns unless Unbreakable Mythic is equipped. Bulwark reduces incoming damage while Barrier is up. Crits do not affect Barrier.

Lucky Hit

A bonus proc roll on attacks. Some Shadow and Lightning effects trigger extra bonuses when a Lucky Hit lands.

Shadowstep adds +1 Lucky Hit stack per proc. Stacks boost Dodge while Shadowstep is equipped. Separate from Crit Chance / Crit Damage.