

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.

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