

Hora actual:

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Diablo 2 LoD

Aragor Mod v3.6.1

Recetas Runas

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Level : 13

Mods : 30% - 50% Enhanced Damage

30% - 50% Enhanced Defense

30 Defense (armors) or 100 Attack rating (weapons)

+2 Mana per Kill

5 to All Attributes

20% - 25% Magic Find

+2 Light radius

2) PASSION (3 Sockets)**Runes : Nef + Eld + Ral**

Level : 19

Mods : 20% Faster Hit Recovery

1% - 3% Experience Gained

20 - 25 Life

3 - 5 life After each Killed

+2 Mana per Kill

15% Increased Run/Walk

+ Mods from the 3 Runes (varies based on item type)

3) Prayer (3 Sockets)**Runes : Hel + Eth + Thul**

Level : 30

Mods : Level 10 - 14 Prayer Aura when Equipped

20% Increased Attack Speed

20% - 30% Increased Chance of Blocking Block

Adds 10 - 30 Damage

Adds 50 - 100 Defense
 15% - 25% All Resistance
 + Mods from the 3 Runes (Varies based on item type)

4) FORTUNE's FAVOR (2 Sockets)

Runes : Fal + Dol

Level : 46
 Mods : Magic Find Based on Character Level (2% per level)
 200% Extra Gold from Monsters
 30 - 50 Life
 10 Strength
 10 Vitality
 +1 All Skills
 10% All Resistance

5) FORTITUDE (4 Sockets)

Runes : El + Sol + Dol + Lo

Level : 59
 Mods : 20% Chance to Cast Level 15 Chilling Armor When Struck
 25% Faster Cast Rate
 300% Enhanced Damage
 200% Enhanced Defense
 Life Based on Character Level (+1 per level)
 25% - 30% All Resistances
 + Mods from the 4 Runes (varies based on item type)

6) BLOOD (2 Sockets)

Runes : Mal + Shael

Level : 67
 Mods : +2 All Skills
 200% - 250% Enhanced Damage
 125 - 175 Defense
 Increase Maximum Life by 10% - 15%
 Damage reduced by 10% - 15%
 + Mods from the 3 Runes (varies based on item type)

7) STARLIGHT (4 Sockets)

Runes : Zod + Hel + Ist + El

Level : 89
 Mods : Indestructable
 +3 All Skills
 20% Faster Hit Recovery
 Adds 35 - 140 Damage
 Adds 100% - 200% Enhanced Defense
 150% - 330% Magic Find
 -100% Requirements.

B O D Y A R M O R

1) STEALTH (2 Sockets)

Runes : Tal + Eth

Level : 17
Mods : 25% Faster Run/Walk
25% Faster Cast Rate
25% faster Hit Recovery
+6 Dexterity
15% Faster Mana Regeneration
+15 to Maximum Stamin
30% Poison Resistance
Magic Damage Reduced by 3.

2) YOUTH (2 Sockets)

Runes : Ort + Eth

Level : 21
Mods : 9% Chance to Cast Level 4 Weaken on Striking
90% - 120% Enhanced Defense
Replenish Life +8
Regenerate Mana 100%
30% - 35% All Resistances.

3) DREAD (3 Sockets)

Runes : Dol + El + Ith

Level : 32
Mods : 13% Chance to Cast Level 13 Charged Bolt on Striking
20% Faster Run/Walk
100% - 125% Enhanced Defense
+15 Defense
Strength & Dexterity Based on Character Level (.50 per Level)
Replenish Life +7
6 - 8 Life after Every Kill
15% Damage Taken goes to Mana
+1 Light Radius.

4) SMOKE (2 Sockets)

Runes : Nef + Lum

Level : 37
Mods : 25% Faster Hit Recovery
75% Enhanced Defense
+280 Defense vs. Missiles
10 Energy
50% All Resistances
-1 Light Radius
18 Charges of Level 6 Weaken.

5) LIONHEART (3 Sockets)

Runes : Hel + Lum + Fal

Level : 41
Mods : 20% Enhanced Damage
25 Strength
20 Vitality
15 Dexterity
10 Energy
50 Life
30% All Resistances

-15% Requirements.

6) WEALTH (3 Sockets)

Runes : Lem + Ko + Tir

Level : 43

Mods : 10 Dexterity

+2 Mana Per Kill

+300% More Gold from Monsters

+100% Magic Find.

7) STONE (4 Sockets)

Runes : Shael + Um + Pul + Lum

Level : 47

Mods : 60% Faster Hit Recovery

220% - 260% Increased Defense

300 Defense vs. Missiles

16 Strength

16 Vitality

10 Energy

15% All Resistances

80 Charges of Level 16 Molton Bolder

16 Charges of Level 16 Clay Golem.

8.) GLOOM (3 Sockets)

Runes : Fal + Um + Pul

Level : 47

Mods : 15% Chance to Cast Level 3 Dim Vision when Struck

10% Fater Hit Recovery

170% - 230% Enhanced Defense

10 Strength

45% All Resistances

Half-Freeze Duration

5% Damage taken Goes to Mana

-3 Light Radius.

9) DURESS (3 Sockets)

Runes : Shael + Um + Thul

Level : 47

Mods : 40% Faster Hit Recovery

10% - 20% Enhanced Damage

37 - 133 Cold Damage (3 Second Duration)

15% Chance of Crushing Blow

33% Chance of Open Wounds

150% - 200% Enhanced Defense

-20% Slower Stamina Drain

15% All Resistances (45% Cold Resistances).

10) PRUDENCE (2 Sockets)

Runes : Mal + Tir

Level : 49

Mods : 25% Faster Hit Recovery

140% - 170% Enhanced Defense

25% - 35% All Resistances

Damage Reduced by 3
 Magic Damage Reduced by 17
 +2 Mana Per Kill
 +1 Light Radius
 Replenish Durability.

11) Glory (4 Sockets)

Runes : Ist + Ist + Ist + Ist

Level : 51
 Mods : +2 All Skills
 25% Faster Hit Recovery
 35% faster Cast Rate
 75% - 125% Enhanced Defense
 Increased maximum Life 25%
 Increased maximum Mana 25%
 100% Magic Find
 -30% Requirements.

12) FLICKERING FLAMES (3 Sockets)

Runes : Vex + Ral + Ko

Level : 55
 Mods : 20% Chance to Cast Level 19 Fireball When Struck
 8% Chance to Cast Level 13 Fissure on Striking
 Level 17 Holy Fire Aura when Equipped
 15% - 20% Extra Fire Skill Damage
 -15% - -20% Enemy Fire Resistance
 10 Dexterity
 5% to Maximum Fire Resistance
 30% Fire Resistance
 15% - 20% Fire Absorb
 +5 Light Radius.

13) MIDNIGHT BLOOM (3 Sockets)

Runes : Hel + Lo + Ohm

Level : 59
 Mods : + Defense (Increased During Nighttime from 1 - 500)
 + Vitality (Increased During Nighttime 1 - 50)
 + Energy (Increased During Nighttime from 1 - 25)
 + Maximum Damage (Increased During Nighttime 1 - 75)
 + Extra Gold from Monsters (Increased During Nighttime from 1% - 300)
 + Magic Find (Increased During Nighttime from 1% - 300%)
 150% - 300% Enhanced Defense
 +5% maximum Cold & Lightning Resistance
 -15% Requirements.

14) BRAMBLE (4 Sockets)

Runes : Ral + Ohm + Sur + Eth

Level : 61
 Mods : Level 15 Thorns Aura when Equipped
 50% Faster Hit Recovery
 +44% to Poison Skill Damage
 +300 Defense
 Increased maximum Mana by 5%
 Regenerate Mana 15%
 5% to Maximum Cold Resistance

30% Fire Resistance
100% Poison Resistance
+13 Life after Every Kill
33 Charges of Level 13 Spirit of Barbs.

15) TRUST (3 Sockets)

Runes : Amn + Ohm + Fal

Level : 62

Mods : 100% Chance to Cast Level 57 Nova When You Die

+1 All Skills

20% Increased Attack Speed

Adds 15 - 30 Damage

125% - 200% Improved Defense

10 Strength

75 - 100 Life

+5% to Maximum Cold Resistance

Attacker Takes 14 Damage

16) CHAINS OF HONOR (4 Sockets)

Runes : Dol + Um + Ber + Ist

Level : 63

Mods : +2 All Skills

200% Damage to Demons

100% Damage to Undead

8% Life Leech

70% Enhanced Defense

20 Strength

Replenish Life +7

65% All Resistances

8% Damage reduced

25% Magic Find.

17) ENIGMA (3 Sockets)

Runes : Jah + Ith + Ber

Level : 65

Mods : +2 All Skills

45% Faster Run/Walk

Level 1 Teleport

+750 - 775 Defense

Strength (based on Character Level .75 per level)

Increased Maximum Life by 5%

8% Damage Reduced

14 Life after Every Kill

15% Damage Taken Goes to Mana

Magic Find (Based on Character Level , 1% per level).

18) WOE (3 Sockets)

Runes : Cham + Tir + Shael

Level : 75

Mods : 25% Chance to Cast Level 25 Blizzard When Struck

25% Chance to Cast Level 25 Chain Lightning When Struck

25% Chance to Cast Level 25 Fireball When Struck

+2 All Skills

20% Faster Hit Recovery
 25 to All Attributes
 Cannot be Frozen
 Poison Length reduced by 80%
 +2 Mana per Kill

19) HUMILITY (4 Sockets)

Runes : Zod + Um + Ith + Cham

Level : 86
 Mods : Indestructable
 Level 5 - 7 Salvation Aura when Equipped
 Level 10 - 15 Shout
 Level 10 - 15 Battle Orders
 Level 10 - 15 Battle Commands
 Level 10 - 15 Shiver Armor
 Level 10 - 15 Valkyrie
 15% All Resistances
 Cannot Be Frozen
 15% Damage Taken goes to Mana

H E L M S

1) NADIR (2 Sockets)

Runes : Nef + Tir

Level : 13
 Mods : 50% Enhanced Defense
 +10 Defense
 +30 Defense vs. Missiles
 5 Strength
 +2 Mana per Kill
 -33% Less Gold From Monsters
 -3 Light Radius
 9 Charges of Level 13 Cloak of Shadows.

2) LORE (2 Sockets)

Runes : Ort + Sol

Level : 27
 Mods : +1 All Skills
 10 Energy
 30% Lightning Resistance
 Damage Reduced by 7
 +2 Mana per Kill
 +2 Light Radius.

3) RADIANCE (3 Sockets)

Runes : Nef + Sol + Ith

Level : 27
 Mods : 75% Enhanced Defense
 30 Defense vs. Missiles
 10 Vitality
 10 Energy
 33 Mana
 Damage Reduced by 7
 Magic damage Reduced by 3
 15% Damage Taken Goes to mana

+5 Light Radius.

4) WAR (2 Sockets)

Runes : Io + Hel

Level : 35

Mods : 30% Increased Attack Speed

25% Faster Hit Recovery

35% - 50% Enhanced Damage

Ignore targets Defense

Prevents Monster Heal

100% - 140% Increased Defense

10 Vitality

20% - 25% Damage Reduced

-15% Requirements.

5) PIETY (3 Sockets)

Runes : Lem + Nef + Shael

Level : 43

Mods : +1 All Skills

20% Faster Cast Rate

20% Faster Hit Recovery

90% - 125% Enhanced Defense

+30 Defense vs. Missiles

20 Energy

Mana Based on Character Level (1 per level)

15% - 25% All Resistance

15% - 25% Magic Resistance

50% Extra Gold from Monsters.

6) DELIRIUM (3 Sockets)

Runes : Lem + Ist + Io

Level : 51

Mods : 1% Chance to Cast Level 50 Delirium when Struck

6% chance to Cast Level 14 Mind Blast When Struck

14% Chance to Cast Level 13 Terror When Struck

11% Chance to cast Level 18 Confusion when Struck

+2 All Skills

261 Defense

10 Vitality

50% Extra Gold from Monsters

25% magic Find

60 Charges of Level 17 Attract.

7) DREAM (3 Sockets)

Runes : Io + Jah + Pul

Level : 65

Mods : 10% Chance to Cast Level 15 Confuse when Struck

Level 15 Holy Shock Aura when Equipped

20% - 30% Faster Hit Recovery

30% Enhanced Defense

150 - 220 Defense

10 Vitality

Increase Maximum Life +5%

Mana based On Character Level (5/8th per level)

5% - 20% All Resistance
15 - 25 Magic Find.

Authority (3 Sockets)**Runes : Cham + Zod + Ber**

Level : 81

Mods : 16% Chance to Cast Level 9 Weaken on Striking

Indestructable

+2 All Skills

25% Deadly Strike

20% Slows Target

160% - 200% Enhanced Defense

8% Damage reduced

Cannot be Frozen

Magic Find Based on Character Level (1.5 per level).

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