

# Eastern Sun 3.00 Gems and Runes

## ES 3.00 R6D and later

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## Amethysts

### Chipped Amethyst (Req Lvl=1)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+30 To Attack Rating 4% Increased Attack Speed Requirements -2%	+4 To Strength Damage Reduced By 1	+20 Defense 2% Increased Chance of Blocking 3% Faster Block Rate

### Flawed Amethyst (Req Lvl=7)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+60 To Attack Rating 8% Increased Attack Speed Requirements -4%	+8 To Strength Damage Reduced By 1 Magic Damage Reduced By 1	+40 Defense 4% Increased Chance of Blocking 6% Faster Block Rate

### Amethyst (Req Lvl=14)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+90 To Attack Rating 12% Increased Attack Speed Requirements -6%	+12 To Strength Damage Reduced By 2 Magic Damage Reduced By 1	+60 Defense 6% Increased Chance of Blocking 9% Faster Block Rate

### Flawless Amethyst (Req Lvl=21)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
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+120 To Attack  
Rating  
16% Increased  
Attack Speed  
Requirements -8%

+16 To Strength  
Damage Reduced  
By 2  
Magic Damage  
Reduced By 2

+80 Defense  
8% Increased Chance  
of Blocking  
12% Faster Block Rate

### Blemished Amethyst (Req Lvl=28)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+150 To Attack  
Rating  
20% Increased  
Attack Speed  
Requirements -10%

+20 To Strength  
Damage Reduced  
By 3  
Magic Damage  
Reduced By 2

+100 Defense  
10% Increased Chance  
of Blocking  
15% Faster Block Rate

### Perfect Amethyst (Req Lvl=35)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+180 To Attack  
Rating  
24% Increased  
Attack Speed  
Requirements -12%

+24 To Strength  
Damage Reduced  
By 3  
Magic Damage  
Reduced By 3

+120 Defense  
12% Increased Chance  
of Blocking  
18% Faster Block Rate

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## Diamonds

### Chipped Diamond (Req Lvl=1)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+2 To Min Damage  
Adds 3-4 Magic  
Damage  
+10% Damage To  
Undead

+20 Defense  
2% Chance of  
Crushing Blow  
-3% Target Defense

All Resistances +3  
4% Damage Taken  
Goes to Mana  
Damage Reduced By 1

### Flawed Diamond (Req Lvl=7)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+4 To Min Damage

+40 Defense

All Resistances +6

Adds 6-8 Magic Damage +20% Damage To Undead	4% Chance of Crushing Blow -6% Target Defense	8% Damage Taken Goes to Mana Damage Reduced By 1
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**Diamond (Req Lvl=14)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6 To Min Damage Adds 9-12 Magic Damage +30% Damage To Undead	+60 Defense 6% Chance of Crushing Blow -9% Target Defense	All Resistances +9 12% Damage Taken Goes to Mana Damage Reduced By 2

**Flawless Diamond (Req Lvl=21)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8 To Min Damage Adds 12-16 Magic Damage +40% Damage To Undead	+80 Defense 8% Chance of Crushing Blow -12% Target Defense	All Resistances +12 16% Damage Taken Goes to Mana Damage Reduced By 2

**Blemished Diamond (Req Lvl=28)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+10 To Min Damage Adds 15-20 Magic Damage +50% Damage To Undead	+100 Defense 10% Chance of Crushing Blow -15% Target Defense	All Resistances +15 20% Damage Taken Goes to Mana Damage Reduced By 3

**Perfect Diamond (Req Lvl=35)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+12 To Min Damage Adds 18-24 Magic Damage	+120 Defense 12% Chance of Crushing Blow -18% Target Defense	All Resistances +18 24% Damage Taken Goes to Mana Damage Reduced By 3

+60% Damage To  
Undead

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## Emeralds

### Chipped Emerald (Req Lvl=1)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 20 Poison Damage Over 2 Sec 3% Chance of Open Wounds	+4 To Dexterity 2% Bonus To Attack Rating 2% Faster Run/Walk	Poison Resist +10% Poison Length Reduced by 6%

### Flawed Emerald (Req Lvl=7)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 40 Poison Damage Over 2 Sec 6% Chance of Open Wounds	+8 To Dexterity 4% Bonus To Attack Rating 4% Faster Run/Walk	Poison Resist +20% +1% To Max Poison Resist Poison Length Reduced by 12%

### Emerald (Req Lvl=14)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 60 Poison Damage Over 2 Sec 9% Chance of Open Wounds	+12 To Dexterity 6% Bonus To Attack Rating 6% Faster Run/Walk	Poison Resist +30% +2% To Max Poison Resist Poison Length Reduced by 18%

### Flawless Emerald (Req Lvl=21)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
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Adds 80 Poison Damage  
Over 2 Sec  
Prevent Monster Heal  
12% Chance of Open  
Wounds

+16 To Dexterity  
8% Bonus To  
Attack Rating  
8% Faster  
Run/Walk

Poison Resist +40%  
+3% To Max Poison  
Resist  
Poison Length  
Reduced by 24%

### Blemished Emerald (Req Lvl=28)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Adds 100 Poison  
Damage Over 2 Sec  
Prevent Monster Heal  
15% Chance of Open  
Wounds

+20 To Dexterity  
10% Bonus To  
Attack Rating  
10% Faster  
Run/Walk

Poison Resist +50%  
+4% To Max Poison  
Resist  
Poison Length  
Reduced by 30%

### Perfect Emerald (Req Lvl=35)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Adds 120 Poison  
Damage Over 2 Sec  
Prevent Monster Heal  
18% Chance of Open  
Wounds

+24 To Dexterity  
12% Bonus To  
Attack Rating  
12% Faster  
Run/Walk

Poison Resist +60%  
+5% To Max Poison  
Resist  
Poison Length  
Reduced by 36%

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## Obsidians

### Chipped Obsidian (Req Lvl=1)

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

+9% Enhanced Damage  
1% Deadly Strike

4%  
Increased  
Attack  
Speed  
All

Damage Reduced By 1  
+7% Enhanced Defense

**Resistances**

+1

**Flawed Obsidian (Req Lvl=7)**

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

8%

Increased

Attack  
Speed

All

Resistances

+2

+18% Enhanced Damage  
2% Deadly StrikeDamage Reduced By 2  
+14% Enhanced Defense**Obsidian (Req Lvl=14)**

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

12%

Increased

Attack  
Speed

All

Resistances

+3

+27% Enhanced Damage  
3% Deadly StrikeDamage Reduced By 3  
+21% Enhanced Defense**Flawless Obsidian (Req Lvl=21)**

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

16%

Increased

Attack  
Speed

All

Resistances

+4

+36% Enhanced Damage  
4% Deadly StrikeDamage Reduced By 4  
+28% Enhanced Defense**Blemished Obsidian (Req Lvl=28)**

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

20%

Increased

Attack  
Speed  
AllResistances  
+5+45% Enhanced Damage  
5% Deadly StrikeDamage Reduced By 5  
+35% Enhanced Defense**Perfect Obsidian (Req Lvl=35)**

Weapons / Gloves

Helms /  
Boots

Armor / Shields / Belts

24%

Increased

Attack  
Speed  
AllResistances  
+6+54% Enhanced Damage  
6% Deadly StrikeDamage Reduced By 6  
+42% Enhanced Defense

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**Rubies****Chipped Ruby (Req Lvl=1)**Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 4-10  
FireDamage  
+2 Life After  
Each Kill  
+10%Damage To  
Demons

+10 To Life  
2% Deadly Strike  
2% Faster Hit Recovery

Fire Resist +10%  
+1 Fire Absorb

**Flawed Ruby (Req Lvl=7)**

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 8-20  
Fire

Damage  
+4 Life After  
Each Kill  
+20%

Damage To  
Demons

+20 To Life  
4% Deadly Strike  
4% Faster Hit Recovery

Fire Resist +20%  
+1% To Max Fire Resist  
+2 Fire Absorb

### **Ruby (Req Lvl=14)**

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 12-30  
Fire

Damage  
+6 Life After  
Each Kill  
+30%

Damage To  
Demons

+30 To Life  
6% Deadly Strike  
6% Faster Hit Recovery

Fire Resist +30%  
+2% To Max Fire Resist  
+3 Fire Absorb

### **Flawless Ruby (Req Lvl=21)**

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 16-40  
Fire

Damage  
+8 Life After  
Each Kill  
+40%

Damage To  
Demons

+40 To Life  
8% Deadly Strike  
8% Faster Hit Recovery

Fire Resist +40%  
+3% To Max Fire Resist  
+4 Fire Absorb

### **Blemished Ruby (Req Lvl=28)**

Weapons /

Helms / Boots

Armor / Shields / Belts



## Gloves

Adds 20-50

Fire

Damage

+10 Life

After Each

Kill

+50%

Damage To

Demons

+50 To Life

10% Deadly Strike

10% Faster Hit Recovery

Fire Resist +50%

+4% To Max Fire Resist

+5 Fire Absorb

## Perfect Ruby (Req Lvl=35)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 24-60

Fire

Damage

+12 Life

After Each

Kill

+60%

Damage To

Demons

+60 To Life

12% Deadly Strike

12% Faster Hit Recovery

Fire Resist +60%

+5% To Max Fire Resist

+6 Fire Absorb

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## Sapphires

### Chipped Sapphire (Req Lvl=1)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 3-8

Cold

Damage 0.8

Sec

Duration

+1 Mana

+10 To Mana

2% Faster Cast Rate

Increase Max Mana 1%

Cold Resist +10%

+1 Cold Absorb

After Each  
Kill  
2% Deadly  
Strike

### Flawed Sapphire (Req Lvl=7)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 6-16  
Cold  
Damage 1.6  
Sec  
Duration  
+2 Mana  
After Each  
Kill  
4% Deadly  
Strike

+20 To Mana  
4% Faster Cast Rate  
Increase Max Mana 2%

Cold Resist +20%  
+1% To Max Cold Resist  
+2 Cold Absorb

### Sapphire (Req Lvl=14)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 9-24  
Cold  
Damage 2.4  
Sec  
Duration  
+3 Mana  
After Each  
Kill  
6% Deadly  
Strike

+30 To Mana  
6% Faster Cast Rate  
Increase Max Mana 3%

Cold Resist +30%  
+2% To Max Cold Resist  
+3 Cold Absorb

### Flawless Sapphire (Req Lvl=21)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 12-32

+40 To Mana

Cold Resist +40%

Cold  
Damage 3.2  
Sec  
Duration  
+4 Mana  
After Each  
Kill  
8% Deadly  
Strike

8% Faster Cast Rate  
Increase Max Mana 4%

+3% To Max Cold Resist  
+4 Cold Absorb

### Blemished Sapphire (Req Lvl=28)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 15-40  
Cold  
Damage 4  
Sec  
Duration  
+5 Mana  
After Each  
Kill  
10% Deadly  
Strike

+50 To Mana  
10% Faster Cast Rate  
Increase Max Mana 5%

Cold Resist +50%  
+4% To Max Cold Resist  
+5 Cold Absorb

### Perfect Sapphire (Req Lvl=35)

Weapons /  
Gloves

Helms / Boots

Armor / Shields / Belts

Adds 18-48  
Cold  
Damage 4.8  
Sec  
Duration  
+6 Mana  
After Each  
Kill  
12% Deadly  
Strike

+60 To Mana  
12% Faster Cast Rate  
Increase Max Mana 6%

Cold Resist +60%  
+5% To Max Cold Resist  
+6 Cold Absorb

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## Skulls

### Chipped Skull (Req Lvl=1)

Weapons / Gloves

Helms / Boots

Armor /  
Shields /  
Belts

Magic  
Damage  
Reduced By  
1  
+20  
Defense  
Damage  
Reduced By  
1%

1% Mana Stolen Per Hit  
1% Life Stolen Per Hit  
+1 To Max Damage

Replenish Life +3  
Regenerate Mana +5%  
2% Faster Run/Walk

### Flawed Skull (Req Lvl=7)

Weapons / Gloves

Helms / Boots

Armor /  
Shields /  
Belts

Magic  
Damage  
Reduced By  
2  
+40  
Defense  
Damage  
Reduced By  
2%

2% Mana Stolen Per Hit  
2% Life Stolen Per Hit  
+2 To Max Damage

Replenish Life +6  
Regenerate Mana +10%  
4% Faster Run/Walk

### Skull (Req Lvl=14)

Weapons / Gloves

Helms / Boots

Armor /  
Shields /  
Belts

3% Mana Stolen Per Hit

Replenish Life +9

Magic

3% Life Stolen Per Hit  
+3 To Max Damage

Regenerate Mana +15%  
6% Faster Run/Walk

Damage  
Reduced By  
3  
+60  
Defense  
Damage  
Reduced By  
3%

### Flawless Skull (Req Lvl=21)

Weapons / Gloves

Helms / Boots

Armor /  
Shields /  
Belts

Magic  
Damage  
Reduced By  
4  
+80  
Defense  
Damage  
Reduced By  
4%

4% Mana Stolen Per Hit  
4% Life Stolen Per Hit  
+4 To Max Damage

Replenish Life +12  
Regenerate Mana +20%  
8% Faster Run/Walk

### Blemished Skull (Req Lvl=28)

Weapons / Gloves

Helms / Boots

Armor /  
Shields /  
Belts

Magic  
Damage  
Reduced By  
5  
+100  
Defense  
Damage  
Reduced By  
5%

5% Mana Stolen Per Hit  
5% Life Stolen Per Hit  
+5 To Max Damage

Replenish Life +15  
Regenerate Mana +25%  
10% Faster Run/Walk

### Perfect Skull (Req Lvl=35)

## Weapons / Gloves

## Helms / Boots

Armor /  
Shields /  
Belts

6% Mana Stolen Per Hit  
6% Life Stolen Per Hit  
+6 To Max Damage

Replenish Life +18  
Regenerate Mana +30%  
12% Faster Run/Walk

Magic  
Damage  
Reduced By  
6  
+120  
Defense  
Damage  
Reduced By  
6%

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**Topazes****Chipped Topaz (Req Lvl=1)**

## Weapons / Gloves

## Helms / Boots

Armor / Shields /  
Belts

Adds 1-15 Lightning  
Damage  
Slows Target By 2%  
Attacker Takes  
Lightning Damage of 5

4% Better Chance of  
Getting Magic Item  
4% Extra Gold From  
Monsters

Lightning Resist  
+10%  
+1 Lightning  
Absorb

**Flawed Topaz (Req Lvl=7)**

## Weapons / Gloves

## Helms / Boots

Armor / Shields /  
Belts

Adds 1-30 Lightning  
Damage  
Slows Target By 4%  
Attacker Takes  
Lightning Damage of 10

8% Better Chance of  
Getting Magic Item  
8% Extra Gold From  
Monsters

Lightning Resist  
+20%  
+1% To Max  
Lightning Resist  
+2 Lightning  
Absorb

**Topaz (Req Lvl=14)**

**Weapons / Gloves**

Adds 1-45 Lightning  
Damage  
Slows Target By 6%  
Attacker Takes  
Lightning Damage of 20

**Helms / Boots**

12% Better Chance of  
Getting Magic Item  
12% Extra Gold From  
Monsters

**Armor / Shields / Belts**

Lightning Resist  
+30%  
+2% To Max  
Lightning Resist  
+3 Lightning  
Absorb

**Flawless Topaz (Req Lvl=21)****Weapons / Gloves**

Adds 1-60 Lightning  
Damage  
Slows Target By 8%  
Attacker Takes  
Lightning Damage of 40

**Helms / Boots**

16% Better Chance of  
Getting Magic Item  
16% Extra Gold From  
Monsters

**Armor / Shields / Belts**

Lightning Resist  
+40%  
+3% To Max  
Lightning Resist  
+4 Lightning  
Absorb

**Blemished Topaz (Req Lvl=28)****Weapons / Gloves**

Adds 1-75 Lightning  
Damage  
Slows Target By 10%  
Attacker Takes  
Lightning Damage of 80

**Helms / Boots**

20% Better Chance of  
Getting Magic Item  
20% Extra Gold From  
Monsters

**Armor / Shields / Belts**

Lightning Resist  
+50%  
+4% To Max  
Lightning Resist  
+5 Lightning  
Absorb

**Perfect Topaz (Req Lvl=35)****Weapons / Gloves**

Adds 1-90 Lightning  
Damage  
Slows Target By 12%  
Attacker Takes

**Helms / Boots**

24% Better Chance of  
Getting Magic Item  
24% Extra Gold From  
Monsters

**Armor / Shields / Belts**

Lightning Resist  
+60%  
+5% To Max  
Lightning Resist

Lightning Damage of  
160

+6 Lightning  
Absorb

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## Crystals

### Frozen Soul (Req Lvl=48)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6% To Magic Skill Damage +20 To Life	+5% Magic Absorb +20 To Life	+5% Magic Absorb +20 To Life

### Flawed Frozen Soul (Req Lvl=24)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+4% To Magic Skill Damage +10 To Life	+4% Magic Absorb +10 To Life	+4% Magic Absorb +10 To Life

### Chipped Frozen Soul (Req Lvl=6)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Magic Skill Damage +5 To Life	+3% Magic Absorb +5 To Life	+3% Magic Absorb +5 To Life

### Bleeding Stone (Req Lvl=48)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Fire Skill Damage +20 To Life	+7% Fire Absorb +20 To Life	+7% Fire Absorb +20 To Life

### Flawed Bleeding Stone (Req Lvl=24)

Weapons / Gloves	Helms / Boots	Armor / Shields /
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## Belts

+5% To Fire Skill  
Damage  
+10 To Life

+5% Fire Absorb  
+10 To Life

+5% Fire Absorb  
+10 To Life

**Chipped Bleeding Stone (Req Lvl=6)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+3% To Fire Skill  
Damage  
+5 To Life

+3% Fire Absorb  
+5 To Life

+3% Fire Absorb  
+5 To Life

**Dark Azurite (Req Lvl=48)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+8% To Cold Skill  
Damage  
+20 To Life

+7% Cold Absorb  
+20 To Life

+7% Cold Absorb  
+20 To Life

**Flawed Dark Azurite (Req Lvl=24)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+5% To Cold Skill  
Damage  
+10 To Life

+5% Cold Absorb  
+10 To Life

+5% Cold Absorb  
+10 To Life

**Chipped Dark Azurite (Req Lvl=6)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+3% To Cold Skill  
Damage  
+5 To Life

+3% Cold Absorb  
+5 To Life

+3% Cold Absorb  
+5 To Life

**Tomb Jade (Req Lvl=48)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+16% To Summon  
Melee Damage  
+20 To Life

Cannot Be Frozen  
+20 To Life

Cannot Be Frozen  
+20 To Life

### Flawed Tomb Jade (Req Lvl=24)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+10% To Summon  
Melee Damage  
+10 To Life

Half Freeze Duration  
+10 To Life

Half Freeze Duration  
+10 To Life

### Chipped Tomb Jade (Req Lvl=6)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+6% To Summon  
Melee Damage  
+5 To Life

Half Freeze Duration  
+5 To Life

Half Freeze Duration  
+5 To Life

### Solid Mercury (Req Lvl=48)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

50% Extra Gold From  
Monsters  
+20 To Life

50% Extra Gold  
From Monsters  
+20 To Life

50% Extra Gold  
From Monsters  
+20 To Life

### Flawed Solid Mercury (Req Lvl=24)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

33% Extra Gold From  
Monsters  
+10 To Life

33% Extra Gold  
From Monsters  
+10 To Life

33% Extra Gold  
From Monsters  
+10 To Life

### Chipped Solid Mercury (Req Lvl=6)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

16% Extra Gold From

16% Extra Gold

16% Extra Gold

Monsters  
+5 To Life

From Monsters  
+5 To Life

From Monsters  
+5 To Life

### **Bitter Peridot (Req Lvl=48)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+8% To Poison Skill  
Damage  
+20 To Life

Magic Damage  
Reduced by 20  
+20 To Life

Magic Damage  
Reduced by 20  
+20 To Life

### **Flawed Bitter Peridot (Req Lvl=24)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+5% To Poison Skill  
Damage  
+10 To Life

Magic Damage  
Reduced by 14  
+10 To Life

Magic Damage  
Reduced by 14  
+10 To Life

### **Chipped Bitter Peridot (Req Lvl=6)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+3% To Poison Skill  
Damage  
+5 To Life

Magic Damage  
Reduced by 7  
+5 To Life

Magic Damage  
Reduced by 7  
+5 To Life

### **Enigmatic Cinnabar (Req Lvl=48)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Replenish Life +40  
+20 To Life

Replenish Life +40  
+20 To Life

Replenish Life +40  
+20 To Life

### **Flawed Enigmatic Cinnabar (Req Lvl=24)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Replenish Life +26  
+10 To Life

Replenish Life +26  
+10 To Life

Replenish Life +26  
+10 To Life

**Chipped Enigmatic Cinnabar (Req Lvl=6)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +13 +5 To Life	Replenish Life +13 +5 To Life	Replenish Life +13 +5 To Life

**Burning Surphur (Req Lvl=48)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Lightning Skill Damage +20 To Life	+7% Lightning Absorb +20 To Life	+7% Lightning Absorb +20 To Life

**Flawed Burning Surphur (Req Lvl=24)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+5% To Lightning Skill Damage +10 To Life	+5% Lightning Absorb +10 To Life	+5% Lightning Absorb +10 To Life

**Chipped Burning Surphur (Req Lvl=6)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Lightning Skill Damage +5 To Life	+3% Lightning Absorb +5 To Life	+3% Lightning Absorb +5 To Life

**Tainted Tourmarine (Req Lvl=48)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6% To Wind Skill Damage +20 To Life	Damage Reduced by 20 +20 To Life	Damage Reduced by 20 +20 To Life

**Flawed Tainted Tourmarine (Req Lvl=24)**

Weapons / Gloves	Helms / Boots	Armor / Shields /
------------------	---------------	-------------------

## Belts

+4% To Wind Skill Damage +10 To Life	Damage Reduced by 14 +10 To Life	Damage Reduced by 14 +10 To Life
--	--	--

**Chipped Tainted Tourmarine (Req Lvl=6)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Wind Skill Damage +5 To Life	Damage Reduced by 7 +5 To Life	Damage Reduced by 7 +5 To Life

**Storm Amber (Req Lvl=48)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+50% Enhanced Damage +20 To Life	Damage Reduced by 7% +20 To Life	Damage Reduced by 7% +20 To Life

**Flawed Storm Amber (Req Lvl=24)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+33% Enhanced Damage +10 To Life	Damage Reduced by 5% +10 To Life	Damage Reduced by 5% +10 To Life

**Chipped Storm Amber (Req Lvl=6)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+16% Enhanced Damage +5 To Life	Damage Reduced by 3% +5 To Life	Damage Reduced by 3% +5 To Life

**Pulsing Opal (Req Lvl=48)**

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
------------------	---------------	-------------------------

10% Life Stolen Per  
Hit  
+20 To Life

Increase Max Life  
10%  
+20 To Life

Increase Max Life  
10%  
+20 To Life

### Flawed Pulsing Opal (Req Lvl=24)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

7% Life Stolen Per Hit  
+10 To Life

Increase Max Life  
7%  
+10 To Life

Increase Max Life  
7%  
+10 To Life

### Chipped Pulsing Opal (Req Lvl=6)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

4% Life Stolen Per Hit  
+5 To Life

Increase Max Life  
4%  
+5 To Life

Increase Max Life  
4%  
+5 To Life

### Shadow Quartz (Req Lvl=48)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

10% Mana Stolen Per  
Hit  
+20 To Life

Increase Max Mana  
10%  
+20 To Life

Increase Max Mana  
10%  
+20 To Life

### Flawed Shadow Quartz (Req Lvl=24)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

7% Mana Stolen Per  
Hit  
+10 To Life

Increase Max Mana  
7%  
+10 To Life

Increase Max Mana  
7%  
+10 To Life

### Shadow Quartz (Req Lvl=6)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

4% Mana Stolen Per

Increase Max Mana

Increase Max Mana

Hit  
+5 To Life

4%  
+5 To Life

4%  
+5 To Life

[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki]  
[Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]

## Rune I - Yo

### I Rune [r01] (Req Lvl=2)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+15% Enhanced Damage	+30 Defense	+30 Defense

### U Rune [r02] (Req Lvl=3)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+75 To Attack Rating Against Undead +75% Damage To Undead	15% Faster Run/Walk	7% Increased Chance of Blocking

### Shi Rune [r03] (Req Lvl=4)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3 Mana After Each Kill	+3 Mana After Each Kill	+3 Mana After Each Kill

### Ka Rune [r04] (Req Lvl=5)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Knockback	+45 Defense Vs. Missile	+45 Defense Vs. Missile

### N Rune [r05] (Req Lvl=6)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
------------------	---------------	-------------------------

**-25% Target Defense****Regenerate Mana  
+20%****Regenerate Mana  
+20%****Ku Rune [r06] (Req Lvl=7)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts**+9 To Max Damage****20% Damage Taken  
Goes to Mana****20% Damage Taken  
Goes to Mana****Yo Rune [r07] (Req Lvl=9)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts**Adds 75 Poison  
Damage Over 5 Sec****Poison Resist +35%****Poison Resist +35%**

[[Amethysts](#)] [[Diamonds](#)] [[Emeralds](#)] [[Obsidians](#)] [[Rubies](#)] [[Sapphires](#)] [[Skulls](#)]  
 [[Topazes](#)] [[Rune I](#)] [[Rune Ki](#)] [[Rune Sa](#)] [[Rune Ho](#)] [[Rune Na](#)] [[Rune No](#)] [[Rune Kanji](#)]

**Rune Ki - Chi****Ki Rune [r08] (Req Lvl=10)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts**Adds 5-30 Fire Damage****Fire Resist +35%****Fire Resist +35%****Ri Rune [r09] (Req Lvl=12)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts**Adds 1-50 Lightning  
Damage****Lightning Resist  
+35%****Lightning Resist  
+35%****Mi Rune [r10] (Req Lvl=13)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts**Adds 4-20 Cold Damage 3****Cold Resist +35%****Cold Resist +35%**



## Sec Duration

### Ya Rune [r11] (Req Lvl=15)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
7% Life Stolen Per Hit	Attacker Takes Damage of 75	Attacker Takes Damage of 75

### A Rune [r12] (Req Lvl=17)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+9 To Min Damage	Damage Reduced By 12	Damage Reduced By 12

### Tsu Rune [r13] (Req Lvl=19)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
20% Increased Attack Speed	20% Faster Hit Recovery	20% Faster Block Rate

### Chi Rune [r14] (Req Lvl=20)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +15	Replenish Life +15	Replenish Life +15

[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki]  
 [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]

## Rune Sa - O

### Sa Rune [r15] (Req Lvl=1)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Requirements -20%	Requirements -20%	Requirements -20%

**Yu Rune [r16] (Req Lvl=23)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+15 To Vitality

+15 To Vitality

+15 To Vitality

**Ke Rune [r17] (Req Lvl=24)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+15 To Energy

+15 To Energy

+15 To Energy

**E Rune [r18] (Req Lvl=26)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+15 To Dexterity

+15 To Dexterity

+15 To Dexterity

**Ko Rune [r19] (Req Lvl=27)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+15 To Strength

+15 To Strength

+15 To Strength

**Ra Rune [r20] (Req Lvl=28)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts40% Extra Gold From  
Monsters40% Extra Gold From  
Monsters40% Extra Gold From  
Monsters**O Rune [r21] (Req Lvl=30)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+75 To Attack Rating

+35% Enhanced

+35% Enhanced

Against Demons  
+75% Damage To  
Demons

Defense

Defense

[[Amethysts](#)] [[Diamonds](#)] [[Emeralds](#)] [[Obsidians](#)] [[Rubies](#)] [[Sapphires](#)] [[Skulls](#)]  
[[Topazes](#)] [[Rune I](#)] [[Rune Ki](#)] [[Rune Sa](#)] [[Rune Ho](#)] [[Rune Na](#)] [[Rune No](#)] [[Rune Kanji](#)]

## Rune Ho - Ha

### Ho Rune [r22] (Req Lvl=31)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
25% Chance of Open Wounds	All Resistances +16	All Resistances +20

### Me Rune [r23] (Req Lvl=32)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Prevent Monster Heal	Magic Damage Reduced By 12	Magic Damage Reduced By 12

### Ru Rune [r24] (Req Lvl=34)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
25% Better Chance of Getting Magic Item	25% Better Chance of Getting Magic Item	25% Better Chance of Getting Magic Item

### Ta Rune [r25] (Req Lvl=35)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
20% Bonus To Attack Rating	+8% To Max Poison Resist	+8% To Max Poison Resist

### To Rune [r26] (Req Lvl=36)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
7% Mana Stolen Per Hit	+8% To Max Fire Resist	+8% To Max Fire Resist

### Wa Rune [r27] (Req Lvl=38)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
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+50% Enhanced  
Damage

+8% To Max Cold  
Resist

+8% To Max Cold  
Resist

### Ha Rune [r28] (Req Lvl=39)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

20% Deadly Strike

+8% To Max Lightning  
Resist

+8% To Max Lightning  
Resist

[[Ame](#)] [[Dia](#)] [[Eme](#)] [[Obs](#)] [[Rub](#)] [[Sap](#)] [[Sku](#)] [[Top](#)] [[Crystal](#)] [[Rune I](#)] [[Rune Ki](#)]  
[[Rune Sa](#)] [[Rune Ho](#)] [[Rune Na](#)] [[Rune No](#)] [[Rune Kanji](#)]

## Rune Na - Mo

### Na Rune [r29] (Req Lvl=40)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Slows Target By 12%

Increase Max Mana  
12%

+60 To Mana

### Ni Rune [r30] (Req Lvl=42)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

20% Chance of  
Crushing Blow

Damage Reduced By  
8%

Damage Reduced By  
8%

### Se Rune [r31] (Req Lvl=43)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Ignores Target's  
Defense

Increase Max Life  
12%

+60 To Life

### Fu Rune [r32] (Req Lvl=44)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

Freezes Target 2

Cannot Be Frozen

Cannot Be Frozen

**Ma Rune [r33] (Req Lvl=45)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

(1/clvl) +1-100 To Life (1/clvl) +1-100 To Life (1/clvl) +1-100 To Life

**Hi Rune [r34] (Req Lvl=46)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts(1/clvl) +1-100 To  
Mana(1/clvl) +1-100 To  
Mana(1/clvl) +1-100 To  
Mana**Mo Rune [r35] (Req Lvl=47)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts(0.375/clvl) +0-37 To  
Strength(0.375/clvl) +0-37 To  
Strength(0.375/clvl) +0-37 To  
Strength[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki]  
[Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]**Rune No - Wo****No Rune [r36] (Req Lvl=48)**

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

(0.375/clvl) +0-37 To  
Dexterity(0.375/clvl) +0-37 To  
Dexterity(0.375/clvl) +0-37 To  
Dexterity**Te Rune [r37] (Req Lvl=50)**

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

(0.375/clvl) +0-37 To  
Vitality(0.375/clvl) +0-37 To  
Vitality(0.375/clvl) +0-37 To  
Vitality**Ro Rune [r38] (Req Lvl=51)**

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

(0.375/clvl) +0-37 To Energy	(0.375/clvl) +0-37 To Energy	(0.375/clvl) +0-37 To Energy
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### So Rune [r39] (Req Lvl=52)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Fire Damage	(0.75/clvl) Fire Resist +0-75%	(0.75/clvl) Fire Resist +0-75%

### Mu Rune [r40] (Req Lvl=54)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Cold Damage	(0.75/clvl) Cold Resist +0-75%	(0.75/clvl) Cold Resist +0-75%

### Ne Rune [r41] (Req Lvl=55)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Poison Damage	(0.75/clvl) Poison Resist +0-75%	(0.75/clvl) Poison Resist +0-75%

### Re Rune [r42] (Req Lvl=56)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Lightning Damage	(0.75/clvl) Lightning Resist +0-75%	(0.75/clvl) Lightning Resist +0-75%

### Su Rune [r43] (Req Lvl=57)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(3/clvl) +3-300 To Attack Rating	(3/clvl) +3-300 Defense	(3/clvl) +3-300 Defense

### He Rune [r44] (Req Lvl=59)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.625/clvl) +0-62 To Max Damage	(7.5/clvl) Attacker Takes Damage of 7- 750	(7.5/clvl) Attacker Takes Damage of 7- 750

### Nu Rune [r45] (Req Lvl=60)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+10 To All Attributes

+10 To All Attributes

+10 To All Attributes

**Wo Rune [r46] (Req Lvl=61)**

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

Indestructible

Indestructible

Indestructible

[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki]  
 [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]

**Rune Kanji****Moon Rune [r84] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts
 +1 To All Skills  
 +6% To Magic Skill  
 Damage

 +1 To All Skills  
 +5% Magic Absorb

 +1 To All Skills  
 +5% Magic Absorb
**Fire Rune [r85] (Req Lvl=62)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts
 +1 To All Skills  
 +8% To Fire Skill  
 Damage

 +1 To All Skills  
 +7% Fire Absorb

 +1 To All Skills  
 +7% Fire Absorb
**Water Rune [r86] (Req Lvl=62)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts
 +1 To All Skills  
 +8% To Cold Skill  
 Damage

 +1 To All Skills  
 +7% Cold Absorb

 +1 To All Skills  
 +7% Cold Absorb
**Wood Rune [r87] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /

## Belts

+1 To All Skills  
+16% To Summon  
Melee Damage

+1 To All Skills  
Cannot Be Frozen

+1 To All Skills  
Cannot Be Frozen

**Metal Rune [r88] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
50% Extra Gold From  
Monsters

+1 To All Skills  
50% Extra Gold  
From Monsters

+1 To All Skills  
50% Extra Gold  
From Monsters

**Earth Rune [r89] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
+8% To Poison Skill  
Damage

+1 To All Skills  
Magic Damage  
Reduced by 20

+1 To All Skills  
Magic Damage  
Reduced by 20

**Sun Rune [r90] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
Replenish Life +40

+1 To All Skills  
Replenish Life +40

+1 To All Skills  
Replenish Life +40

**Thunder Rune [r91] (Req Lvl=62)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
+8% To Lightning Skill  
Damage

+1 To All Skills  
+7% Lightning  
Absorb

+1 To All Skills  
+7% Lightning  
Absorb

**Wind Rune [r92] (Req Lvl=64)**

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills

+1 To All Skills

+1 To All Skills



+6% To Wind Skill  
Damage

Damage Reduced by  
20

Damage Reduced by  
20

### Dragon Rune [r93] (Req Lvl=62)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
+50% Enhanced  
Damage

+1 To All Skills  
Damage Reduced by  
7%

+1 To All Skills  
Damage Reduced by  
7%

### Life Rune [r94] (Req Lvl=64)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
10% Life Stolen Per  
Hit

+1 To All Skills  
Increase Max Life  
10%

+1 To All Skills  
Increase Max Life  
10%

### Death Rune [r95] (Req Lvl=64)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
10% Mana Stolen Per  
Hit

+1 To All Skills  
Increase Max Mana  
10%

+1 To All Skills  
Increase Max Mana  
10%

### Heaven Rune [r96] (Req Lvl=66)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
Repairs 1 Durability in  
33 Sec

+1 To All Skills  
Repairs 1 Durability  
in 33 Sec

+1 To All Skills  
Repairs 1 Durability  
in 33 Sec

### God Rune [r97] (Req Lvl=66)

Weapons / Gloves

Helms / Boots

Armor / Shields /  
Belts

+1 To All Skills  
+2% To Experience

+1 To All Skills  
+2% To Experience

+1 To All Skills  
+2% To Experience

Gained

Gained

Gained

[\[Ame\]](#) [\[Dia\]](#) [\[Eme\]](#) [\[Obs\]](#) [\[Rub\]](#) [\[Sap\]](#) [\[Sku\]](#) [\[Top\]](#) [\[Crystal\]](#) [\[Rune I\]](#) [\[Rune Ki\]](#)  
[\[Rune Sa\]](#) [\[Rune Ho\]](#) [\[Rune Na\]](#) [\[Rune No\]](#) [\[Rune Kanji\]](#)  
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