



Runeword	Allowed Items	Rune Order	Completed Stats
Eastern Justice	3 Socket Swords	Io + Dol + Io	+300% Enhanced Damage 4% Mana Stolen Per Hit +7 To Lightning Blast +7 To Fire Blast +7 To Ice Ball +30 To Strength +20 To Vitality +100 To Life Cannot Be Frozen Level 10-15 Meditation Aura When Equipped (varies) 1% Chance To Cast Level 3 Lower Resist On Striking 1% Chance To Cast Level 2 Amplify Magic On Striking 1% Chance To Cast Level 3 Amplify Damage On Striking
Netherstrand	3 Socket Missile Weapons	Ko + Sol + Ort	+250% Enhanced Damage Adds 1-50 Lightning Damage +1 To Cold Elemental Skills +1 To Fire Elemental Skills +10 To Dexterity +2 To Life After Each Kill
Tri-Dazer	4 Socket Weapons	Fal + Um + Ko + Amn	7% Chance To Cast Level 12 Fire Nova On Striking 7% Chance To Cast Level 10 Nova On Striking 7% Chance To Cast Level 15 Frost Nova On Striking +1-2 To All Skills (varies) +30% Increased Attack Speed +25% Faster Cast Rate +275% Enhanced Damage 7% Life Stolen Per Hit 25% Chance For Open Wounds +10 To Strength +10 To Dexterity
Moon Hunter	3 Socket Helms	Pul + Pisc + Ist	10% Chance To Counter Any Attack With Level 5 Cloak of Shadows 7% Chance To Cast Level 6 Fade On Striking +1 To All Skills +25% Increased Attack Speed 8% Mana Stolen Per Hit +30% Enhanced Defense +12 To All Attributes Physical Damage Taken Reduced By 10% 25% Better Chance Of Getting Magic Items
Luminar*	5 Socket Scepters 4 Socket Body Armor	Sol + Dol + Lum + Mal + Um (Scepters) Dol + Lum + Mal + Um (Body Armor)	Scepters Level 1 Redemption Aura When Equipped +2 To All Skills 20% Increased Chance Of Blocking +250% Enhanced Damage 4% Mana Stolen Per Hit +15-30% To Magic Elemental Damage (varies) 25% Chance Of Open Wounds Prevent Monster Heal +200% Enhanced Defense +10 To Energy Absorb All +10% +2 To Life After Each Kill +50% Damage To Undead
Oracle	6 Socket Spears 6 Socket Polearms	Ort + Amn + El + Pisc + Ith + El	Body Armor Level 1 Redemption Aura When Equipped +2 To All Skills 20% Increased Chance Of Blocking +250% Enhanced Damage +15-30% To Magic Elemental Damage (varies) +200% Enhanced Defense +10 To Energy Restores 7 Life Per 10 Sec All Resistances +15% Absorb All +10% Spell Damage Taken Reduced By 7
			Level 1 Illumination Aura When Equipped 10% Chance to Cast Level 1 Battle Orders On Striking +20% Enhanced Damage + (3 Per Level) 3-29% Enhanced Damage (Based On Level) Adds 5-10 Damage Adds 75-125 Magic Damage Adds 1-50 Lightning Damage

17% Life Stolen Per Hit
 +2 To All Attributes
 All Resistances +15-20% (varies)
 Physical Damage Reduced By 10-12% (varies)

Weapons

Level 20 Fanaticism Aura When Equipped

+4 To All Skills
 +40% Faster Cast Rate
 +350% Enhanced Damage
 7% Mana Stolen Per Hit
 Freezes Target +15
 + (0.375 Per Level) 0-37 To All Attributes (Based On Level)
 +10 To Life And Mana After Each Kill
 30% Better Chance Of Getting Magic Items

Body Armor

Level 2 Salvation Aura When Equipped

+5 To All Skills
 +50% Faster Hit Recovery
 +300% Enhanced Defense
 + (0.5 Per Level) 0-49 To All Attributes (Based On Level)
 +5% To Maximum Cold Resist
 +5% To Maximum Fire Resist
 Absorb All +20%
 +10 To Life And Mana After Each Kill
 25% Better Chance Of Getting Magic Items

Shields

Level 20 Thorns Aura When Equipped

+4 To All Skills
 +45% Faster Block Rate
 50% Increased Chance Of Blocking
 +400% Enhanced Defense
 + (0.375 Per Level) 0-37 To All Attributes (Based On Level)
 +5% To Maximum Cold Resist
 +5% To Maximum Fire Resist
 +10 To Life And Mana After Each Kill
 25% Better Chance Of Getting Magic Items

Dark Matter*
 4 Socket Weapons
 4 Socket Body Armor
 4 Socket Shields

Zer + Ohm + Ist + Vex

***Luminar**: Remember that it requires a slightly different formula/socket number depending on which item type you are using

***Dark Matter**: The specific affixes depend not only on the runes' interactive affixes between item types, but also for the runeword-specific affixes as well