

R W H E L M S

C O N T E N T S

Helm Runewords

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H E L M R U N E W O R D S

Runewords can only be made in [regular](#) items (ethereal or non-ethereal), and the socket count must be exact. They *cannot* be made in [magic](#)/[rare](#)/[crafted](#)/unique/[set](#) items.

Runeword changes include [rune](#) changes.

N A D I R

2-Socket Helms

Nef • Tir

Required Level: 13

Before	After
+50% Enhanced Defense	+50% Enhanced Defense
+10 Defense	+10 Defense
+30 Defense vs. Missile	+30 Defense vs. Missile
+5 Strength	+5 Strength
+2 to Mana after each Kill	+[4-6] to Mana after each Kill
-33% Extra Gold from Monsters	-33% Extra Gold from Monsters
-3 to Light Radius	-3 to Light Radius
Level 13 Cloak of Shadows (9 Charges)	Level 13 Cloak of Shadows (9 Charges)

R A D I A N C E

3-Socket Helms

Nef • Sol • Ith

Before	After
	+[20-40]% Enhanced Damage
+75% Enhanced Defense	+75% Enhanced Defense
+30 Defense vs. Missile	+30 Defense vs. Missile
+10 to Vitality	+10 to Vitality
+10 to Energy	+10 to Energy
+33 to Mana	+33 to Mana
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7
Magic Damage Taken Reduced by 3	Removed
15% Damage Taken Gained as Mana when Hit	15% Damage Taken Gained as Mana when Hit
+5 to Light Radius	+5 to Light Radius
LORE	
2-Socket Helms Ort • Sol Required Level: 27	
Before	After
+1 to All Skills	+1 to All Skills
+10 to Energy	+[5-10] to Energy
Lightning Resist +30%	Lightning Resist +30%
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7
+2 to Mana after each Kill	+[1-2] to Mana after each Kill
+2 to Light Radius	+2 to Light Radius
WISDOM	
3-Socket Helms Pul • Ith • Eld Required Level: 45	

New
+33% Chance to Pierce
[15-25]% Bonus to Attack Rating
[4-8]% Mana Stolen per Hit
+30% Enhanced Defense
+10 to Energy
15% Slower Stamina Drain
Cannot Be Frozen
+5 to Mana after each Kill
15% Damage Gained as Mana when Hit

DELIRIUM

3-Socket Helms

Lem • Ist • Io

Required Level: 51

Before	After
1% Chance to Cast Level 50 Delirium when Struck	Removed
11% Chance to Cast Level 18 Confuse on Striking	11% Chance to Cast Level 18 <u>Confuse</u> on Striking
6% Chance to Cast Level 14 Mind Blast when Struck	6% Chance to Cast Level 14 <u>Mind Blast</u> when Struck
14% Chance to Cast Level 13 Terror when Struck	14% Chance to Cast Level 13 <u>Terror</u> when Struck
+2 to All Skills	+2 to All Skills
+261 Defense	+261 Defense
+10 to Vitality	+10 to Vitality
50% Extra Gold from Monsters	50% Extra Gold from Monsters
25% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
Level 17 Attract (60 Charges)	Level 17 <u>Attract</u> (60 Charges)

FLICKERING FLAME

3-Socket Helms

Nef • Pul • Vex

Required Level: 55

New
Level [1-6] Resist Fire Aura when Equipped
+2 to Fire Skills
-[5-10]% to Enemy Fire Resistance
+30% Enhanced Defense
+30 Defense vs. Missile
+ [65-75] to Mana
+4% to Maximum Fire Resist
Half Freeze Duration

DREAM

3-Socket Helms - also see [Dream](#) (Shield)

Io • Jah • Pul

Required Level: 65

Before	After
10% Chance to Cast Level 15 Confuse when Struck	10% Chance to Cast Level 15 Confuse when Struck
Level 15 Holy Shock Aura when Equipped	Level 14 Holy Shock Aura when Equipped
+ [20-30] % Faster Hit Recovery	+ [20-30] % Faster Hit Recovery
+30% Enhanced Defense	+30% Enhanced Defense
+ [150-220] Defense	+ [150-220] Defense
+10 to Vitality	+10 to Vitality
Increase Maximum Life 5%	Increase Maximum Life 5%
+ [0-61] to Mana (+0.625 per Character Level)	+ [0-61] to Mana (+0.625 per Character Level)
All Resistances + [5-20]	All Resistances + [10-20]
[12-25] % Better Chance of Getting Magic Items	[20-30] % Better Chance of Getting Magic Items

FEROCITY

3-Socket Helms

Zod • Cham • Shael

Required Level: 69

New
12% Chance to Cast Level 10 <u>Taunt</u> on Striking
Indestructible
+20% Faster Hit Recovery
[10-12]% Life Stolen per Hit
+ <u>[8-10]</u> to <u>Zeal</u>
+ <u>[150-200]</u> % Enhanced Defense
Magic Damage Taken Reduced by <u>[6-12]</u>
Cannot Be Frozen
Attacker Takes Damage of <u>[200-250]</u>
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