

RWW⊕AP⊕NS

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Insight
Honor
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Black
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Memory
Unbending Will
Obedience
Passion
Voice of Reason
Lawbringer
Crescent Moon
Venom
Oath
Rift
Kingslayer
Heart of the Oak
Silence
Death
Chaos
Call to Arms
Fortitude
Grief
Wind
Beast
Eternity
Infinity
Fury
Famine
Phoenix
Destruction
Last Wish
Plague
Dominion
Doom
Hand of Justice
Pride
Asylum
Obsession
Breath of the Dying
Zenith

ITEM BASE REQUIREMENTS

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.

Melee Weapons include all non-ranged weapons except Orbs.

Note that the in-game tooltips can sometimes be incorrect since they refer to weapon "super-types" rather than the "sub-types" that are relevant in most scenarios.

- Wands/Orbs are *not* part of the Staff sub-type
- Scepters are *not* part of the (Tipped) Mace sub-type
- Clubs, Tipped Maces, and Hammers are all commonly referred to as Maces, but Clubs/Hammers are *not* part of the (Tipped) Mace sub-type. To help differentiate the Mace super-type and Mace sub-type, the latter is called "Tipped Maces" instead.
 - Clubs:
 - Club, Cudgel, Truncheon
 - Spiked Club, Barbed Club, Tyrant Club
 - Tipped Maces:
 - Mace, Flanged Mace, Reinforced Mace
 - Morning Star, Jagged Star, Devil Star
 - Flail, Knout, Scourge
 - Hammers:
 - War Hammer, Battle Hammer, Legendary Mallet
 - Maul, War Club, Ogre Maul
 - Great Maul, Martel de Fer, Thunder Maul

GENERAL CHANGES

- Many weapon runewords can be made in additional bases:
 - All runewords that can be made in Polearms can now also be made in Spears (Crescent Moon, Insight, Obedience, Rift, Infinity, Destruction, Doom, Pride)
 - Claws can now also be used to make Steel, King's Grace, Black, Lawbringer, Crescent Moon
 - Famine can be made in Swords (in addition to Axes/Hammers)
 - Rift can be made in Swords (in addition to Scepters/Polearms/Spears)
 - Doom can be made in Swords/Staves/Scepters (in addition to Axes/Hammers/Polearms/Spears)
 - Infinity can be made in Staves (in addition to Polearms/Spears)
 - Spirit can be made in Staves (in addition to Swords/Shields)
 - Insight can be made in Scepters (in addition to Polearms/Spears/Staves)
 - Voice of Reason can be made in Bows/Crossbows (in addition to Swords/Tipped Maces)
 - Obedience can be made in Hammers (in addition to Polearms/Spears)
- Added new runewords:
 - Pattern (was present in vanilla, but disabled)
 - Plague (was present in vanilla, but disabled)
 - Neophyte
 - Rampage

- Unbending Will (from D2 Resurrected)
- Mist (from D2 Resurrected)
- Obsession (from D2 Resurrected)
- Asylum
- Runeword changes include rune changes

RANGED-ONLY RUNEWORDS

Many bow/crossbow runewords cannot be made in other weapon types. In addition to these, the following can also be made in missile weapons: Passion, Voice of Reason, Venom, Silence, Call to Arms, Fortitude, Phoenix, Plague, Asylum, Breath of the Dying, Zenith

ZEPHYR

2-Socket Bows/Crossbows

Ort • Eth

Required Level: 21

Before	After
7% Chance to Cast Level 1 Twister when Struck	7% Chance to Cast Level 1 <u>Twister</u> when Struck
+25% Faster Run/Walk	+25% Faster Run/Walk
+25% Increased Attack Speed	+25% Increased Attack Speed
+33% Enhanced Damage	<u>+33-66%</u> Enhanced Damage
-25% Target Defense	-25% Target Defense
+66 to Attack Rating	+66 to Attack Rating
Adds 1-50 Lightning Damage	Adds 1-50 Lightning Damage
+25 Defense	+25 Defense

EDGE

3-Socket Bows/Crossbows

Tir • Tal • Amn

Required Level: 25

Before	After
Level 15 Thorns Aura when Equipped	Level 15 <u>Thorns</u> Aura when Equipped
+35% Increased Attack Speed	+35% Increased Attack Speed
<u>+320-380%</u> Damage to Demons	<u>+320-380%</u> Damage to Demons
+280% Damage to Undead	+280% Damage to Undead
+75 Poison Damage over 5 Seconds	+75 Poison Damage over 5 Seconds
7% Life Stolen per Hit	7% Life Stolen per Hit
Prevent Monster Heal	Prevent Monster Heal
<u>+5-10</u> to All Attributes	<u>+5-10</u> to All Attributes
+2 to Mana after each Kill	+2 to Mana after each Kill
Reduces All Vendor Prices 15%	Reduces All Vendor Prices 15%

4-Socket Bows/Crossbows

Tir • Ith • Sol • Ko

Required Level: 39

Before	After
Level 10 Vigor Aura when Equipped	Level 10 Vigor Aura when Equipped
+ <u>[200-275]</u> % Enhanced Damage	+ <u>[200-275]</u> % Enhanced Damage
+9 to Minimum Damage	+9 to Minimum Damage
+9 to Maximum Damage	+9 to Maximum Damage
Adds 55-160 Fire Damage	Adds 55-160 Fire Damage
Adds 55-160 Lightning Damage	Adds 55-160 Lightning Damage
Adds 55-160 Cold Damage	Adds 55-160 Cold Damage
+ <u>[2-6]</u> to Valkyrie	+ <u>[3-6]</u> to Valkyrie (Amazon Only)
+10 to Dexterity	+10 to Dexterity
Regenerate Mana 20%	Regenerate Mana 20%
+2 to Mana after each Kill	+2 to Mana after each Kill
+2 to Light Radius	+2 to Light Radius
Level 20 Revive (25 Charges)	Level 20 Revive (25 Charges)

MELODY

3-Socket Bows/Crossbows

Shael • Ko • Nef

Required Level: 39

Before	After
+3 to Bow and Crossbow Skills (Amazon Only)	+3 to Bow and Crossbow Skills (Amazon Only)
+20% Increased Attack Speed	+20% Increased Attack Speed
+50% Enhanced Damage	+ <u>[100-150]</u> % Enhanced Damage
+300% Damage to Undead	+300% Damage to Undead
+3 to Slow Missiles (Amazon Only)	+3 to <u>Slow Movement</u> (Amazon Only)
+3 to Dodge (Amazon Only)	+3 to <u>Dodge</u> (Amazon Only)
+3 to Critical Strike (Amazon Only)	+3 to <u>Critical Strike</u> (Amazon Only)
Knockback	Knockback
+10 to Dexterity	+10 to Dexterity

WRA+H

4-Socket Bows/Crossbows

Pul • Lum • Ber • Mal

Required Level: 63

Before	After
30% Chance to Cast Level 1 Decrepify on Striking	60% Chance to Cast Level 31 Amplify Damage on Striking
5% Chance to Cast Level 10 Life Tap on Striking	+[30-45]% Increased Attack Speed
+375% Damage to Demons	+375% Damage to Demons
+100 to Attack Rating against Demons	+100 to Attack Rating against Demons
+[250-300]% Damage to Undead	+[250-300]% Damage to Undead
Adds 85-120 Magic Damage	Adds 85-120 Magic Damage
Adds 41-240 Lightning Damage	Adds 41-240 Lightning Damage
20% Chance of Crushing Blow	20% Chance of Crushing Blow
Prevent Monster Heal	Prevent Monster Heal
+10 to Energy	+10 to Energy
Cannot Be Frozen	Cannot Be Frozen
FAITH 4-Socket Bows/Crossbows Ohm • Jah • Lem • Eld Required Level: 65	
Before	After
Level [12-15] Fanaticism Aura when Equipped	Level [12-15] Fanaticism Aura when Equipped
+[1-2] to All Skills	Removed
+330% Enhanced Damage	+[250-300]% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
300% Bonus to Attack Rating	300% Bonus to Attack Rating
+75% Damage to Undead	+75% Damage to Undead
+50 to Attack Rating against Undead	+50 to Attack Rating against Undead
+120 Fire Damage	+120 Fire Damage
All Resistances +15	All Resistances +15
10% Reanimate As: Returned	[6-8]% Reanimate As: Returned
75% Extra Gold from Monsters	75% Extra Gold from Monsters
ICE 4-Socket Bows/Crossbows Amn • Shael • Jah • Lo Required Level: 65	

Before	After
25% Chance to Cast Level 22 Frost Nova on Striking	20% Chance to Cast Level 32 Frost Nova on Striking
100% Chance to Cast Level 40 Blizzard when you Level-Up	100% Chance to Cast Level 40 Blizzard when you Level-Up
Level 18 Holy Freeze Aura when Equipped	Level 18 Holy Freeze Aura when Equipped
+20% Increased Attack Speed	+20% Increased Attack Speed
+ [140-210]% Enhanced Damage	+ [140-210]% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
7% Life Stolen per Hit	7% Life Stolen per Hit
+ [25-30]% to Cold Skill Damage	+ [25-30]% to Cold Skill Damage
-20% to Enemy Cold Resistance	-20% to Enemy Cold Resistance
20% Deadly Strike	20% Deadly Strike
[3-309]% Extra Gold from Monsters (3.125 per Character Level)	[3-309]% Extra Gold from Monsters (3.125 per Character Level)
BRAND 4-Socket Bows/Crossbows Jah • Lo • Mal • Gul Required Level: 65	
Before	After
100% Chance to Cast Level 18 Bone Spear on Striking	50% Chance to Cast Level 45 Bone Spear on Striking
35% Chance to Cast Level 14 Amplify Damage when Struck	65% Chance to Cast Level 31 Amplify Damage when Struck
	You May Summon 6 Additional Skeleton Archers
Fires Explosive Arrows or Bolts (Level 15)	Fires Explosive Arrows or Bolts (Level 15)
+ [260-340]% Enhanced Damage	+ [260-340]% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
20% Bonus to Attack Rating	20% Bonus to Attack Rating
+ [280-330]% Damage to Demons	+ [280-330]% Damage to Demons
20% Deadly Strike	20% Deadly Strike
Prevent Monster Heal	Prevent Monster Heal
Knockback	Knockback
MIS+ 5-Socket Bows/Crossbows Cham • Shael • Gul • Thul • Ith Required Level: 67	

New
Level [8-12] <u>Concentration</u> Aura when Equipped
+2 to All Skills
+20% Increased Attack Speed
+100% Chance to Pierce
+ <u>[325-375]</u> % Enhanced Damage
+9 to Minimum Damage
20% Bonus to Attack Rating
Adds 3-14 Cold Damage
Freezes Target +3
+ <u>[20-30]</u> to Vitality
All Resistances +40

⦿+HER WEAPON RUNEWORDS

S+EEL

2-Socket Swords/Axes/Tipped Maces*/Claws

Tir • El

Required Level: 13

Before	After
+25% Increased Attack Speed	+25% Increased Attack Speed
+20% Enhanced Damage	+20% Enhanced Damage
+3 to Minimum Damage	+3 to Minimum Damage
+3 to Maximum Damage	+3 to Maximum Damage
+50 to Attack Rating	+50 to Attack Rating
50% Chance of Open Wounds	50% Chance of Open Wounds
+2 to Mana after each Kill	+2 to Mana after each Kill
+1 to Light Radius	+1 to Light Radius

⌘ALICE

3-Socket Melee Weapons

Ith • El • Eth

Required Level: 15

Before	After
+33% Enhanced Damage	+33% Enhanced Damage
+9 to Maximum Damage	+9 to Maximum Damage
-25% Target Defense	-25% Target Defense
+50 to Attack Rating	+50 to Attack Rating
100% Chance of Open Wounds	100% Chance of Open Wounds
Prevent Monster Heal	Prevent Monster Heal
-100 to Monster Defense per Hit	-100 to Monster Defense per Hit
Drain Life -5	Drain Life -5
	+2 Life after each Hit

LEAF

2-Socket Staves*

Tir • Ral

Required Level: 19

Before	After
+3 to Fire Skills	+3 to Fire Skills
Adds 5-30 Fire Damage	Adds 5-30 Fire Damage
+3 to Inferno (Sorceress Only)	+3 to <u>Inferno</u> (Sorceress Only)
+3 to Warmth (Sorceress Only)	+3 to <u>Warmth</u> (Sorceress Only)
+3 to Fire Bolt (Sorceress Only)	+3 to <u>Fire Bolt</u> (Sorceress Only)
+2-198] Defense (+2 per Character Level)	+2-198] Defense (+2 per Character Level)
Cold Resist +33%	Cold Resist +33%
+2 to Mana after each Kill	+2 to Mana after each Kill

P A T T E R N

3-Socket Claws

Tal • Ort • Tir

Required Level: 21

Before (disabled)	After (enabled)
+30% Faster Block Rate	+30% Faster Block Rate
+40-80]% Enhanced Damage	+80-120]% Enhanced Damage
10% Bonus to Attack Rating	10% Bonus to Attack Rating
Adds 12-32 Fire Damage	Adds 12-32 Fire Damage
Adds 1-50 Lightning Damage	Adds 1-50 Lightning Damage
+75 Poison Damage over 5 Seconds	+75 Poison Damage over 5 Seconds
+6 to Strength	+6 to Strength
+6 to Dexterity	+6 to Dexterity
All Resistances +15	All Resistances +15
+2 to Mana after each Kill	+2 to Mana after each Kill

Note: Uses the original runes (**Tal • Ort • Tir**) that were in the game files, whereas the version in D2 Resurrected uses **Tal • Ort • Thul** instead.

HOLY THUNDER

4-Socket Scepters

Eth • Ral • Ort • Tal

Required Level: 21

Before	After
+60% Enhanced Damage	+60% Enhanced Damage
+10 to Maximum Damage	+10 to Maximum Damage
-25% Target Defense	-25% Target Defense
Adds 5-30 Fire Damage	Adds 5-30 Fire Damage
Adds 21-110 Lightning Damage	Adds 21-110 Lightning Damage
+75 Poison Damage over 5 Seconds	+75 Poison Damage over 5 Seconds
+3 to Holy Shock (Paladin Only)	+3 to <u>Holy Shock</u> (Paladin Only)
+5% to Maximum Lightning Resist	+5% to Maximum Lightning Resist
Lightning Resist +60%	Lightning Resist +60%
Level 7 Chain Lightning (60 Charges)	Level 7 <u>Chain Lightning</u> (60 Charges)

NEOPHYTE

2-Socket Orbs/Claws/Scepters/Clubs/Staves*

Thul • Tir

Required Level: 23

New
+20% Faster Cast Rate (<i>Non-Staves Only</i>)
+30% Faster Cast Rate (<i>Staves Only</i>)
Adds 3-14 Cold Damage
Physical Damage Taken Reduced by [2-4]
Half Freeze Duration
Poison length Reduced by 25%
+2 to Mana after each Kill

STRENGTH

2-Socket Melee Weapons

Amn • Tir

Required Level: 25

Before	After
+35% Enhanced Damage	+65-95% Enhanced Damage
7% Life Stolen per Hit	7% Life Stolen per Hit
25% Chance of Crushing Blow	25% Chance of Crushing Blow
+20 to Strength	+20 to Strength
+10 to Vitality	+10 to Vitality
+2 to Mana after each Kill	+2 to Mana after each Kill

KING'S GRACE

3-Socket Scepters/Swords/Claws

Amn • Ral • Thul

Required Level: 25

Before	After
+100% Enhanced Damage	+100% Enhanced Damage
+150 to Attack Rating	+150 to Attack Rating
+100% Damage to Demons	+100% Damage to Demons
+100 to Attack Rating against Demons	+100 to Attack Rating against Demons
+50% Damage to Undead	+50% Damage to Undead
+100 to Attack Rating against Undead	+100 to Attack Rating against Undead
Adds 5-30 Fire Damage	Adds 10-60 Fire Damage
Adds 3-14 Cold Damage	Adds 20-40 Cold Damage
7% Life Stolen per Hit	7% Life Stolen per Hit

SPIRIT

4-Socket Swords/Staves - also see Spirit (Shield)

Tal • Thul • Ort • Amn

Required Level: 25

Before	After
+2 to All Skills	+1 to All Skills (<i>Non-Staves Only</i>)
	+2 to All Skills (<i>Staves Only</i>)
+25-35% Faster Cast Rate	+25-35% Faster Cast Rate
+55% Faster Hit Recovery	+25% Faster Hit Recovery (<i>Non-Staves Only</i>)
	+55% Faster Hit Recovery (<i>Staves Only</i>)
Adds 1-50 Lightning Damage	Adds 1-50 Lightning Damage
Adds 3-14 Cold Damage	Adds 3-14 Cold Damage
+75 Poison Damage over 5 Seconds	+75 Poison Damage over 5 Seconds
7% Life Stolen per Hit	7% Life Stolen per Hit
+250 Defense vs. Missile	Removed
+22 to Vitality	+11-22 to Vitality
+89-112 to Mana	+59-82 to Mana
+3-8 Magic Absorb	+3-8 Magic Absorb
	Requirements -15%

4-Socket Staves/Polearms/Spears/Scepters

Ral • Tir • Tal • Sol

Required Level: 27

Before	After
Level [12-17] Meditation Aura when Equipped	Level [12-17] Meditation Aura when Equipped
+35% Faster Cast Rate	+35% Faster Cast Rate
+200-260% Enhanced Damage	+140-180% Enhanced Damage
+9 to Minimum Damage	+9 to Minimum Damage
[180-250]% Bonus to Attack Rating	[180-250]% Bonus to Attack Rating
Adds 5-30 Fire Damage	Adds 5-30 Fire Damage
+75 Poison Damage over 5 Seconds	+75 Poison Damage over 5 Seconds
+1-6] to Critical Strike	+1-6] to Critical Strike
+5 to All Attributes	+10-20] to All Attributes
+2 to Mana after each Kill	+2 to Mana after each Kill
23% Better Chance of Getting Magic Items	23% Better Chance of Getting Magic Items

HONOR

5-Socket Melee Weapons

Amn • El • Ith • Tir • Sol

Required Level: 27

Before	After
+1 to All Skills	+1 to All Skills
+160% Enhanced Damage	+160-200% Enhanced Damage
+9 to Minimum Damage	+9 to Minimum Damage
+9 to Maximum Damage	+9 to Maximum Damage
+250 to Attack Rating	+250 to Attack Rating
7% Life Stolen per Hit	7% Life Stolen per Hit
25% Deadly Strike	25% Deadly Strike
+10 to Strength	+10 to Strength
Replenish Life +10	Replenish Life +10
+2 to Mana after each Kill	+2 to Mana after each Kill
+1 to Light Radius	+1 to Light Radius

RAMPAGE

4-Socket Polearms/Spears/Staves

Shael • El • Ith • Eth

Required Level: 29

New
+65% Increased Attack Speed
+20% Faster Hit Recovery
+ <u>[80-100]</u> % Enhanced Damage
+9 to Maximum Damage
-25% Target Defense
+50 to Attack Rating
Fire Resist +25%
+1 to Light Radius

BLACK

3-Socket Clubs/Hammers/Tipped Maces*/Claws

Thul • Io • Nef

Required Level: 35

Before	After
+15% Increased Attack Speed	+15% Increased Attack Speed
+120% Enhanced Damage	+100% Enhanced Damage
	Damage + <u>[20-30]</u>
+200 to Attack Rating	+200 to Attack Rating
Adds 3-14 Cold Damage	Adds 3-14 Cold Damage
40% Chance of Crushing Blow	40% Chance of Crushing Blow
Knockback	Knockback
+10 to Vitality	+10 to Vitality
Magic Damage Taken Reduced by 2	Magic Damage Taken Reduced by 2
Level 4 Corpse Explosion (12 Charges)	Level 4 <u>Corpse Explosion</u> (12 Charges)

WHITE

2-Socket Wands

Dol • Io

Required Level: 35

Before	After
+3 to Poison and Bone Skills (Necromancer Only)	+ <u>[1-2]</u> to Poison and Bone Skills (Necromancer Only)
+20% Faster Cast Rate	+20% Faster Cast Rate
+2 to Bone Spear (Necromancer Only)	Removed
+4 to Skeleton Mastery (Necromancer Only)	+4 to <u>Skeleton Mastery</u> (Necromancer Only)
+3 to Bone Armor (Necromancer Only)	+ <u>[2-3]</u> to <u>Bone Armor</u> (Necromancer Only)
Hit Causes Monster to Flee 25%	+20% Enhanced Damage
+10 to Vitality	+10 to Vitality
+13 to Mana	+13 to Mana
Magic Damage Taken Reduced by 4	Magic Damage Taken Reduced by 4

MEMORV

Lum • Io • Sol • Eth

Required Level: 37

Before	After
+3 to Sorceress Skill Levels	+3 to Sorceress Skill Levels
+33% Faster Cast Rate	+33% Faster Cast Rate
+9 to Minimum Damage	+9 to Minimum Damage
-25% Target Defense	-25% Target Defense
+3 to Energy Shield (Sorceress Only)	+3 to <u>Energy Shield</u> (Sorceress Only)
+2 to Static Field (Sorceress Only)	+2 to <u>Static Field</u> (Sorceress Only)
+50% Enhanced Defense	+50% Enhanced Defense
+10 to Vitality	+10 to Vitality
+10 to Energy	+10 to Energy
Increase Maximum Mana 20%	Increase Maximum Mana [20-40]%
Magic Damage Taken Reduced by 7	Magic Damage Taken Reduced by 7

UNBENDING WILL

6-Socket Swords

Fal • Io • Ith • Eld • El • Hel

Required Level: 35

New
8% Chance to Cast Level 18 <u>Taunt on Striking</u>
+3 to Combat Skills (Barbarian Only)
+[20-30]% Increased Attack Speed
+[300-350]% Enhanced Damage
+9 to Maximum Damage
+50 to Attack Rating
+75% Damage to Undead
+50 to Attack Rating against Undead
[8-10]% Life Stolen per Hit
+10 to Strength
+10 to Vitality
Physical Damage Taken Reduced by 8
+1 to Light Radius
Requirements -20%

OBEDIENCE

5-Socket Polearms/[Spears](#)/[Hammers](#)

Hel • Ko • Thul • Eth • Fal

Required Level: 41

Before	After
30% Chance to Cast Level 21 Enchant when you Kill an Enemy	30% Chance to Cast Level 21 Enchant Fire when you Kill an Enemy
+40% Faster Hit Recovery	+40% Faster Hit Recovery
+370% Enhanced Damage	+[280-320]% Enhanced Damage
-25% Target Defense	-25% Target Defense
Adds 3-14 Cold Damage	Adds 3-14 Cold Damage
-25% to Enemy Fire Resistance	-25% to Enemy Fire Resistance
40% Chance of Crushing Blow	40% Chance of Crushing Blow
+ [200-300] Defense	+ [200-300] Defense
+10 to Strength	+10 to Strength
+10 to Dexterity	+10 to Dexterity
All Resistances +[20-30]	All Resistances +[20-30]
Requirements -20%	Requirements -20%

PASSION

4-Socket Weapons

Dol • Ort • Eld • Lem

Required Level: 43

Before	After
+25% Increased Attack Speed	+25% Increased Attack Speed
+[160-210]% Enhanced Damage	+[180-230]% Enhanced Damage
[50-80]% Bonus to Attack Rating	[50-80]% Bonus to Attack Rating
+75% Damage to Undead	+75% Damage to Undead
+50 to Attack Rating against Undead	+50 to Attack Rating against Undead
Adds 1-50 Lightning Damage	Adds 1-50 Lightning Damage
+1 to Berserk	+1 to Concentrate
+1 to Zeal	+1 to Zeal
Hit Blinds Target +10	Hit Blinds Target +10
Hit Causes Monster to Flee 25%	Removed
75% Extra Gold from Monsters	75% Extra Gold from Monsters
Level 3 Heart of Wolverine (12 Charges)	Level 8 Heart of Wolverine (36 Charges)

VOICE OF REASON

4-Socket Swords/[Tipped Maces*](#)/[Bows](#)/[Crossbows](#)

Lem • Ko • El • Eld

Required Level: 43

Before	After
15% Chance to Cast Level 13 Frozen Orb on Striking	15% Chance to Cast Level 16 <u>Frozen Orb</u> on Striking
18% Chance to Cast Level 20 Ice Blast on Striking	18% Chance to Cast Level 20 <u>Ice Blast</u> on Striking
+50 to Attack Rating	+50 to Attack Rating
+ [220-350] % Damage to Demons	+<u>[240-300]</u>% Damage to Demons
+ [355-375] % Damage to Undead	+<u>[280-325]</u>% Damage to Undead
+50 to Attack Rating against Undead	+50 to Attack Rating against Undead
Adds 100-220 Cold Damage	Adds 200-320 Cold Damage
-24% to Enemy Cold Resistance	-24% to Enemy Cold Resistance
+10 to Dexterity	+10 to Dexterity
Cannot Be Frozen	Cannot Be Frozen
75% Extra Gold from Monsters	75% Extra Gold from Monsters
+1 to Light Radius	+1 to Light Radius

LAWBRINGER

3-Socket Hammers/Scepters/Swords/Claws

Amn • Lem • Ko

Required Level: 43

Before	After
20% Chance to Cast Level 15 Decrepify on Striking	20% Chance to Cast Level 15 <u>Decrepify</u> on Striking
Level [16-18] Sanctuary Aura when Equipped	+<u>[150-200]</u>% Enhanced Damage
-50% Target Defense	-50% Target Defense
Adds 150-210 Fire Damage	Adds 150-210 Fire Damage
Adds 130-180 Cold Damage	Adds 130-180 Cold Damage
7% Life Stolen per Hit	7% Life Stolen per Hit
Slain Monsters Rest in Peace	Slain Monsters Rest in Peace
+ [200-250] Defense vs. Missile	+ [200-250] Defense vs. Missile
+10 to Dexterity	+10 to Dexterity
75% Extra Gold from Monsters	75% Extra Gold from Monsters

CRESCENT MOON

3-Socket Axes/Swords/Polearms/Spears/Claws

Shael • Um • Tir

Required Level: 47

Before	After
10% Chance to Cast Level 17 Chain Lightning on Striking	10% Chance to Cast Level 27 Lightning on Striking
7% Chance to Cast Level 13 Static Field on Striking	12% Chance to Cast Level 13 Static Field on Striking (<i>Axes/Swords/Claws Only</i>)
	24% Chance to Cast Level 13 Static Field on Striking (<i>Polearms/Spears Only</i>)
+20% Increased Attack Speed	+20% Increased Attack Speed
+ [180-220] % Enhanced Damage	+ [180-220] % Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
-35% to Enemy Lightning Resistance	-[10-15]% to Enemy Lightning Resistance
25% Chance of Open Wounds	25% Chance of Open Wounds
+ [9-11] Magic Absorb	+[3-5] Magic Absorb
+2 to Mana after each Kill	+2 to Mana after each Kill
Level 18 Summon Spirit Wolf (30 Charges)	Level 18 Summon Spirit Wolf (30 Charges)

VENOM

3-Socket Weapons

Tal • Dol • Mal

Required Level: 49

Before	After
	20% Chance to Cast Level 23 Poison Nova when you Kill an Enemy
Ignore Target's Defense	Ignore Target's Defense
+273 Poison Damage over 6 Seconds	+400 Poison Damage over 3 Seconds
7% Mana Stolen per Hit	7% Mana Stolen per Hit
	-[20-30]% to Enemy Poison Resistance
	+6 to Poison Strike
Prevent Monster Heal	Prevent Monster Heal
Hit Causes Monster to Flee 25%	+20% Enhanced Damage
Level 13 Poison Nova (11 Charges)	Removed
Level 15 Poison Explosion (27 Charges)	Level 15 Desecrate (27 Charges)

ATH

4-Socket Swords/Axes/Tipped Maces*

Shael • Pul • Mal • Lum

Required Level: 49

Before	After
30% Chance to Cast Level 20 Bone Spirit on Striking	30% Chance to Cast Level 20 <u>Bone Spirit</u> on Striking
Indestructible	Indestructible
+50% Increased Attack Speed	+50% Increased Attack Speed
+210-340% Enhanced Damage	+210-340% Enhanced Damage
+75% Damage to Demons	+75% Damage to Demons
+100 to Attack Rating against Demons	+100 to Attack Rating against Demons
Prevent Monster Heal	Prevent Monster Heal
+10 to Energy	+10 to Energy
+10-15 Magic Absorb	+10-15 Magic Absorb
Level 16 Heart of Wolverine (20 Charges)	Level 16 <u>Heart of Wolverine</u> (20 Charges)
Level 17 Iron Golem (14 Charges)	Removed

RIFT

4-Socket Scepters/Polearms/Spears/Swords

Hel • Ko • Lem • Gul

Required Level: 53

Before	After
20% Chance to Cast Level 16 Tornado on Striking	20% Chance to Cast Level 30 <u>Tornado</u> on Striking
16% Chance to Cast Level 21 Frozen Orb on Attack	<u>20%</u> Chance to Cast Level 25 <u>Frozen Orb</u> on Attack
	<u>+60% Increased Attack Speed</u>
20% Bonus to Attack Rating	20% Bonus to Attack Rating
Adds 160-250 Magic Damage	Adds 160-250 Magic Damage
Adds 60-180 Fire Damage	Adds 60-180 Fire Damage
+5-10 to Strength	<u>+15-20</u> to Strength
+15-20 to Dexterity	<u>+25-30</u> to Dexterity
+5-10 to Vitality	<u>+15-20</u> to Vitality
+5-10 to Energy	<u>+15-20</u> to Energy
38% Damage Taken Gained as Mana when Hit	38% Damage Taken Gained as Mana when Hit
75% Extra Gold from Monsters	75% Extra Gold from Monsters
Level 15 Iron Maiden (40 Charges)	Removed
Requirements -20%	Requirements -20%

KINGSLAYER

4-Socket Swords/Axes

Mal • Um • Gul • Fal

Required Level: 53

Before	After
+30% Increased Attack Speed	+30% Increased Attack Speed
+230-270% Enhanced Damage	+230-270% Enhanced Damage
-25% Target Defense	-25% Target Defense
20% Bonus to Attack Rating	20% Bonus to Attack Rating
	Adds 250-500 Cold Damage
33% Chance of Crushing Blow	33% Chance of Crushing Blow
50% Chance of Open Wounds	50% Chance of Open Wounds
Prevent Monster Heal	Prevent Monster Heal
+1 to Vengeance	+10 to Vengeance
+10 to Strength	+10 to Strength
40% Extra Gold from Monsters	Repairs 1 Durability in 10 Seconds

HEART OF THE OAK

4-Socket Staves/Tipped Maces*

Ko • Vex • Pul • Thul

Required Level: 55

Before	After
+3 to All Skills	+3 to All Skills
+40% Faster Cast Rate	+30% Faster Cast Rate
+75% Damage to Demons	+75% Damage to Demons
+100 to Attack Rating against Demons	+100 to Attack Rating against Demons
Adds 3-14 Cold Damage	Adds 3-14 Cold Damage
7% Mana Stolen per Hit	7% Mana Stolen per Hit
+10 to Dexterity	+10 to Dexterity
Replenish Life +20	Replenish Life +20
Increase Maximum Mana 15%	Increase Maximum Mana 15%
All Resistances +[30-40]	All Resistances +[20-30]
Level 4 Oak Sage (25 Charges)	Level 4 Oak Sage (25 Charges)
Level 14 Raven (60 Charges)	Level 14 Raven (60 Charges)

SILENCE

6-Socket Weapons

Dol • Eld • Hel • Ist • Tir • Vex

Required Level: 55

Before	After
	Level [23-25] <u>Thorns</u> Aura when Equipped
+2 to All Skills	+2 to All Skills
+20% Increased Attack Speed	+20% Increased Attack Speed
+20% Faster Hit Recovery	+20% Faster Hit Recovery
+200% Enhanced Damage	+ [295-395]% Enhanced Damage
+75% Damage to Undead	+75% Damage to Undead
+50 to Attack Rating against Undead	+50 to Attack Rating against Undead
11% Mana Stolen per Hit	11% Mana Stolen per Hit
Hit Blinds Target +33	Hit Blinds Target +33
Hit Causes Monster to Flee 25%	Removed
All Resistances +75	All Resistances + 50
+2 to Mana after each Kill	+2 to Mana after each Kill
30% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
Requirements -20%	Requirements -20%

DEATH

5-Socket Swords/Axes

Hel • El • Vex • Ort • Gul

Required Level: 55

Before	After
Indestructible	Indestructible
25% Chance to Cast Level 18 Glacial Spike on Attack	25% Chance to Cast Level 18 <u>Glacial Spike</u> on Attack
100% Chance to Cast Level 44 Chain Lightning when you Die	100% Chance to Cast Level 44 <u>Chain Lightning</u> when you Die
+ [300-385]% Enhanced Damage	+ [300-355]% Enhanced Damage
20% Bonus to Attack Rating	20% Bonus to Attack Rating
+50 to Attack Rating	+50 to Attack Rating
Adds 1-50 Lightning Damage	Adds 1-50 Lightning Damage
7% Mana Stolen per Hit	7% Mana Stolen per Hit
50% Chance of Crushing Blow	50% Chance of Crushing Blow
[0-49]% Deadly Strike (0.5 per Character Level)	[0-24]% Deadly Strike (0.25 per Character Level)
+1 to Light Radius	+1 to Light Radius
Level 22 Blood Golem (15 Charges)	+ 18 to <u>Blood Golem</u>
Requirements -20%	Requirements -20%

CHAOS

3-Socket Claws

Fal • Ohm • Um

Required Level: 57

Before	After
9% Chance to Cast Level 11 Frozen Orb on Striking	20% Chance to Cast Level 30 <u>Frozen Orb</u> on Striking
11% Chance to Cast Level 9 Charged Bolt on Striking	18% Chance to Cast Level 40 <u>Charged Bolt</u> on Striking
+35% Increased Attack Speed	<u>Indestructible</u>
+290-340% Enhanced Damage	+290-340% Enhanced Damage
Adds 216-471 Magic Damage	Adds 216-471 Magic Damage
25% Chance of Open Wounds	25% Chance of Open Wounds
+1 to Whirlwind	+2 to <u>Blade Dance</u>
+10 to Strength	+10 to Strength
+15 Life after each Demon Kill	+15 Life after each Demon Kill
<ul style="list-style-type: none"> Blade Dance is a version of <u>Whirlwind</u> which can be balanced independently of the Barbarian version. 	
CALL TO ARMS	
5-Socket Weapons Amn • Ral • Mal • Ist • Ohm Required Level: 57	
Before	After
+1 to All Skills	+1 to All Skills
+40% Increased Attack Speed	+40% Increased Attack Speed
+250-290% Enhanced Damage	+240-280% Enhanced Damage
Adds 5-30 Fire Damage	Adds 5-30 Fire Damage
7% Life Stolen per Hit	7% Life Stolen per Hit
Prevent Monster Heal	Prevent Monster Heal
+2-6] to Battle Command	+2-6] to <u>Battle Command</u>
+1-6] to Battle Orders	+2-6] to <u>Battle Orders</u>
+1-4] to Battle Cry	+1-3] to <u>Battle Cry</u>
Replenish Life +12	Replenish Life +12
30% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
<p>NOTE: <u>Battle Orders</u> has been reworked and now grants a flat amount of life/mana. For example, +6 Battle Orders grants +125 Life instead of +50% Life</p>	
FORTITUDE	
4-Socket Weapons - also see <u>Fortitude</u> (Armor) El • Sol • Dol • Lo Required Level: 59	

Before	After
20% Chance to Cast Level 15 Chilling Armor when Struck	Removed
+25% Faster Cast Rate	+25% Faster Cast Rate
+300% Enhanced Damage	+[325-375]% Enhanced Damage
+9 to Minimum Damage	+9 to Minimum Damage
+50 to Attack Rating	+50 to Attack Rating
20% Deadly Strike	20% Deadly Strike
Hit Causes Monster to Flee 25%	Removed
+200% Enhanced Defense	+200% Enhanced Defense
+[1-148] to Life (+[1-1.5] per Character Level)	+[1-148] to Life (+[1-1.5] per Character Level)
All Resistances +[25-30]	All Resistances +[25-30]
12% Damage Taken Gained as Mana when Hit	12% Damage Taken Gained as Mana when Hit
+1 to Light Radius	+1 to Light Radius

GRIEF

5-Socket Swords/Axes
Eth • Tir • Lo • Mal • Ral
Required Level: 59

Before	After
35% Chance to Cast Level 15 Venom on Striking	35% Chance to Cast Level 15 <u>Venom</u> on Striking
+[30-40]% Increased Attack Speed	+[30-40]% Increased Attack Speed
Damage +[340-400]	Adds 260 to [280-320] Damage
Ignore Target's Defense	Removed
-25% Target Defense	-25% Target Defense
+[1-185]% Damage to Demons (+1.875% per Character Level)	+[1-185]% Damage to Demons (+1.875% per Character Level)
Adds 5-30 Fire Damage	Adds 5-30 Fire Damage
-[20-25]% to Enemy Poison Resistance	-[20-25]% to Enemy Poison Resistance
20% Deadly Strike	20% Deadly Strike
Prevent Monster Heal	Prevent Monster Heal
+2 to Mana after each Kill	+2 to Mana after each Kill
+[10-15] Life after each Kill	+[10-15] Life after each Kill

WIND

2-Socket Melee Weapons
Sur • El
Required Level: 61

Before	After
10% Chance to Cast Level 9 Tornado on Striking	18% Chance to Cast Level 35 <u>Tornado</u> on Striking (Non-Staves Only)
	18% Chance to Cast Level 35 <u>Tornado</u> on Casting (Staves Only)
	18% Chance to Cast Level 35 <u>Twister</u> on Striking (Non-Staves Only)
	18% Chance to Cast Level 35 <u>Twister</u> on Casting (Staves Only)
	5% Chance to Cast Level 9 <u>Cyclone Armor</u> when Struck (Non-Staves Only)
	5% Chance to Cast Level 9 <u>Cyclone Armor</u> when Casting (Staves Only)
+20% Faster Run/Walk	+[20-30]% Faster Run/Walk
+40% Increased Attack Speed	+40% Increased Attack Speed
+15% Faster Hit Recovery	Removed
+120-160% Enhanced Damage	+[350-400]% Enhanced Damage
-50% Target Defense	-50% Target Defense
+50 to Attack Rating	+50 to Attack Rating
Hit Blinds Target	+4 Life after each Kill
+1 to Light Radius	+1 to Light Radius
Level 13 Twister (127 Charges)	Removed

BEAST

5-Socket Axes/Scepters/Hammers

Ber • Tir • Um • Mal • Lum

Required Level: 63

Before	After
Level 9 Fanaticism Aura when Equipped	Level [8-10] <u>Fanaticism</u> Aura when Equipped
+40% Increased Attack Speed	+40% Increased Attack Speed
+240-270% Enhanced Damage	+[260-290]% Enhanced Damage
20% Chance of Crushing Blow	20% Chance of Crushing Blow
25% Chance of Open Wounds	25% Chance of Open Wounds
Prevent Monster Heal	Prevent Monster Heal
	+3 to <u>Hunger</u>
+3 to Lycanthropy	+3 to <u>Maul</u>
+3 to Werebear	+3 to <u>Werebear</u>
+25-40] to Strength	Removed
+10 to Energy	+10 to Energy
+2 to Mana after each Kill	+2 to Mana after each Kill
Level 13 Summon Grizzly (5 Charges)	Level 13 <u>Summon Grizzly</u> (35 Charges)

ETERNITY

5-Socket Melee Weapons

Amn • Ber • Ist • Sol • Sur

Before	After
Indestructible	Indestructible
+ [260-310]% Enhanced Damage	+ [260-310]% Enhanced Damage
+9 to Minimum Damage	Adds 70-71 Damage
7% Life Stolen per Hit	7% Life Stolen per Hit
20% Chance of Crushing Blow	20% Chance of Crushing Blow
Hit Blinds Target	+4 Life after each Kill
Slows Target by 33%	+4 to Revive
Replenish Life +16	You May Now Summon 6 Additional Revives
Regenerate Mana 16%	10% Reanimate As: Wraith
Cannot Be Frozen	Cannot Be Frozen
30% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
Level 8 Revive (88 Charges)	Removed

INFINI+Y

4-Socket Polearms/[Spears](#)/[Staves](#)

Ber • Mal • Ber • Ist

Required Level: 63

Before	After
50% Chance to Cast Level 20 Chain Lightning when you Kill an Enemy	50% Chance to Cast Level 20 Lightning when you Kill an Enemy (Non-Staves Only)
	15% Chance to Cast Level 20 Lightning on Casting (Staves Only)
Level 12 Conviction Aura when Equipped	Level 12 Conviction Aura when Equipped
+35% Faster Run/Walk	+35% Faster Run/Walk
	+35% Faster Cast Rate (Staves Only)
+ [255-325]% Enhanced Damage	+ [255-325]% Enhanced Damage
- [45-55]% to Enemy Lightning Resistance	- [45-55]% to Enemy Lightning Resistance
40% Chance of Crushing Blow	40% Chance of Crushing Blow
Prevent Monster Heal	Prevent Monster Heal
+ [0-49] to Vitality (+0.5 per Character Level)	+ [0-49] to Vitality (+0.5 per Character Level)
30% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
Level 21 Cyclone Armor (30 Charges)	+3 to Cyclone Armor (Non-Staves Only)
	2% Chance to Cast Level 15 Cyclone Armor on Casting (Staves Only)

Level 12 [Conviction](#) breaks the same immunities as the vanilla version (anything below 117% resistance)

FURY

3-Socket Melee Weapons

Tah • Gul • Fth

Before	After
	Indestructible
+40% Increased Attack Speed	+40% Increased Attack Speed
+209% Enhanced Damage	+[239-299]% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
-25% Target Defense	-25% Target Defense
20% Bonus to Attack Rating	20% Bonus to Attack Rating
6% Life Stolen per Hit	6% Life Stolen per Hit
33% Deadly Strike	[33-66]% Deadly Strike
66% Chance of Open Wounds	[33-66]% Chance of Open Wounds
+5 to Frenzy (Barbarian Only)	+5 to Frenzy (Barbarian Only)
Prevent Monster Heal	Removed

FAMINE

4-Socket Axes/Hammers/[Swords](#)

Fal • Ohm • Ort • Jah

Required Level: 65

Before	After
+30% Increased Attack Speed	+30% Increased Attack Speed
+[320-370]% Enhanced Damage	+[320-370]% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
Adds 50-200 Fire Damage	Adds 125-250 Fire Damage
Adds 51-250 Lightning Damage	Adds 101-275 Lightning Damage
Adds 50-200 Cold Damage	Adds 100-225 Cold Damage
Adds 180-200 Magic Damage	-[10-15]% to Enemy Fire Resistance
12% Life Stolen per Hit	-[10-15]% to Enemy Lightning Resistance
Prevent Monster Heal	-[10-15]% to Enemy Cold Resistance
+10 to Strength	+10 to Strength

PHOENIX

4-Socket Weapons - also see [Phoenix](#) (Shield)

Vex • Vex • Lo • Jah

Required Level: 65

Before	After
40% Chance to Cast Level 22 Firestorm on Striking	20% Chance to Cast Level 40 <u>Firestorm</u> on Striking (<i>Non-Staves Only</i>)
	20% Chance to Cast Level 40 <u>Firestorm</u> on Casting (<i>Staves Only</i>)
100% Chance to Cast Level 40 Blaze when you Level-Up	100% Chance to Cast Level 40 <u>Blaze</u> when you Level-Up
Level [10-15] Redemption Aura when Equipped	Level [10-15] <u>Redemption</u> Aura when Equipped
+350-400% Enhanced Damage	+400-450% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
14% Mana Stolen per Hit	14% Mana Stolen per Hit
-28% to Enemy Fire Resistance	-28% to Enemy Fire Resistance
20% Deadly Strike	20% Deadly Strike
+350-400] Defense vs. Missile	+350-400] Defense vs. Missile
+15-21] Fire Absorb	Removed

DES+RUC+ION

5-Socket Swords/Polearms/Spears

Vex • Lo • Ber • Jah • Ko

Required Level: 65

Before	After
5% Chance to Cast Level 23 Molten Boulder on Striking	8% Chance to Cast Level 35 <u>Molten Boulder</u> on Striking
100% Chance to Cast level 45 Meteor when you Die	15% Chance to Cast Level 45 <u>Meteor</u> on Striking
23% Chance to Cast Level 12 Volcano on Striking	20% Chance to Cast Level 35 <u>Frost Nova</u> on Striking
15% Chance to Cast Level 22 Nova on Attack	15% Chance to Cast Level 40 <u>Nova</u> on Attack
	+30-40% Increased Attack Speed
+350% Enhanced Damage	+300% Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
Adds 100-180 Magic Damage	Removed
7% Mana Stolen per Hit	7% Mana Stolen per Hit
20% Chance of Crushing Blow	20% Chance of Crushing Blow
20% Deadly Strike	20% Deadly Strike
Prevent Monster Heal	Removed
+10 to Dexterity	+10 to Dexterity

LAS+ WISH

6-Socket Axes/Hammers/Swords

Jah • Mal • Jah • Sur • Jah • Ber

Required Level: 65

Before	After
10% Chance to Cast Level 18 Life Tap on Striking	10% Chance to Cast Level <u>11</u> <u>Life Tap</u> on Striking
20% Chance to Cast Level 20 Charged Bolt on Attack	<u>60%</u> Chance to Cast Level <u>40</u> <u>Charged Bolt</u> on Attack
6% Chance to Cast Level 11 Fade when Struck	6% Chance to Cast Level 11 <u>Fade</u> when Struck
Level 17 Might Aura when Equipped	Level 17 <u>Might</u> Aura when Equipped
+ <u>[330-375]</u> % Enhanced Damage	+ <u>[330-375]</u> % Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
[60-70]% Chance of Crushing Blow	[60-70]% Chance of Crushing Blow
Prevent Monster Heal	Prevent Monster Heal
Hit Blinds Target	<u>+4 Life</u> after each Kill
[0-49]% Better Chance of Getting Magic Items (0.5% per Character Level)	[0-49]% Better Chance of Getting Magic Items (0.5% per Character Level)

PLAGUE

3-Socket Weapons

Cham • Fal • Um

Required Level: 67

Before (disabled)	After (enabled)
25% Chance to Cast Level 15 Poison Nova on Striking	<u>25%</u> Chance to Cast Level 15 <u>Poison Nova</u> on Striking
20% Chance to Cast Level 12 Lower Resist when Struck	<u>30%</u> Chance to Cast Level 35 <u>Lower Resist</u> when Struck
Level [13-17] Cleansing Aura when Equipped	<u>Level [13-17]</u> <u>Cleansing Aura</u> when Equipped
+ <u>[1-2]</u> to All Skills	+ <u>[1-2]</u> to All Skills
	<u>+20%</u> Faster Cast Rate
+ <u>[260-380]</u> % Damage to Demons	+ <u>[340-380]</u> % Damage to Demons
-23% to Enemy Poison Resistance	<u>-20%</u> to Enemy Poison Resistance
[0-37]% Deadly Strike (0.375% per Character Level)	[0-37]% <u>Deadly Strike</u> (0.375% per Character Level)
25% Chance of Open Wounds	<u>25%</u> Chance of Open Wounds
Freezes Target +3	<u>Freezes Target +3</u>
+10 to Strength	<u>+10</u> to Strength

Note: Uses the original runes (**Cham • Fal • Um**) that were in the game files, whereas the version in D2 Resurrected uses **Cham • Shael • Um** instead.

Dominion

2-Socket Wands

Cham • Ohm

Required Level: 67

New
You May Summon 1 Additional Golem
+2 to Necromancer Skill Levels
+25% Faster Cast Rate
+40% Enhanced Damage
+ <u>[2-3]</u> to <u>Golem Mastery</u> (Necromancer Only)
Freezes Target +3
+ <u>[300-450]</u> Defense
Cold Resist +30%
Physical Damage Taken Reduced by <u>[5-7]</u>
+50% Damage to Undead

D Ⓢ Ⓢ III

5-Socket

Axes/Hammers/Polearms/Spears/Swords/Staves/Scepters

Hel • Ohm • Um • Lo • Cham

Required Level: 67

Before	After
5% Chance to cast level 18 Volcano on Striking	10% Chance to Cast Level 28 <u>Molten Boulder</u> on Striking (<i>Non-Staves Only</i>)
	10% Chance to Cast Level 28 <u>Molten Boulder</u> on Casting (<i>Staves Only</i>)
Level 12 Holy Freeze Aura when Equipped	<u>Level 16</u> <u>Holy Freeze</u> Aura when Equipped
+2 to All Skills	+2 to All Skills
+45% Increased Attack Speed	+45% Increased Attack Speed
+ <u>[330-370]</u> % Enhanced Damage	+ <u>[330-370]</u> % Enhanced Damage
- <u>[40-60]</u> % to Enemy Cold Resistance	- <u>[30-50]</u> % to Enemy Cold Resistance
20% Deadly Strike	20% Deadly Strike
25% Chance of Open Wounds	25% Chance of Open Wounds
Prevent Monster Heal	Prevent Monster Heal (<i>Non-Staves Only</i>)
	+30% Faster Cast Rate (<i>Staves Only</i>)
Freezes Target +3	Freezes Target +3
Requirements -20%	Requirements -20%

HAND Ⓢ F JUSTICE

4-Socket Weapons

Sur • Cham • Amn • Lo

Required Level: 67

Before	After
100% Chance to Cast Level 36 Blaze when you Level-Up	100% Chance to Cast Level 36 <u>Blaze</u> when you Level-Up
100% Chance to Cast Level 48 Meteor when you Die	100% Chance to Cast Level 48 <u>Meteor</u> when you Die
Level 16 Holy Fire Aura when Equipped	Level <u>12</u> <u>Holy Fire</u> Aura when Equipped
+33% Increased Attack Speed	+33% Increased Attack Speed
+ <u>[280-330]</u> % Enhanced Damage	+ <u>[280-330]</u> % Enhanced Damage
Ignore Target's Defense	Ignore Target's Defense
7% Life Stolen per Hit	7% Life Stolen per Hit
-20% to Enemy Fire Resistance	-20% to Enemy Fire Resistance
20% Deadly Strike	20% Deadly Strike
Hit Blinds Target	<u>+4 Life after each Kill</u>
Freezes Target +3	Freezes Target +3
PRIDE	
4-Socket Polearms/Spears Cham • Sur • Io • Lo Required Level: 67	
Before	After
25% Chance to Cast Level 17 Fire Wall when Struck	25% Chance to Cast Level <u>30</u> <u>Fire Wall</u> when Struck
Level [16-20] Concentration Aura when Equipped	Level [16-20] <u>Concentration</u> Aura when Equipped
[260-300]% Bonus to Attack Rating	[260-300]% Bonus to Attack Rating
+ <u>[1-99]</u> % Damage to Demons (+1% per Character Level)	<u>+<u>[4-396]</u>% Enhanced Maximum Damage</u> <u>(+4% per Character Level)</u>
Adds 50-280 Lightning Damage	Adds 50-280 Lightning Damage
20% Deadly Strike	20% Deadly Strike
Hit Blinds Target	<u>+4 Life after each Kill</u>
Freezes Target +3	Freezes Target +3
+10 to Vitality	+10 to Vitality
Replenish Life +8	Replenish Life +8
[1-185]% Extra Gold from Monsters (1.875% per Character Level)	[1-185]% Extra Gold from Monsters (1.875% per Character Level)
ASYLUM	
6-Socket Hammers/Polearms/Spears/Staves/Bows/Crossbows Gul • Cham • Hel • Jah • Dol • Um Required Level: 67	

New
25% Chance to cast level 40 <u>Fist of the Heavens</u> on Striking (Non-Staves Only)
25% Chance to cast level 40 <u>Fist of the Heavens</u> on Casting (Staves Only)
Level [17-20] <u>Sanctuary</u> Aura when Equipped
+2 to All Skills
+285-335]% Enhanced Damage
Ignore Target's Defense
20% Bonus to Attack Rating
45% Chance of Open Wounds
Freezes Target +3
+20 to Dexterity
100% Extra Gold from Monsters
Requirements -20%

⊕BSSESSION

6-Socket Staves

Zod • Ist • Lem • Lum • Io • Nef

Required Level: 69

New
24% Chance to Cast Level 10 <u>Weaken</u> on Casting
Indestructible
+4 to All Skills
+15% Faster Cast Rate
+60% Faster Hit Recovery
Knockback
+10 to Vitality
+10 to Energy
Increase Maximum Life [15-25]%
Regenerate Mana [15-30]%
All Resistances +[60-70]
75% Extra Gold from Monsters
30% Better Chance of Getting Magic Items

BREATH OF THE DYING

6-Socket Weapons

Vex • Hel • El • Eld • Zod • Eth

Required Level: 69

Before	After
50% Chance to Cast Level 20 Poison Nova when you Kill an Enemy	35% Chance to Cast Level 40 Poison Nova on Striking
Indestructible	Indestructible
+60% Increased Attack Speed	+60% Increased Attack Speed
+350-400% Enhanced Damage	+350-400% Enhanced Damage
-25% Target Defense	-25% Target Defense
+50 to Attack Rating	+50 to Attack Rating
+200% Damage to Undead	+200% Damage to Undead
+50 to Attack Rating against Undead	+50 to Attack Rating against Undead
7% Mana Stolen per Hit	7% Mana Stolen per Hit
[12-15]% Life Stolen per Hit	[8-10]% Life Stolen per Hit
Prevent Monster Heal	Prevent Monster Heal
+30 to All Attributes	+20-30 to All Attributes
+1 to Light Radius	+1 to Light Radius
Requirements -20%	Requirements -20%

ZENITH

5-Socket Polearms/Spears/Bows/Crossbows

Jah • Zod • Ort • Thul • Ral

Required Level: 69

New
Indestructible
Level [8-12] Salvation Aura when Equipped
+2 to All Skills
+20% Faster Run/Walk
+20% Increased Attack Speed
+200-300% Enhanced Damage
Ignore Target's Defense
Adds 305-380 Fire Damage
Adds 301-400 Lightning Damage
Adds 258-364 Cold Damage

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