

RWCHES+S

C⊕N+EN+S

Chest Runewords

Stealth

Peace

Myth

Smoke

Lionheart

Treachery

Wealth

Enlightenment

Duress

Stone

Gloom

Bone

Prudence

Rain

Principle

Fortitude

Bramble

Dragon

Chains of Honor

Enigma

CHES+ RUNEW⊕RDS

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.

S+EAL+H

2-Socket Chests

Tal • Eth

Required Level: 17

Before	After
+25% Faster Run/Walk	+10% Faster Run/Walk
+25% Faster Cast Rate	+20% Faster Cast Rate
+25% Faster Hit Recovery	+20% Faster Hit Recovery
+6 to Dexterity	+6 to Dexterity
Regenerate Mana 15%	Regenerate Mana 15%
+15 Maximum Stamina	+15 Maximum Stamina
Poison Resist +30%	Poison Resist +30%
Magic Damage Taken Reduced by 3	Magic Damage Taken Reduced by 3

PEACE

3-Socket Chests

Shael • Thul • Amn

Required Level: 29

Before	After
2% Chance to Cast Level 15 Valkyrie on Striking	You May Summon 1 Additional Valkyrie
4% Chance to Cast Level 5 Slow Missiles when Struck	8% Chance to Cast Level 12 Slow Movement when Struck
+2 to Amazon Skill Levels	+2 to Amazon Skill Levels
+20% Faster Hit Recovery	+20% Faster Hit Recovery
+2 to Critical Strike	+2 to Critical Strike
Cold Resist +30%	Cold Resist +30%
Attacker Takes Damage of 14	Attacker Takes Damage of 14

MYTH

3-Socket Chests

Hel • Amn • Nef

Required Level: 25

Before	After
10% Chance to Cast Level 1 Taunt on Striking	10% Chance to Cast Level 1 <u>Taunt</u> on Striking
3% Chance to Cast Level 1 Howl when Struck	3% Chance to Cast Level 1 <u>Howl</u> when Struck
+2 to Barbarian Skill Levels	<u>+1-2</u> to Barbarian Skill Levels
+30 Defense vs. Missile	+30 Defense vs. Missile
Replenish Life +10	Replenish Life +10
	<u>+3-4</u> to Mana after each Kill
Attacker Takes Damage of 14	Attacker Takes Damage of 14
	Attacker Takes Damage of <u>[2-297]</u> (<u>[2-3]</u> per Character Level)
Requirements -15%	Requirements -15%

SMOKÉ

2-Socket Chests

Nef • Lum

Required Level: 37

Before	After
+20% Faster Hit Recovery	+20% Faster Hit Recovery
+75% Enhanced Defense	+75% Enhanced Defense
+280 Defense vs. Missile	+280 Defense vs. Missile
+10 to Energy	+10 to Energy
All Resistances +50	All Resistances <u>+30-50</u>
-1 to Light Radius	-1 to Light Radius
Level 6 Weaken (18 Charges)	Level 6 <u>Weaken</u> (18 Charges)

LIONHEART+

3-Socket Chests

Hel • Lum • Fal

Required Level: 41

Before	After
+20% Enhanced Damage	<u>+80-110</u> % Enhanced Damage
+25 to Strength	<u>+10-25</u> to Strength
+15 to Dexterity	<u>+10-15</u> to Dexterity
+20 to Vitality	<u>+10-20</u> to Vitality
+10 to Energy	+10 to Energy
+50 to Life	+50 to Life
All Resistances +30	All Resistances <u>+20-30</u>
Requirements -15%	Requirements -15%

Shael • Thul • Lem
Required Level: 43

Before	After
25% Chance to Cast Level 15 Venom on Striking	25% Chance to Cast Level 15 <u>Venom</u> on Striking
5% Chance to Cast Level 15 Fade when Struck	15% Chance to Cast Level 21 <u>Mind Blast</u> when Struck
+2 to Assassin Skills	+2 to Assassin Skills
+45% Increased Attack Speed	+45% Increased Attack Speed
+20% Faster Hit Recovery	+20% Faster Hit Recovery
Cold Resist +30%	Cold Resist +30%
50% Extra Gold from Monsters	50% Extra Gold from Monsters

WEALTH

3-Socket Chests
Lem • Ko • Tir
Required Level: 43

Before	After
+10 to Dexterity	+10 to Dexterity
+2 to Mana after each Kill	+4 to Mana after each Kill
300% Extra Gold from Monsters	300% Extra Gold from Monsters
100% Better Chance of Getting Magic Items	100% Better Chance of Getting Magic Items

ENLIGHTENMENT

3-Socket Chests
Pul • Ral • Sol
Required Level: 45

Before	After
5% Chance to Cast Level 15 Fire Ball on Striking	15% Chance to Cast Level 28 <u>Fire Ball</u> on Casting
5% Chance to Cast Level 15 Blaze when Struck	35% Chance to Cast Level 25 <u>Blaze</u> when Struck
+2 to Sorceress Skill Levels	+2 to Sorceress Skill Levels
	+20% Faster Cast Rate
+1 to Warmth	+ <u>[5-8]</u> to <u>Warmth</u>
+30% Enhanced Defense	+30% Enhanced Defense
Fire Resist +30%	Fire Resist +30%
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7

DURESS

Required Level: 47

Before	After
+40% Faster Hit Recovery	+40% Faster Hit Recovery
+ [10-20] % Enhanced Damage	+ [40-80] % Enhanced Damage
Adds 37-133 Cold Damage	Adds 37-133 Cold Damage
15% Chance of Crushing Blow	15% Chance of Crushing Blow
33% Chance of Open Wounds	33% Chance of Open Wounds
+ [150-200] % Enhanced Defense	+ [150-200] % Enhanced Defense
-20% Slower Stamina Drain	-20% Slower Stamina Drain
Cold Resist +45%	Cold Resist +45%
Lightning Resist +15%	Lightning Resist +15%
Fire Resist +15%	Fire Resist +15%
Poison Resist +15%	Poison Resist +15%

S + ⚔ N E

4-Socket Chests

Shael • Um • Pul • Lum

Required Level: 47

Before	After
	Indestructible
	+1 to All Skills
+60% Faster Hit Recovery	+60% Faster Hit Recovery
+ [250-290] % Enhanced Defense	+ [230-320] % Enhanced Defense
+300 Defense vs. Missile	Removed
+16 to Strength	+ [10-16] to Strength
+16 to Vitality	+ [10-16] to Vitality
+10 to Energy	+10 to Energy
All Resistances +15	All Resistances +15
Level 16 Molten Boulder (80 Charges)	Removed
Level 16 Clay Golem (16 Charges)	Level 16 Clay Golem (36 Charges)

G L ⚔ ⚔ M

3-Socket Chests

Fal • Um • Pul

Required Level: 47

Before	After
15% Chance to Cast Level 3 Dim Vision when Struck	15% Chance to Cast Level <u>9</u> <u>Dim Vision</u> when Struck
+10% Faster Hit Recovery	<u>+[20-40]%</u> Faster Hit Recovery
+ <u>[200-260]</u> % Enhanced Defense	+ <u>[200-260]</u> % Enhanced Defense
+10 to Strength	+10 to Strength
All Resistances +45	All Resistances +45
	<u>Magic Damage Taken Reduced by [4-10]</u>
Half Freeze Duration	Half Freeze Duration
5% Damage Taken Gained as Mana when Hit	5% Damage Taken Gained as Mana when Hit
-3 to Light Radius	Removed

BONE

3-Socket Chests

Sol • Um • Um

Required Level: 47

Before	After
15% Chance to Cast Level 10 Bone Spear on Striking	<u>30%</u> Chance to Cast Level <u>25</u> <u>Bone Spear</u> on Striking
5% Chance to Cast Level 10 Bone Armor when Struck	<u>10%</u> Chance to Cast Level <u>15</u> <u>Bone Armor</u> when Struck
+2 to Necromancer Skill Levels	+2 to Necromancer Skill Levels
+ <u>[100-150]</u> to Mana	+ <u>[100-150]</u> to Mana
All Resistances +30	All Resistances +30
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7

PRUDENCE

2-Socket Chests

Mal • Tir

Required Level: 49

Before	After
	+30% Faster Cast Rate
+25% Faster Hit Recovery	+25% Faster Hit Recovery
+140-170% Enhanced Defense	+140-170% Enhanced Defense
All Resistances +25-35]	All Resistances +25-35]
Physical Damage Taken Reduced by 3	Physical Damage Taken Reduced by 5-13]
Magic Damage Taken Reduced by 17	Magic Damage Taken Reduced by 13-17]
+2 to Mana after each Kill	+2 to Mana after each Kill
+1 to Light Radius	Removed
Repairs 1 Durability in 4 Seconds	Repairs 1 Durability in 4 Seconds

RAIN

3-Socket Chests

Ort • Mal • Ith

Required Level: 49

Before	After
5% Chance to Cast Level 15 Twister on Striking	20% Chance to Cast Level 25 Twister on Striking
5% Chance to Cast Level 15 Cyclone Armor when Struck	8% Chance to Cast Level 15 Cyclone Armor when Struck
+2 to Druid Skill Levels	+2 to Druid Skill Levels
+100-150] to Mana	+100-150] to Mana
Lightning Resist +30%	Lightning Resist +30%
Magic Damage Taken Reduced by 7	Magic Damage Taken Reduced by 7
15% Damage Taken Gained as Mana when Hit	15% Damage Taken Gained as Mana when Hit

PRINCIPLE

3-Socket Chests

Ral • Gul • Eld

Required Level: 53

Before	After
100% Chance to Cast Level 5 Holy Bolt on Striking	50% Chance to Cast Level 25 Holy Bolt on Striking
+2 to Paladin Skill Levels	+2 to Paladin Skill Levels
	+50-80% Damage to Demons
+50% Damage to Undead	+50-80% Damage to Undead
+100-150] to Life	+50-100] to Life
15% Slower Stamina Drain	15% Slower Stamina Drain
+5% to Maximum Poison Resist	+4% to Maximum Poison Resist
Fire Resist +30%	Fire Resist +30%

FORTITUDE

4-Socket Chests - also see [Fortitude](#) (Weapon)

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	+250-300% Enhanced Damage
+200% Enhanced Defense	+200% Enhanced Defense
+15 Defense	+15 Defense
+1-148] to Life (+1-1.5] per Character Level)	+1-148] to Life (+1-1.5] per Character Level)
Replenish Life +7	Replenish Life +10
+5% to Maximum Lightning Resist	+4% to Maximum Lightning Resist
All Resistances +25-30]	All Resistances +25-30]
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7
12% Damage Taken Gained as Mana when Hit	12% Damage Taken Gained as Mana when Hit
+1 to Light Radius	+1 to Light Radius

BRAMBLE

4-Socket Chests

Ral • Ohm • Sur • Eth

Required Level: 61

Before	After
Level [15-21] Thorns Aura when Equipped	Level [18-21] <u>Thorns</u> Aura when Equipped
+50% Faster Hit Recovery	+50% Faster Hit Recovery
+ [25-50] % to Poison Skill Damage	+[40-50] % to Poison Skill Damage
+300 Defense	+300 Defense
Increase Maximum Mana 5%	Increase Maximum Mana 5%
Regenerate Mana 15%	Regenerate Mana 15%
+5% to Maximum Cold Resist	+4% to Maximum Cold Resist
Fire Resist +30%	Fire Resist +30%
Poison Resist +100%	Poison Resist +100%
+13 Life after each Kill	+[4-6] Life after each Kill
Level 13 Spirit of Barbs (33 Charges)	Level 13 <u>Spirit of Barbs</u> (33 Charges)

DRAGON

3-Socket Chests - also see [Dragon](#) (Shield)

Sur • Lo • Sol

Required Level: 61

Before	After
	You May Summon 1 Additional Hydra
12% Chance to Cast Level 15 Hydra on Striking	12% Chance to Cast Level 28 <u>Hydra</u> on Striking
20% Chance to Cast Level 18 Venom when Struck	20% Chance to Cast Level 18 <u>Venom</u> when Struck
Level 14 Holy Fire Aura when Equipped	Level 12 <u>Holy Fire</u> Aura when Equipped
+360 Defense	+360 Defense
+230 Defense vs. Missile	+230 Defense vs. Missile
+[3-5] to All Attributes	Removed
+[0-37] to Strength (+0.375 per Character Level)	+[0-37] to Strength (+0.375 per Character Level)
Increase Maximum Mana 5%	Increase Maximum Mana 5%
+5% to Maximum Lightning Resist	+4% to Maximum Lightning Resist
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7

CHAINS OF HONOR

4-Socket Chests

Dol • Um • Ber • Ist

Required Level: 63

Before	After
+2 to All Skills	+2 to All Skills
+200% Damage to Demons	+200% Damage to Demons
+100% Damage to Undead	+100% Damage to Undead
8% Life Stolen per Hit	8% Life Stolen per Hit
+70% Enhanced Defense	+70% Enhanced Defense
+20 to Strength	+20 to Strength
Replenish Life +7	Replenish Life +10
All Resistances +65	All Resistances +[50-60]
Physical Damage Taken Reduced by 8%	Physical Damage Taken Reduced by 5%
25% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items

ENIGMA

3-Socket Chests

Jah • Ith • Ber

Required Level: 65

Before	After
+2 to All Skills	+2 to All Skills
+45% Faster Run/Walk	+25% Faster Run/Walk
+1 to Teleport	Level 1 Blink (5 Charges) Replenish 1 Charge in 3 Seconds
+750-775] Defense	+500-775] Defense
+0-74] to Strength (+0.75 per Character Level)	+0-74] to Strength (+0.5-0.75] per Character Level)
Increase Maximum Life 5%	Increase Maximum Life 5%
Physical Damage Taken Reduced by 8%	Physical Damage Taken Reduced by 5%
+14 Life after each Kill	Removed
15% Damage Taken Gained as Mana when Hit	15% Damage Taken Gained as Mana when Hit
[1-99]% Better Chance of Getting Magic Items (1% per Character Level)	[0-74]% Better Chance of Getting Magic Items ([0.5-0.75]% per Character Level)

- Blink is the same as Teleport, except it costs no mana and doesn't temporarily reduce spell damage.

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