

# RW SHIELDS

## C O N T E N T S

### Shield Runewords

Ancient's Pledge

Spirit

Rhyme

Splendor

Sanctuary

Exile

Dragon

Dream

Phoenix

Shattered Wall

## SHIELD RUNEWORDS

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.

### A N C I E N T ' S P L E D G E

#### 3-Socket Shields

Ral • Ort • Tal

Required Level: 21

Before	After
+50% Enhanced Defense	+50% Enhanced Defense
Cold Resist +43%	Cold Resist +43%
Lightning Resist +48%	Lightning Resist +48%
Fire Resist +48%	Fire Resist +48%
Poison Resist +48%	Poison Resist +48%
10% Damage Taken Gained as Mana when Hit	10% Damage Taken Gained as Mana when Hit

Ancient's Pledge is an introductory runeword and adds relatively little to the item beyond the +35% fire/lightning/poison resists gained from the runes themselves. Compare to 3 perfect diamonds, which grants +57% to all resistances.

### SPIRIT

**4-Socket Shields** - also see Spirit (Sword/Staff)

**Tal • Thul • Ort • Amn**

**Required Level: 25**

Before	After
+2 to All Skills	+1 to All Skills
+25-35% Faster Cast Rate	+25-35% Faster Cast Rate
+55% Faster Hit Recovery	+25% Faster Hit Recovery
+250 Defense vs. Missile	Removed
+22 to Vitality	+11-22 to Vitality
+89-112 to Mana	+59-82 to Mana
Cold Resist +35%	Cold Resist +35%
Lightning Resist +35%	Lightning Resist +35%
Poison Resist +35%	Poison Resist +35%
+3-8 Magic Absorb	+3-8 Magic Absorb
Attacker Takes Damage of 14	Attacker Takes Damage of 14
	Requirements -15%

### RHYME

**2-Socket Shields**

**Shael • Eth**

**Required Level: 29**

Before	After
+40% Faster Block Rate	+40% Faster Block Rate
20% Increased Chance of Blocking	20% Increased Chance of Blocking
Regenerate Mana 15%	Regenerate Mana 15%
All Resistances +25	All Resistances +25
Cannot Be Frozen	Cannot Be Frozen
50% Extra Gold from Monsters	50% Extra Gold from Monsters
25% Better Chance of Getting Magic Items	25% Better Chance of Getting Magic Items

### SPLENDOR

**2-Socket Shields**

**Eth • Lum**

**Required Level: 27**

Before	After
+1 to All Skills	+1 to All Skills
+10% Faster Cast Rate	<a href="#">+[20-35]%</a> Faster Cast Rate
+20% Faster Block Rate	+20% Faster Block Rate
<a href="#">+[60-100]%</a> Enhanced Defense	<a href="#">+[60-100]%</a> Enhanced Defense
+10 to Energy	+10 to Energy
Regenerate Mana 15%	Regenerate Mana 15%
50% Extra Gold from Monsters	50% Extra Gold from Monsters
20% Better Chance of Getting Magic Items	<a href="#">[20-30]%</a> Better Chance of Getting Magic Items
+3 to Light Radius	+3 to Light Radius

## SANCTUARY

### 3-Socket Shields

**Ko • Ko • Mal**

**Required Level: 49**

Before	After
+20% Faster Hit Recovery	+20% Faster Hit Recovery
+20% Faster Block Rate	+20% Faster Block Rate
20% Increased Chance of Blocking	20% Increased Chance of Blocking
<a href="#">+[130-160]%</a> Enhanced Defense	<a href="#">+[130-160]%</a> Enhanced Defense
+250 Defense vs. Missile	Removed
+20 to Dexterity	+20 to Dexterity
All Resistances <a href="#">+[50-70]</a>	All Resistances <a href="#">+[40-50]</a>
Magic Damage Taken Reduced by 7	Magic Damage Taken Reduced by 7
	<a href="#">Cannot Be Frozen</a>
Level 12 Slow Missiles (60 Charges)	<a href="#">Level 12 Slow Movement</a> (60 Charges)

## EXILE

**4-Socket Shields** (was just 4-Socket Paladin Shields)

**Vex • Ohm • Ist • Dol**

**Required Level: 57**

Before	After
15% Chance to Cast Level 5 Life Tap on Striking	25% Chance to Cast level 18 <a href="#">Decrepify</a> on Striking
Level [13-16] Defiance Aura when Equipped	Level [13-16] <a href="#">Defiance</a> Aura when Equipped
+2 to Offensive Auras (Paladin Only)	+2 to Offensive Auras (Paladin Only)
+30% Faster Block Rate	+30% Faster Block Rate
Freezes Target	Freezes Target
+220-260% Enhanced Defense	+220-260% Enhanced Defense
Replenish Life +7	Replenish Life +10
+5% to Maximum Cold Resist	+4% to Maximum Cold Resist
+5% to Maximum Fire Resist	+4% to Maximum Fire Resist
25% Better Chance of Getting Magic Items	30% Better Chance of Getting Magic Items
Repairs 1 Durability Every 4 Seconds	Repairs 1 Durability Every 4 Seconds

## DRAGON

**3-Socket Shields** - also see [Dragon](#) (Chest)

**Sur • Lo • Sol**

**Required Level: 61**

Before	After
	You May Summon 1 Additional <a href="#">Hydra</a>
12% Chance to Cast Level 15 Hydra on Striking	12% Chance to Cast Level 28 <a href="#">Hydra</a> on Striking
20% Chance to Cast Level 18 Venom when Struck	20% Chance to Cast Level 18 <a href="#">Venom</a> when Struck
Level 14 Holy Fire Aura when Equipped	Level 12 <a href="#">Holy Fire</a> 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)
+50 to Mana	+50 to Mana
+5% to Maximum Lightning Resist	+4% to Maximum Lightning Resist
Physical Damage Taken Reduced by 7	Physical Damage Taken Reduced by 7

## DREAM

**3-Socket Shields** - also see [Dream](#) (Helm)

**Io • Jah • Pul**

**Required Level: 65**

Before	After
10% Chance to Cast Level 15 Confuse when Struck	10% Chance to Cast Level 15 <u>Confuse</u> when Struck
Level 15 Holy Shock Aura when Equipped	Level <u>14</u> Holy Shock Aura when Equipped
+ <u>[20-30]</u> % Faster Hit Recovery	+ <u>[20-30]</u> % Faster Hit Recovery
+30% Enhanced Defense	+30% Enhanced Defense
+ <u>[150-220]</u> Defense	+ <u>[150-220]</u> Defense
+10 to Vitality	+10 to Vitality
+50 to Life	<u>+75</u> to Life
+ <u>[0-61]</u> to Mana (+0.625 per Character Level)	+ <u>[0-61]</u> to Mana (+0.625 per Character Level)
All Resistances + <u>[5-20]</u>	All Resistances <u>+<u>[10-20]</u></u>
<u>[12-25]</u> % Better Chance of Getting Magic Items	<u>[20-30]</u> % Better Chance of Getting Magic Items

## PHOENIX

**4-Socket Shields** - also see Phoenix (Weapon)

**Vex • Vex • Lo • Jah**

**Required Level: 65**

Before	After
40% Chance to Cast Level 22 Firestorm on Striking	<u>20%</u> Chance to Cast Level <u>40</u> <u>Firestorm</u> on Striking
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 <u>[10-15]</u> Redemption Aura when Equipped	Level <u>[10-15]</u> <u>Redemption</u> Aura when Equipped
+ <u>[350-400]</u> % Enhanced Damage	<u>+<u>[250-300]</u>%</u> Enhanced Damage
-28% to Enemy Fire Resistance	-28% to Enemy Fire Resistance
+ <u>[350-400]</u> Defense vs. Missile	+ <u>[350-400]</u> Defense vs. Missile
+50 to Life	<u>+75</u> to Life
+5% to Maximum Lightning Resist	<u>+4%</u> to Maximum Lightning Resist
+10% to Maximum Fire Resist	<u>+8%</u> to Maximum Fire Resist
+ <u>[15-21]</u> Fire Absorb	Removed

## SHATTERED WALL

**4-Socket Paladin Shields**

**Zod • Jah • Ral • Cham**

**Required Level: 69**

New
Indestructible
Level 16 <u>Holy Freeze</u> Aura when Equipped
+60% Faster Block Rate
Adds 200-250 Cold Damage
+ <u>[160-200]</u> % Enhanced Defense
+ <u>[125-175]</u> to Life
Fire Resist +35%
Cannot Be Frozen
+5 to Mana after each Kill
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**This page was last edited on 18 January 2023, at 18:22.**

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