

Diablo II – Reaper Of Souls

Legacy Runeword

Upgrade Rune









- 5 El Rune = 1 Legendary El Rune (El>>>Zod)
- 2 Legendary El Rune = 1 Eld Legendary Rune (El >>>Zod)












Downgrade Rune












•1 Legendary Eld Rune =1 Legendary El Rune (Zod>>>El)



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☞ Rune Option

	NAME	WEAPON	ARMOR/HELMS/SHIELDS	LEVEL
	Legendary El	+50 To Attack Rating, +1 Light Radius	+15 Defense, +1 To Light Radius	21
	Legendary Eld	+75% Damage To Undead, +50 Attack Rating Against Undead	15% Slower Stamina Drain/7% Increased Chance of Blocking(Shields)	21
	Legendary Tir	+2 To Mana After Each Kill	+2 To Mana After Each Kill	23
	Legendary Nef	Knockback	+30 Defense Vs. Missile	23
	Legendary Eth	-25% To Target Defense	Regenerate Mana 15%	25
	Legendary Ith	+9 To Maximum Damage	15% Damage Taken Goes to Mana	25
	Legendary Tal	+75 Poison Damage Over 5 Seconds	Poison Resist 30%/Poison Resist 35%(Shields)	27
	Legendary Ral	Adds 5-30 Fire Damage	Fire Resist 30%/Fire Resist 35%(Shields)	29
	Legendary Ort	Adds 1-50 Lightning Damage	Lightning Resist 30%/Lightning Resist 35% (Shields)	31

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	Legendary Thul	Adds 3-14 Cold Damage – 3 Second Duration	Cold Resist 30%	33
	Legendary Amn	7% Life Stolen Per Hit	Attacker Takes Damage of 14	35
	Legendary Sol	+9 To Minimum Damage	Damage Reduced By 7	37
	Legendary Shael	20% Increased Attack Speed	20% Faster Hit Recovery/20% Faster Block Rate(Shields)	39
	Legendary Dol	Hit Causes Monster To Flee 25%	Replenish Life +7	41
	Legendary Hel	Requirements -20%	Requirements -15%	–
	Legendary Io	+10 To Vitality	+10 To Vitality	45
	Legendary Lum	+10 To Energy	+10 To Energy	47
	Legendary Ko	+10 To Dexterity	+10 To Dexterity	49
	Legendary Fal	+10 To Strength	+10 To Strength	51
	Legendary Lem	75% Extra Gold From Monsters	50% Extra Gold From Monsters	53

	Legendary Pul	+75% Damage To Demons, +100 Attack Rating Against Demons	+30% Enhanced Defense	55
	Legendary Um	25% Chance of Open Wounds	All Resistances +15(Armor/Helms) +22(Shields)	57
	Legendary Mal	Prevent Monster Heal	Magic Damage Reduced By 7	59
	Legendary Ist	30% Better Chance of Getting Magic Items	25% Better Chance of Getting Magic Items	61
	Legendary Gul	20% Bonus To Attack Rating	5% To Maximum Poison Resist	63
	Legendary Vex	7% Mana Stolen Per Hit	5% To Maximum Fire Resist	65
	Legendary Ohm	+50% Enhanced Damage	5% To Maximum Cold Resist	67
	Legendary Lo	20% Deadly Strike	5% To Maximum Lightning Resist	69
	Legendary Sur	Hit Blinds Target	Maximum Mana 5%/+50 To Mana (Shields)	71
	Legendary Ber	20% Chance of Crushing Blow	Damage Reduced by 8%	73
	Legendary Jah	Ignore Target's Defense	Increase Maximum Life 5%/+50 Life (Shields)	75

	Legendary Cham	Freeze Target +3	Cannot Be Frozen	77
	Legendary Zod	Indestructible	Indestructible	79

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Legacy Runewords (Armor Only)

● Bone (Necromancer)

● Cube Recipes

1 Legendary Sol + 1 Legendary Um + 1 Legendary Um



● 15% Chance To Cast level 10 Bone Armor When Struck

● 15% Chance To Cast level 10 Bone Spear On Striking

● 4 To Necromancer Skill Levels

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- 200-300 To Mana (varies)
- All Resistances +60
- Damage Reduced By 14
- 5 – 10% increased maximum life
- 10 random skill class (only)
- Enlightenment (Sorceress)**
- Cube Recipes**
- 1 Legendary Pul + 1 Legendary Ral + Legendary Sol



- 5% Chance To Cast Level 15 Blaze When Struck
- 5% Chance To Cast level 15 Fire Ball On Striking

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- 4 To Sorceress Skill Levels

- 2 To Warmth

- 60% Enhanced Defense

- Fire Resist +60%

- Damage Reduced By 14

- 5 – 10% increased maximum life

- 10 random skill class (only)

- Myth (Barbarian)**

- Cube Recipes

1 Legendary Hel + 1 Legendary Amn + 1 Legendary Nef



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●3% Chance To Cast Level 1 Howl When Struck

●10% Chance To Cast Level 1 Taunt On Striking

●4 To Barbarian Skill Levels

●60 Defense Vs. Missile

●Replenish Life +20

●Attacker Takes Damage of 28

●Requirements -30%

●5 – 10% increased maximum life

●10 random skill class (only)

●Peace (Amazon)

●Cube Recipes

1 Legendary Shael + 1 Legendary Thul + Legendary Amn



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- 4% Chance To Cast Level 5 Slow Missiles When Struck
- 2% Chance To Cast level 15 Valkyrie On Striking
- 4 To Amazon Skill Levels
- 40% Faster Hit Recovery
- 4 To Critical Strike
- Cold Resist +60%
- Attacker Takes Damage of 28
- 5 – 10% increased maximum life
- 10 random skill class (only)

●Principle (Paladin)

●Cube Recipes

1 Legendary Ral + 1 Legendary Gul + 1 Legendary Eld



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- 100% Chance To Cast Level 5 Holy Bolt On Striking

- 4 To Paladin Skill Levels

- 100% Damage to Undead

- 200-300 To Life (varies)

- 30% Slower Stamina Drain

- 10% To Maximum Poison Resist

- Fire Resist +60%

- 5 – 10% increased maximum life

- 10 random skill class (only)

- Rain (Druid)**

- Cube Recipes**

- 1 **Legendary Ort** + 1 **Legendary Mal** + 1 **Legendary Ith**



- 5% Chance To Cast Level 15 Cyclone Armor When Struck

- 5% Chance To Cast Level 15 Twister On Striking

- 4 To Druid Skills

- 200-300 To Mana (varies)

- Lightning Resist +60%

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- Magic Damage Reduced By 14
- 30% Damage Taken Goes to Mana
- 5 – 10% increased maximum life
- 10 random skill class (only)

● Treachery (Assassin)

● Cube Recipes

1 Legendary Shael + 1 Legendary Thul + 1 Legendary Lem



- 5% Chance To Cast Level 15 Fade When Struck
- 25% Chance To Cast level 15 Venom On Striking
- 4 To Assassin Skills

- 90% Increased Attack Speed
- 40% Faster Hit Recovery
- Cold Resist +60%
- 100% Extra Gold From Monsters
- 5 – 10% increased maximum life
- 10 random skill class (only)

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