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Runewords

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Ancients' Pledge

'RalOrtTal'



Required Level: 21
+50% - +150% Enhanced Defense
3% - 5% to all Maximum Resistances
Cold Resist +35%
All Resistances +5 - 15
Poison Length Reduced by 5% - 75%
10% - 50% Damage Taken Goes To Mana
Shields and Shoes:
Fire Resist +35% (Ral Rune)
Lightning Resist +35% (Ort Rune)
Poison Resist +35% (Tal Rune)

Works in: Shields

Black

'ThulloNef'



Required Level: 35
10% Chance to cast level 15 Corpse Explosion on Striking
+15% Increased Attack Speed
+120% Enhanced Damage
+100 - +300 to Attack Rating
35% - 45% Chance of Crushing Blow
Magic Damage Reduced by 15
Weapons and Gloves:
Adds 30-50 cold damage (Thul Rune)
+10 to Vitality (Io Rune)
Knockback (Nef Rune)

Works in: Clubs, Hammers, Maces

Fury

'JahGulEth'



Required Level: 65
33% Chance to cast level 1 Scorching Wrath on Attack
+40% Increased Attack Speed
+209% Enhanced Damage
6% Life stolen per hit
33% Deadly Strike
66% Chance of Open Wounds
Prevent Monster Heal
Weapons and Gloves:
Ignore Target's Defense (**Jah Rune**)
+200 to Attack Rating (**Gul Rune**)
-25% Target Defense (Eth Rune)

Works in: Melee Weapons

Holy Thunder

'EthRalOrtTal'



Required Level: 21
7% Chance to cast level 23 Chain Lightning on Attack
+120% Enhanced Damage
+20 to Maximum Damage
Adds 1-240 lightning damage
+3 - +6 to Holy Shock
+5% - +7% to Maximum Lightning Resist
Lightning Resist +120%
Weapons and Gloves:
-25% Target Defense (Eth Rune)
Adds 44-66 fire damage (Ral Rune)
Adds 1-100 lightning damage (Ort Rune)
Adds 250-250 poison damage over 75 seconds (Tal Rune)

Works in: Scepters, Spears

Honor

'AmnElIthTirSol'



Required Level: 27
+1 to All Skills
+250% Enhanced Damage
+200 to Attack Rating
25% - 50% Deadly Strike
+10 - +20 to Strength
Replenish Life +10 - +20
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
+75 to Attack Rating (El Rune)
+9 to Maximum Damage (Ith Rune)
3% Mana stolen per hit (Tir Rune)
+9 to Minimum Damage (Sol Rune)

Works in: Melee Weapons

King's Grace

'AmnRalThul'



Required Level: 25
+200% Enhanced Damage
+300 to Attack Rating
+100% - +200% Damage to Demons
+200 to Attack Rating against Demons
+50% - +100% Damage to Undead
+200 to Attack Rating against Undead
3% - 6% Life stolen per hit
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
Adds 44-66 fire damage (Ral Rune)
Adds 30-50 cold damage (Thul Rune)

Works in: Scepters, Swords

Leaf

'TirRal'



Required Level: 19
+3 to Fire Nova (Sorceress Only)
+3 to Fire Bolt (Sorceress Only)
+3 to Warmth (Sorceress Only)
+2 Defense (Based on Character Level)
Cold Resist +33%
+3 to Fire Skills

Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
Adds 44-66 fire damage (Ral Rune)

Works in: Staffs



Lionheart
'HelLumFal'

Required Level: 41
+80% Enhanced Damage
+15 to Strength
+15 to Dexterity
+20 to Vitality
+50 to Life
All Resistances +30
Cannot Be Frozen
Armors and Belts:
Requirements -15% (Hel Rune)
+10 to Energy (Lum Rune)
+10 to Strength (Fal Rune)

Works in: Body Armors



Lore
'OrtSol'

Required Level: 27
+1 to All Skills
+10 to Energy
+2 to Mana after each Kill
+2 to Light Radius
Helms and Amulets:
Lightning Resist +30% (Ort Rune)
Damage Reduced by 7 (Sol Rune)

Works in: Helmets



Malice
'lthElEth'

Required Level: 15
+80% - +120% Enhanced Damage
+4 - +24 to Maximum Damage
+25 - +105 to Attack Rating
100% Chance of Open Wounds
Prevent Monster Heal
-100 to Monster Defense Per Hit
Drain Life -5
Weapons and Gloves:
+9 to Maximum Damage (lth Rune)
+75 to Attack Rating (El Rune)
-25% Target Defense (Eth Rune)

Works in: Melee Weapons



Melody
'ShaelKoNef'

Required Level: 39
+3 to Bow and Crossbow Skills [Amazon Skilltab]



+15% - +30% Increased Attack Speed
+100% Enhanced Damage
+300% Damage to Undead
+3 to Critical Strike (Amazon Only)
+3 to Dodge (Amazon Only)
+3 to Slow Missiles (Amazon Only)
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+10 to Dexterity (Ko Rune)
Knockback (Nef Rune)

Works in: Missile Weapons



Memory

'LumIoSolEth'

Required Level: 37
+3 to Sorceress Skill Levels
+33% Faster Cast Rate
+2 to Static Field (Sorceress Only)
+1 - +3 to Energy Shield (Sorceress Only)
+50% - +100% Enhanced Defense
+10 - +20 to Vitality
Increase Maximum Mana 20% - 30%
Weapons and Gloves:
+10 to Energy (Lum Rune)
+10 to Vitality (Io Rune)
+9 to Minimum Damage (Sol Rune)
-25% Target Defense (Eth Rune)

Works in: Staffs



Nadir

'NefTir'

Required Level: 13
25% Chance to cast level 1 Cyclone Armor when Struck
+50% - +100% Enhanced Defense
+10 - +20 Defense
+5 - +10 to Strength
All Resistances +10
-66% - 66% Extra Gold from Monsters
-6 to Light Radius
Armors and Belts:
All Resistances +5 (Nef Rune)
+3 to Mana after each Kill (Tir Rune)
Helms and Amulets:
All Resistances +5 (Nef Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Body Armors, Helmets



Radiance

'NefSolTir'

Required Level: 27
+1 to All Skills
+75% Enhanced Defense
+10 - +15 to all Attributes
+10 to Vitality
+10 to Energy
+40 to Mana
+3 to Light Radius
Helms and Amulets:
All Resistances +5 (Nef Rune)

Damage Reduced by 7 (Sol Rune)
20% Damage Taken Goes To Mana (lth Rune)

Works in: Helmets

Rhyme

'ShaelEth'



Required Level: 29
+20% - +40% Faster Block Rate
20% - 40% Increased Chance of Blocking
All Resistances +25
Cannot Be Frozen
50% - 100% Extra Gold from Monsters
25% - 50% Better Chance of Getting Magic Items
Shields and Shoes:
+20% Faster Block Rate (Shael Rune)
Regenerate Mana 25% (Eth Rune)

Works in: Shields

Silence

'ShaelEldHellstTirVex'



Required Level: 55
+2 to All Skills
+20% Increased Attack Speed
+200% - +400% Enhanced Damage
4% - 8% Mana stolen per hit
Freezes Target +33
All Resistances +75
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+100% Damage to Undead (Eld Rune)
Requirements -20% (Hel Rune)
50% Better Chance of Getting Magic Items (Ist Rune)
3% Mana stolen per hit (Tir Rune)
7% Mana stolen per hit (Vex Rune)

Works in: Weapons

Smoke

'NefLum'



Required Level: 37
15% Chance to cast level 35 Fire Ball when Struck
5% Chance to cast level 15 Blaze when Struck
+20% - +40% Faster Hit Recovery
+75% Enhanced Defense
+250 - +500 Defense vs. Missile
All Resistances +45
-3 to Light Radius
Armors and Belts:
All Resistances +5 (Nef Rune)
+10 to Energy (Lum Rune)

Works in: Body Armors

Stealth

'TalEth'



Required Level: 17
+25% Faster Run/Walk
+25% Faster Cast Rate
+25% Faster Hit Recovery
+6 to Dexterity
+15 Maximum Stamina
Magic Damage Reduced by 3
Armors and Belts:
Poison Resist +30% (Tal Rune)
Regenerate Mana 25% (Eth Rune)

Works in: Body Armors



Steel
'TirEl'

Required Level: 13
+25% Increased Attack Speed
+12 to Minimum Damage
+12 to Maximum Damage
Ignore Target's Defense
50% Chance of Open Wounds
Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
+75 to Attack Rating (El Rune)

Works in: Axes, Swords, Maces



Strength
'AmnTir'

Required Level: 25
+20% Increased Attack Speed
+100% Enhanced Damage
25% Chance of Crushing Blow
+10 to Strength
+10 to Vitality
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
3% Mana stolen per hit (Tir Rune)

Works in: Melee Weapons



Venom
'lthDolMal'

Required Level: 49
Ignore Target's Defense
Adds 1200-1950 poison damage over 75 seconds
7% Mana stolen per hit
+33% to Poison Skill Damage
+26 - +52 to Poison Nova
+30 - +60 to Poison Explosion
Slows Target by 13% - 23%
Weapons and Gloves:
+9 to Maximum Damage (lth Rune)
Slows Target by 7% (Dol Rune)
Prevent Monster Heal (Mal Rune)

Works in: Weapons

Wealth

'LemKoTir'



Required Level: 43
+1 to Skill Levels of a random Character Class
+1 to Skill Levels of a random Character Class
+30% - +50% Faster Hit Recovery
+100% Enhanced Defense
Cannot Be Frozen
250% Extra Gold from Monsters
250% Better Chance of Getting Magic Items
Armors and Belts:
250% Extra Gold from Monsters (Lem Rune)
+10 to Dexterity (Ko Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Body Armors

White

'Dollo'



Required Level: 35
+2 - +3 to Poison and Bone Skills [Necromancer Skilltab]
+20% Faster Cast Rate
+3 to Bone Armor
+1 to Bone Spear (Necromancer Only)
+3 - +4 to Skeleton Mastery (Necromancer Only)
+13 - +31 to Mana
Magic Damage Reduced by 4
Weapons and Gloves:
Slows Target by 7% (Dol Rune)
+10 to Vitality (Io Rune)

Works in: Wands

Chains of Honor

'DolUmBerIst'



Required Level: 63
+1 to All Skills
+200% Damage to Demons
+100% Damage to Undead
8% Life stolen per hit
+150% Enhanced Defense
+20 to Strength
All Resistances +25 - 50
Armors and Belts:
Replenish Life +7 (Dol Rune)
All Resistances +15 (Um Rune)
Damage Reduced by 8% (Ber Rune)
30% Better Chance of Getting Magic Items (Ist Rune)

Works in: Body Armors

Bramble

'RaIOhmSurEth'



Required Level: 61
+50% Faster Hit Recovery
+25% - +50% to Poison Skill Damage
+25 to Spirit of Dubhdroiacht
+300 - +600 Defense
Poison Resist +100%
+13 - +26 Life after each Kill
Attacker Takes Damage of 8 - 10 (Based on Character Level)
Armors and Belts:

Fire Resist +30% (Ral Rune)
+5% to Maximum Cold Resist (Ohm Rune)
Increase Maximum Mana 5% (Sur Rune)
Regenerate Mana 25% (Eth Rune)

Works in: Body Armors

Breath of the Dying

'VexHelElEldZodEth'



Required Level: 69
35% Chance to cast level 40 Firebreath when you Kill an Enemy
+40% Increased Attack Speed
+350% - +480% Enhanced Damage
+175 - +275 to Attack Rating
15% - 20% Life stolen per hit
Prevent Monster Heal
+10 - +20 to all Attributes
Weapons and Gloves:
7% Mana stolen per hit (Vex Rune)
Requirements -20% (Hel Rune)
+75 to Attack Rating (El Rune)
+100% Damage to Undead (Eld Rune)
Indestructible (Zod Rune)
-25% Target Defense (Eth Rune)

Works in: Weapons
Except: Throwing Axes, Javelins, Missile Weapons

Call to Arms

'AmnRalMalIstOhm'



Required Level: 57
+1 to All Skills
+40% Increased Attack Speed
+300% - +340% Enhanced Damage
+3 - +6 to Attack Rating (Based on Character Level)
20% - 40% Chance of Crushing Blow
+2 - +6 to Battle Command
+1 - +6 to Battle Orders
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
Adds 44-66 fire damage (Ral Rune)
Prevent Monster Heal (Mal Rune)
50% Better Chance of Getting Magic Items (Ist Rune)
+50% Enhanced Damage (Ohm Rune)

Works in: Weapons

Crescent Moon

'ShaelUmTir'



Required Level: 47
7% Chance to cast level 26 Static Field on Attack
10% Chance to cast level 34 Chain Lightning on Attack
+180% - +220% Enhanced Damage
Ignore Target's Defense
-35% - -70% to Enemy Lightning Resistance
+8 - +10 Magic Absorb
Level 36 Spirit Wolf (60/60 Charges)
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
25% Chance of Open Wounds (Um Rune)
3% Mana stolen per hit (Tir Rune)

Works in: Axes, Swords, Spears, Polearms, Javelins, Claws

Delirium

'LemIstlo'



Required Level: 51
11% Chance to cast level 18 Confuse on Striking
6% Chance to cast level 14 Mind Blast when Struck
5% Chance to cast level 13 Rathma's Embrace when Struck
1% Chance to cast level 50 Delirium when Struck
+2 to All Skills
+1 to Attract
+261 - +522 Defense
Helms and Amulets:
250% Extra Gold from Monsters (Lem Rune)
30% Better Chance of Getting Magic Items (Ist Rune)
+10 to Vitality (Io Rune)

Works in: Helmets

Doom

'HelOhmUmLoCham'



Required Level: 67
Level 12 Holy Freeze Aura When Equipped
5% Chance to cast level 18 Firebreath on Attack
+2 to All Skills
+45% Increased Attack Speed
+280% - +320% Enhanced Damage
-40% - -60% to Enemy Cold Resistance
Prevent Monster Heal
Weapons and Gloves:
Requirements -20% (Hel Rune)
+50% Enhanced Damage (Ohm Rune)
25% Chance of Open Wounds (Um Rune)
20% Deadly Strike (Lo Rune)
Freezes Target +3 (Cham Rune)

Works in: Axes, Swords, Hammers, Polearms

Enigma

'JahlIthBer'



Required Level: 65
+1 to All Skills
+45% Faster Run/Walk
+1 to Teleport
+750 - +775 Defense
+0.375 - +0.75 to Strength (Based on Character Level)
+14 Life after each Kill
1% Better Chance of Getting Magic Items (Based on Character Level)
Armors and Belts:
Increase Maximum Life 5% (Jah Rune)
20% Damage Taken Goes To Mana (Ith Rune)
Damage Reduced by 8% (Ber Rune)

Works in: Body Armors

Stone

'ShaelUmPulLum'



Required Level: 47
10% Chance to cast level 31 Molten Boulder when Struck
+40% Faster Hit Recovery
+320% - +360% Enhanced Defense
+600 Defense vs. Missile
+16 to Strength
+16 to Vitality
Level 62 Clay Golem (62/62 Charges)
Armors and Belts:
+20% Faster Hit Recovery (Shael Rune)
All Resistances +15 (Um Rune)
+35% Enhanced Defense (Pul Rune)
+10 to Energy (Lum Rune)

Works in: Body Armors

Eternity

'AmnBerIstSolSur'



Required Level: 63
Indestructible
+260% - +310% Enhanced Damage
+135 - +165 to Maximum Damage
20% - 30% Chance of Crushing Blow
+1 to Revive
+3 - +6 to Summon Resist
Slows Target by 33%
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
20% Chance of Crushing Blow (Ber Rune)
50% Better Chance of Getting Magic Items (Ist Rune)
+9 to Minimum Damage (Sol Rune)
Damage +25 (Sur Rune)

Works in: Melee Weapons

Exile

'VexOhmIstDol'



Required Level: 57
Level 13 - 16 Defiance Aura When Equipped
15% Chance to cast level 5 Life Tap on Attack
+4 to Combat Skills [Paladin Skilltab]
+60% Faster Block Rate
Freezes Target +1
+320% - +360% Enhanced Defense
Repairs 1 Durability in 4 Seconds
Weapons and Gloves:
7% Mana stolen per hit (Vex Rune)
+50% Enhanced Damage (Ohm Rune)
50% Better Chance of Getting Magic Items (Ist Rune)
Slows Target by 7% (Dol Rune)
Armors and Belts:
+5% to Maximum Fire Resist (Vex Rune)
+5% to Maximum Cold Resist (Ohm Rune)
30% Better Chance of Getting Magic Items (Ist Rune)
Replenish Life +7 (Dol Rune)
Helms and Amulets:
+5% to Maximum Fire Resist (Vex Rune)
+5% to Maximum Cold Resist (Ohm Rune)
30% Better Chance of Getting Magic Items (Ist Rune)
Replenish Life +7 (Dol Rune)
Shields and Shoes:
+5% to Maximum Fire Resist (Vex Rune)
+5% to Maximum Cold Resist (Ohm Rune)
30% Better Chance of Getting Magic Items (Ist Rune)
Replenish Life +7 (Dol Rune)

Works in: Paladin Items

Famine

'FalOhmOrtJah'



Required Level: 65
+30% - +60% Increased Attack Speed
+270% - +320% Enhanced Damage
Adds 200-600 magic damage
Adds 200-600 fire damage
Adds 200-600 lightning damage
Adds 200-600 cold damage
12% - 24% Life stolen per hit
Prevent Monster Heal
+10 to Strength
Weapons and Gloves:
+10 to Strength (Fal Rune)
+50% Enhanced Damage (Ohm Rune)
Adds 1-100 lightning damage (Ort Rune)
Ignore Target's Defense (Jah Rune)

Works in: Axes, Hammers

Hand of Justice

'SurChamAmnLo'



Required Level: 67
Level 16 Holy Fire Aura When Equipped
10% Chance to cast level 72 Blaze when Struck
50% Chance to cast level 62 Meteor when you Kill an Enemy
+33% Increased Attack Speed
+280% - +330% Enhanced Damage
Ignore Target's Defense
-20% - -40% to Enemy Fire Resistance
Weapons and Gloves:
Damage +25 (Sur Rune)
Freezes Target +3 (Cham Rune)
7% Life stolen per hit (Amn Rune)
20% Deadly Strike (Lo Rune)

Works in: Weapons
Except: Throwing Axes, Javelins, Missile Weapons

Heart of the Oak

'KoVexPulThul'



Required Level: 55
+3 to All Skills
+30% - +40% Faster Cast Rate
+5 - +12 to Raven
+15 - +30 to Life
Replenish Life +20
Increase Maximum Mana 15%
All Resistances +30 - 40
Weapons and Gloves:
+10 to Dexterity (Ko Rune)
7% Mana stolen per hit (Vex Rune)
+100% Damage to Demons (Pul Rune)
Adds 30-50 cold damage (Thul Rune)

Works in: Weapons
Except: Throwing Axes, Javelins, Missile Weapons

Kingslayer

'MalUmGulFal'



Required Level: 53
+60% Increased Attack Speed
+330% - +370% Enhanced Damage
-25% - -50% Target Defense
33% Chance of Crushing Blow
33% Chance of Open Wounds
+1 - +10 to Vengeance
40% - 80% Extra Gold from Monsters
Weapons and Gloves:
Prevent Monster Heal (Mal Rune)
25% Chance of Open Wounds (Um Rune)
+200 to Attack Rating (Gul Rune)
+10 to Strength (Fal Rune)

Works in: Axes, Swords

Fervor

'DoIOrtEldLem'



Required Level: 43
+25% Increased Attack Speed
+260% - +310% Enhanced Damage
100% - 125% Bonus to Attack Rating
Adds 1-750 lightning damage
+1 - +3 to Zeal
+1 - +3 to Berserk
Slows Target by 13% - 23%
Weapons and Gloves:
Slows Target by 7% (Do Rune)
Adds 1-100 lightning damage (Ort Rune)
+100% Damage to Undead (Eld Rune)
+5% Faster Cast Rate (Lem Rune)

Works in: Weapons

Gloom

'FalUmPul'



Required Level: 47
30% Chance to cast level 3 Dim Vision when Struck
+10% Faster Hit Recovery
+270% - +330% Enhanced Defense
All Resistances +30
Half Freeze Duration
20% - 40% Damage Taken Goes To Mana
-3 to Light Radius
Armors and Belts:
+10 to Strength (Fal Rune)
All Resistances +15 (Um Rune)
+35% Enhanced Defense (Pul Rune)

Works in: Body Armors

Sanctuary

'KoKoMal'



Required Level: 49
7% Chance to cast level 12 Slow Missiles when Struck
+20% Faster Hit Recovery
+20% Faster Block Rate
20% Increased Chance of Blocking



+130% - +160% Enhanced Defense
+250 Defense vs. Missile
All Resistances +35 - 55
Shields and Shoes:
+10 to Dexterity (Ko Rune)
+10 to Dexterity (Ko Rune)
Magic Damage Reduced by 7 (Mal Rune)

Works in: Shields



Chaos

'FalOhmUm'

Required Level: 57
9% Chance to cast level 11 Frozen Orb on Striking
11% Chance to cast level 36 Charged Bolt on Attack
+35% Increased Attack Speed
+290% - +340% Enhanced Damage
Adds 432-942 magic damage
+1 - +10 to Whirlwind
+30 Life after each Demon Kill
Weapons and Gloves:
+10 to Strength (Fal Rune)
+50% Enhanced Damage (Ohm Rune)
25% Chance of Open Wounds (Um Rune)

Works in: Claws



Beast

'BerTirUmMalLum'

Required Level: 63
Level 9 Fanaticism Aura When Equipped
+40% Increased Attack Speed
+340% - +370% Enhanced Damage
+3 to Maul
+3 to Werebear
+3 to Lycanthropy
+50 - +80 to Strength
Weapons and Gloves:
20% Chance of Crushing Blow (Ber Rune)
3% Mana stolen per hit (Tir Rune)
25% Chance of Open Wounds (Um Rune)
Prevent Monster Heal (Mal Rune)
+10 to Energy (Lum Rune)

Works in: Scepters, Axes, Hammers



Sorrow

'MalPul'

Required Level: 49
2% Chance to cast level 17 Area of Effect on Attack
17% Chance to cast level 2 Area of Effect on Attack
+25% Faster Block Rate
Adds 25-25 damage
+45% - +90% Enhanced Defense
Increase Maximum Mana -5% - -35%
All Resistances +5 - 25
Shields and Shoes:
Magic Damage Reduced by 7 (Mal Rune)
+45% Enhanced Defense (Pul Rune)

Works in: Shields

Spirit

'TalThulOrtAmn'



Required Level: 25
+2 to All Skills
+25% - +35% Faster Cast Rate
+55% Faster Hit Recovery
+500 Defense vs. Missile
+22 to Vitality
+89 - +112 to Mana
+6 - +10 Magic Absorb
Weapons and Gloves:
Adds 250-250 poison damage over 75 seconds (Tal Rune)
Adds 30-50 cold damage (Thul Rune)
Adds 1-100 lightning damage (Ort Rune)
7% Life stolen per hit (Amn Rune)
Shields and Shoes:
Poison Resist +35% (Tal Rune)
Cold Resist +35% (Thul Rune)
Lightning Resist +35% (Ort Rune)
+7 Life after each Kill (Amn Rune)

Works in: Swords, Shields

Splendor

'EthLum'



Required Level: 37
+1 to All Skills
+20% Faster Cast Rate
+20% - +40% Faster Block Rate
+60% - +100% Enhanced Defense
50% - 200% Extra Gold from Monsters
20% - 80% Better Chance of Getting Magic Items
+2 - +3 to Light Radius
Shields and Shoes:
Regenerate Mana 25% (Eth Rune)
+10 to Energy (Lum Rune)

Works in: Shields

Resolution

'Tir'



Required Level: 13
100% Chance to cast level 42 Nova when you Level-Up
+5% - +15% Faster Cast Rate
+10 - +20 to Mana
All Resistances +0 - 10
+1 - +6 to Mana after each Kill
Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
All Resistances +6 (Flawed Rainbowgeȳc1mȳc3)

Works in: Gloves

Duress

'ShaelUmThul'



Required Level: 47
+20% - +40% Faster Hit Recovery
Adds 10-20 damage



Adds 74-266 cold damage
15% Chance of Crushing Blow
33% Chance of Open Wounds
+200% - +250% Enhanced Defense
Armors and Belts:
+20% Faster Hit Recovery (Shael Rune)
All Resistances +15 (Um Rune)
Cold Resist +30% (Thul Rune)

Works in: Body Armors



Storm
'LoLo'

Required Level: 59
14% Chance to cast level 51 Blizzard when you Kill an Enemy
+10% - +15% to Lightning Skill Damage
+10% - +15% to Cold Skill Damage
+45 - +55 to Thunder Storm
Slows Target by 33%
Cold Resist +40%
Lightning Resist +40%
Shields and Shoes:
+5% to Maximum Lightning Resist (Lo Rune)
+5% to Maximum Lightning Resist (Lo Rune)

Works in: Shields



Tempest
'Cham'

Required Level: 67
+10% Faster Cast Rate
+15% Faster Hit Recovery
+1 to Teleport
+85% Enhanced Defense
Helms and Amulets:
Cannot Be Frozen (Cham Rune)
+6 to all Attributes (Perfect Rainbowgeȳc1mȳc3)

Works in: Belts



Temptation
'EthEth'

Required Level: 15
25% Chance to cast level 3 Stunning Attack on Attack
+30% Increased Attack Speed
+50% - +60% Enhanced Damage
Adds 10-20 fire damage
Weapons and Gloves:
-25% Target Defense (Eth Rune)
-25% Target Defense (Eth Rune)

Works in: Weapons



Terror
'UmBer'

Required Level: 63
12% Chance to cast level 3 Rathma's Embrace when Struck



7% - 12% Chance of Crushing Blow
0% - 25% Chance of Open Wounds
+120% - +150% Enhanced Defense
Weapons and Gloves:
25% Chance of Open Wounds (Um Rune)
20% Chance of Crushing Blow (**Ber Rune**)

Works in: Gloves



Oath
'ShaelPulMalLum'

Required Level: 49
Indestructible
30% Chance to cast level 40 Bone Spirit on Attack
+30% Increased Attack Speed
+210% - +340% Enhanced Damage
30% - 60% Deadly Strike
+7 - +10 Magic Absorb
Level 48 Heart of Wolverine (40/40 Charges)
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+100% Damage to Demons (Pul Rune)
Prevent Monster Heal (Mal Rune)
+10 to Energy (Lum Rune)

Works in: Axes, Swords, Maces



Obedience
'HelKoThulEthFal'

Required Level: 41
15% Chance to cast level 21 Enchant when you Kill an Enemy
+40% Faster Hit Recovery
+370% Enhanced Damage
-50% to Enemy Fire Resistance
40% - 80% Chance of Crushing Blow
+400 - +600 Defense
All Resistances +20 - 30
Weapons and Gloves:
Requirements -20% (Hel Rune)
+10 to Dexterity (Ko Rune)
Adds 30-50 cold damage (Thul Rune)
-25% Target Defense (Eth Rune)
+10 to Strength (Fal Rune)

Works in: Spears, Polearms



Oblivion

Required Level: 18
+55% Faster Hit Recovery
Adds 35-120 magic damage
-25% - -40% to Enemy Poison Resistance
+10% - +100% Enhanced Defense
Helms and Amulets:
+6 to all Attributes (Perfect **Rainbowgeyc1mÿc3**)
+6 to all Attributes (Perfect **Rainbowgeyc1mÿc3**)

Works in: Belts

Obsession

'EITir'



Required Level: 13
Adds 15-25 fire damage
15% Chance of Crushing Blow
+25% Enhanced Defense
Weapons and Gloves:
+75 to Attack Rating (El Rune)
3% Mana stolen per hit (Tir Rune)
Helms and Amulets:
+30 Defense (El Rune)
+3 to Mana after each Kill (Tir Rune)
Shields and Shoes:
+15% Faster Run/Walk (El Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Boots, Gloves, Belts

Harmony

'TirlthSolKo'



Required Level: 39
Level 10 Vigor Aura When Equipped
+200% - +275% Enhanced Damage
Adds 110-320 fire damage
Adds 110-320 lightning damage
Adds 110-320 cold damage
+2 - +6 to Valkyrie
Regenerate Mana 20% - 40%
+2 to Light Radius
Level 20 Revive (50/50 Charges)
Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
+9 to Maximum Damage (Ith Rune)
+9 to Minimum Damage (Sol Rune)
+10 to Dexterity (Ko Rune)

Works in: Missile Weapons

Hatred

'BerJahBerLoUm'



Required Level: 65
Indestructible
+275% Enhanced Damage
+500 to Attack Rating
10% - 20% Chance of Crushing Blow
20% - 40% Deadly Strike
Prevent Monster Heal
+40 - +50 Life per attack
Weapons and Gloves:
20% Chance of Crushing Blow (Ber Rune)
Ignore Target's Defense (Jah Rune)
20% Chance of Crushing Blow (Ber Rune)
20% Deadly Strike (Lo Rune)
25% Chance of Open Wounds (Um Rune)

Works in: Weapons

Flame



Required Level: 18
+15% Faster Cast Rate
-15% to Enemy Fire Resistance
+10% to Fire Skill Damage



+55 Defense
Weapons and Gloves:
Adds 66-128 fire damage (Perfect **Ruby**)
Adds 66-128 fire damage (Perfect **Ruby**)

Works in: Gloves



Fortitude

'ElSolDoLo'

Required Level: 59
15% Chance to cast level 10 Chilling Armor when Struck
+25% Faster Cast Rate
+200% - +225% Enhanced Damage
+200% Enhanced Defense
+1 - +1.5 to Life (Based on Character Level)
All Resistances +25 - 30
12% Damage Taken Goes To Mana
Weapons and Gloves:
+75 to Attack Rating (El Rune)
+9 to Minimum Damage (Sol Rune)
Slows Target by 7% (DoL Rune)
20% Deadly Strike (**Lo Rune**)
Armors and Belts:
+30 Defense (El Rune)
Damage Reduced by 7 (Sol Rune)
Replenish Life +7 (DoL Rune)
+5% to Maximum Lightning Resist (**Lo Rune**)

Works in: Body Armors, Weapons
Except: Throwing Axes, Javelins, Missile Weapons



Nature

'JahSur'

Required Level: 65
+2 to Druid Skills
+30% Faster Hit Recovery
+10% - +15% to Fire Skill Damage
+10% - +15% to Cold Skill Damage
Increase Maximum Life 5% - 10%
Increase Maximum Mana 5% - 10%
Helms and Amulets:
Increase Maximum Life 5% (**Jah Rune**)
Increase Maximum Mana 5% (**Sur Rune**)

Works in: Helmets



Glory

'Eld'

Required Level: 12
Level 2 - 4 Prayer Aura When Equipped
35% Bonus to Attack Rating
+35% Enhanced Defense
+10 to Vitality
Cannot Be Frozen
Helms and Amulets:
Poison Length Reduced by 15% (Eld Rune)
+32 to Life (**Ruby**)

Works in: Belts

Faith

'OhmJahLemEld'



Required Level: 65
Level 12 - 15 Fanaticism Aura When Equipped
+1 - +2 to All Skills
+280% Enhanced Damage
300% Bonus to Attack Rating
Adds 480-480 fire damage
All Resistances +15
10% Reanimate as: Returned
Weapons and Gloves:
+50% Enhanced Damage (Ohm Rune)
Ignore Target's Defense (Jah Rune)
+5% Faster Cast Rate (Lem Rune)
+100% Damage to Undead (Eld Rune)

Works in: Missile Weapons

Beauty

'PulLem'



Required Level: 45
15% Chance to cast level 4 Confuse when Struck
Freezes Target +1 - +5
Increase Maximum Life 15%
Increase Maximum Mana 15%
15% - 50% Better Chance of Getting Magic Items
Shields and Shoes:
+45% Enhanced Defense (Pul Rune)
250% Extra Gold from Monsters (Lem Rune)

Works in: Boots

Bone

'SolUmUm'



Required Level: 47
15% Chance to cast level 30 Bone Spear when you Kill an Enemy
15% Chance to cast level 30 Bone Armor when Struck
+1 to a random Skilltab [Necromancer]
+1 to Necromancer Skill Levels
+100 - +150 to Mana
All Resistances +3 - 5
Damage Reduced by 3 - 8
Armors and Belts:
Damage Reduced by 7 (Sol Rune)
All Resistances +15 (Um Rune)
All Resistances +15 (Um Rune)

Works in: Body Armors

Brand

'JahLoMaIGul'



Required Level: 65
Level 6 - 9 Incineration-Aura Aura When Equipped
100% Chance to cast level 54 Bone Spear on Striking
35% Chance to cast level 14 Amplify Damage when Struck
Fires Explosive Arrows or Bolts
+260% - +440% Enhanced Damage
+280% - +330% Damage to Demons
Knockback
Weapons and Gloves:

Ignore Target's Defense (Jah Rune)
20% Deadly Strike (Lo Rune)
Prevent Monster Heal (Mal Rune)
+200 to Attack Rating (Gul Rune)

Works in: Missile Weapons

Havoc

'ConvConvZodConvJah'



Required Level: 69
Level 2 - 4 Conviction Aura When Equipped
25% Chance to cast level 7 Area of Effect on Attack
+30% Increased Attack Speed
+250% Enhanced Damage
33% Chance of Crushing Blow
Prevent Monster Heal
Weapons and Gloves:
Level 2 Conviction Aura When Equipped (Stone of Conviction)
Level 2 Conviction Aura When Equipped (Stone of Conviction)
Indestructible (Zod Rune)
Level 2 Conviction Aura When Equipped (Stone of Conviction)
Ignore Target's Defense (Jah Rune)

Works in: Weapons
Except: Throwing Axes, Javelins

Beatitude



Required Level: 1
25% - 250% Better Chance of Getting Magic Items
(Increases During Daytime)
100% Chance to cast level 5 Bone Armor when you Level-Up
50% - 100% Extra Gold from Monsters
Weapons and Gloves:
All Resistances +3 (Chipped Rainbowgeÿc1mÿc3)
All Resistances +3 (Chipped Rainbowgeÿc1mÿc3)

Works in: Gloves

Impact

'KoKoShael'



Required Level: 39
7% Chance to cast level 28 Bone Spear on Striking
+20% Increased Attack Speed
5% - 35% Piercing Attack
-8% - -15% to all Enemy Resistances
+1 - +4 to Multiple Shot
Weapons and Gloves:
+10 to Dexterity (Ko Rune)
+10 to Dexterity (Ko Rune)
+20% Increased Attack Speed (Shael Rune)

Works in: Javelins, Missile Weapons

Death

'HeIEIVexOrtGul'



Required Level: 55
Indestructible
25% Chance to cast level 18 Glacial Spike on Attack



100% Chance to cast level 44 Chain Lightning when you Die
+300% - +385% Enhanced Damage
50% Chance of Crushing Blow
0.5% - 0.75% Deadly Strike (Based on Character Level)
Level 60 Blood Golem (60/60 Charges)
Weapons and Gloves:
Requirements -20% (Hel Rune)
+75 to Attack Rating (El Rune)
7% Mana stolen per hit (**Vex Rune**)
Adds 1-100 lightning damage (Ort Rune)
+200 to Attack Rating (**Gul Rune**)

Works in: Axes, Swords, Druid Spiked Rods

Deception

'ShaelGul'



Required Level: 53
11% Chance to cast level 1 Confuse on Attack
+20 - +40 to Maximum Damage
+25 - +100 to Attack Rating
+5 - +7 to Valkyrie (**Amazon Only**)
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+200 to Attack Rating (**Gul Rune**)

Works in: Gloves

Desire

'Dollst'



Required Level: 51
+4 - +8 to Attack Rating (Based on Character Level)
8% - 15% to all Damage Types
8% - 15% Life stolen per hit
+50 to Life
Replenish Life +8
Poison Length Reduced by 50%
30% Better Chance of Getting Magic Items
Armors and Belts:
Replenish Life +7 (Dol Rune)
30% Better Chance of Getting Magic Items (Ist Rune)

Works in: Body Armors

Despair

'JahUmSurUm'



Required Level: 65
6% Chance to cast level 6 Confuse on Striking
+2 to All Skills
Requirements +10% - +25%
Shields and Shoes:
+50 to Life (**Jah Rune**)
All Resistances +22 (Um Rune)
+50 to Mana (**Sur Rune**)
All Resistances +22 (Um Rune)

Works in: Shields

Destruction

'VexLoBerJahKo'



Required Level: 65
Indestructible
27% Chance to cast level 13 Area of Effect when you Kill an Enemy
23% Chance to cast level 45 Nova on Striking
+350% - +450% Enhanced Damage
Adds 240-450 magic damage
25% Chance of Crushing Blow
Prevent Monster Heal
Weapons and Gloves:
7% Mana stolen per hit (**Vex Rune**)
20% Deadly Strike (**Lo Rune**)
20% Chance of Crushing Blow (**Ber Rune**)
Ignore Target's Defense (**Jah Rune**)
+10 to Dexterity (**Ko Rune**)

Works in: Swords, Polearms

Dragon

'SurLoSol'



Required Level: 61
Level 14 - 18 Holy Fire Aura When Equipped
12% Chance to cast level 18 Venom on Attack
+500 Defense
+5 - +10 to all Attributes
+0.375 to Strength (Based on Character Level)
Damage Reduced by 23
1% - 3% Reanimate as: Claw Viper
Armors and Belts:
Increase Maximum Mana 5% (**Sur Rune**)
+5% to Maximum Lightning Resist (**Lo Rune**)
Damage Reduced by 7 (**Sol Rune**)
Shields and Shoes:
+50 to Mana (**Sur Rune**)
+5% to Maximum Lightning Resist (**Lo Rune**)
Damage Reduced by 7 (**Sol Rune**)

Works in: Body Armors, Shields

Dream

'IoJahPul'



Required Level: 65
Level 12 Holy Shock Aura When Equipped
10% Chance to cast level 15 Confuse when Struck
+10% - +20% Faster Hit Recovery
+150 - +220 Defense
+0.625 to Mana (Based on Character Level)
All Resistances +5 - 20
12% - 25% Better Chance of Getting Magic Items
Helms and Amulets:
+10 to Vitality (**Io Rune**)
Increase Maximum Life 5% (**Jah Rune**)
+35% Enhanced Defense (**Pul Rune**)
Shields and Shoes:
+10 to Vitality (**Io Rune**)
+50 to Life (**Jah Rune**)
+45% Enhanced Defense (**Pul Rune**)

Works in: Helmets, Shields

Edge

'TirTalAmn'



Required Level: 25
Level 15 - 30 Thorns Aura When Equipped
+70% Increased Attack Speed
+320% - +380% Damage to Demons
+280% Damage to Undead
Prevent Monster Heal
+10 - +20 to all Attributes
Reduces all Vendor Prices 15%
Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
Adds 250-250 poison damage over 75 seconds (Tal Rune)
7% Life stolen per hit (Amn Rune)

Works in: Missile Weapons
Except: Throwing Axes, Javelins

Enlightenment
'PulRalSol'



Required Level: 45
20% Chance to cast level 60 Blaze when Struck
20% Chance to cast level 60 Fire Ball when you Kill an Enemy
+1 to a random Skilltab [Sorceress]
+1 to Sorceress Skill Levels
+1 to Warmth
+30% - +65% Enhanced Defense
Fire Resist +15% - +30%
Armors and Belts:
+35% Enhanced Defense (Pul Rune)
Fire Resist +30% (Ral Rune)
Damage Reduced by 7 (Sol Rune)

Works in: Body Armors

Envy
'Ethlth'



Required Level: 15
+20% Faster Run/Walk
+10% - +20% Increased Attack Speed
+55% Enhanced Damage
50% Deadly Strike
20% Chance of Open Wounds
45% - 80% Better Chance of Getting Magic Items
Weapons and Gloves:
-25% Target Defense (Eth Rune)
+9 to Maximum Damage (lth Rune)

Works in: Throwing Knives, Throwing Axes, Javelins

Ice
'AmnShaelJahLo'



Required Level: 65
Level 18 Holy Freeze Aura When Equipped
25% Chance to cast level 40 Frost Nova on Striking
5% Chance to cast level 60 Blizzard when you Kill an Enemy
+30% Increased Attack Speed
+240% - +310% Enhanced Damage
+25% - +30% to Cold Skill Damage
-40% to Enemy Cold Resistance
Weapons and Gloves:
7% Life stolen per hit (Amn Rune)
+20% Increased Attack Speed (Shael Rune)
Ignore Target's Defense (Jah Rune)

20% Deadly Strike (Lo Rune)

Works in: Missile Weapons

Infinity

'BerMalBerIst'



Required Level: 63
Level 12 Conviction Aura When Equipped
50% Chance to cast level 20 Chain Lightning when you Kill an Enemy
+35% Faster Run/Walk
+255% - +325% Enhanced Damage
-45% - -55% to Enemy Lightning Resistance
+0.5 to Vitality (Based on Character Level)
Level 21 Cyclone Armor (30/30 Charges)
Weapons and Gloves:
20% Chance of Crushing Blow (Ber Rune)
Prevent Monster Heal (Mal Rune)
20% Chance of Crushing Blow (Ber Rune)
50% Better Chance of Getting Magic Items (Ist Rune)

Works in: Polearms

Insight

'RaITirTalSol'



Required Level: 27
Level 12 - 17 Meditation Aura When Equipped
+70% Faster Cast Rate
+200% - +260% Enhanced Damage
+21 to Minimum Damage
180% - 250% Bonus to Attack Rating
+1 - +6 to Critical Strike
+10 to all Attributes
Weapons and Gloves:
Adds 44-66 fire damage (Ra Rune)
3% Mana stolen per hit (Tir Rune)
Adds 250-250 poison damage over 75 seconds (Tal Rune)
+9 to Minimum Damage (Sol Rune)

Works in: Weapons

Jealousy

'KoKo'



Required Level: 39
10% Chance to cast level 10 Fire Sphere on Striking
25% Piercing Attack
+145% - +165% Enhanced Damage
125% - 155% Bonus to Attack Rating
10% - 20% Chance of Crushing Blow
10% - 20% Deadly Strike
10% - 20% Chance of Open Wounds
Weapons and Gloves:
+10 to Dexterity (Ko Rune)
+10 to Dexterity (Ko Rune)

Works in: Throwing Knives, Throwing Axes, Javelins

Last Wish

'JahMalJahSurJahBer'



Required Level: 65
Level 17 Might Aura When Equipped
20% Chance to cast level 40 Charged Bolt on Attack
5% Chance to cast level 18 Life Tap on Striking
6% Chance to cast level 8 Fade when Struck
+330% - +375% Enhanced Damage
30% - 50% Chance of Crushing Blow
0.5% Better Chance of Getting Magic Items (Based on Character Level)
Weapons and Gloves:
Ignore Target's Defense (**Jah Rune**)
Prevent Monster Heal (**Mal Rune**)
Ignore Target's Defense (**Jah Rune**)
Damage +25 (**Sur Rune**)
Ignore Target's Defense (**Jah Rune**)
20% Chance of Crushing Blow (**Ber Rune**)

Works in: Weapons
Except: Throwing Axes, Javelins, Missile Weapons



Veracity
'ZodSur'

Required Level: 69
Level 3 - 5 Prayer Aura When Equipped
+1 to All Skills
+15% - +25% Faster Hit Recovery
Increase Maximum Mana 15% - 25%
Cannot Be Frozen
+4 - +7 Life after each Kill
+4 - +7 to Mana after each Kill
Helms and Amulets:
Indestructible (**Zod Rune**)
Increase Maximum Mana 5% (**Sur Rune**)

Works in: Helmets



Lawbringer
'AmnLemKo'

Required Level: 43
Level 16 - 18 Sanctuary Aura When Equipped
20% Chance to cast level 15 Decrepify on Attack
+1.5 - +3.5 to Maximum Damage (Based on Character Level)
-50% Target Defense
Adds 450-630 fire damage
Adds 390-450 cold damage
Slain Monsters Rest in Peace
Weapons and Gloves:
7% Life stolen per hit (**Amn Rune**)
+5% Faster Cast Rate (**Lem Rune**)
+10 to Dexterity (**Ko Rune**)

Works in: Scepters, Swords, Hammers



Loyalty
'TalPul'

Required Level: 45
10% Chance to cast level 30 Attract when Struck
+10% - +30% Faster Hit Recovery
+100 Defense
+100 to Life
Replenish Life +10
Poison Length Reduced by 30% - 50%
Armors and Belts:

Poison Resist +30% (Tal Rune)
+35% Enhanced Defense (Pul Rune)

Works in: Body Armors



Madness

'JelEst'

Required Level: 85
Level 2 - 3 Fanaticism Aura When Equipped
15% Chance to cast level 2 Amplify Damage on Attack
Adds 25-125 magic damage
10% - 15% Chance of Crushing Blow
Knockback
Weapons and Gloves:
10% Chance to cast level 5 Life Tap when Struck (Jel Rune)
Adds 175-250 magic damage (Est Rune)

Works in: Gloves



Mystery

'LoPul'

Required Level: 59
10% Chance to cast level 10 Coldconverter on Striking
10% Chance to cast level 5 Fade when Struck
10% Chance to cast level 10 Fireconverter on Striking
+30% Increased Attack Speed
10% Piercing Attack
+175% Enhanced Damage
+0.625 to Maximum Damage (Based on Character Level)
Weapons and Gloves:
20% Deadly Strike (Lo Rune)
+100% Damage to Demons (Pul Rune)

Works in: Throwing Knives, Throwing Axes, Javelins



Myth

'HelAmnNef'

Required Level: 25
10% Chance to cast level 10 Battle Cry on Attack
3% Chance to cast level 3 Howl when Struck
+1 - +2 to Barbarian Skill Levels
Replenish Life +10 - +20
All Resistances +10 - 15
+4 - +8 Life after each Kill
Requirements +20%
Armors and Belts:
Requirements -15% (Hel Rune)
+7 Life after each Kill (Amn Rune)
All Resistances +5 (Nef Rune)

Works in: Body Armors



Peace

'ShaelThulAmn'

Required Level: 29
16% Chance to cast level 20 Slow Missiles when Struck
+1 to a random Skilltab [Amazon]



+1 to Amazon Skill Levels
+10% - +20% Faster Hit Recovery
+2 to Critical Strike
+3 to Valkyrie (Amazon Only)
Cold Resist +15% - +30%
Armors and Belts:
+20% Faster Hit Recovery (Shael Rune)
Cold Resist +30% (Thul Rune)
+7 Life after each Kill (Amn Rune)

Works in: Body Armors

Phoenix

'VexVexLoJah'



Required Level: 65
Level 10 - 15 Redemption Aura When Equipped
20% Chance to cast level 44 Firestorm on Attack
10% Chance to cast level 40 Blaze when Struck
+350% - +400% Enhanced Damage
-28% - -56% to Enemy Fire Resistance
+350 - +400 Defense vs. Missile
+10 - +12 Fire Absorb
Weapons and Gloves:
7% Mana stolen per hit (Vex Rune)
7% Mana stolen per hit (Vex Rune)
20% Deadly Strike (Lo Rune)
Ignore Target's Defense (Jah Rune)
Shields and Shoes:
+5% to Maximum Fire Resist (Vex Rune)
+5% to Maximum Fire Resist (Vex Rune)
+5% to Maximum Lightning Resist (Lo Rune)
+50 to Life (Jah Rune)

Works in: Weapons, Shields
Except: Throwing Axes, Javelins, Missile Weapons

Piety

'SurSurTes'



Required Level: 85
17% Chance to cast level 52 Fist of the Heavens when Struck
+2 to All Skills
+10% - +20% Faster Cast Rate
+7 - +11 to Teleport
All Resistances +28 - 46
Reduces Curse Duration by 15% - 20%
Shields and Shoes:
+50 to Mana (Sur Rune)
+50 to Mana (Sur Rune)
+10% Faster Cast Rate (Tes Rune)

Works in: Shields

Plague

'ChamLahUm'



Required Level: 85
7% Chance to cast level 60 Poison Nova on Attack
7% Chance to cast level 7 Lower Resist on Striking
+2 to All Skills
+300 - +350 to Maximum Damage
-32% - -42% to Enemy Poison Resistance
50% - 75% Deadly Strike
Slows Target by 50%

Weapons and Gloves:
Freezes Target +3 (Cham Rune)
-10% to Enemy Poison Resistance (Lah Rune)
25% Chance of Open Wounds (Um Rune)

Works in: Axes, Hammers, Knives, Polearms, Javelins, Claws



Pride
'ChamSurloLo'

Required Level: 67
Level 16 - 20 Concentration Aura When Equipped
20% Chance to cast level 38 Fire Wall when Struck
Adds 100-125 damage
460% - 500% Bonus to Attack Rating
+1% - +2.375% Damage to Demons (Based on Character Level)
Adds 1-1280 lightning damage
+120 - +140 to Vitality

Weapons and Gloves:
Freezes Target +3 (Cham Rune)
Damage +25 (Sur Rune)
+10 to Vitality (Io Rune)
20% Deadly Strike (Lo Rune)

Works in: Polearms



Principle
'RalMalEld'

Required Level: 49
50% Chance to cast level 20 Holy Bolt on Attack
+1 - +2 to Paladin Skill Levels
+100% Damage to Undead
+100 - +150 to Life
Fire Resist +5% - +30%
Magic Damage Reduced by 3 - 8
Poison Length Reduced by 15% - 30%

Armors and Belts:
Fire Resist +30% (Ral Rune)
Magic Damage Reduced by 7 (Mal Rune)
Poison Length Reduced by 15% (Eld Rune)

Works in: Body Armors



Prudence
'MalTir'

Required Level: 49
+35% Faster Hit Recovery
+240% - +270% Enhanced Defense
All Resistances +35 - 45
Damage Reduced by 3 - 13
Magic Damage Reduced by 10
+1 to Light Radius
Repairs 1 Durability in 4 Seconds

Armors and Belts:
Magic Damage Reduced by 7 (Mal Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Body Armors

Rain

'OrtMalIth'



Required Level: 49
5% Chance to cast level 30 Twister when Struck
5% Chance to cast level 30 Cyclone Armor when Struck
+1 - +2 to Druid Skills
+100 - +150 to Mana
Lightning Resist +15% - +30%
Magic Damage Reduced by 3 - 8
10% - 30% Damage Taken Goes To Mana
Armors and Belts:
Lightning Resist +30% (Ort Rune)
Magic Damage Reduced by 7 (Mal Rune)
20% Damage Taken Goes To Mana (Ith Rune)

Works in: Body Armors

Rift

'HelKoLemGul'



Required Level: 53
66% Chance to cast level 35 Tornado on Attack
33% Chance to cast level 60 Fire Sphere on Attack
+555 to Attack Rating
Adds 320-500 magic damage
Adds 240-720 fire damage
+10 - +20 to all Attributes
Level 15 Cyclone Armor (40/40 Charges)
Weapons and Gloves:
Requirements -20% (Hel Rune)
+10 to Dexterity (Ko Rune)
+5% Faster Cast Rate (Lem Rune)
+200 to Attack Rating (Gul Rune)

Works in: Scepters, Polearms

Knowledge

'EIEI'



Required Level: 11
+5% - +10% Faster Hit Recovery
Slain Monsters Rest in Peace
+5 - +10 to Mana
+25 Maximum Stamina
+1% - +5% to Experience Gained
Helms and Amulets:
+30 Defense (EI Rune)
+30 Defense (EI Rune)

Works in: Helmets

Time

'GulUmLum'



Required Level: 53
+1 to Sorceress Skill Levels
+25% Faster Cast Rate
+15% Faster Hit Recovery
+1 to a random Skill [ID: 36 - 60] (Class Only)
+1 to a random Skill [ID: 36 - 60] (Class Only)
Cannot Be Frozen (Chance: 50%)
+1 - +3 to Mana after each Kill
Armors and Belts:
+5% to Maximum Poison Resist (Gul Rune)
All Resistances +15 (Um Rune)

+10 to Energy (Lum Rune)

Works in: Body Armors

Treachery

'ShaelThulLem'



Required Level: 43
25% Chance to cast level 15 Venom on Attack
5% Chance to cast level 15 Fade when Struck
+2 to Assassin Skills
+45% Increased Attack Speed
Armors and Belts:
+20% Faster Hit Recovery (Shael Rune)
Cold Resist +30% (Thul Rune)
250% Extra Gold from Monsters (Lem Rune)

Works in: Body Armors

Indomitable Will

'JahChamJahJah'



Required Level: 67
14% Chance to cast level 10 Thirst for Blood when Struck
+50% Faster Hit Recovery
+1 - +15 to Teleport
Increase Maximum Life 10% - 15%
Increase Maximum Strength 10% - 15%
Damage Reduced by 10% - 15%
Armors and Belts:
Increase Maximum Life 5% (Jah Rune)
Cannot Be Frozen (Cham Rune)
Increase Maximum Life 5% (Jah Rune)
Increase Maximum Life 5% (Jah Rune)

Works in: Body Armors

Valor

'BerChamBer'



Required Level: 67
15% Chance to cast level 10 Area of Effect when Struck
+1 to All Skills
+40% Increased Attack Speed
+75% - +100% Enhanced Damage
100% - 400% Bonus to Attack Rating
+400 - +500 Defense
+50 - +100 to Life
Armors and Belts:
Damage Reduced by 8% (Ber Rune)
Cannot Be Frozen (Cham Rune)
Damage Reduced by 8% (Ber Rune)

Works in: Body Armors

Triumph

'loShaelEld'



Required Level: 35
10% - 25% Chance of Crushing Blow
10% - 25% Deadly Strike



10% - 25% Chance of Open Wounds
Slows Target by 25%
+125% Enhanced Defense
+15 to Vitality
Poison Length Reduced by 60%
Armors and Belts:
+10 to Vitality (Io Rune)
+20% Faster Hit Recovery (Shael Rune)
Poison Length Reduced by 15% (Eld Rune)

Works in: Body Armors



War
'IoAmn'

Required Level: 35
+10% - +15% Increased Attack Speed
+10% - +15% Faster Hit Recovery
+45% - +65% Enhanced Damage
+50 - +75 to Attack Rating
Prevent Monster Heal
Helms and Amulets:
+10 to Vitality (Io Rune)
+7 Life after each Kill (Amn Rune)

Works in: Belts, Helmets



Night
'ThulThul'

Required Level: 23
+30% Faster Run/Walk
-5% - -10% to Enemy Cold Resistance
Slain Monsters Rest in Peace
+15 - +40 to Life
+15 - +40 to Mana
Shields and Shoes:
Cold Resist +35% (Thul Rune)
Cold Resist +35% (Thul Rune)

Works in: Boots



Grief
'EthTirLoMalRal'

Required Level: 59
5% Chance to cast level 35 Venom on Attack
+30% - +40% Increased Attack Speed
+200% Enhanced Damage
Damage +300 - +360
Ignore Target's Defense
+1.875% - +3.25% Damage to Demons (Based on Character Level)
+15 - +20 Life after each Kill
Weapons and Gloves:
-25% Target Defense (Eth Rune)
3% Mana stolen per hit (Tir Rune)
20% Deadly Strike (Lo Rune)
Prevent Monster Heal (Mal Rune)
Adds 44-66 fire damage (Ral Rune)

Works in: Axes, Swords

Wind

'SurEl'



Required Level: 61
20% Chance to cast level 5 Area of Effect on Attack
+40% Increased Attack Speed
+15% - +40% Faster Hit Recovery
+150% - +200% Enhanced Damage
-50% Target Defense
Weapons and Gloves:
Damage +25 (Sur Rune)
+75 to Attack Rating (El Rune)

Works in: Melee Weapons

Voice of Reason

'LemKoElEld'



Required Level: 43
18% Chance to cast level 20 Ice Blast on Attack
15% Chance to cast level 13 Frozen Orb on Attack
+220% - +270% Enhanced Damage
+280% - +300% Damage to Undead
Adds 100-220 cold damage
-20% - -30% to Enemy Cold Resistance
Cannot Be Frozen
Weapons and Gloves:
+5% Faster Cast Rate (Lem Rune)
+10 to Dexterity (Ko Rune)
+75 to Attack Rating (El Rune)
+100% Damage to Undead (Eld Rune)

Works in: Swords, Maces

Wrath

'PulLumBerMal'



Required Level: 63
30% Chance to cast level 1 Decrepify on Striking
+300% - +350% Damage to Demons
+400% - +450% Damage to Undead
Adds 1-1450 lightning damage
20% - 30% Chance of Crushing Blow
Cannot Be Frozen
Weapons and Gloves:
+100% Damage to Demons (Pul Rune)
+10 to Energy (Lum Rune)
20% Chance of Crushing Blow (Ber Rune)
Prevent Monster Heal (Mal Rune)

Works in: Missile Weapons

Youth

'JahShael'



Required Level: 65
+25% Faster Run/Walk
+15% Increased Attack Speed
+10% Faster Cast Rate
+5% - +10% Faster Hit Recovery
+0.125 - +0.5 to Life (Based on Character Level)
Reduces Curse Duration by 10% - 15%
Armors and Belts:
Increase Maximum Life 5% (Jah Rune)

+20% Faster Hit Recovery (Shael Rune)
Shields and Shoes:
+50 to Life (Jah Rune)
+20% Faster Block Rate (Shael Rune)

Works in: Body Armors, Boots

Insanity

'FanaZodVexFanaOhmLo'



Required Level: 69
30% Chance to cast level 4 Static Field on Attack
+30% Increased Attack Speed
+175% - +250% Enhanced Damage
Ignore Target's Defense
10% Life stolen per hit
+1 to Sword Mastery
+1 to Axe Mastery
Weapons and Gloves:
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)
Indestructible (Zod Rune)
7% Mana stolen per hit (Vex Rune)
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)
+50% Enhanced Damage (Ohm Rune)
20% Deadly Strike (Lo Rune)

Works in: Weapons
Except: Throwing Axes, Javelins, Missile Weapons

Darkness

'SolAmnMallst'



Required Level: 51
+1 to Cloak of Shadows
+1 to Dim Vision
All Resistances +20
Damage Reduced by 3 - 8
Magic Damage Reduced by 3 - 8
20% - 70% Better Chance of Getting Magic Items
-5 to Light Radius
Armors and Belts:
Damage Reduced by 7 (Sol Rune)
+7 Life after each Kill (Amn Rune)
Magic Damage Reduced by 7 (Mal Rune)
30% Better Chance of Getting Magic Items (Ist Rune)

Works in: Body Armors

Seed of Hades

'IstLem'



Required Level: 51
+2 to Summoning Skills [Necromancer Skilltab]
+20% Faster Cast Rate
+2 - +3 to Raise Skeleton (Necromancer Only)
+2 - +3 to Raise Skeletal Mage (Necromancer Only)
+1 - +3 to Skeleton Mastery (Necromancer Only)
+2 - +3 to Revive (Necromancer Only)
Weapons and Gloves:
50% Better Chance of Getting Magic Items (Ist Rune)
+5% Faster Cast Rate (Lem Rune)

Works in: Wands

Artlessness



Required Level: 5
Level 5 Might Aura When Equipped
+25% Faster Run/Walk
+30 to Life
+25 - +50 Maximum Stamina
Heal Stamina Plus 25% - 50%
Requirements +50%
Weapons and Gloves:
2% Life and Mana stolen per hit (Flawed Skull)
2% Life and Mana stolen per hit (Flawed Skull)

Works in: Weapons

Bliss

'IstCham'



Required Level: 67
+1 - +2 to All Skills
+1 to a random Skilltab [Sorceress]
+20% Faster Cast Rate
70% Better Chance of Getting Magic Items
Weapons and Gloves:
50% Better Chance of Getting Magic Items (Ist Rune)
Freezes Target +3 (Cham Rune)

Works in: Staffs, Orbs

Auspice

'Zod'



Required Level: 69
+2 to Sorceress Skill Levels
+2 - +4 to Energy Shield (Sorceress Only)
+5 to Shiver Armor (Sorceress Only)
+1 - +5 to Battle Orders
Weapons and Gloves:
All Resistances +15 (Perfect Rainbowgeÿc1mÿc3)
Indestructible (Zod Rune)
All Resistances +15 (Perfect Rainbowgeÿc1mÿc3)

Works in: Orbs

Snakebite

'FanaOhmAmn'



Required Level: 57
5% Chance to cast level 10 Shiver Armor on Striking
+15% - +30% Faster Run/Walk
+20% Increased Attack Speed
+250% - +350% Enhanced Damage
100% Bonus to Attack Rating
15% Deadly Strike
Replenish Life +10
Weapons and Gloves:
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)
+50% Enhanced Damage (Ohm Rune)
7% Life stolen per hit (Amn Rune)

Works in: Claws

Agony

'IstChamShael'



Required Level: 67
+1 to All Skills
+10 - +30 to Raise Skeletal Mage
+0 - +10 to Skeleton Mastery
+150% - +200% Enhanced Defense
+10 to all Attributes
Armors and Belts:
30% Better Chance of Getting Magic Items (Ist Rune)
Cannot Be Frozen (**Cham Rune**)
+20% Faster Hit Recovery (Shael Rune)

Works in: Body Armors

Malah's Robes

'BerTirChamUm'



Required Level: 67
+1 to All Skills
+20% - +30% Faster Cast Rate
+25% Faster Hit Recovery
+100% Enhanced Defense
+50 - +75 to Mana
Armors and Belts:
Damage Reduced by 8% (**Ber Rune**)
+3 to Mana after each Kill (Tir Rune)
Cannot Be Frozen (**Cham Rune**)
All Resistances +15 (Um Rune)

Works in: Body Armors

Diligence

'MalEthEl'



Required Level: 49
Level 3 - 7 Vigor Aura When Equipped
33% Chance to cast level 16 Lightning Shield when you Kill an Enemy
+10% - +25% Faster Run/Walk
+35% Faster Cast Rate
+105% - +155% Enhanced Defense
Regenerate Mana 10% - 55%
Shields and Shoes:
Magic Damage Reduced by 7 (Mal Rune)
Regenerate Mana 25% (Eth Rune)
+15% Faster Run/Walk (El Rune)

Works in: Paladin Shields

Thunderbolt



Required Level: 18
+15% Faster Cast Rate
-15% to Enemy Lightning Resistance
+10% to Lightning Skill Damage
+55 Defense
Weapons and Gloves:
Adds 1-224 lightning damage (Perfect **Topaz**)
Adds 1-224 lightning damage (Perfect **Topaz**)

Works in: Gloves

Icicle



Required Level: 18
+15% Faster Cast Rate
-10% to Enemy Cold Resistance
+15% to Cold Skill Damage
+55 Defense
Weapons and Gloves:
Adds 64-72 cold damage (Perfect Sapphire)
Adds 64-72 cold damage (Perfect Sapphire)

Works in: Gloves

Assassin

'KoFal'



Required Level: 41
+50% Faster Run/Walk
+50% Increased Attack Speed
+120% - +160% Enhanced Damage
Damage +100
+666 to Attack Rating
40% Chance of Crushing Blow
30% Deadly Strike
Weapons and Gloves:
+10 to Dexterity (Ko Rune)
+10 to Strength (Fal Rune)

Works in: Knives

Augury

'SolMal'



Required Level: 49
+20% Faster Run/Walk
+20% - +25% Faster Cast Rate
+30 - +90 to Mana
Damage Reduced by 5 - 9
Magic Damage Reduced by 5 - 9
Shields and Shoes:
Damage Reduced by 7 (Sol Rune)
Magic Damage Reduced by 7 (Mal Rune)

Works in: Boots

Wisdom

'JahBerZod'



Required Level: 69
+1 to All Skills
+5% - +10% Faster Cast Rate
+10% Faster Hit Recovery
+15% Faster Block Rate
7% - 10% Increased Chance of Blocking
All Resistances +5 - 10
Helms and Amulets:
Increase Maximum Life 5% (Jah Rune)
Damage Reduced by 8% (Ber Rune)
Indestructible (Zod Rune)

Works in: Helmets

Bludgeon

'OhmShael'



Required Level: 57
Indestructible
+25% Increased Attack Speed
+130% - +170% Enhanced Damage
+20% - +30% to Fire Skill Damage
+20% - +30% to Lightning Skill Damage
+20% - +30% to Cold Skill Damage
5% - 95% Chance of Open Wounds
Weapons and Gloves:
+50% Enhanced Damage (Ohm Rune)
+20% Increased Attack Speed (Shael Rune)

Works in: Hammers, Maces, Throwing Knives

Gigantism

'ZodUm'



Required Level: 69
Adds 10-15 damage
+100 - +150 Defense
+10 - +15 to Strength
+10 - +15 to Dexterity
-30 - -15 to Life
Helms and Amulets:
Indestructible (Zod Rune)
All Resistances +15 (Um Rune)

Works in: Belts

Insuperability

'IstHelLem'



Required Level: 51
+1 to All Skills
+20% Faster Block Rate
20% Increased Chance of Blocking
+0 - +1 to Iron Skin
+1 - +2 Defense (Based on Character Level)
20% - 70% Better Chance of Getting Magic Items
Shields and Shoes:
30% Better Chance of Getting Magic Items (Ist Rune)
Requirements -15% (Hel Rune)
250% Extra Gold from Monsters (Lem Rune)

Works in: Shields

Vendetta

'FanaCham'



Required Level: 67
Level 3 - 5 Fanaticism Aura When Equipped
10% Chance to cast level 3 Amplify Damage on Striking
+50 to Minimum Damage
5% - 10% Life stolen per hit
30% - 40% Chance of Crushing Blow
30% - 40% Chance of Open Wounds
Weapons and Gloves:
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)
Freezes Target +3 (Cham Rune)

Works in: Weapons



Freedom

'JahHelShael'

Required Level: 65
11% Chance to cast level 33 Stunning Attack on Striking
+13% Increased Attack Speed
+222% Enhanced Damage
0.375% Chance of Crushing Blow (Based on Character Level)
+1 to Teleport
Weapons and Gloves:
Ignore Target's Defense (**Jah Rune**)
Requirements -20% (Hel Rune)
+20% Increased Attack Speed (Shael Rune)

Works in: Weapons



Quickness

'ShaelShaelShael'

Required Level: 29
+20% Faster Run/Walk
+120% Enhanced Damage
20% - 40% Deadly Strike
+4 Mana per Attack
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+20% Increased Attack Speed (Shael Rune)
+20% Increased Attack Speed (Shael Rune)

Works in: Weapons



Toxin

Required Level: 18
+15% Faster Cast Rate
-15% to Enemy Poison Resistance
+10% to Poison Skill Damage
+55 Defense
Weapons and Gloves:
Adds 280-280 poison damage over 75 seconds (Perfect **Emerald**)
Adds 280-280 poison damage over 75 seconds (Perfect **Emerald**)

Works in: Gloves



Knight's Trial

'lthSolAmnlth'

Required Level: 27
Level 8 - 12 Prayer Aura When Equipped
+1 to All Skills
+25% Increased Attack Speed
+25% Faster Hit Recovery
+185% - +195% Enhanced Damage
+10 to Strength
+25 to Life
Weapons and Gloves:
+9 to Maximum Damage (Ith Rune)
+9 to Minimum Damage (Sol Rune)
7% Life stolen per hit (Amn Rune)
+9 to Maximum Damage (Ith Rune)

Works in: Weapons



Charge

'XolLo'

Required Level: 85
+1 to All Skills
Adds 1-750 lightning damage
+7% - +17% to Lightning Skill Damage
-10% to Enemy Lightning Resistance
+20 - +35 to Thunder Storm
Helms and Amulets:
+10% to Lightning Skill Damage (Xol Rune)
+5% to Maximum Lightning Resist (Lo Rune)

Works in: Helmets



Rumor

'NefEth'

Required Level: 15
+5% - +15% Increased Attack Speed
+3 - +5 to all Attributes
Regenerate Mana 85%
Attacker Takes Damage of 2 (Based on Character Level)
Armors and Belts:
All Resistances +5 (Nef Rune)
Regenerate Mana 25% (Eth Rune)
Helms and Amulets:
All Resistances +5 (Nef Rune)
Regenerate Mana 25% (Eth Rune)

Works in: Body Armors, Belts



Sacrificial Dagger

'Fana'

Required Level: 50
+2 to Necromancer Skill Levels
+20% Increased Attack Speed
+25% Faster Cast Rate
+150% - +250% Enhanced Damage
-7% - -13% to Enemy Poison Resistance
+7% - +13% to Poison Skill Damage
20% - 35% Chance of Crushing Blow
Weapons and Gloves:
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)

Works in: Knives



Cyclone

'Hlfr'

Required Level: 50
Indestructible
Level 2 - 12 Holy Freeze Aura When Equipped
25% Chance to cast level 50 Tornado when you Kill an Enemy
+25% Increased Attack Speed
+175% - +225% Enhanced Damage
-50% - -75% Target Defense

20% Chance of Crushing Blow
Weapons and Gloves:
Level 3 Holy Freeze Aura When Equipped (Stone of Holy Freeze)

Works in: Weapons



Haste
'OrtRal'

Required Level: 21
+20% - +30% Faster Cast Rate
+1 - +3 to Increased Speed
Cannot Be Frozen
Helms and Amulets:
Lightning Resist +30% (Ort Rune)
Fire Resist +30% (Ral Rune)

Works in: Belts



The Nibelungenlied
'ZodFal'

Required Level: 69
10% Chance to cast level 35 Twister on Attack
+1 to All Skills
+50% - +75% Enhanced Damage
+200 - +250 to Attack Rating
2% - 5% Life stolen per hit
5% Chance of Crushing Blow
+250 Defense
Helms and Amulets:
Indestructible (Zod Rune)
+10 to Strength (Fal Rune)

Works in: Helmets



Allegiance
'FalKo'

Required Level: 41
+20% Faster Run/Walk
+5 to Minimum Damage
+15 to Maximum Damage
+50% - +100% Enhanced Defense
Shields and Shoes:
+10 to Strength (Fal Rune)
+10 to Dexterity (Ko Rune)

Works in: Boots



Venery
'ElIEth'

Required Level: 15
+10% Increased Attack Speed
+10% Faster Hit Recovery
+25 - +75 to Attack Rating
+0.25% - +0.5% Increased Damage (Based on Dexterity)
+0.25 - +0.5 to Vitality (Based on Dexterity)
Weapons and Gloves:
+75 to Attack Rating (El Rune)

-25% Target Defense (Eth Rune)

Works in: Gloves

Progress

'TirTir'



Required Level: 13
+30% Faster Run/Walk
+2 - +5 to Strength
+2 - +5 to Dexterity
+50 Maximum Stamina
Shields and Shoes:
+3 to Mana after each Kill (Tir Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Boots

Fortress

'EldCham'



Required Level: 67
+25% Faster Run/Walk
+10% - +15% Faster Block Rate
All Resistances +20
Damage Reduced by 5%
Damage Reduced by 10 - 15
Poison Length Reduced by 20% - 25%
Shields and Shoes:
7% Increased Chance of Blocking (Eld Rune)
Cannot Be Frozen (Cham Rune)

Works in: Boots

Poignancy

'ZodFana'



Required Level: 69
Level 2 - 3 Fanaticism Aura When Equipped
24% Chance to cast level 17 War Cry on Attack
+25% Increased Attack Speed
35% - 40% Chance of Crushing Blow
Increase Maximum Life 15% - 20%
Weapons and Gloves:
Indestructible (Zod Rune)
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)

Works in: Knives

Mettle

'RalRal'



Required Level: 19
10% Chance to cast level 15 Fire Nova on Striking
+30% Faster Run/Walk
+30% Increased Attack Speed
Fires Explosive Arrows or Bolts
Adds 32-48 fire damage
Knockback
+1 - +2 to Fire Skills
Weapons and Gloves:

Adds 44-66 fire damage (Ral Rune)
Adds 44-66 fire damage (Ral Rune)

Works in: Knives, Throwing Axes, Javelins, Missile Weapons

Rigidity

'ChamCham'



Required Level: 67
5% Chance to cast level 60 Frost Nova on Striking
15% Chance to cast level 1 Slow Missiles when Struck
-15% - -30% Target Defense
Adds 650-725 cold damage
-15% - -30% to Enemy Cold Resistance
Weapons and Gloves:
Freezes Target +3 (Cham Rune)
Freezes Target +3 (Cham Rune)

Works in: Gloves

Fist of the Mages



Required Level: 18
+15% Faster Cast Rate
+10% to Physical Skill Damage
+10% to Magic Skill Damage
+55 Defense
Weapons and Gloves:
Adds 40-40 magic damage (Perfect Diamond)
Adds 40-40 magic damage (Perfect Diamond)

Works in: Gloves

Murder

'Jah'



Required Level: 65
+2 to Assassin Skills
+30% Increased Attack Speed
+20% - +35% Faster Hit Recovery
All Resistances +8 - 23
Weapons and Gloves:
Ignore Target's Defense (Jah Rune)
All Resistances +15 (Perfect Rainbowgeÿc1mÿc3)

Works in: Claws

Crown of Vipers

'ChamBer'



Required Level: 67
5% Chance to cast level 42 Venom on Attack
+20% Increased Attack Speed
+20% to Poison Skill Damage
+77 - +222 Defense
+25 to Dexterity
Damage Reduced by 2% - 7%
Poison Length Reduced by 50% - 75%
Helms and Amulets:
Cannot Be Frozen (Cham Rune)
Damage Reduced by 8% (Ber Rune)

Works in: Helmets



Nemesis

'KoUhn'

Required Level: 85
12% Chance to cast level 2 Amplify Damage on Attack
+1 - +1.5 to Maximum Damage (Based on Character Level)
+6 - +8 to Attack Rating (Based on Character Level)
1% - 3% to all Maximum Resistances
Shields and Shoes:
+10 to Dexterity (Ko Rune)
4% to all Maximum Resistances (Uhn Rune)

Works in: Shields



Grandeur

'loJel'

Required Level: 85
+1 to All Skills
10% to Rapidness
+75% - +150% Enhanced Defense
+10 to all Attributes
Weapons and Gloves:
+10 to Vitality (lo Rune)
10% Chance to cast level 5 Life Tap when Struck (Jel Rune)

Works in: Gloves



Moonlight Guardian

'JahShaelUm'

Required Level: 65
1% Chance to cast level 30 Cyclone Armor on Attack
+20% Increased Attack Speed
+75% Enhanced Damage
0.375% Deadly Strike (Based on Character Level)
+581 - +713 Defense
Increase Maximum Life 5% - 10%
Level 30 Cloak of Shadows (10/10 Charges)
Armors and Belts:
Increase Maximum Life 5% (Jah Rune)
+20% Faster Hit Recovery (Shael Rune)
All Resistances +15 (Um Rune)

Works in: Body Armors



Shadow Heretic

'Zod'

Required Level: 69
5% Chance to cast level 5 Slow Missiles when Struck
+5% Faster Cast Rate
+1 to Teleport
+10 Lightning Absorb
-2 - -4 to Light Radius
Helms and Amulets:
Indestructible (Zod Rune)

Works in: Belts



Wall of Runes

'EldEld'

Required Level: 11
+0% - +30% Faster Block Rate
6% Increased Chance of Blocking
+25 - +35 Defense
All Resistances +0 - 15
Shields and Shoes:
7% Increased Chance of Blocking (Eld Rune)
7% Increased Chance of Blocking (Eld Rune)

Works in: Shields



Hymn of Hephaisto

'ConvGulLo'

Required Level: 59
1% Chance to cast level 40 Meteor when you Kill an Enemy
15% Chance to cast level 32 Fire Nova on Striking
+20% Increased Attack Speed
+140% - +210% Enhanced Damage
+25% - +30% to Fire Skill Damage
-20% to Enemy Fire Resistance
3.125% Extra Gold from Monsters (Based on Character Level)
Weapons and Gloves:
Level 2 Conviction Aura When Equipped (Stone of Conviction)
+200 to Attack Rating (Gul Rune)
20% Deadly Strike (Lo Rune)

Works in: Missile Weapons



Thunderstorm

'Xol'

Required Level: 85
+15% Faster Cast Rate
-10% to Enemy Lightning Resistance
+15% - +20% to Lightning Skill Damage
+55 - +85 Defense
Weapons and Gloves:
-10% to Enemy Lightning Resistance (Xol Rune)
Adds 1-224 lightning damage (Perfect Topaz)

Works in: Gloves



Blizzard

'Lef'

Required Level: 85
+15% Faster Cast Rate
-10% to Enemy Cold Resistance
+15% - +20% to Cold Skill Damage
+55 - +85 Defense
Weapons and Gloves:
-10% to Enemy Cold Resistance (Lef Rune)
Adds 64-72 cold damage (Perfect Sapphire)

Works in: Gloves



Wildfire

'Dra'

Required Level: 85
+15% Faster Cast Rate
-10% to Enemy Fire Resistance
+15% - +20% to Fire Skill Damage
+55 - +85 Defense
Weapons and Gloves:
-10% to Enemy Fire Resistance (Dra Rune)
Adds 66-128 fire damage (Perfect Ruby)

Works in: Gloves



Pestilence

'Lah'

Required Level: 85
+15% Faster Cast Rate
-10% to Enemy Poison Resistance
+15% - +20% to Poison Skill Damage
+55 - +85 Defense
Weapons and Gloves:
-10% to Enemy Poison Resistance (Lah Rune)
Adds 280-280 poison damage over 75 seconds (Perfect Emerald)

Works in: Gloves



Trinity

'LumLumTir'

Required Level: 37
+40% Faster Cast Rate
-25% - -45% to all Enemy Resistances
+1 - +6 to Warmth (Sorceress Only)
+1 - +6 to Static Field (Sorceress Only)
+1 - +6 to Shiver Armor (Sorceress Only)
+1 - +4 to Mana after each Kill
Weapons and Gloves:
+10 to Energy (Lum Rune)
+10 to Energy (Lum Rune)
3% Mana stolen per hit (Tir Rune)

Works in: Orbs



Frostcloak

'ThulChamOhmThul'

Required Level: 67
Level 15 Holy Freeze Aura When Equipped
-4% - 7% to Rapidness
+15% - +25% to Cold Skill Damage
-20% - -30% to Enemy Cold Resistance
+800 - +1100 Defense
Armors and Belts:
Cold Resist +30% (Thul Rune)
Cannot Be Frozen (Cham Rune)
+5% to Maximum Cold Resist (Ohm Rune)

Cold Resist +30% (Thul Rune)

Works in: Body Armors

Warfare

'RalFal'



Required Level: 41
+2 to Offensive and Magic Skills [Paladin Skilltab]
+2 to Masteries [Barbarian Skilltab]
+10% - +25% Faster Run/Walk
+0.75% Enhanced Maximum Damage (Based on Character Level)
1% - 4% Life stolen per hit
+75 - +150 Defense
Helms and Amulets:
Fire Resist +30% (Ral Rune)
+50 to Life (Perfect Ruby)
+10 to Strength (Fal Rune)

Works in: Helmets

Demon Hunter

'OhmJah'



Required Level: 65
10% Chance to cast level 20 Glacial Spike on Striking
+80% - +100% Enhanced Damage
+300 - +475 to Attack Rating against Demons
+5 - +12 Life after each Demon Kill
Shields and Shoes:
+5% to Maximum Cold Resist (Ohm Rune)
+50 to Life (Jah Rune)

Works in: Boots

Eldorado

'EIDoIRaIDoI'



Required Level: 31
+2 to Skill Levels of a random Character Class
+75% - +175% Enhanced Defense
Replenish Life +1 - +6
Lightning Resist +35%
300% - 1000% Extra Gold from Monsters
150% - 250% Better Chance of Getting Magic Items
Requirements +35%
Shields and Shoes:
+15% Faster Run/Walk (El Rune)
Replenish Life +7 (DoI Rune)
Fire Resist +35% (Ral Rune)
Replenish Life +7 (DoI Rune)

Works in: Shields

Downpour



Required Level: 18
+10% Faster Cast Rate
+15% Faster Hit Recovery
+30% - +75% Enhanced Defense
Regenerate Mana 10% - 20%
+1 - +2 to Mana after each Kill



-3 - -5 to Light Radius
Level 3 Thunder Storm (20/20 Charges)
Armors and Belts:
+50 to Mana (Perfect Sapphire)
+50 to Mana (Perfect Sapphire)
+50 to Mana (Perfect Sapphire)

Works in: Body Armors



Dragon Dance
'DraVex'

Required Level: 85
5% Chance to cast level 50 Fire Sphere on Striking
-2% - -7% to Enemy Fire Resistance
+5% - +7% to Maximum Fire Resist
Fire Absorb 10% - 15%
1% - 2% Reanimate as: Dragonspawn
+1 to Fire Skills
Shields and Shoes:
+10% to Fire Skill Damage (Dra Rune)
+5% to Maximum Fire Resist (Vex Rune)

Works in: Boots



Inferno
'Lum'

Required Level: 37
Level 1 - 3 Incineration-Aura Aura When Equipped
5% Chance to cast level 3 Elemental Mastery when you Kill an Enemy
+10% - +25% Faster Cast Rate
+0 - +35 to Energy
+1 - +2 to Fire Skills
Weapons and Gloves:
+10 to Energy (Lum Rune)
Adds 66-128 fire damage (Perfect Ruby)

Works in: Orbs



Bolt
'Lum'

Required Level: 37
Level 1 - 3 Astraphobia-Aura Aura When Equipped
5% Chance to cast level 3 Elemental Mastery when you Kill an Enemy
+10% - +25% Faster Cast Rate
+0 - +35 to Energy
+1 - +2 to Lightning Skills
Weapons and Gloves:
+10 to Energy (Lum Rune)
Adds 1-224 lightning damage (Perfect Topaz)

Works in: Orbs



Frostbite
'Lum'

Required Level: 37
Level 1 - 3 Frostburn-Aura Aura When Equipped
5% Chance to cast level 3 Elemental Mastery when you Kill an Enemy



+10% - +25% Faster Cast Rate
+0 - +35 to Energy
+1 - +2 to Cold Skills
Weapons and Gloves:
+10 to Energy (Lum Rune)
Adds 64-72 cold damage (Perfect Sapphire)

Works in: Orbs



Voodoo Chain

'TirLem'

Required Level: 43
+3 to Curses [Necromancer Skilltab]
+20% Faster Cast Rate
+1 - +3 to Amplify Damage (Necromancer Only)
+1 - +3 to Soul Ablaze (Necromancer Only)
+1 - +3 to Rathma's Embrace (Necromancer Only)
Damage Reduced by 3 - 7
+2 - +4 Life after each Kill
Weapons and Gloves:
3% Mana stolen per hit (Tir Rune)
+5% Faster Cast Rate (Lem Rune)

Works in: Wands



Obsequies

Required Level: 1
100% Chance to cast level 5 Bone Armor when you Level-Up
+10% Faster Cast Rate
Slain Monsters Rest in Peace
Heal Stamina Plus 25% - 50%
50% - 100% Damage Taken Goes To Mana
Armors and Belts:
+1 Life and Mana after each Kill (Chipped Skull)
+1 Life and Mana after each Kill (Chipped Skull)

Works in: Body Armors



Mortuary Cult

'Eld'

Required Level: 18
+1 to Necromancer Skill Levels
+15% Faster Cast Rate
+15% Faster Hit Recovery
Poison Length Reduced by 5% - 15%
3% - 5% Reanimate as: Drowned Carcass
3% - 5% Reanimate as: Soul Killer Shaman
+2 - +5 to Mana after each Kill
Armors and Belts:
Poison Length Reduced by 15% (Eld Rune)
+5 Life and Mana after each Kill (Perfect Skull)

Works in: Body Armors

Serpent Foot

'TirAmn'

Required Level: 25
100% Chance to cast level 15 Poison Damage on Striking



+25% Faster Run/Walk
+100 to Attack Rating
+2 - +5 to Call a Salamander
+3 to Mana after each Kill
+3 Life after each Kill
Shields and Shoes:
+3 to Mana after each Kill (Tir Rune)
+7 Life after each Kill (Amn Rune)

Works in: Boots



Heliolatry

'EISol'

Required Level: 27
0 - 80 to Life
(Increases During Daytime)
40 - 140 Defense
(Increases During Daytime)
+250 - +500 to Attack Rating
+100% to Lightning Skill Damage
Prevent Monster Heal
+10 - +15 to Strength
Damage Reduced by 8 - 18
Helms and Amulets:
+30 Defense (El Rune)
Damage Reduced by 7 (Sol Rune)

Works in: Barbarian Helmets, Druid Pelts



Outrage

'SolFal'

Required Level: 41
13% Chance to cast level 31 Charged Bolt on Striking
+11 to Minimum Damage
7% - 9% Mana stolen per hit
+5 - +5 to all Attributes
+10 to Strength
Weapons and Gloves:
+9 to Minimum Damage (Sol Rune)
+10 to Strength (Fal Rune)

Works in: Gloves



Abstruseness

'FanaGul'

Required Level: 53
Level 0 - 1 Fanaticism Aura When Equipped
15% Piercing Attack
+185 - +245 to Attack Rating
1% - 7% Reanimate as: Ghoul
Level 5 Attract (5/5 Charges)
Weapons and Gloves:
Level 2 Fanaticism Aura When Equipped (Stone of Fanatism)
+200 to Attack Rating (Gul Rune)

Works in: Gloves

Assault

'OhmKoKo'



Required Level: 57
5% Chance to cast level 15 Cyclone Armor when Struck
+20% Increased Attack Speed
+80% - +150% Enhanced Damage
Ignore Target's Defense
+15 - +25 to Charge
+125% - +150% Enhanced Defense
+5 - +15 to Dexterity
Armors and Belts:
+5% to Maximum Cold Resist (**Ohm Rune**)
+10 to Dexterity (Ko Rune)
+10 to Dexterity (Ko Rune)

Works in: Body Armors

Endurance



Required Level: 1
+10% - +20% Faster Run/Walk
+10 Kick Damage
+5 - +25 Defense
+25 - +50 Maximum Stamina
All Resistances +1 - 9
Shields and Shoes:
All Resistances +6 (Chipped Diamond)
+20 Defense (Chipped **Amethyst**)

Works in: Boots

Equilibrium

'EldTir'



Required Level: 13
12% Chance to cast level 1 Area of Effect on Striking
+15% Faster Hit Recovery
+0.375 - +0.5 Damage (Based on Character Level)
+2 - +6 Life after each Kill
Weapons and Gloves:
+100% Damage to Undead (Eld Rune)
3% Mana stolen per hit (Tir Rune)
Shields and Shoes:
7% Increased Chance of Blocking (Eld Rune)
+3 to Mana after each Kill (Tir Rune)

Works in: Paladin Shields, Paladin Gloves

Massacre

'ChamJelMal'



Required Level: 85
Level 8 - 10 Massacre Aura When Equipped
15% Chance to cast level 5 Corpse Explosion on Striking
+200% - +240% Enhanced Damage
Adds 800-1200 fire damage
10% - 20% Life stolen per hit
Weapons and Gloves:
Freezes Target +3 (**Cham Rune**)
10% Chance to cast level 5 Life Tap when Struck (**Jel Rune**)
Prevent Monster Heal (Mal Rune)

Works in: Weapons



Mysterium

Required Level: 0
+1 to All Skills
+2 - +7 to all Attributes
+2 - +4 to Light Radius
+15 Required Level
Helms and Amulets:

Works in: Helmets



Crescent Sun

'JahShaelHel'

Required Level: 65
13% Chance to cast level 13 Scorching Wrath on Striking
24% Chance to cast level 42 Fire Nova on Attack
+280% - +320% Enhanced Damage
+25% to Fire Skill Damage
Hit Blinds Target +1
Fire Absorb 8% - 12%
Level 36 Enchant (60/60 Charges)
Weapons and Gloves:
Ignore Target's Defense (Jah Rune)
+20% Increased Attack Speed (Shael Rune)
Requirements -20% (Hel Rune)

Works in: Axes, Swords, Polearms, Claws
Except: Throwing Axes, Javelins, Missile Weapons



Eclipse Chaser

'ElShaelPulAmnGul'

Required Level: 53
Level 5 - 8 Vigor Aura When Equipped
8% Chance to cast level 7 Static Field on Striking
3% Chance to cast level 37 Meteoroid Hail on Striking
+205% - +285% Enhanced Damage
3% - 7% Life stolen per hit
+2 - +3 to Fire Skills
Weapons and Gloves:
+75 to Attack Rating (El Rune)
+20% Increased Attack Speed (Shael Rune)
+100% Damage to Demons (Pul Rune)
7% Life stolen per hit (Amn Rune)
+200 to Attack Rating (Gul Rune)

Works in: Scepters, Spears, Polearms, Maces, Missile Weapons



Source of Water

'lthEth'

Required Level: 15
+5% - +10% Faster Cast Rate
+1 to Warmth
+1 - +15 to Mana
Regenerate Mana 30% - 50%
Shields and Shoes:
20% Damage Taken Goes To Mana (lth Rune)
Regenerate Mana 25% (Eth Rune)

Works in: Boots

Fear

'LoCham'



Required Level: 67
+40% Increased Attack Speed
+300% - +350% Enhanced Damage
+20% - +35% to Poison Skill Damage
30% - 70% Chance of Crushing Blow
Hit Causes Monster to Flee 15.625% - 31.25%
Weapons and Gloves:
20% Deadly Strike (Lo Rune)
Freezes Target +3 (Cham Rune)

Works in: Throwing Knives, Claws

Elemental Powers



Required Level: 1
+25% Increased Attack Speed
+12 - +20 to Elemental Damage (Based on Character Level)
Weapons and Gloves:
Adds 4-8 fire damage (Chipped Ruby)
Adds 1-14 lightning damage (Chipped Topaz)
Adds 3-5 cold damage (Chipped Sapphire)

Works in: Weapons

Excruciation

'KoShaelTirFalSol'



Required Level: 41
Level 7 - 12 Incineration-Aura Aura When Equipped
12% Chance to cast level 7 Amplify Damage on Striking
17% Chance to cast level 20 Fire Sphere on Striking
+70 to Minimum Damage
+120 to Maximum Damage
+1 - +3 to Maximum Damage (Based on Character Level)
120% - 170% Bonus to Attack Rating
Weapons and Gloves:
+10 to Dexterity (Ko Rune)
+20% Increased Attack Speed (Shael Rune)
3% Mana stolen per hit (Tir Rune)
+10 to Strength (Fal Rune)
+9 to Minimum Damage (Sol Rune)

Works in: Weapons
Except: Missile Weapons

Paralysis

'SolThul'



Required Level: 27
33% Chance to cast level 5 Stunning Attack on Striking
+5 to Maximum Cold Damage (Based on Character Level)
Hit Blinds Target +1 - +3
Slows Target by 10% - 25%
Weapons and Gloves:
+9 to Minimum Damage (Sol Rune)
Adds 30-50 cold damage (Thul Rune)
Helms and Amulets:
Damage Reduced by 7 (Sol Rune)
Cold Resist +30% (Thul Rune)

Works in: Gloves, Belts

Havoc

'BerKoHelFalOhm'



Required Level: 63
+1% - +2% Enhanced Maximum Damage (Based on Character Level)
+150% - +175% Enhanced Damage
+35 - +60 to Minimum Damage
+3 - +6 to Attack Rating (Based on Character Level)
15% Chance of Crushing Blow
+5 - +10 to all Attributes
Weapons and Gloves:
20% Chance of Crushing Blow (Ber Rune)
+10 to Dexterity (Ko Rune)
Requirements -20% (Hel Rune)
+10 to Strength (Fal Rune)
+50% Enhanced Damage (Ohm Rune)

Works in: Weapons

Infernal Dance

'ShaelGulZodElVex'



Required Level: 69
+30% Increased Attack Speed
+50% Faster Hit Recovery
+255% - +335% Enhanced Damage
+0.375 to Vitality (Based on Strength)
All Resistances +50
Weapons and Gloves:
+20% Increased Attack Speed (Shael Rune)
+200 to Attack Rating (Gul Rune)
Indestructible (Zod Rune)
+75 to Attack Rating (El Rune)
7% Mana stolen per hit (Vex Rune)

Works in: Polearms

Ritual

'BerLo'



Required Level: 63
100% Chance to cast level 33 Firmament Fall when you Die
+333% - +366% Enhanced Damage
4% Mana stolen per hit
3% Life stolen per hit
33% - 66% Chance of Open Wounds
+13 to Sacrifice
Increase Maximum Life 23% - 34%
Weapons and Gloves:
20% Chance of Crushing Blow (Ber Rune)
5% Life and Mana stolen per hit (Perfect Skull)
20% Deadly Strike (Lo Rune)

Works in: Claws

Retribution

'loEth'



Required Level: 35
10% Chance to cast level 2 Decrepify when Struck
+20% Increased Attack Speed



10% - 25% Chance of Open Wounds
+1 - +10 to Vitality
Weapons and Gloves:
+10 to Vitality (Io Rune)
-25% Target Defense (Eth Rune)

Works in: Gloves



Meditation

Required Level: 5
Level 1 - 3 Meditation Aura When Equipped
+20% Faster Cast Rate
+3 - +5 to Mana after each Kill
Weapons and Gloves:
All Resistances +6 (Flawed Rainbowgeȳc1mȳc3)

Works in: Scepters, Staffs, Orbs



Raving Madness

'GulOhm'

Required Level: 57
20% Chance to cast level 7 Attract on Attack
+45% Increased Attack Speed
+370% - +450% Enhanced Damage
+370 - +670 to Attack Rating
40% - 50% Chance of Crushing Blow
Weapons and Gloves:
+200 to Attack Rating (Gul Rune)
Adds 40-40 magic damage (Perfect Diamond)
+50% Enhanced Damage (Ohm Rune)

Works in: Maces



Penetration

'EthZodEthOhm'

Required Level: 69
75% Chance to cast level 21 Magicconverter on Attack
+300 to Maximum Damage
50% - 100% Deadly Strike
+5 - +10 to Critical Strike
+5 - +10 to Penetrate
+5 - +10 to Mace Mastery
+50 Life per attack
Weapons and Gloves:
-25% Target Defense (Eth Rune)
Indestructible (Zod Rune)
-25% Target Defense (Eth Rune)
+50% Enhanced Damage (Ohm Rune)

Works in: Clubs, Hammers, Maces



Exodus

'OhmRallst'

Required Level: 57
25% Chance to cast level 1 Static Field on Attack
+30% Increased Attack Speed
+2.5 - +3.5 to Maximum Damage (Based on Character Level)
Adds 400-600 fire damage



+30 - +50 to Fire Wall
+5 - +10 to Attack Rating (Based on Strength)
Weapons and Gloves:
+50% Enhanced Damage (**Ohm Rune**)
Adds 44-66 fire damage (Ral Rune)
50% Better Chance of Getting Magic Items (Ist Rune)

Works in: Scepters



Dwarf Hammer

'SolDol'

Required Level: 31
+20% Increased Attack Speed
+200% Enhanced Damage
+150 - +200 to Attack Rating
17% Chance of Crushing Blow
+150 - +200 Defense
+9 - +17 to Strength
Weapons and Gloves:
+9 to Minimum Damage (Sol Rune)
Slows Target by 7% (Dol Rune)

Works in: Scepters, Maces



Tongue Splitter

'JahHelJahlo'

Required Level: 65
Level 3 - 5 Conviction Aura When Equipped
+250% - +350% Enhanced Damage
250% Bonus to Attack Rating
Adds 450-750 poison damage over 75 seconds
35% Chance of Crushing Blow
35% Deadly Strike
+25 to Call a Salamander
Weapons and Gloves:
Ignore Target's Defense (**Jah Rune**)
Requirements -20% (Hel Rune)
Ignore Target's Defense (**Jah Rune**)
+10 to Vitality (Io Rune)

Works in: Scepters



Monstrosity

'JieJie'

Required Level: 85
Indestructible
Adds 20-100 damage
10% - 20% Deadly Strike
+10 - +20 to Strength
+20 Life per Hit
Helms and Amulets:
Increase Maximum Strength 15% (**Jie Rune**)
Increase Maximum Strength 15% (**Jie Rune**)

Works in: Helmets

Exorcism

'ConvBerEstConvBer'



Required Level: 85
Level 6 - 10 Conviction Aura When Equipped
+20% Increased Attack Speed
+315% - +375% Enhanced Damage
Poison Length Reduced by 60% - 75%
Reduces Curse Duration by 35% - 50%
3% - 5% Reanimate as: Blood Temptress
Weapons and Gloves:
Level 2 Conviction Aura When Equipped (Stone of Conviction)
20% Chance of Crushing Blow (**Ber Rune**)
Adds 175-250 magic damage (**Est Rune**)
Level 2 Conviction Aura When Equipped (Stone of Conviction)
20% Chance of Crushing Blow (**Ber Rune**)

Works in: Spears, Scythes

Weathergod
'IstHelOhmIst'



Required Level: 57
+60% Faster Cast Rate
+5 - +7 to Firenova Radius
+5 - +7 to Nova Radius
+5 - +7 to Coldnova Radius
+125% - +250% Enhanced Defense
+180 - +290 to Mana
All Resistances +30 - 50
Weapons and Gloves:
50% Better Chance of Getting Magic Items (Ist Rune)
Requirements -20% (Hel Rune)
+50% Enhanced Damage (**Ohm Rune**)
50% Better Chance of Getting Magic Items (Ist Rune)

Works in: Staffs

Villainy
'ElKoUm'



Required Level: 47
+0.75 Faster Run/Walk (Based on Character Level)
+30% Increased Attack Speed
Fires Explosive Arrows or Bolts
45% - 60% Chance of Open Wounds
+10 - +20 to Dexterity
Armors and Belts:
+30 Defense (El Rune)
+10 to Dexterity (Ko Rune)
All Resistances +15 (Um Rune)

Works in: Body Armors

Deceitfulness



Required Level: 18
33% Chance to cast level 1 Confuse when Struck
+10% Faster Hit Recovery
Damage +5 - +10
+2 - +12 to Dexterity
+1 - +15 to Energy
26% Better Chance of Getting Magic Items
Helms and Amulets:
+4 Life and Mana after each Kill (Flawless Skull)
24% Better Chance of Getting Magic Items (Perfect **Topaz**)

Works in: Helmets

Violence

'KonzJahJie'



Required Level: 85
Level 4 - 5 Concentration Aura When Equipped
7% Chance to cast level 7 Thirst for Blood on Striking
+50% - +150% Enhanced Defense
Increase Maximum Life 3% - 5%
Armors and Belts:
Level 2 Concentration Aura When Equipped (Stone of Concentration)
Increase Maximum Life 5% (Jah Rune)
Increase Maximum Strength 15% (Jie Rune)

Works in: Body Armors

Vitality

'Ber'



Required Level: 63
+275% - +350% Enhanced Defense
+2 - +32 to Life
Magic Resist +15% - +20%
Damage Reduced by 2% - 7%
Helms and Amulets:
Damage Reduced by 8% (Ber Rune)
+50 to Life (Perfect Ruby)

Works in: Belts

Spirituality

'Sur'



Required Level: 61
+15% Faster Cast Rate
+17 - +42 to Mana
Increase Maximum Mana 5% - 15%
Regenerate Mana 75% - 150%
Magic Damage Reduced by 12 - 15
Helms and Amulets:
Increase Maximum Mana 5% (Sur Rune)
+50 to Mana (Perfect Sapphire)

Works in: Belts

Mana



Required Level: 1
+0 - +20 to Mana
Regenerate Mana 50% - 100%
+3 - +5 to Mana after each Kill
Helms and Amulets:
+14 to Mana (Chipped Sapphire)
+14 to Mana (Chipped Sapphire)

Works in: Belts

Incantation



Required Level: 1
+5% Faster Cast Rate
+5 - +15 to Attack Rating
+0 - +1 to Raise Skeleton (Necromancer Only)
+0 - +1 to Rathma's Redemption (Necromancer Only)
+1 to Teeth (Necromancer Only)
+5 - +10 to Mana
+1 - +3 to Mana after each Kill
Weapons and Gloves:
1% Life and Mana stolen per hit (Chipped Skull)
Adds 3-5 cold damage (Chipped Sapphire)
Armors and Belts:
+1 Life and Mana after each Kill (Chipped Skull)
+14 to Mana (Chipped Sapphire)
Helms and Amulets:
+1 Life and Mana after each Kill (Chipped Skull)
+14 to Mana (Chipped Sapphire)
Shields and Shoes:
3% Increased Chance of Blocking (Chipped Skull)
Cold Resist +8% (Chipped Sapphire)

Works in: Weapons, Necromancer Items

Wilderness



Required Level: 1
Adds 5-5 damage
+5 - +15 to Attack Rating
+0 - +1 to Wrathful Worms (Druid Only)
+0 - +1 to Werewolf (Druid Only)
+1 to Arctic Blast (Druid Only)
+5 - +10 to Mana
+1 - +3 to Mana after each Kill
Weapons and Gloves:
Adds 4-8 fire damage (Chipped Ruby)
Adds 3-5 cold damage (Chipped Sapphire)
Armors and Belts:
+14 to Life (Chipped Ruby)
+14 to Mana (Chipped Sapphire)
Helms and Amulets:
+14 to Life (Chipped Ruby)
+14 to Mana (Chipped Sapphire)
Shields and Shoes:
Fire Resist +8% (Chipped Ruby)
Cold Resist +8% (Chipped Sapphire)

Works in: Weapons, Druid Items

Order



Required Level: 1
Adds 5-5 damage
+5 - +15 to Attack Rating
+0 - +1 to Hammer Toss (Paladin Only)
+0 - +1 to Might (Paladin Only)
+1 to Sacrifice (Paladin Only)
+5 - +10 to Life
+1 - +3 Life after each Kill
Weapons and Gloves:
Adds 8-8 magic damage (Chipped Diamond)
Adds 1-14 lightning damage (Chipped Topaz)
Armors and Belts:
+4% Faster Hit Recovery (Chipped Diamond)
8% Better Chance of Getting Magic Items (Chipped Topaz)
Helms and Amulets:
+4% Faster Hit Recovery (Chipped Diamond)
8% Better Chance of Getting Magic Items (Chipped Topaz)
Shields and Shoes:
All Resistances +6 (Chipped Diamond)

Lightning Resist +8% (Chipped Topaz)

Works in: Weapons, Paladin Items

Precision



Required Level: 1
+5% Increased Attack Speed
+5 - +15 to Attack Rating
+0 - +1 to Critical Strike (Amazon Only)
+0 - +1 to Inner Sight (Amazon Only)
+1 to Jab (Amazon Only)
+5 - +10 to Life
+1 - +3 Life after each Kill
Weapons and Gloves:
Adds 1-14 lightning damage (Chipped Topaz)
Adds 40-40 poison damage over 75 seconds (Chipped Emerald)
Armors and Belts:
8% Better Chance of Getting Magic Items (Chipped Topaz)
+4 to Dexterity (Chipped Emerald)
Helms and Amulets:
8% Better Chance of Getting Magic Items (Chipped Topaz)
+4 to Dexterity (Chipped Emerald)
Shields and Shoes:
Lightning Resist +8% (Chipped Topaz)
Poison Resist +8% (Chipped Emerald)

Works in: Weapons, Amazon Items

Power



Required Level: 1
Adds 5-5 damage
+5 - +15 to Attack Rating
+0 - +1 to Axe Mastery (Barbarian Only)
+0 - +1 to Howl
+1 to Bash (Barbarian Only)
+5 - +10 to Life
+1 - +3 Life after each Kill
Weapons and Gloves:
Adds 1-14 lightning damage (Chipped Topaz)
Adds 4-8 fire damage (Chipped Ruby)
Armors and Belts:
8% Better Chance of Getting Magic Items (Chipped Topaz)
+14 to Life (Chipped Ruby)
Helms and Amulets:
8% Better Chance of Getting Magic Items (Chipped Topaz)
+14 to Life (Chipped Ruby)
Shields and Shoes:
Lightning Resist +8% (Chipped Topaz)
Fire Resist +8% (Chipped Ruby)

Works in: Weapons, Barbarian Items

Cunningness



Required Level: 1
+5 Kick Damage
+5 - +15 to Attack Rating
+0 - +1 to Psychic Hammer (Assassin Only)
+0 - +1 to Fire Blast (Assassin Only)
+1 to Tiger Strike (Assassin Only)
+5 - +10 to Mana
+1 - +3 to Mana after each Kill
Weapons and Gloves:
1% Life and Mana stolen per hit (Chipped Skull)



Adds 40-40 poison damage over 75 seconds (Chipped Emerald)
Armors and Belts:
+1 Life and Mana after each Kill (Chipped Skull)
+4 to Dexterity (Chipped Emerald)
Helms and Amulets:
+1 Life and Mana after each Kill (Chipped Skull)
+4 to Dexterity (Chipped Emerald)
Shields and Shoes:
3% Increased Chance of Blocking (Chipped Skull)
Poison Resist +8% (Chipped Emerald)

Works in: Weapons, Assassin Items

Magic



Required Level: 1
+5% Faster Cast Rate
+5 - +15 to Attack Rating
+0 - +1 to Shiver Armor (Sorceress Only)
+0 - +1 to Warmth (Sorceress Only)
+1 to Charged Bolt (Sorceress Only)
+5 - +10 to Mana
+1 - +3 to Mana after each Kill
Weapons and Gloves:
Adds 8-8 magic damage (Chipped Diamond)
+50 to Attack Rating (Chipped Amethyst)
Armors and Belts:
+4% Faster Hit Recovery (Chipped Diamond)
+4 to Strength (Chipped Amethyst)
Helms and Amulets:
+4% Faster Hit Recovery (Chipped Diamond)
+4 to Strength (Chipped Amethyst)
Shields and Shoes:
All Resistances +6 (Chipped Diamond)
+20 Defense (Chipped Amethyst)

Works in: Weapons, Sorceress Items

The Last Aspiration

'TesLahDraXolLefEst'



Required Level: 85
Indestructible
+4 to All Skills
+25% - +35% Faster Cast Rate
Adds 225-250 magic damage
-30% - -40% to all Enemy Resistances
40% - 50% Chance of Crushing Blow
All Resistances +40 - 50
Weapons and Gloves:
+15% Faster Cast Rate (Tes Rune)
-10% to Enemy Poison Resistance (Lah Rune)
-10% to Enemy Fire Resistance (Dra Rune)
-10% to Enemy Lightning Resistance (Xol Rune)
-10% to Enemy Cold Resistance (Lef Rune)
Adds 175-250 magic damage (Est Rune)

Works in: Weapons

Tolerance



Required Level: 1
100% Chance to cast level 5 Cyclone Armor when you Level-Up
15% - 20% Increased Chance of Blocking
+10 Defense



All Resistances +3
Poison Length Reduced by 50%
Shields and Shoes:
All Resistances +6 (Chipped Diamond)
All Resistances +6 (Chipped Diamond)

Works in: Shields



Inspiration

Required Level: 1
100% Chance to cast level 5 Cyclone Armor when you Level-Up
5% - 10% to Rapidness
+2 to Strength
+10 to Dexterity
+5 - +7 to Light Radius
Helms and Amulets:
+4 to Strength (Chipped Amethyst)
+4 to Strength (Chipped Amethyst)

Works in: Helmets