

Rune	Weapon & Gloves	Helm, Armor, Belt, & Boots Shield	
Gil - 1	+50 to attack rating against undead, 8% increased dmg,	+2 to max damage, 5% chance of crushing blow	Cold damage 5-10 points for 60 seconds
Hal - 2	9-10 fire damage, slows target by 10%	15% damage taken goes to mana,	Absorb cold 5%
Ida - 3	10% faster attack speed, 25% chance of fleeing monster	Increase durability 5%, life steal 3%	Heal 3 mana after each kill, resist cold 10%
Ivo - 4	Knockback, reduce poison length by 20%	+5 to dexterity, +5 to strength	+20 to health
Lan - 5	Regenerate health +4, +10 maximum fire damage	Prevent monster heal, +50% damage to demons	Regenerate mana 15% faster, resist lightning 10%
Rae - 6	+9 to maximum damage, +15% to defense against melee	10% chance of deadly strike, 20% to defense against missiles	Reduce monster defense by 15%, +10 kick damage
Ren - 7	15% faster hit recovery, 10% faster cast rate	50% more gold from monsters, -50% requirements	70% chance of monster flee, +10% to health
Val - 8	+15 to strength, half freeze duration	Poison dmg +15 for 10 seconds, +5 to max poison resist	20% faster block rate, +3 to max resist all
Cam - 9	Fires explosive arrows, +20 to mana	Regenerate mana 20% faster, resist fire 20%	Resist lightning 30%, resist magic 10%
Loe - 10	10-20 fire damage, absorb fire 10%	+20 to energy, +20 to vitality	+100 to stamina, 20% slower stamina drain
Red - 11	5% life steal, 5% mana steal	15% to defense against missiles, repair durability every 15 seconds	10% chance to freeze target, 25% damage taken goes to mana
Rey - 12	+15 to dexterity, 15% increased attack speed	Resist all 5%, reduce damage by 15	Knockback, +15 to life after each demon kill
Than - 13	+15% to attack rating, 30% increased damage	+15 to life after each demon kill, damage enemy armor 15%	Reduce damage by 15%, attacker takes damage of 25
Cal - 14	+20 to minimum fire damage, +30 to maximum fire damage	Absorb fire 15%, resist fire 30%	+20 to vitality, +20 to energy
Ina - 15	45% chance of open wounds, 20% chance to blind target	+15% resist cold, +15% resist lightning	Reduce poison length by 30%, +100 to stamina
Keb - 16	30% increased attack speed, 20%	20% pierce, 8% lifesteal	30% damage taken goes

	deadly strike		to mana, Attacker takes lightning damage of 40
Mort - 17	+20 magic damage, +25 lightning damage	Half freeze duration, +40 to life	30% increased run/walk, 20% faster block rate
Rea - 18	10% lifesteal, 10% manasteal	+20 to strength, +20 to dexterity	+20 to energy, +20 to vitality
Seth - 19	15% chance of monster flee, +2 cold dmg per char lvl	+3 to attack rating per lvl, 300% extra gold from monsters	Regenerate mana 40% faster, absorb lightning 15%
Uri - 20	Prevent monster heal, +20 to minimum damage	50% chance of deadly strike, slow monster by 50%	Cannot be frozen, resist poison 50%
Anh - 21	+30 cold damage over 5 seconds, +50 poison dmg over 5 seconds	Reduce damage by 70, +20% to defense	+30% to defense against melee, +30% to defense against missile
Etan - 22	+40 damage, knockback	Regenerate life +15, regenerate mana 50% faster	40% faster block rate, 30% faster cast rate
Irma - 23	Absorb magic 15%, fire damage +25	30% faster hit recovery, -70% requirements	+1 vitality per lvl, +1 energy per lvl
Orde - 24	+1 to amazon skills, +30 cold damage over 5 seconds	10% increased health, 10% increased mana	Resist cold 50%, 100% slower stamina drain
Ros - 25	40% chance of piercing attack, ignore targets defense	Resist max poison +5, reduce magical damage by 20	Resist poison max +5, cannot be frozen
Vila - 26	+30 lightning damage, resist lightning 30%	+20 to dex, +20 to strength	Resist fire max +5, resist fire 30%
Ali - 27	+1 to barbarian skills, 30% increased damage	Resist cold max +5, 40% chance of crushing blow	Resist cold max +5, resist cold 30%
Ari - 28	+1 to necro skills, ignore target defense	Resist lightning max +5, prevent monster heal	Resist lightning max +5, resist lightning 30%
Atli - 29	+1 to sorc skills, 40% increased mana	40% faster run/walk, regenerate stamina 50% faster	25% faster cast rate, 45% better chance of finding magic items
Oli - 30	+1 to paladin skills, indestructible	+30 to minimum and maximum damage, 80% chance of open wounds	Reduce target defense by 50%, attacker takes damage of 70

Kali - 31	+1 to assassin skills, 10% life steal	80% to blind target, +50 kick damage	Increase durability by 40%, cannot be frozen
Grim - 32	+1 to all fire skills, +20 to life after each demon kill	Resist all max +5, +30 to vitality	+25% to life, +25% to mana
Ultima - 33	+2 to all skills, 20% life steal	100% chance to freeze target, reduce target defense by 90%	Indestructible, cannot be frozen