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#### RUNEWARDS ORIGINAIS 1.09

<b>Ancient's Pledge</b>	3 Socket Shields	Ral + Ort + Tal	+50% Enhanced Defense
			Cold Resist +43%
			Fire Resist +48%
			Lightning Resist +48%
			Poison Resist +48%
<b>Black</b>	3 Socket Clubs/Hammers/Maces	Thul + Io + Nef	10% Damage Goes To Mana
			+120% Enhanced Damage
			40% Chance Of Crushing Blow
			+200 To Attack Rating
			Adds 3-14 Cold Damage - Cold Duration 3 Seconds

			+10 To Vitality 15% Increased Attack Speed Knockback Magic Damage Reduced By 2 Level 4 Corpse Explosion (12 Charges)
			+209% Enhanced Damage 40% Increased Attack Speed Prevent Monster Heal 66% Chance Of Open Wounds 33% Deadly Strike Ignore Target's Defense -25% Target Defense 20% Bonus To Attack Rating 6% Life Stolen Per Hit +5 To Frenzy (Barbarian Only)
<b>Fury</b>	3 Socket Melee Weapons	Jah + Gul + Eth	
			+60% Enhanced Damage -25% Target Defense Adds 5-30 Fire Damage Adds 21-110 Lightning Damage +75 Poison Damage Over 5 Seconds +10 To Maximum Damage Lightning Resistance +60% +5 To Maximum Lightning Resistance +3 To Holy Shock (Paladin Only) Level 7 Chain Lightning (60 Charges)
<b>Holy Thunder</b>	4 Socket Scepters	Eth + Ral + Ort + Tal	
			+160% Enhanced Damage +9 To Minimum Damage +9 To Maximum Damage 25% Deadly Strike +250 To Attack Rating +1 to All Skills 7% Life Stolen Per Hit Replenish Life +10 +10 To Strength +1 To Light Radius +2 To Mana After Each Kill
<b>Honor</b>	5 Socket Melee Weapons	Amn + El + Ith + Tir + Sol	
<b>King's Grace</b>	3 Socket Swords/Scepters	Amn + Ral + Thul	+100% Enhanced Damage +100% Damage To Demons +50% Damage To Undead Adds 5-30 Fire Damage

			Adds 3-14 Cold Damage - 3 Second Duration +150 To Attack Rating +100 To Attack Rating Against Demons +100 To Attack Rating Against Undead 7% Life Stolen Per Hit
			Adds 5-30 Fire Damage +3 To Fire Skills +3 To Fire Bolt (Sorceress Only) +3 To Inferno (Sorceress Only) +3 To Warmth (Sorceress Only) +2 To Mana After Each Kill + (2 Per Character Level) +2-198 To Defense (Based On Character Level) Cold Resist +33%
<b>Leaf</b>	2 Socket Staves* (Not Orbs)	Tir + Ral	
			+20% Enhanced Damage Requirements -15% +25 To Strength +10 To Energy +20 To Vitality +15 To Dexterity +50 To Life All Resistances +30
<b>Lionheart</b>	3 Socket Body Armor	Hel + Lum + Fal	
			+1 To All Skill Levels +10 To Energy +2 To Mana After Each Kill Lightning Resist +30% Damage Reduced By 7 +2 To Light Radius
<b>Lore</b>	2 Socket Helms	Ort + Sol	
			+33% Enhanced Damage +9 To Maximum Damage 100% Chance Of Open Wounds -25% Target Defense -100 To Monster Defense Per Hit Prevent Monster Heal +50 To Attack Rating Drain Life -5
<b>Malice</b>	3 Socket Melee Weapons	Ith + El + Eth	
			+50% Enhanced Damage +300% Damage To Undead +3 To Bow and Crossbow Skills (Amazon Only)
<b>Melody</b>	3 Socket Missile Weapons	Shael + Ko + Nef	

			+3 To Critical Strike (Amazon Only)
			+3 To Dodge (Amazon Only)
			+3 To Slow Missiles (Amazon Only)
			20% Increased Attack Speed
<b>Memory</b>	4 Socket Staves (Not Orbs)	Lum + Io + Sol + Eth	+10 To Dexterity
			Knockback
			+3 to Sorceress Skill Levels
			33% Faster Cast Rate
			Increase Maximum Mana 20%
			+3 Energy Shield (Sorceress Only)
			+2 Static Field (Sorceress Only)
			+10 To Energy
			+10 To Vitality
			+9 To Minimum Damage
			-25% Target Defense
			Magic Damage Reduced By 7
			+50% Enhanced Defense
<b>Nadir</b>	2 Socket Helms	Nef + Tir	+50% Enhanced Defense
			+10 Defense
			+30 Defense vs. Missile
			Level 13 Cloak of Shadows (9 Charges)
			+2 To Mana After Each Kill
			+5 To Strength
			-33% Extra Gold From Monsters
			-3 To Light Radius
			+75% Enhanced Defense
<b>Radiance</b>	3 Socket Helms	Nef + Sol + Ith	+30 Defense Vs. Missile
			+10 To Energy
			+10 To Vitality
			15% Damage Goes To Mana
			Magic Damage Reduced By 3
			+33 To Mana
			Damage Reduced By 7
			+5 To Light Radius
<b>Rhyme</b>	2 Socket Shields	Shael + Eth	
			20% Increased Chance of Blocking
			40% Faster Block Rate
			All Resistances +25
			Regenerate Mana 15%
			Cannot Be Frozen

			50% Extra Gold From Monsters
			25% Better Chance Of Getting Magic Items
			200% Enhanced Damage
			+75% Damage To Undead
			Requirements -20%
			20% Increased Attack Speed
			+50 To Attack Rating Against Undead
			+2 To All Skills
			All Resistances +75
			20% Faster Hit Recovery
			11% Mana Stolen Per Hit
			Hit Causes Monster To Flee 25%
			Hit Blinds Target +33
			+2 To Mana After Each Kill
			30% Better Chance Of Getting Magic Items
			+75% Enhanced Defense
			+280 Defense Vs. Missile
			All Resistances +50
			20% Faster Hit Recovery
			Level 6 Weaken (18 Charges)
			+10 To Energy
			-1 To Light Radius
			Magic Damage Reduced By 3
			+6 To Dexterity
			+15 To Maximum Stamina
			Poison Resist +30%
			Regenerate Mana 15%
			25% Faster Run/Walk
			25% Faster Cast Rate
			25% Faster Hit Recovery
			20% Enhanced Damage
			+3 To Minimum Damage
			+3 To Maximum Damage
			+50 To Attack Rating
			50% Chance Of Open Wounds
			25% Increased Attack Speed
			+2 To Mana After Each Kill
			+1 To Light Radius
<b>Silence</b>	6 Socket Weapons	Dol + Eld + Hel + Ist + Tir + Vex	
<b>Smoke</b>	2 Socket Body Armor	Nef + Lum	
<b>Stealth</b>	2 Socket Body Armor	Tal + Eth	
<b>Steel</b>	2 Socket Swords/Axes/Maces	Tir + El	
<b>Strength</b>	2 Socket Melee	Amn + Tir	35% Enhanced Damage

	Weapons		25% Chance Of Crushing Blow 7% Life Stolen Per Hit +2 To Mana After Each Kill +20 To Strength +10 To Vitality  Hit Causes Monster To Flee 25% Prevent Monster Heal Ignore Target's Defense 7% Mana Stolen Per Hit Level 15 Poison Explosion (27 Charges) Level 13 Poison Nova (11 Charges) +273 Poison Damage Over 6 seconds
<b>Venom</b>	3 Socket Weapons	Tal + Dol + Mal	300% Extra Gold From Monsters 100% Better Chance Of Getting Magic Items +2 To Mana After Each Kill +10 To Dexterity  Hit Causes Monster To Flee 25% +10 To Vitality +3 To Poison And Bone Skills (Necromancer Only)
<b>Wealth</b>	3 Socket Body Armor	Lem + Ko + Tir	+3 To Bone Armor (Necromancer Only) +2 To Bone Spear (Necromancer Only) +4 To Skeleton Mastery (Necromancer Only)  Magic Damage Reduced By 4 20% Faster Cast Rate +13 To Mana  +33% Enhanced Damage +66 To Attack Rating Adds 1-50 Lightning Damage -25% Target Defense +25 Defense 25% Faster Run/Walk 25% Increased Attack Speed 7% Chance To Cast Level 1 Twister When Struck
<b>White</b>	2 Socket Wand	Dol + Io	
<b>Zephyr</b>	2 Socket Missile Weapons	Ort + Eth	

<b>Beast</b>	5 Socket	Ber + Tir + Um	Level 9 Fanaticism Aura When Equipped
	Axes/Scepters/Hammers	+ Mal + Lum	+40% Increased Attack Speed +240-270% Enhanced Damage (varies) 20% Chance of Crushing Blow 25% Chance of Open Wounds +3 To Werebear +3 To Lycanthropy Prevent Monster Heal +25-40 To Strength (varies) +10 To Energy +2 To Mana After Each Kill Level 13 Summon Grizzly (5 Charges)
<b>Bramble</b>	4 Socket Body Armor	Ral + Ohm + Sur + Eth	Level 15-21 Thorns Aura When Equipped (varies) +50% Faster Hit Recovery +25-50% To Poison Skill Damage (varies) +300 Defense Increase Maximum Mana 5% Regenerate Mana 15% +5% To Maximum Cold Resist Fire Resist +30% Poison Resist +100% +13 Life After Each Kill Level 13 Spirit of Barbs (33 Charges)
			50% Chance To Cast Level 20 Poison Nova When You Kill An Enemy Indestructible +60% Increased Attack Speed +350-400% Enhanced Damage (varies) +200% Damage To Undead -25% Target Defense +50 To Attack Rating +50 To Attack Rating Against Undead 7% Mana Stolen Per Hit 12-15% Life Stolen Per Hit (varies) Prevent Monster Heal <u>+30 To All Attributes</u> +1 To Light Radius Requirements -20%
<b>Breath of the Dying</b>	6 Socket Weapons	Vex + Hel + El + Eld + Zod + Eth	
<b>Call To Arms*</b>	5 Socket Weapons	Amn + Ral + Mal + Ist +	+1 To All Skills +40% Increased Attack Speed

		Ohm	+250-290% Enhanced Damage (varies) Adds 5-30 Fire Damage 7% Life Stolen Per Hit +2-6 To Battle Command (varies)* +1-6 To Battle Orders (varies)* +1-4 To Battle Cry (varies)* Prevent Monster Heal Replenish Life +12 30% Better Chance of Getting Magic Items
<b>Chains of Honor</b>	4 Socket Body Armor	Dol + Um + Ber + Ist	+2 To All Skills +200% Damage To Demons +100% Damage To Undead 8% Life Stolen Per Hit +70% Enhanced Defense +20 To Strength Replenish Life +7 All Resistances +65 Damage Reduced By 8% 25% Better Chance of Getting Magic Items 9% Chance To Cast Level 11 Frozen Orb On Striking 11% Chance To Cast Level 9 Charged Bolt On Striking
<b>Chaos</b>	3 Socket Claws	Fal + Ohm + Um	+35% Increased Attack Speed +290-340% Enhanced Damage (varies) Adds 216-471 Magic Damage 25% Chance of Open Wounds +1 To Whirlwind +10 To Strength +15 Life After Each Demon Kill
<b>Crescent Moon</b>	3 Socket Axes/Swords/Polearms	Shael + Um + Tir	10% Chance To Cast Level 17 Chain Lightning On Striking 7% Chance To Cast Level 13 Static Field On Striking +20% Increased Attack Speed +180-220% Enhanced Damage (varies) Ignore Target's Defense -35% To Enemy Lightning Resistance 25% Chance of Open Wounds +9-11 Magic Absorb (varies)



			+2 To Mana After Each Kill
			Level 18 Summon Spirit Wolf (30 Charges)
			1% Chance To Cast Level 50 Delirium* (morph)
			When Struck
			6% Chance To Cast Level 14 Mind Blast When
			Struck
			14% Chance To Cast Level 13 Terror When Struck
			11% Chance To Cast Level 18 Confuse On Striking
<b>Delirium*</b>	3 Socket Helms	Lem + Ist + Io	+2 To All Skills
			+261 Defense
			+10 To Vitality
			50% Extra Gold From Monsters
			25% Better Chance of Getting Magic Items
			Level 17 Attract (60 Charges)
			5% Chance To Cast Level 18 Volcano On Striking
			Level 12 Holy Freeze Aura When Equipped
			+2 To All Skills
			+45% Increased Attack Speed
<b>Doom</b>	5 Socket	Hel + Ohm +	+330-370% Enhanced Damage (varies)
	Axes/Polearms/Hammers	Um + Lo +	-(40-60)% To Enemy Cold Resistance (varies)
		Cham	20% Deadly Strike
			25% Chance of Open Wounds
			Prevent Monster Heal
			Freezes Target +3
			Requirements -20%
			+40% Faster Hit Recovery
			+10-20% Enhanced Damage (varies)
			Adds 37-133 Cold Damage 2 sec. Duration (Normal)
			15% Chance of Crushing Blow
			33% Chance of Open Wounds
<b>Duress</b>	3 Socket Body Armor	Shael + Um +	+150-200% Enhanced Defense (varies)
		Thul	-20% Slower Stamina Drain
			Cold Resist +45%
			Lightning Resist +15%
			Fire Resist +15%
			Poison Resist +15%
<b>Enigma</b>	3 Socket Body Armor	Jah + Ith + Ber	+2 To All Skills
			+45% Faster Run/Walk
			+1 To Teleport
			+750-775 Defense (varies)

			+ (0.75 Per Character Level) +0-74 To Strength (Based On Character Level) Increase Maximum Life 5% Damage Reduced By 8% +14 Life After Each Kill 15% Damage Taken Goes To Mana + (1 Per Character Level) +1-99% Better Chance of Getting Magic Items (Based On Character Level)
			Indestructible +260-310% Enhanced Damage (varies) +9 To Minimum Damage 7% Life Stolen Per Hit 20% Chance of Crushing Blow Hit Blinds Target Slows Target By 33% Regenerate Mana 16% Replenish Life +16 Cannot Be Frozen 30% Better Chance Of Getting Magic Items Level 8 Revive (88 Charges)
<b>Eternity</b>	5 Socket Melee Weapons	Amn + Ber + Ist + Sol + Sur	15% Chance To Cast Level 5 Life Tap On Striking Level 13-16 Defiance Aura When Equipped (varies) +2 To Offensive Auras (Paladin Only) +30% Faster Block Rate Freezes Target +220-260% Enhanced Defense (varies) Replenish Life +7 +5% To Maximum Cold Resist +5% To Maximum Fire Resist 25% Better Chance Of Getting Magic Items Repairs 1 Durability in 4 Seconds
<b>Exile</b>	4 Socket Paladin Shields (only)	Vex + Ohm + Ist + Dol	+30% Increased Attack Speed +320-370% Enhanced Damage (varies) Ignore Target's Defense Adds 180-200 Magic Damage Adds 50-200 Fire Damage Adds 51-250 Lightning Damage Adds 50-200 Cold Damage 12% Life Stolen Per Hit Prevent Monster Heal +10 To Strength
<b>Famine</b>	4 Socket Axes/Hammers	Fal + Ohm + Ort + Jah	

<b>Gloom</b>	3 Socket Body Armor	Fal + Um + Pul	15% Chance To Cast Level 3 Dim Vision When Struck
			+10% Faster Hit Recovery
			+200-260% Enhanced Defense (varies)
			+10 To Strength
<b>Hand of Justice*</b>	4 Socket Weapons	Sur + Cham + Amn + Lo	All Resistances +45
			Half Freeze Duration
			5% Damage Taken Goes To Mana
			-3 To Light Radius
			100% Chance To Cast Level 36 Blaze When You Level-Up
			100% Chance To Cast Level 48 Meteor When You Die
			Level 16 Holy Fire Aura When Equipped
			+33% Increased Attack Speed
			+280-330% Enhanced Damage (varies)
			Ignore Target's Defense
<b>Heart of the Oak</b>	4 Socket Staves/Maces*	Ko + Vex + Pul + Thul	7% Life Stolen Per Hit
			-20% To Enemy Fire Resistance
			20% Deadly Strike
			Hit Blinds Target
			Freezes Target +3
			+3 To All Skills
			+40% Faster Cast Rate
			+75% Damage To Demons
			+100 To Attack Rating Against Demons
			Adds 3-14 Cold Damage, 3 sec. Duration (Normal)
<b>Kingslayer</b>	4 Socket Swords/Axes	Mal + Um + Gul + Fal	7% Mana Stolen Per Hit
			+10 To Dexterity
			Replenish Life +20
			Increase Maximum Mana 15%
			All Resistances +30-40 (varies)
			Level 4 Oak Sage (25 Charges)
			Level 14 Raven (60 Charges)
			+30% Increased Attack Speed
			+230-270% Enhanced Damage (varies)
			-25% Target Defense
			20% Bonus To Attack Rating
			33% Chance of Crushing Blow
			50% Chance of Open Wounds

			+1 To Vengeance Prevent Monster Heal +10 To Strength 40% Extra Gold From Monsters
			+25% Increased Attack Speed +160-210% Enhanced Damage (varies) 50-80% Bonus To Attack Rating (varies) +75% Damage To Undead +50 To Attack Rating Against Undead Adds 1-50 Lightning Damage +1 To Berserk +1 To Zeal Hit Blinds Target +10 Hit Causes Monster To Flee 25% 75% Extra Gold From Monsters Level 3 Heart of Wolverine (12 Charges)
<b>Passion</b>	4 Socket Weapons	Dol + Ort + Eld + Lem	
			+25% Faster Hit Recovery +140-170% Enhanced Defense (varies) All Resistances +25-35 (varies) Damage Reduced by 3 Magic Damage Reduced by 17 +2 To Mana After Each Kill +1 To Light Radius Repairs Durability 1 In 4 Seconds
<b>Prudence</b>	2 Socket Body Armor	Mal + Tir	
			+20% Faster Hit Recovery +20% Faster Block Rate 20% Increased Chance of Blocking +130-160% Enhanced Defense (varies) +250 Defense vs. Missile +20 To Dexterity All Resistances +50-70 (varies) Magic Damage Reduced By 7 Level 12 Slow Missiles (60 Charges)
<b>Sanctuary</b>	3 Socket Shields	Ko + Ko + Mal	
			+1 To All Skills +10% Faster Cast Rate +20% Faster Block Rate +60-100% Enhanced Defense (varies) +10 To Energy Regenerate Mana 15% 50% Extra Gold From Monsters
<b>Splendor</b>	2 Socket Shields	Eth + Lum	

<b>Stone</b>	4 Socket Body Armor	Shael + Um + Pul + Lum	20% Better Chance of Getting Magic Items
			+3 To Light Radius
			+60% Faster Hit Recovery
			+250-290% Enhanced Defense (varies)
			+300 Defense Vs. Missile
			+16 To Strength
			+16 To Vitality
			+10 To Energy
			All Resistances +15
			Level 16 Molten Boulder (80 Charges)
<b>Wind</b>	2 Socket Melee Weapons	Sur + El	Level 16 Clay Golem (16 Charges)
			10% Chance To Cast Level 9 Tornado On Striking
			+20% Faster Run/Walk
			+40% Increased Attack Speed
			+15% Faster Hit Recovery
			+120-160% Enhanced Damage (varies)
			-50% Target Defense
			+50 To Attack Rating
			Hit Blinds Target
			+1 To Light Radius
<b>Brand</b>	4 Socket Missile Weapons	Jah + Lo + Mal + Gul	Level 13 Twister (127 Charges)
			35% Chance To Cast Level 14 Amplify Damage When Struck
			100% Chance To Cast Level 18 Bone Spear On Striking
			+260-340% Enhanced Damage (varies)
			Ignore Target's Defense
			20% Bonus to Attack Rating
			+280-330% Damage To Demons (varies)
			20% Deadly Strike
			Prevent Monster Heal
			Knockback
<b>Death</b>	5 Socket Swords/Axes	Hel + El + Vex + Ort + Gul	Fires Explosive Arrows or Bolts (15)
			100% Chance To Cast Level 44 Chain Lightning When You Die
			25% Chance To Cast Level 18 Glacial Spike On Attack

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			Indestructible
			+300-385% Enhanced Damage (varies)
			20% Bonus To Attack Rating
			+50 To Attack Rating
			Adds 1-50 Lightning Damage
			7% Mana Stolen Per Hit
			50% Chance of Crushing Blow
			+(0.5 per Character Level) 0.5-49.5% Deadly
			Strike (Based on Character Level)
			+1 To Light Radius
			Level 22 Blood Golem (15 Charges)
			Requirements -20%
			23% Chance To Cast Level 12 Volcano On
			Striking
			5% Chance To Cast Level 23 Molten Boulder
			On Striking
			100% Chance To Cast level 45 Meteor When
			You Die
			15% Chance To Cast Level 22 Nova On Attack
			+350% Enhanced Damage
			Ignore Target's Defense
			Adds 100-180 Magic Damage
			7% Mana Stolen Per Hit
			20% Chance Of Crushing Blow
			20% Deadly Strike
			Prevent Monster Heal
			+10 To Dexterity
			20% Chance to Cast Level 18 Venom When
			Struck
			12% Chance To Cast Level 15 Hydra On
			Striking
			Level 14 Holy Fire Aura When Equipped
			+360 Defense
			+230 Defense Vs. Missile
			+3-5 To All Attributes (varies)
			+0.375-37.125 To Strength (Based on
			Character Level)
			Increase Maximum Mana 5% (Armor Only)
			+50 To Mana (Shields Only)
			+5% To Maximum Lightning Resist
			Damage Reduced by 7
<b>Destruction</b>	5 Socket Polearms/Swords	Vex + Lo + Ber + Jah + Ko	
<b>Dragon</b>	3 Socket Body Armor/Shields	Sur + Lo + Sol	

<b>Dream</b>	3 Socket Helms/Shields	Io + Jah + Pul	10% Chance To Cast Level 15 Confuse When Struck Level 15 Holy Shock Aura When Equipped +20-30% Faster Hit Recovery (varies) +30% Enhanced Defense +150-220 Defense (varies) +10 To Vitality Increase Maximum Life 5% (Helms Only) +50 To Life (Shields Only) +0.625-61.875 To Mana (Based On Character Level) All Resistances +5-20 (varies) 12-25% Better Chance of Getting Magic Items (varies)
<b>Edge</b>	3 Socket Missile Weapons	Tir + Tal + Amn	Level 15 Thorns Aura When Equipped +35% Increased Attack Speed +320-380% Damage To Demons (varies) +280% Damage To Undead +75 Poison Damage Over 5 Seconds 7% Life Stolen Per Hit Prevent Monster Heal +5-10 To All Attributes (varies) +2 To Mana After Each Kill Reduces All Vendor Prices 15%!!!*
<b>Faith</b>	4 Socket Missile Weapons	Ohm + Jah + Lem + Eld	Level 12-15 Fanaticism Aura When Equipped (varies) +1-2 To All Skills (varies) +330% Enhanced Damage Ignore Target's Defense 300% Bonus To Attack Rating +75% Damage To Undead +50 To Attack Rating Against Undead +120 Fire Damage All Resistances +15 10% Reanimate As: Returned 75% Extra Gold From Monsters
<b>Fortitude</b>	4 Socket Weapons/Body Armor	El + Sol + Dol + Lo	<b>Weapons</b> 20% Chance To Cast Level 15 Chilling Armor when Struck +25% Faster Cast Rate +300% Enhanced Damage

+9 To Minimum Damage  
+50 To Attack Rating  
20% Deadly Strike  
Hit Causes Monster To Flee 25%  
+200% Enhanced Defense  
+X To Life (Based on Character Level)\*  
All Resistances +25-30 (varies)  
12% Damage Taken Goes To Mana  
+1 To Light Radius

### Body Armor

20% Chance To Cast Level 15 Chilling Armor  
when Struck  
+25% Faster Cast Rate  
+300% Enhanced Damage  
+200% Enhanced Defense  
+15 Defense  
+X To Life (Based on Character Level)\*  
Replenish Life +7  
+5% To Maximum Lightning Resist  
All Resistances +25-30 (varies)  
Damage Reduced By 7  
12% Damage Taken Goes To Mana  
+1 To Light Radius

35% Chance To Cast Level 15 Venom On  
Striking  
+30-40% Increased Attack Speed (varies)  
Damage +340-400 (varies)  
Ignore Target's Defense  
-25% Target Defense

### Grief

5 Socket Swords/Axes

Eth + Tir + Lo  
+ Mal + Ral

+(1.875 per character level) 1.875-185.625%  
Damage To Demons (Based on Character Level)  
Adds 5-30 Fire Damage  
-20-25% To Enemy Poison Resistance (varies)  
20% Deadly Strike  
Prevent Monster Heal  
+2 To Mana After Each Kill  
+10-15 Life After Each Kill (varies)

### Harmony

4 Socket Missile Weapons

Tir + Ith + Sol  
+ Ko

Level 10 Vigor Aura When Equipped  
+200-275% Enhanced Damage (varies)  
+9 To Minimum Damage



			+9 To Maximum Damage Adds 55-160 Lightning Damage Adds 55-160 Fire Damage Adds 55-160 Cold Damage +2-6 To Valkyrie (varies) +10 To Dexterity Regenerate Mana 20% +2 To Mana After Each Kill +2 To Light Radius Level 20 Revive (25 Charges)
			100% Chance To Cast Level 40 Blizzard When You Level-up 25% Chance To Cast Level 22 Frost Nova On Striking Level 18 Holy Freeze Aura When Equipped +20% Increased Attack Speed +140-210% Enhanced Damage (varies) Ignore Target's Defense +25-30% To Cold Skill Damage (varies) -20% To Enemy Cold Resistance 7% Life Stolen Per Hit 20% Deadly Strike 3.125-309.375 Extra Gold From Monsters (Based on Character Level)
<b>Ice</b>	4 Socket Missile Weapons	Amn + Shael + Jah + Lo	50% Chance To Cast Level 20 Chain Lightning When You Kill An Enemy Level 12 Conviction Aura When Equipped +35% Faster Run/Walk +255-325% Enhanced Damage (varies) -(45-55)% To Enemy Lightning Resistance (varies) 40% Chance of Crushing Blow Prevent Monster Heal 0.5-49.5 To Vitality (Based on Character Level) 30% Better Chance of Getting Magic Items Level 21 Cyclone Armor (30 Charges)
<b>Infinity</b>	4 Socket Polearms	Ber + Mal + Ber + Ist	Level 12-17 Meditation Aura When Equipped (varies) +35% Faster Cast Rate +200-260% Enhanced Damage (varies) +9 To Minimum Damage
<b>Insight</b>	4 Socket Polearms/Staves	Ral + Tir + Tal + Sol	

<b>Last Wish</b>	6 Socket Swords/Hammers/Axes	Jah + Mal + Jah + Sur + Jah + Ber	180-250% Bonus to Attack Rating (varies)
			Adds 5-30 Fire Damage
			+75 Poison Damage Over 5 Seconds
			+1-6 To Critical Strike (varies)
			+5 To All Attributes
			+2 To Mana After Each Kill
			23% Better Chance of Getting Magic Items
			6% Chance To Cast Level 11 Fade When Struck
			10% Chance To Cast Level 18 Life Tap On Striking
			20% Chance To Cast Level 20 Charged Bolt On Attack
<b>Lawbringer</b>	3 Socket Swords/Hammers/Scepters	Amn + Lem + Ko	Level 17 Might Aura When Equipped
			+330-375% Enhanced Damage (varies)
			Ignore Target's Defense
			60-70% Chance of Crushing Blow (varies)
			Prevent Monster Heal
			Hit Blinds Target
			+(0.5 per character level) 0.5-49.5% Chance of Getting Magic Items (Based on Character Level)
			20% Chance To Cast Level 15 Decrepify On Striking
			Level 16-18 Sanctuary Aura When Equipped (varies)
			-50% Target Defense
<b>Oath</b>	4 Socket Swords/Axes/Maces	Shael + Pul + Mal + Lum	Adds 150-210 Fire Damage
			Adds 130-180 Cold Damage
			7% Life Stolen Per Hit
			Slain Monsters Rest In Peace
			+200-250 Defense Vs. Missile (varies)
			+10 To Dexterity
			75% Extra Gold From Monsters
			30% Chance To Cast Level 20 Bone Spirit On Striking
			Indestructible
			+50% Increased Attack Speed
			+210-340% Enhanced Damage (varies)
			+75% Damage To Demons
			+100 To Attack Rating Against Demons
			Prevent Monster Heal

			+10 To Energy
			+10-15 Magic Absorb (varies)
			Level 16 Heart Of Wolverine (20 Charges)
			Level 17 Iron Golem (14 Charges)
			30% Chance To Cast Level 21 Enchant When You Kill An Enemy
			40% Faster Hit Recovery
			+370% Enhanced Damage
			-25% Target Defense
			Adds 3-14 Cold Damage 3 Second Duration (Normal)
<b>Obedience</b>	5 Socket Polearms	Hel + Ko + Thul + Eth + Fal	-25% To Enemy Fire Resistance
			40% Chance of Crushing Blow
			+200-300 Defense (varies)
			+10 To Strength
			+10 To Dexterity
			All Resistances +20-30 (varies)
			Requirements -20%
<b>Phoenix</b>	4 Socket Weapons/Shields	Vex + Vex + Lo + Jah	<b>Weapons</b>
			100% Chance To Cast level 40 Blaze When You Level-up
			40% Chance To Cast Level 22 Firestorm On Striking
			Level 10-15 Redemption Aura When Equipped (varies)
			+350-400% Enhanced Damage (varies)
			Ignores Target's Defense
			14% Mana Stolen Per Hit
			-28% To Enemy Fire Resistance
			20% Deadly Strike
			+350-400 Defense Vs. Missile (varies)
			+15-21 Fire Absorb (varies)
			<b>Shields</b>
			100% Chance To Cast level 40 Blaze When You Level-up
			40% Chance To Cast Level 22 Firestorm On Striking
			Level 10-15 Redemption Aura When Equipped (varies)
			+350-400 Defense Vs. Missile (varies)

<b>Pride</b>	4 Socket Polearms	Cham + Sur + Io + Lo	+350-400% Enhanced Damage (varies)
			-28% To Enemy Fire Resistance
			+50 To Life
			+5% To Maximum Lightning Resist
			+10% To Maximum Fire Resist
			+15-21 Fire Absorb (varies)
			25% Chance To Cast Level 17 Fire Wall When Struck
			Level 16-20 Concentration Aura When Equipped (varies)
			260-300% Bonus To Attack Rating (varies)
			+1-99% Damage To Demons (Based on Character Level)
<b>Rift</b>	4 Socket Polearms/Scepters	Hel + Ko + Lem + Gul	Adds 50-280 Lightning Damage
			20% Deadly Strike
			Hit Blinds Target
			Freezes Target +3
			+10 To Vitality
			Replenish Life +8
			1.875-185.625% Extra Gold From Monsters (Based on Character Level)
			20% Chance To Cast Level 16 Tornado On Striking
			16% Chance To Cast Level 21 Frozen Orb On Attack
			20% Bonus To Attack Rating
<b>Spirit</b>	4 Socket Swords/Shields	Tal + Thul + Ort + Amn	Adds 160-250 Magic Damage
			Adds 60-180 Fire Damage
			+5-10 To All Stats (varies)
			+10 To Dexterity
			38% Damage Taken Goes To Mana
			75% Extra Gold From Monsters
			Level 15 Iron Maiden (40 Charges)
			Requirements -20%
			<b>Weapons</b>
			+2 To All Skills
			+25-35% Faster Cast Rate (varies)
			+55% Faster Hit Recovery
			Adds 1-50 Lightning Damage
			Adds 3-14 Cold Damage 3 Second Duration (Normal)

			+75 Poison Damage Over 5 Seconds 7% Life Stolen Per Hit +250 Defense Vs. Missile +22 To Vitality +89-112 To Mana (varies) +3-8 Magic Absorb (varies)
			<b>Shields</b> +2 To All Skills +25-35% Faster Cast Rate (varies) +55% Faster Hit Recovery +250 Defense Vs. Missile +22 To Vitality +89-112 To Mana (varies) Cold Resist +35% Lightning Resist +35% Poison Resist +35% +3-8 Magic Absorb (varies) Attacker Takes Damage of 14
			15% Chance To Cast Level 13 Frozen Orb On Striking 18% Chance To Cast Level 20 Ice Blast On Striking +50 To Attack Rating +220-350% Damage To Demons +355-375% Damage To Undead (varies) +50 To Attack Rating Against Undead Adds 100-220 Cold Damage -24% To Enemy Cold Resistance +10 To Dexterity Cannot Be Frozen 75% Extra Gold From Monsters +1 To Light Radius
<b>Voice of Reason</b>	4 Socket Swords/Maces	Lem + Ko + El + Eld	
<b>Wrath</b>	4 Socket Missile Weapons	Pul + Lum + Ber + Mal	30% Chance To Cast Level 1 Decrepify On Striking 5% Chance To Cast Level 10 Life Tap On Striking +375% Damage To Demons +100 To Attack Rating Against Demons +250-300% Damage To Undead (varies) Adds 85-120 Magic Damage

Adds 41-240 Lightning Damage  
20% Chance of Crushing Blow  
Prevent Monster Heal  
+10 To Energy  
Cannot Be Frozen

### RUNEWORDS ORIGINALS 1.11b

<b>Bone</b> (Necromancer)	3 Socket Body Armor	Sol + Um + Um	15% Chance To Cast level 10 Bone Armor When Struck
			15% Chance To Cast level 10 Bone Spear On Striking +2 To Necromancer Skill Levels +100-150 To Mana (varies) All Resistances +30 Damage Reduced By 7
<b>Enlightenment</b> (Sorceress)	3 Socket Body Armor	Pul + Ral + Sol	5% Chance To Cast Level 15 Blaze When Struck
			5% Chance To Cast level 15 Fire Ball On Striking +2 To Sorceress Skill Levels +1 To Warmth +30% Enhanced Defense Fire Resist +30% Damage Reduced By 7
<b>Myth</b> (Barbarian)	3 Socket Body Armor	Hel + Amn + Nef	3% Chance To Cast Level 1 Howl When Struck
			10% Chance To Cast Level 1 Taunt On Striking +2 To Barbarian Skill Levels +30 Defense Vs. Missile Replenish Life +10 Attacker Takes Damage of 14 Requirements -15%
<b>Peace</b> (Amazon)	3 Socket Body Armor	Shael + Thul + Amn	4% Chance To Cast Level 5 Slow Missiles When Struck
			2% Chance To Cast level 15 Valkyrie On Striking +2 To Amazon Skill Levels +20% Faster Hit Recovery +2 To Critical Strike

			Cold Resist +30%
			Attacker Takes Damage of 14
			100% Chance To Cast Level 5 Holy Bolt On Striking
			+2 To Paladin Skill Levels
			+50% Damage to Undead
			+100-150 To Life (varies)
			15% Slower Stamina Drain
			+5% To Maximum Poison Resist
			Fire Resist +30%
			5% Chance To Cast Level 15 Cyclone Armor When Struck
			5% Chance To Cast Level 15 Twister On Striking
			+2 To Druid Skills
			+100-150 To Mana (varies)
			Lightning Resist +30%
			Magic Damage Reduced By 7
			15% Damage Taken Goes to Mana
			5% Chance To Cast Level 15 Fade When Struck
			25% Chance To Cast level 15 Venom On Striking
			+2 To Assassin Skills
			+45% Increased Attack Speed
			+20% Faster Hit Recovery
			Cold Resist +30%
			50% Extra Gold From Monsters
<b>Principle</b> (Paladin)	3 Socket Body Armor	Ral + Gul + Eld	
<b>Rain</b> (Druid)	3 Socket Body Armor	Ort + Mal + Ith	
<b>Treachery</b> (Assassin)	3 Socket Body Armor	Shael + Thul + Lem	



Ajude o Xtreme Brasil a  
continuar online, e ganhe  
itens como agradecimento!  
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