



YOUR 100% BRAZILIAN SERVER!



[home page](#) > [Runewords](#) > [Runewords Xtreme](#)

RUNEWORD

Opportunity

(Chance) Io + Mal + Lum Tiaras, Diadems



DESCRIPTION

Requires Level: 64

+1 to All Abilities

+10 to Vitality

+10 to Energy

Increases Maximum Mana by 15%

Magic Damage Reduced by 7

Reduces Sellers' Prices by (10-20)%

(60-120)% Chance to Find Magic Items

Black Flame

(Dark Flame)



Vex + Sur + Ist

Orbs Witch

Requires Level: 61

+2 to Fire Skills (Sorceress Only)

+ (2-3) to Witch Skills

+ (30-50)% Casting Speed

7% Mana Stolen by Hit

+ (20-30)% to Fire Skills Damage

+ (2-4) for Meteor (Witch only)

+ (2-4) for Fireball (Witch only)

+ (2-4) for Heat (Witch only)

Blind Hit Target

Increases Mana Maximum by (20 -30)%

30% Chance to Find Magic Items

Requires Level: 61

+2 to Ice Skills (Sorceress Only)

+ (2-3) to Sorceress Skills

+ (30-50)% Casting Speed

7% Mana Stolen by Hit

+ (20-30)% to Damage from Ice Skills

+ (2-4) for Blizzard (Sorceress Only)

+ (2-4) for Glacial Spear (Sorceress Only)

+ (2-4) for Frozen Armor (Sorceress Only)

Blind Hit Target

Increases Maximum Mana by (20 -30)%

30% Chance to Find Magic Items

Extreme

Freeze (Deep Freeze)



Sur + Ist+ VexSorceress Orbs

Requires Level: 61

+2 for Lightning Skills (Sorceress Only)

+ (2-3) for Witch Skills

+ (30-50)% Casting Speed

7% Mana Stolen by Hit

+ (20-30)% for Lightning Skills Damage

+ (2-4) for Chained Lightning (Sorceress Only)

+ (2-4) for Lightning (Sorceress Only)

+ (2-4) for Static Field (Sorceress Only)

Blind Hit Target

Increases Maximum Mana by (20 -30)%

30% Chance to Find Magic Items

Tesla's legacy

(Tesla's Legacy)



Ist + Vex + Sur

Orbes de Sorceress

Requires Level: 61

+2 for Lightning Skills (Sorceress Only)

+ (2-3) for Witch Skills

+ (30-50)% Casting Speed

7% Mana Stolen by Hit

+ (20-30)% for Lightning Skills Damage

+ (2-4) for Chained Lightning (Sorceress Only)

+ (2-4) for Lightning (Sorceress Only)

+ (2-4) for Static Field (Sorceress Only)

Blind Hit Target

Increases Maximum Mana by (20 -30)%

30% Chance to Find Magic Items

Requires Level: 67

Aura Level (10-15) Fanaticism When Equipped

+ (2-4) to Summon (Necromancer Only)

+ (2-3) for Necromancer Skills

7% Life Stolen by Hit

+ (1-6) for Battle Orders

+ (40-50)% Blocking Speed

+ (40-50)% Blocking Chance

+ (40-50)% Casting Speed

+ (2-4) for Summon Skeletons (Necromancer Only)

+ (2-4) for Master of Skeletons (Necromancer Only)

Freezes Target +3

**The Shaman
(The Shaman)**



**Cham + Amn
wands Necro**

Requires Level: 66

+ (2-3) for Sorceress Abilities

+ 30% Casting Speed

Prevents Monster Healing

+ (2-3) for Blizzard (Sorceress Only)

+ (2-3) for Meteor (Sorceress Only)

+ (2- 3) for Chain Lightning (Sorceress Only)

+3 for Static Field (Sorceress Only)

+3 for Heat (Sorceress Only)

+10 for Energy

Increases Maximum Mana by 30%

+ 30% Chance to Find Magic Items

**Conversion of the Elements
(Conversion of Elements)**



**Lum + Ist + Evil
Sorceress Orbs**

Requires Level: 41

Aura Level 3 Power When Equipped

+2 to Summon Abilities (Necromancer Only)

+1 to Necromancer Abilities

+ 20% Spell Cast Speed

+ 20% Block Chance

+ 20% Block Speed

+2 to Summon Skeletons (Necromancer Only)

+2 for Skeleton Master (Necromancer Only)

**Bones of the
Trade**



**Io + Fal
Necromancer Wands Necromancer
Shields**

+10 for Strength

+10 for Vitality

Increases Maximum Mana by 10%

Requires Level: 41

Aura Level 3 Meditation When Equipped

+2 for Poison and Bones (Necromancer Only)

+1 for Necromancer Skills

+ 20% Spell Cast Speed

+ 20% Block Chance

+ 20% Block Speed

+2 for Poison Nova (Necromancer Only)

+2 to Poison Dagger (Necromancer Only)

+10 to Strength

+10 to Vitality

Increases Maximum Mana by 10%

Requires Level: 51

+ 10% Chance to Cast Level 10 New Frost on Hit

+ (10-20)% Walking / Running Speed

+ (10-20)% Casting Speed

+1 for Teleport

+ 30% Increase in Defense

+ (100- 200) Defense

Increases Maximum Mana by (10-20)%

Regenerates Mana 15%

25% Chance to Find Magic Items

Requirements -15%

**Propagated pest
(Spread Plague)**



Fal + Io

wands Necromancer

shell Necromancer

Time

(Time)



Hel + Ist + Pul + Eth

Armor

**Hunter Bewitched
(Bewitched Huntress)**



Hel + Ko + Fal

Elmos in General

Requires Level: 41

+1 for Amazon Skills

+2 for Valkyria (Amazon Only)

+2 for Escape (Amazon Only)

+2 for Avoiding (Amazon Only)

+2 for Dodging (Amazon Only)

+ (40-60)% Increase in Defense

+15 for Strength

+15 for Dexterity

+5 for Vitality
+5 for Energy
Requirements -15%

Requires Level: 39

Artillery
(Artillery)



Shael + Ko
Javelins the Amazon

+2 for All Skills
+ 20% Increased Attack Speed
+ (150-200)% Increased Damage
+ (80-150)% Bonus for Hit Chance
+2 for Penetrating (Amazon Only)
+10 for Dexterity
Increases Maximum 50% Mana
Increased Quantity (+50)
Restores Quantity

Requires Level: 25

Holy Presence
(Sacred Presence)



Tir - Ith -As
Shields in General

Aura Level 5 Holy Fire When Equipped
+1 for Paladin Skills
+ 5% to Fire Skills Damage
+2 for Zeal (Paladin Only)
+ (60-100)% Defense Increase
Cold Resistance + 20%
Lightning Resistance + 20%
Fire Resistance + 20%
Poison Resistance + 55%
+2 to Mana After Each Enemy Killed
15% Damage Received Converted to Mana

Shout Arreat
(Arreat's Shout)



Amn + A + Fal
Elmos Barbarian

Requires Level: 47
+ 2 for Battlecry (Barbarian Only)
+2 for Barbarian Skills
+1 for Outcry (Barbarian Only)
+ (40-80)% Defense Increase
+10 for Strength
+ (20-40) for Vitality
+30 Resistance to All
Attacking Elements Take Damage of 14

Requires Level: 47

**Ambush
(Ambush)**



Hel + Um + Shael

Claws, Assassin's Swords

+ (1-2) for Traps (Assassin Only)

+1 for Assassin Skills

+ 20% Increased Attack Speed

+ 20% Spell Casting Speed

+ (5-10)% for Lightning Ability Damage

25% Chance to Open Wounds

+1 for Electrified Dart Sentry (Killer Only)

+1 for Lightning Sentry (Killer Only)

Increases Maximum Mana by (15-30)%

Requirements -20%

Requires Level: 29

+2 to All Abilities

+ (40-60)% Increased Attack Speed

+ (20-40)% Casting Speed

-25% Target Defense

+ (80-150)% Bonus for Hit Chance

7% Life Stolen Per Hit

+ (80-150) for Mana

+ (15-30)% Resistance to All Elements

+ (10-30)% Chance to Find Magic Items

Requirements -20%

Requires Level: 54

+2 for All Skills

+ (20-40)% Increased Attack Speed

+ (20-40)% Spell Casting Speed

+ 20% Blocking Speed

+ (80-150)% Bonus for Hit Chance

+ (80- 150) to Mana

Regenerates Mana 15%

+ (15-30)% Resistance to All Elements

+ (10-30)% Chance to Find Magic Items

Attacker Takes Damage from 14

Requirements -15%

**Blacksmith's Pride (Weapons) (Blacksmith's
Pride)**



Hel + Shael + Amn + Eth

Swords, Axes, Bows, etc ...

**Blacksmith's Pride (Shields) (Blacksmith's
Pride) Hel + Shael + Amn + Eth**



Shields in General

**Abalo Seismic
(Earthquake)**

Requires Level: 53



Hel + Amn + Fal + Eth

Swords, Axes, Mallets

+2 for Barbarian Abilities
 + (20-30)% Increased Attack Speed
 + (100-150)% Increased
 Damage Damage + (100-150)
 -25% Target Defense
 7% Life Stolen by Hit
 +1 for Hurricane (Barbarian Only)
 +1 to Jump (Barbarian Only)
 +10 to Strength
 Increases Maximum Mana by (20-50)%
 + (10-15)% Resistance to All Elements
 Requirements -20%

Requires Level: 54

Strong Arm (Weapons)

(Strong Arm)



Shael + Um + Pul + Eth

Weapons (Except Bows and Crossbows)

+2 to Combat (Paladin Only)
 +2 to Paladin's Skills
 + 20% Increased Attack Speed
 + (20-30)% Increased Balance Recovery
 + (120-180)% Increased
 Damage Damage + (120-180)
 -25 % Target Defense
 + 75% Damage to Demons
 +100 to Chance to Hit Against Demons
 + 50% Chance to Open Wounds
 +1 for Holy Shield (Paladin Only)
 +2 for Punish (Paladin Only)

Requires Level: 47

Strong Arm (



Golden Shields) (Strong Arm) Shael + Um +

Pul + Eth

Paladin Shields

+2 for Combat (Paladin Only)
 +2 for Paladin Skills
 + (20-30)% Increased Balance Recovery
 + 20% Blocking Speed
 + (120-180)% Increased
 Damage Damage + (120-180)
 + 25% Chance to Open Wounds
 +1 for Holy Shield (Paladin Only)
 +2 for Punish (Paladin Only)
 + 30% Defense Increase
 Regenerates Mana + 15%
 + 22% Resistance to All Elements

Requires Level: 47

Transformation

(Transformation)



A + Nef + Pul

Elmos Skin the druid

+2 for Metamorphosis (Druid Only)

+2 for Druid Skills

+ (20-30)% Increased Attack Speed

+ (80-120)% Bonus for Hit Chance

+ (3-5) for Lycanthropy (Druid Only)

+ (70-110)% Defense Increase

+30 Defense vs. Projectiles

+10 for All Attributes

+ 15% Resistance to All Elements

Requires Level: 47

Lancinating winds

(Sweeping Winds)



Amn + A + Shael

Elmos Skin the druid

+2 for Elemental Skills (Druid Only)

+2 for Druid Skills

+ 20% Increased Balance Recovery

+1 for Hurricane (Druid Only)

+ (2-3) for Whirlwind (Druid Only)

+ (40-80)% Increase Defense

+10 to Strength

+10 to Dexterity

+ (20-40) to Vitality

+10 to Energy

+ 15% Resistance to All Elements

Attacker Takes Damage of 14

Requires Level: 63

Reconciliation

(Penitence)



Amn + A + + Ber Ber Lo +

Polearms

Aura Level 15 Conviction When Equipped

+ 20% Chance to Throw Level 15 Download

Resistances on Hit

+ (50-60)% Increased Attack Speed

+ (350-450)% Increased

Damage Damage + (350-450)

+ (300-490)% Bonus for Hit Chance

+200 Magic Damage

- (50-60)% for Enemy Poison Resistance

- (50-60)% for Enemy Fire Resistance

- (50-60)% for Enemy Lightning Resistance

- (50-60)% for Frost Resistance of Enemies

7% Life Stolen by Hit

40% Chance of Crushing Strike

20% Deadly Attack

25% Chance to Open Wounds

Knight's Watch (Golden Shields)

(Knight's Vigil)



Ber + Um + Cham + Lo

Paladin's Shield

Requires Level: 67

5% Chance to Cast Level 10 Life Hit when Hitting

Aura Level (15-20) Fanaticism When Equipped

+2 for Combat (Paladin Only)

+3 for Paladin's Skills

+ (380-450)% Increased

Damage Damage + (380- 450)

+120 Poison Damage for 6 Seconds

+ 92-6) to Punish (Paladin Only)

+ 5% to Maximum Lightning Resistance

+ 22% Resistance to All Elements

Damage reduced by 8%

Cannot be frozen

Requires Level: 67

5% Chance to Cast Level 10 Life Hit when Hitting

Aura Level (15-20) Fanaticism When Equipped

+2 for Combat (Paladin Only)

+3 for Paladin's Skills

+ (380-450)% Increased

Damage Damage + (380- 450)

+120 Poison Damage for 6 Seconds

+ 92-6) to Punish (Paladin Only)

20% Chance of Crushing Strike

20% Mortal Attack

25% Chance to Open Wounds

Freezes the target +3

Requires Level: 67

+3 to All Abilities

+ (30-40)% Casting Speed

+ 20% Blocking Speed

+ (50-100)% Increased Defense

+ (50-100) Defense

+ (30-45)% Resistance to All Elements

Damage Reduced by (10-15)%

Cannot be Frozen

+ (40-80)% Chance to Find Magic Items

Repair 1 Durability in 4 Seconds

Requires Level: 95

Knight's Watch (Swords)

(Knight's Vigil)



Ber + Um + Cham + Lo

Swords in General

Lust

(Lust)



Ber + Ist + Shael + Cham

Shields in General

Wisdom

(Knowledge)



Chamber + A +

Tiaras, Diadems

+ (3-4) for All Skills

+1 for Class Skills

Increases Maximum Mana by (10-25)%

+ 15% Resistance to All Elements

Damage Reduced by 8%

Cannot be Frozen

+ (5-20)% for Experience Gain

Requires Level: 63

Aura Level (15-20) Fanaticism When Equipped

+2 for Bows and Beasts (Amazon Only)

+3 for Amazon Skills

+ 20% Increased Attack Speed

+ 380-450)% Increased

Damage Damage + (380-450)

-25 % Target Defense

+ (250-500)% Bonus for Hit Chance

+ 20% Crush Hit Chance

+ 20% Deadly Attack

+ 25% Chance to Open Wounds

+ (2-6) for Cooling Arrow (Amazon Only)

+ (2-6) to Saraivada (Amazon only)

Requires Level: 66

+3 to Elemental Abilities (Druid Only)

+3 to Druid Abilities

+ 40% Spell Casting Speed

+ (40-60)% to Frost Ability Damage

- (40-60)% to Enemy's Cold Resistance

+3 for Hurricane (Druid Only)

+3 for Tornado (Druid Only)

+ 5% for Maximum Frost

Resistance Ice Resistance + 30%

Absorbs Fire 25%

Damage Reduced by 8%

Requires Level: 67

+2 to All Skills

+ 20% Increased Balance Recovery

+ 350% Increased Damage

+1 to Teleport

Law

(Law)



Shael + Eth + Ber + Um + Lo

Arcos da Amazona

Madness

(Madness)



Ber Ohm + + Thul

shields, helmets skin of Druid

Kingdom of Nature

(Nature's Kingdom)



Jah + Ist + Shael + Cham

Armor

+ (120-200)% Defense
 Increase Increases Maximum Life by 5%
 +1.5 Life per Level (Based at Character Level)
 + (40-60)% Resistance to All Elements
 (15-20)% Reduced Damage
 Cannot be Frozen
 25% Chance to Find Magic Items

Requires Level: 67

Mist
 (Mist)



Ber + Cham + Ber

Helmets in General, Diadems, Tiaras

+3 for all skills
 +1 for class skills
 + (60-100)% increase in defense
 + (60-100) defense
 +10 for all attributes
 + 20% resistance to all elements

Damage reduced by 20%

Cannot Being Frozen

Requires Level: 65

Aurora
 (Morning)



Jah + Sur

Necromancer's Shields

+4 for Poison Skills
 +4 for Poison and Bones (Necromancer Only)
 +3 for Necromancer Skills
 + (30-40)% Block Speed
 + (30-40)% Block Chance
 + (30-40)% Speed Casting Spells
 +1 for Teleport
 + (2-6) for Poison Nova (Necromancer Only)
 + (2-6) for Lowering Resistances (Necromancer Only)

+50 for Life

+50 for Mana

Requires Level: 67

Mystery
 (Mistery)



Shael + Cham + Sur + Hel

Shields in General

+2 for Darts and Spears (Amazon only)
 +3 for Amazon Skills
 + 30% Increased Attack Speed
 + 20% Increased Balance Recovery
 + 50% Block Speed
 + 30% Block Chance
 + 15% for Damage Abilities Radius
 +50 to Mana

+ (30-40)% Resistance to All Elements

(30-40)% Reduced Damage

Cannot be Frozen

Repairs 1 Durability in 2 Seconds

Requirements -15%

Requires Level: 65

All skills +3

+ 50% Increased Attack Speed

+ 20% Increased balance recovery

+ 30% damage to the fire skills

+ 30% Chance of Open Wounds

+3 claw igneous

+3 Prod

+3 Ursomem

damage 8% reduced

+ 25% chance of finding magic items

Requires Level: 69

Indestructible

Aura Level 25 Concentration When Equipped

+3 to Spell Damage Skills

+4 to Combat (Paladin Only)

+3 to Paladin's Skills

+ (40-50)% Casting Speed

+ (4-6) for Blessed Hammer (Only Paladin)

+ 200% Defense Increase

+200 Defense

Regenerates Mana 15%

Damage Reduced by 35%

25% Chance to Find Magic Items

Requirements -15%

Requires Level: 66

Aura Level 20 Holy Fire When Equipped

+2 for Elemental Skills (Druid Only)

+3 for Druid Skills

+ 30% Spell Casting Speed

+ 30% for Fire Skills Damage

+3 for Fire Mastery

+4 for Armageddon (Only Druid)

Night

(Nightfall)



Shael + Ist + Ber

Helms the Barbaro

Obsession

(Obsession)



Hel Ist + + + Zod Eth

shells Paladin

Forgetfulness

(Oblivion)



Hel + Vex + Sur

Druid Skin Helmets

Increases Maximum Mana by 5%

+ 5% to Maximum Fire Resistance

Requirements -15%

Requires Level: 67

+1 for Lightning Abilities

+2 for Traps (Assassin Only)

+2 for Assassin Skills

+ (20-30)% Spell Casting Speed

+ 50% Increased Damage

+ (15-25)% for Lightning Ability Damage

+ (2-3) for Death Sentinel (Assassin Only)

+ (2-3) for Lightning Sentinel (Assassin Only)

+ 20% Crushing Attack

Ignores Target Defense

Requires Level: 67

+1 for Lightning Skills

+2 for Traps (Assassin Only)

+2 for Assassin Skills

+ (20-30)% Casting Speed

+ 50% Increased Damage

+1 for Lightning Mastery

+ (2-3) for Sentry of Death (Killer Only)

+ (2-3) for Lightning Sentinel (Killer Only)

Blind Hit the Target

Freezes the Target +3

Love

(



Jah) + Ohm + Ber

Claws, Swords of the Assassin

Temptation

(Temptation)



Cham Ohm + + Sur

Claws, Swords Killer

Doar.com



Help Xtreme Brasil to
stay online, and win
items like thanks!
Visit our [STORE](#) !