

1.09 Rune Words

Ancients' Pledge (3 Socket Shields) : Ral + Ort + Tal

+40-50% Enhanced Defense
+50 to Stamina
25% Slower Stamina Drain
All Resistances +45-50%
9% Damage Taken Goes to Mana

Black (3 Socket Clubs/Hammers/Maces) : Thul + Io + Nef

+15% Increased Attack Speed
+195% Enhanced Damage
+240 to Attack Rating
Adds 5-20 Cold Damage
25% Chance of Crushing Blow
Knockback
+15 to Vitality
Magic Damage Reduced by 2

Fury (3 Socket Melee Weapons) : Jah + Gul + Eth

+40% Increased Attack Speed
+178% Enhanced Damage
Ignore Target's Defense
-25% Target's Defense
50% Bonus to Attack Rating
7% Life Stolen per Hit
33% Deadly Strike
66% Chance of Open Wounds
+3-5 to Fury (Druid Only)
+3-5 to Frenzy (Barbarian Only)

Holy Thunder (4 Socket Scepters) : Eth + Ral + Ort + Tal

+180% Enhanced Damage
+10 to Maximum Damage
50% Bonus to Attack Rating
Adds 10-26 Fire Damage
Adds 21-100 Lightning Damage

+75 Poison Damage over 5 Seconds
+1-3 to Holy Shock (Paladin Only)
+1-3 to Fist of the Heavens (Paladin Only)
+5% to Maximum Lightning Resist
Lightning Resist +60%

Honor (5 Socket Melee Weapons) : Amn + El + Ith + Tir + Sol

+20% Increased Attack Speed
+160-180% Enhanced Damage
+10 to Minimum Damage
+10 to Maximum Damage
Ignore Target's Defense
+120 to Attack Rating
+75% Damage to Demons
+50 to Attack Rating against Demons
7% Life Stolen per Hit
25% Deadly Strike
+15 to Strength
All Resistances +15%
+1 to Light Radius

King's Grace (3 Socket Swords/Scepters) : Amn + Ral + Thul

+10% Increased Attack Speed
+200% Enhanced Damage
+150 to Attack Rating
+100% Damage to Demons
+100% Damage to Undead
Adds 10-26 Fire Damage
Adds 5-20 Cold Damage
7% Life Stolen per Hit
7% Mana Stolen per Hit
Indestructible

Leaf (2 Socket Staves) : Tir + Ral

+6 to Fire Skills
+75% Damage to Demons
+50 to Attack Rating against Demons
Adds 10-26 Fire Damage

+3-5 to Inferno (Sorceress Only)
+3-5 to Warmth (Sorceress Only)
+3-5 to Fire Bolt (Sorceress Only)
+2-200 to Defense (Based on Character Level)
Regenerate Mana 75%
Cold Resist +50%

Lion Heart (3 Socket Body Armors) : Hel + Lum + Fal

+10% Increased Attack Speed
+10% Faster Cast Rate
+10% Faster Block Rate
+50% Enhanced Defense
+20 to All Attributes
All Resistances +25%
Requirements -15%

Lore (2 Socket Helms) : Ort + Sol

+1 to All Skills
+10-15 to Energy
Lightning Resist +30%
Damage Reduced by 7
+5 Mana after Each Kill
+2 to Light Radius

Malice (3 Socket Melee Weapons) : Ith + El + Eth

+140-160% Enhanced Damage
+10 to Maximum Damage
50% Bonus to Attack Rating
+120 to Attack Rating
80% Chance of Open Wounds
Prevent Monster Heal
-50~70 to Monster Defense per Hit
Drain Life -5
Repairs 1 Durability in 20 Seconds

Melody (3 Socket Missile Weapons) : Shael + Ko + Nef

+2 to Bow and Crossbow Skills (Amazon Only)
+20% Increased Attack Speed

+185% Enhanced Damage
+100% Damage to Undead
+1-3 to Slow Missiles (Amazon Only)
+1-3 to Dodge (Amazon Only)
+1-3 to Critical Strike (Amazon Only)
Knockback
+15 to Dexterity
All Resistances +10-15%

Memory (4 Socket Staves) : Lum + Io + Sol + Eth

+3 to All Skills
+30% Faster Cast Rate
+10 to Minimum Damage
50% Bonus to Attack Rating
+1-3 to Static Field (Sorceress Only)
+1-3 to Energy Shield (Sorceress Only)
+15 to Vitality
+15 to Energy
+20% to Maximum Mana
Magic Resist +25%
Magic Damage Reduced by 7

Nadir (2 Socket Helms) : Nef + Tir

5% Increased Chance of Blocking
5% Life Stolen per Hit
5% Mana Stolen per Hit
+50-70% Enhanced Defense
All Resistances +15%
Half Freeze Duration
-25~35% Extra Gold from Monsters
-3 to Light Radius

Radiance (3 Socket Helms) : Nef + Sol + Ith

+3 to Fire Skills
+70-80% Enhanced Defense
+10-15 to Vitality
Fire Resist +20-25%
Damage Reduced by 7

Half Freeze Duration
15% Damage Taken Goes to Mana
+5 to Light Radius

Rhyme (2 Socket Shields) : Shael + Eth

+20% Faster Hit Recovery
+25% Faster Block Rate
15% Increased Chance of Blocking
+30-40% Enhanced Defense
Regenerate Mana 15%
All Resistances +20-25%
Cannot Be Frozen

Silence (6 Socket Weapons) : Dol + Eld + Hel + Ist + Tir + Vex

+2 to All Skills
+30-35% Increased Attack Speed
+20-25% Faster Hit Recovery
+190-210% Enhanced Damage
+1 to Light Radius
+75% Damage to Demons
+50 to Attack Rating against Demons
+125% Damage to Undead
+50 to Attack Rating against Undead
Adds 12-24 Magic Damage
10-13% Mana Stolen per Hit
Hit Blinds Target +1
30% Better Chance of Getting Magic Items
Requirements -20%

Smoke (2 Socket Body Armors) : Nef + Lum

+10% Faster Cast Rate
+10% Faster Hit Recovery
+3-5 to Cloak of Shadows (Assassin Only)
+75% Enhanced Defense
+100 Defense vs. Missile
All Resistances +35%
Half Freeze Duration
-1 to Light Radius

Stealth (2 Socket Body Armors) : Tal + Eth

- +25% Faster Run/Walk
- +25% Faster Cast Rate
- +25% Faster Hit Recovery
- +10 to Dexterity
- Regenerate Mana 15%
- Heal Stamina Plus 20%
- Poison Resist +30%
- Cannot Be Frozen
- 2 to Light Radius

Steel (2 Socket Swords/Axes/Maces) : Tir + El

- +25% Increased Attack Speed
- +176% Enhanced Damage
- +120 to Attack Rating
- +75% Damage to Demons
- +50 to Attack Rating against Demons
- 50% Chance of Open Wounds
- +10-15% Enhanced Defense
- Damage Reduced by 5%
- +1 to Light Radius

Strength (2 Socket Melee Weapons) : Amn + Tir

- +180% Enhanced Damage
- +75% Damage to Demons
- +50 to Attack Rating against Demons
- 7% Life Stolen per Hit
- 40% Chance of Crushing Blow
- +3-5 to Might (Paladin Only)
- +25 to Strength
- +20 to Vitality

Venom (3 Socket Weapons) : Tal + Dol + Mal

- +2 to Poison Skills
- +20-25% Increased Attack Speed
- +150-170% Enhanced Damage
- 33% Target Defense

Adds 12-24 Magic Damage
+75 Poison Damage over 5 Seconds
-10~15% to Enemy Poison Resistance
Prevent Monster Heal
+3-5 to Venom (Assassin Only)
+3-5 to Poison Dagger (Necromancer Only)

Wealth (3 Socket Body Armors) : Lem + Ko + Tir

+10% Faster Run/Walk
5% Increased Chance of Blocking
+200 to Stamina
300% Extra Gold from Monsters
Reduces All Vendor Prices 15%
100% Better Chance of Getting Magic Items

White (2 Socket Wands) : Dol + Io

+3 to Poison and Bone Skills (Necromancer Only)
+20-25% Faster Cast Rate
10-15% Increased Chance of Blocking
Adds 12-24 Magic Damage
+1-3 to Bone Wall (Necromancer Only)
+1-3 to Bone Spirit (Necromancer Only)
+15 to Vitality
Damage Reduced by 5-7
Magic Damage Reduced by 5-7

Zephyr (2 Socket Missile Weapons) : Ort + Eth

+1 to All Skills
+25% Faster Run/Walk
+25% Increased Attack Speed
+175% Enhanced Damage
-25% Target's Defense
50% Bonus to Attack Rating
Adds 1-40 Lightning Damage
All Resistances +15%
Poison Length Reduced by 20%

1.10 Ladder Season 1 Rune Words

Beast (5 Socket **Axes/Hammers**¹) : Ber + Tir + Um + Mal + Lum

- +40% Increased Attack Speed
- +200-220% Enhanced Damage
- +75% Damage to Demons
- +50 to Attack Rating against Demons
- 20% Chance of Crushing Blow
- 20% Chance of Open Wounds
- +1-3 to Lycanthropy (Druid Only)
- +1-3 to Werebear (Druid Only)
- +1-3 to Summon Grizzly (Druid Only)
- Prevent Monster Heal
- +25 to Strength
- +15 to Energy

Bramble (4 Socket Body Armors) : Ral + Ohm + Sur + Eth

- +20-25% to Poison Skill Damage
- +1-3 to Poison Creeper (Druid Only)
- +1-3 to Spirit of the Barbs (Druid Only)
- +3-5 to Thorns (Paladin Only)
- +250-300 to Defense
- +5% to Maximum Mana
- Regenerate Mana 15%
- +5% to Maximum Poison Resist
- +5% to Maximum Cold Resist
- Fire Resist +30%
- Attacker Takes Damage of 10-20

Breath of the Dying (6 Socket Weapons) : Vex + Hel + El + Eld + Zod + Eth

- Indestructible
- +50% Increased Attack Speed
- +190-210% Enhanced Damage
- 140-160% Bonus to Attack Rating
- +120 to Attack Rating
- +75% Damage to Undead
- +50 to Attack Rating against Undead
- +200 Poison Damage over 7 Seconds

¹ New item type

10-15% Life Stolen per Hit
7% Mana Stolen per Hit
Prevent Monster Heal
+20-30 to All Attributes
+1 to Light Radius
Requirements -20%

Call to Arms (5 Socket Weapons) : Amn + Ral + Mal + Ist + Ohm

+3 to All Skills
+20-25% Increased Attack Speed
+240-260% Enhanced Damage
Adds 10-26 Fire Damage
7% Life Stolen per Hit
Prevent Monster Heal
+1-3 to Shout (Barbarian Only)
+1-3 to Battle Orders (Barbarian Only)
+1-3 to Battle Command (Barbarian Only)
-60 to Monster Defense per Hit
Replenish Life +10-15
30% Better Chance of Getting Magic Items

Chains of Honor (4 Socket Body Armors) : Dol + Um + Ber + Ist

25% Bonus to Attack Rating
+50% Damage to Demons
+50% Damage to Undead
4% Life Stolen per Hit
3% Mana Stolen per Hit
+75% Enhanced Defense
Magic Resist +12%
All Resistances +15%
Damage Reduced by 8%
25% Better Chance of Getting Magic Items

Chaos (3 Socket Claws) : Fal + Ohm + Um

+25% Increased Attack Speed
+210-230% Enhanced Damage
20% Chance of Open Wounds
+1-3 to Fists of Fire (Assassin Only)

+1-3 to Claws of Thunder (Assassin Only)
+1-3 to Blades of Ice (Assassin Only)
-60 to Monster Defense per Hit
+15 to Strength
Magic Resist +10%
+10-15 Life after Each Demon Kill

Crescent Moon (3 Socket Axes/**Spears**²/Swords) : Shael + Um + Tir

+20% Increased Attack Speed
+160-180% Enhanced Damage
Ignore Target's Defense
+75% Damage to Demons
+50 to Attack Rating against Demons
-10~15% to Enemy Lightning Resistance
20% Chance of Open Wounds
+1-3 to Werewolf (Druid Only)
+1-3 to Summon Spirit Wolf (Druid Only)
+2 Mana after Each Kill
-1 to Light Radius

Delirium (3 Socket Helms) : Lem + Ist + Io

+3-5 to Conversion (Paladin Only)
+1-3 to Attract (Necromancer Only)
+1-3 to Confuse (Necromancer Only)
Regenerate Mana 15%
Heal Stamina Plus 20%
Magic Absorb 10-15%
Magic Damage Reduced by 7
Cannot Be Frozen
50% Extra Gold from Monsters
25% Better Chance of Getting Magic Items

Doom (5 Socket Axes/Hammers/Polearms) : Hel + Ohm + Um + Lo + Cham

+1 to All Skills
+35% Increased Attack Speed
+160-180% Enhanced Damage
-20~30% to Enemy Cold Resistance

² New item type

20% Deadly Strike
20% Chance of Open Wounds
+3-5 to Armageddon (Druid Only)
Prevent Monster Heal
-60 to Monster Defense per Hit
Damage Reduced by 5
Requirements -20%

Duress (3 Socket Body Armors) : Shael + Um + Thul

+20% Faster Hit Recovery
10% Chance of Crushing Blow
10% Chance of Open Wounds
+30-40% Enhanced Defense
-10% to Maximum Life
-10% Slower Stamina Drain
Cold Resist +45%
Lightning Resist +15%
Fire Resist +15%
Poison Resist +15%

Enigma (3 Socket Body Armors) : Jah + Ith + Ber

+40% Faster Run/Walk
+3-5 to Teleport (Sorceress Only)
+375-425 to Defense
+0-37 to Strength (Based on Character Level)
+5% to Maximum Life
Damage Reduced by 8%
+10-15 Life after Each Kill
15% Damage Taken Goes to Mana
20-30% Better Chance of Getting Magic Items
Requirements -50%

Eternity (4 **Socket**³ Melee Weapons) : **Amn + Ber + Ist + Sol**⁴

Indestructible
+35% Increased Attack Speed
+140-160% Enhanced Damage

³ New socket number

⁴ New rune order

+10 to Minimum Damage
7% Life Stolen per Hit
20% Chance of Crushing Blow
+3-5 to Revive (Necromancer Only)
Slows target by 15%
Regenerate Mana 25%
All Resistances +5%
30% Better Chance of Getting Magic Items

Exile (4 Socket Paladin Shields) : Vex + Ohm + Ist + Dol

+2 to Offensive Auras (Paladin Only)
+20-30% Faster Block Rate
+3-5 to Defiance (Paladin Only)
Freezes Target +1
+110-130% Enhanced Defense
Replenish Life +10-15
+5% to Maximum Cold Resist
+5% to Maximum Fire Resist
Magic Resist +17%
25% Better Chance of Getting Magic Items
Repairs 1 Durability in 4 Seconds

Famine (4 Socket Axes/Hammers) : Fal + Ohm + Ort + Jah

+30% Increased Attack Speed
+160-180% Enhanced Damage
Ignore Target's Defense
Adds 50-100 Magic Damage
Adds 50-100 Fire Damage
Adds 51-140 Lightning Damage
Adds 50-100 Cold Damage
9-12% Life Stolen per Hit
Prevent Monster Heal
-60 to Monster Defense per Hit
+15 to Strength

Gloom (3 Socket Body Armors) : Fal + Um + Pul

+10% Faster Block Rate
+3-5 to Dim Vision (Necromancer Only)

+140-160% Enhanced Defense
All Resistances +20%
Damage Reduced by 5
Half Freeze Duration
7% Damage Taken Goes to Mana
-3 to Light Radius

Hand of Justice (4 Socket Weapons) : Sur + Cham + Amn + Lo

+1 to All Skills
+25% Increased Attack Speed
20% Piercing Attack
+140-160% Enhanced Damage
Ignore Target's Defense
7% Life Stolen per Hit
-10~15% to Enemy Fire Resistance
20% Deadly Strike
+1-3 to Holy Fire (Paladin Only)
+1-3 to Conviction (Paladin Only)

Heart of the Oak (4 Socket **Staves**⁵) : Ko + Vex + Pul + Thul

+15-20% Faster Cast Rate
+50% Enhanced Damage
Adds 5-20 Cold Damage
7% Mana Stolen per Hit
+3-5 to Oak Sage (Druid Only)
Hit Causes Monster to Flee 25%
+15 to Dexterity
+10-15% to Maximum Life
Replenish Life +5-10
All Resistances +25-30%

Kingslayer (4 Socket Axes/Swords) : Mal + Um + Gul + Fal

+25-30% Increased Attack Speed
+150-170% Enhanced Damage
-50% Target's Defense
35% Chance of Crushing Blow
45% Chance of Open Wounds

⁵ New item type

Prevent Monster Heal
+3-5 to Sacrifice (Paladin Only)
+15 to Strength

Passion (4 Socket Weapons) : Dol + Ort + Eld + Lem

+30% Increased Attack Speed
+230-250% Enhanced Damage
60-80% Bonus to Attack Rating
+75% Damage to Undead
+50 to Attack Rating against Undead
Adds 12-24 Magic Damage
Adds 1-40 Lightning Damage
+3-5 to Berserk (Barbarian Only)
+3-5 to Zeal (Paladin Only)
Hit Causes Monster to Flee 25%
75% Extra Gold from Monsters

Prudence (2 Socket Body Armors) : Um⁶ + Tir

+15% Faster Hit Recovery
5% Increased Chance of Blocking
+150-170% Enhanced Defense
All Resistances +15%
Magic Damage Reduced by 5
Repairs 1 Durability in 20 Seconds

Sanctuary (3 Socket Shields) : Ko + Ko + Mal

+20% Faster Run/Walk
+15% Faster Block Rate
10% Increased Chance of Blocking
+3-5 to Slow Missiles (Amazon Only)
+3-5 to Sanctuary (Paladin Only)
+120-150% Enhanced Defense
+100 Defense vs. Melee
All Resistances +30-35%
Magic Damage Reduced by 7

Splendor (2 Socket Shields) : Eth + Lum

⁶ New rune

+2 to All Skills
+10% Faster Cast Rate
+30% Faster Block Rate
20% Increased Chance of Blocking
+50-60% Enhanced Defense
Regenerate Mana 15%
All Resistances +10-15%
+3 to Light Radius

Stone (4 Socket Body Armors) : Shael + Um + Pul + Lum

Indestructible
+10% Faster Cast Rate
+20% Faster Hit Recovery
+3-5 to Iron Skin (Barbarian Only)
+3-5 to Molten Boulder (Druid Only)
+3-5 to Clay Golem (Necromancer Only)
+130-150% Enhanced Defense
+100 Defense vs. Melee
All Resistances +15%
Damage Reduced by 10

Wind (2 Socket Melee Weapons) : **Ber + Gul**⁷

+30% Faster Run/Walk
+40% Increased Attack Speed
+20% Faster Hit Recovery
+170-190% Enhanced Damage
-25% Target Defense
20% Chance of Crushing Blow
+1-3 to Twister (Druid Only)
+1-3 to Tornado (Druid Only)
+1-3 to Hurricane (Druid Only)

1.10 Ladder Season 2 Rune Words

Brand (4 Socket Missile Weapons) : Jah + Lo + Mal + Gul

+10% Increased Attack Speed

⁷ New rune order

+190-210% Enhanced Damage
Ignore Target's Defense
-25% Target's Defense
+150% Damage to Demons
20% Deadly Strike
Prevent Monster Heal
+3-5 to Valkyrie (Amazon Only)
Knockback

Death (5 Socket Axes/Swords) : Hel + El + Vex + Ort + Gul

Indestructible
+200-220% Enhanced Damage
-25% Target's Defense
+120 to Attack Rating
Adds 1-40 Lightning Damage
7% Mana Stolen per Hit
20% Chance of Crushing Blow
20% Deadly Strike
+1 to Light Radius
Requirements -20%

Destruction (5 Socket Polearms/Swords) : Vex + Lo + Ber + Jah + Ko

+230-250% Enhanced Damage
Ignore Target's Defense
Adds 20-45 Fire Damage
7% Mana Stolen per Hit
25% Chance of Crushing Blow
25% Deadly Strike
+3-5 to Volcano (Druid Only)
Prevent Monster Heal
+15 to Dexterity

Dragon (3 Socket Body Armors/Shields) : Sur + Lo + Sol

+10-15% to Fire Skill Damage
-10~15% to Enemy Poison Resistance
+3-5 to Dragon Tail (Assassin Only)
+3-5 to Hydra (Sorceress Only)
+310-360 to Defense

+0-25 to Strength (Based on Character Level)
+5% to Maximum Mana (Armors Only)
+50 to Mana (Shields Only)
+5% to Maximum Lightning Resist
All Resistances +5%
Damage Reduced by 7

Dream (3 Socket Helms/Shields) : Io + Jah + Pul

+10-15% Faster Hit Recovery
+10-15% to Lightning Skill Damage
+50% Enhanced Defense
+170-220 to Defense
+0-37 to Mana (Based on Character Level)
+5% to Maximum Life (Helms Only)
+50 to Life (Shields Only)
Heal Stamina Plus 20%
All Resistances +10%

Edge (3 Socket Missile Weapons) : Tir + Tal + Amn

+20-25% Increased Attack Speed
+150-175% Enhanced Damage
-33% Target's Defense
+75% Damage to Demons
+50 to Attack Rating against Demons
+75 Poison Damage over 5 Seconds
7% Life Stolen per Hit
40-50% Chance of Open Wounds
+3-5 to Penetrate (Amazon Only)
Attacker Takes Damage of 67

Faith (4 Socket Missile Weapons) : Ohm + Jah + Lem + Eld

+40% Increased Attack Speed
+170-190% Enhanced Damage
Ignore Target's Defense
+75% Damage to Undead
+50 to Attack Rating against Undead
+3-5 to Fanaticism (Paladin Only)
-60 to Monster Defense per Hit

Magic Resist +10-15%
+5 Mana after Each Kill
10-15% Damage Taken Goes to Mana
75% Extra Gold from Monsters

Fortitude (4 Socket Body Armors/Weapons) : El + Sol + Dol + Lo

Armors

Indestructible
+25% Faster Cate Rate
+50% Enhanced Damage
20% Deadly Strike
+50% Enhanced Defense
+40 to Defense
+0-75 to Life (Based on Character Level)
+5% to Maximum Lightning Resist
Magic Resist +12%
Damage Reduced by 7
+1 to Light Radius

Weapons

Indestructible
+25% Faster Cate Rate
+50% Enhanced Damage
+10 to Minimum Damage
+120 to Attack Rating
Adds 12-24 Magic Damage
40% Deadly Strike
+50% Enhanced Defense
+0-75 to Life (Based on Character Level)
+1 to Light Radius

Grief (5 Socket Axes/Swords) : Eth + Tir + Lo + Mal + Ral

+30% Increased Attack Speed
Adds 63-127 Damage
Ignore Target's Defense
50% Bonus to Attack Rating
+75% Damage to Demons
+50 to Attack Rating against Demons
+0-75% Damage to Undead (Based on Character Level)

Adds 10-26 Fire Damage
-20~30% to Enemy Poison Resistance
40% Deadly Strike
+3-5 to Rabies (Druid Only)
Prevent Monster Heal

Harmony (4 Socket Missile Weapons) : Tir + Ith + Sol + Ko

+20-25% Faster Hit Recovery
+130-150% Enhanced Damage
+10 to Minimum Damage
+10 to Maximum Damage
+75% Damage to Demons
+50 to Attack Rating against Demons
Adds 25-50 Fire Damage
Adds 25-50 Lightning Damage
Adds 25-50 Cold Damage
+15 to Dexterity
Damage Reduced by 10-15%
+5-10 Life after Each Kill
Permanent Quiver Quantity⁸

Ice (4 Socket Missile Weapons) : Amn + Shael + Jah + Lo

+20% Increased Attack Speed
+150-170% Enhanced Damage
Ignore Target's Defense
+20-30% to Cold Skill Damage
7% Life Stolen per Hit
20% Deadly Strike
+3-5 to Ice Arrow (Amazon Only)
Cold Resist 0-62% (Based on Character Level)
Half Freeze Duration

Infinity (4 Socket Polearms/**Spears**⁹) : Ber + Mal + Ber + Ist

+25% Faster Run/Walk
+30-40% Increased Attack Speed
+120-140% Enhanced Damage

⁸ New item modifier (arrows/bolts are not consumed)

⁹ New item type

Adds 10-20 Damage
+20-30% to Lightning Skill Damage
40% Chance of Crushing Blow
+3-5 to Power Strike (Amazon Only)
Prevent Monster Heal
+0-25 to Vitality (Based on Character Level)
30% Better Chance of Getting Magic Items

Insight (4 Socket Polearms/**Spears**¹⁰/Staves) : Ral + Tir + Tal + Sol

+3 to All Skills
+220-240% Enhanced Damage
+10 to Minimum Damage
+75% Damage to Demons
+50 to Attack Rating against Demons
Adds 10-26 Fire Damage
+75 Poison Damage over 5 Seconds
+3-5 to Inner Sight (Amazon Only)
+3-5 to Concentrate (Barbarian Only)
+3-5 to Meditation (Paladin Only)
Slows target by 25%
Regenerate Mana 100%

Last Wish (4 **Socket**¹¹ Axes/Hammers/Swords) : **Jah + Mal + Jah + Ber**¹²

10-15% Increased Chance of Blocking
+180-200% Enhanced Damage
Ignore Target's Defense
5-7% Life Stolen per Hit
5-7% Mana Stolen per Hit
20% Chance of Crushing Blow
Prevent Monster Heal
Hit Blinds Target +1
Requirements -10~15%

Law Bringer (3 Socket Hammers/Scepters/Swords) : Amn + Lem + Ko
Damage +100

¹⁰ New item type

¹¹ New socket number

¹² New rune order

-25% Target Defense
7% Life Stolen per Hit
Slain Monsters Rest in Peace
+3-5 to Cleansing (Paladin Only)
Freezes Target +1
+20 to Strength
+15 to Dexterity
Cannot Be Frozen
75% Extra Gold from Monsters

Oath (4 Socket Axes/Maces/Swords) : Shael + Pul + Mal + Lum

+40% Increased Attack Speed
+30% Faster Block Rate
+210-230% Enhanced Damage
Ignore Target's Defense
20% Deadly Strike
Prevent Monster Heal
+15 to Energy
Damage Reduced by 5-7

Obedience (5 Socket Polearms) : Hel + Ko + Thul + Eth + Fal

+25% Increased Attack Speed
+30% Faster Hit Recovery
+140-160% Enhanced Damage
50% Bonus to Attack Rating
Adds 5-20 Cold Damage
+20-30% to Fire Skill Damage
Freezes Target +2
+15 to Strength
+15 to Dexterity
All Resistances +10-15%
Requirements -20%

Phoenix (4 Socket Weapons/Shields) : Vex + Vex + Lo + Jah

Weapons

Adds 25-50 Damage
Ignore Target's Defense
14% Mana Stolen per Hit

20% Deadly Strike
+3-5 to Phoenix Strike (Assassin Only)
+3-5 to Redemption (Paladin Only)
Fire Resist +20-30%
Half Freeze Duration
+10-15 Life after Each Kill
+10-15 Mana after Each Kill

Shields

Adds 25-50 Damage
+3-5 to Phoenix Strike (Assassin Only)
+3-5 to Redemption (Paladin Only)
+50 to Life
+5% to Maximum Lightning Resist
+10% to Maximum Fire Resist
Fire Resist +20-30%
Half Freeze Duration
+10-15 Life after Each Kill
+10-15 Mana after Each Kill

Pride (4 Socket Polearms) : Cham + **Shael**¹³ + Io + Lo

+1 to All Skills
+20% Increased Attack Speed
+160-180% Enhanced Damage
80-90% Bonus to Attack Rating
+0-75% Damage to Undead (Based on Character Level)
20% Deadly Strike
+25% Enhanced Defense
+15 to Vitality
Cannot Be Frozen
10-15% Damage Taken Goes to Mana

Rift (4 Socket Polearms/Scepters) : Hel + Ko + Lem + Gul

+20-25% Increased Attack Speed
+130-150% Enhanced Damage
Adds 15-25 Damage
-25% Target Defense
30-35% Chance of Open Wounds

¹³ New rune

+3-5 to Fissure (Druid Only)
+15 to Dexterity
20% Slower Stamina Drain
+5-10 Life after Each Kill
75% Extra Gold from Monsters
Requirements -20%

Spirit (4 Socket Swords/Shields) : Tal + Thul + Ort + Amn

Weapons

+1 to All Skills
+15% Faster Cast Rate
Adds 1-40 Lightning Damage
Adds 5-20 Cold Damage
+75 Poison Damage over 5 Seconds
7% Life Stolen per Hit
+60-80 to Defense
+2-4% to Maximum Life
+2-4% to Maximum Mana
Magic Damage Reduced by 3-5

Shields

+1 to All Skills
+15% Faster Cast Rate
+60-80 to Defense
Replenish Life +7
Cold Resist +35%
Lightning Resist +35%
Poison Resist +35%
+2-4% to Maximum Life
+2-4% to Maximum Mana
Magic Damage Reduced by 3-5

Voice of Reason (4 Socket Swords/Maces) : Lem + Ko + El + Eld

+25% Increased Attack Speed
+20% Faster Cast Rate
+170-190% Enhanced Damage
+120 to Attack Rating
+75% Damage to Undead
+50 to Attack Rating against Undead

Adds 20-30 Cold Damage
+10-15% to Cold Skill Damage
+15 to Dexterity
Magic Resist +10%
75% Extra Gold from Monsters
+1 to Light Radius

Wrath (4 Socket Missile Weapons) : Pul + Lum + Ber + Mal

+110-130% Enhanced Damage
+50% Damage to Demons
+50% Damage to Undead
7% Life Stolen per Hit
20% Chance of Crushing Blow
25% Piercing Attack
Prevent Monster Heal
Slows target by 33%
+15 to Energy
Cannot Be Frozen

1.11 Rune Words

Bone (3 Socket Body Armors) : Sol + Eth¹⁴ + Um

+2 to Necromancer Skills
+10% Faster Block Rate
+1-3 to Bone Spear (Necromancer Only)
+1-3 to Skeleton Mastery (Necromancer Only)
+1-3 to Bone Armor (Necromancer Only)
Regenerate Mana 20%
All Resistances +15%
Damage Reduced by 7

Enlightment (3 Socket Body Armors) : Pul + Ral + Mal¹⁵

+2 to Sorceress Skills
+15% Faster Cast Rate
+1-3 to Fire Ball (Sorceress Only)

¹⁴ New rune

¹⁵ New rune

+1-3 to Blaze (Sorceress Only)
+1-3 to Warmth (Sorceress Only)
+50% Enhanced Defense
Fire Resist +30%
Magic Damage Reduced by 7

Myth (3 Socket Body Armors) : **Ber**¹⁶ + Amn + Nef

+2 to Barbarian Skills
+25% Enhanced Damage
+1-3 to Shout (Barbarian Only)
+1-3 to Taunt (Barbarian Only)
+1-3 to Howl (Barbarian Only)
Replenish Life +15
Damage Reduced by 8%
Half Freeze Duration

Peace (3 Socket Body Armors) : **Hel**¹⁷ + Thul + Amn

+2 to Amazon Skills
+25% to Attack Rating
+1-3 to Valkyrie (Amazon Only)
+1-3 to Slow Missiles (Amazon Only)
+1-3 to Critical Strike (Amazon Only)
Replenish Life +7
Cold Resist +30%
Requirements -15%

Principle (3 Socket Body Armors) : **Tal**¹⁸ + Gul + Eld

+2 to Paladin Skills
+1-3 to Holy Shield (Paladin Only)
+1-3 to Concentration (Paladin Only)
+1-3 to Blessed Hammer (Paladin Only)
+100 to Life
15% Slower Stamina Drain
+5% to Maximum Poison Resist
Poison Resist +30%

¹⁶ New rune

¹⁷ New rune

¹⁸ New rune

Rain (3 Socket Body Armors) : Ort + Ko¹⁹ + Ith

+2 to Druid Skills
+10% Faster Run/Walk
+1-3 to Hurricane (Druid Only)
+1-3 to Twister (Druid Only)
+1-3 to Cyclone Armor (Druid Only)
+100 to Mana
Lightning Resist +30%
15% Damage Taken Goes to Mana

Treachery (3 Socket Body Armors) : Shael + Dol²⁰ + Lem

+2 to Assassin Skills
+15% Increased Attack Speed
+20% Faster Hit Recovery
+1-3 to Venom (Assassin Only)
+1-3 to Fade (Assassin Only)
+1-3 to Burst of Speed (Assassin Only)
Magic Resist +12%
50% Extra Gold from Monsters

Hidden Rune Words

Mist (3 Socket Crossbows) : Gul + Thul + Shael

+60-70% Increased Attack Speed
+180-200% Enhanced Damage
-25% Target Defense
Adds 5-20 Cold Damage
+150 Defense vs. Missile
+0-50 to Dexterity (Based on Character Level)
Damage Reduced by 5
Magic Damage Reduced by 5
-1 to Light Radius

Obsession (3 Socket Shields) : Hel + Shael + Lum

¹⁹ New rune

²⁰ New rune

+10% Faster Cast Rate
+20% Faster Hit Recovery
+60-70% Enhanced Defense
+1-100 to Mana (Based on Character Level)
Magic Resist +20-25%
Repairs 1 Durability in 25 Seconds
Requirements -15%

Pattern (3 Socket Claws) : Tal + Ort + Tir

+20-25% Increased Attack Speed
+130-150% Enhanced Damage
65-75% Bonus to Attack Rating
+75% Damage to Demons
+50 to Attack Rating against Demons
Adds 1-40 Lightning Damage
+75 Poison Damage over 5 Seconds
+5-10% Fire Skill Damage
+5-10% Cold Skill Damage
+5-10% Lightning Skill Damage
All Resistances +10-15%

Plague (3 Socket Helms) : Cham + Fal + Um

+1 to All Skills
+10% Faster Block Rate
+10-15% to Poison Skill Damage
+1-3 to Poison Javelin (Amazon Only)
+1-3 to Plague Javelin (Amazon Only)
+1-3 to Poison Explosion (Necromancer Only)
+1-3 to Poison Nova (Necromancer Only)
+20-30% Enhanced Defense
-10% to Maximum Mana
All Resistances +15%

Vengeance (3 Socket Weapons) : Ith + Amn + El

+35% Increased Attack Speed
+160-180% Enhanced Damage
+10 to Maximum Damage
80-90% Bonus to Attack Rating

+120 to Attack Rating
7% Life Stolen per Hit
-5~10% to Enemy Fire Resistance
-5~10% to Enemy Lightning Resistance
-5~10% to Enemy Cold Resistance
+3-5 to Vengeance (Paladin Only)
+1 to Light Radius

Voice (2 Socket Wands) : Tir + Ith

+3 to Curses (Necromancer Only)
+10-15% Faster Run/Walk
+20-25% Faster Hit Recovery
+10 to Maximum Damage
+75% Damage to Demons
+50 to Attack Rating against Demons
+1-3 to Skeleton Mastery (Necromancer Only)
+1-3 to Golem Mastery (Necromancer Only)
+1-3 to Summon Resist (Necromancer Only)
All Resistances +10-15%

Wisdom (2 Socket Weapons) : Cham + El

+2 to All Skills
+10% Faster Cast Rate
+120 to Attack Rating
+0-50 to Energy (Based on Character Level)
Regenerate Mana 25%
+3 Mana after Each Kill
+1 to Light Radius

Wonder (3 Socket Helms) : Nef + Sol + Ist

+3-5 to Psychic Hammer (Assassin Only)
+3-5 to Telekinesis (Sorceress Only)
+5 to All Attributes
All Resistances +10%
Damage Reduced by 7
Magic Damage Reduced by 7
Half Freeze Duration
25% Better Chance of Getting Magic Items

Repairs 1 Durability in 20 Seconds