

Diablo II LOD v1.11 Complete Rune Words list

If the player puts certain combinations of Runes in the correct order into an item with exactly that number of sockets and of the correct item type, the item's name will change into a "unique" name, displayed in gold, and the item will acquire extra powers, depending on the "rune word" that was used. The benefits of using a Rune Word is that you can make the Rune Word magical bonuses apply to any type of item allowed with the proper number of sockets. You could, for example, use an Elite Socketed sword or an Exceptional Socketed sword, and you can also pick which type of sword is used. Uniques, in comparison, use the same item type such as short sword, and are always the same quality (Normal/Exceptional/Elite). You can continue to find better Socketed weapons or armor and, with the proper Runes, continue to have this Rune Word bonus applied to better and better Socketed items as you find them.

Rune Words are an advanced feature for experienced users. However, anyone can create a Rune Word if they take the time to read/learn enough about them to assemble the Rune Words properly.

Rune Word Rules

- * When you create a Rune Word you still receive all of the magical bonuses that were already on each Rune you Socketed.
- * Socketed Items must have the exact number of sockets as the Rune Word formula requires. If the Rune Word is a 3 Rune formula then you must use an item with exactly 3 sockets. A 4 socket item will not work with a 3 socket formula.
- * The Socketed Item type must be the correct item type for the formula. If the formula requires a sword, the formula will not work if you use an axe or spear.
- * Rune Words will only work in Socketed non-magical items. This means that Set Items, Unique Items, or Magic Items with enough Sockets and the proper item type will not allow or convert to Rune Words. Again, they will not work on Magic, Set, Unique or Rare items. So if you have a Mechanic's (or Jewelers item) piece of armor with 2 slots, the Stealth will not work on it because it's magical.
- * The correct Runes for a formula must be used. If one of the Runes is wrong you receive the bonuses of the Runes inserted but it does not become a Rune Word.
- * The Rune IO looks a lot like LO. Make sure you use the correct one.
- * Rune Words will not work in Wirt's Leg
- * The Runes must be placed in the correct order. You can have the correct Socketed item, correct runes and still not activate the Rune Word if you do not socket the Runes in the correct order. This is because you're trying to spell the "Rune Word" correctly and you have spelled it incorrectly. Example: "RalOrtTal". You must first place Ral, then Ort, then finally Tal into the Socketed Item.
- * You need the right patch for the formulae to work. Make sure you have the latest patch.

Other Info

- * The Rune Words listed also list the bonuses of the individual Runes with the Rune Word bonuses.
- * Q: Can you add the level limits on the Rune Words?
A: Actually these would change depending on what item was used so they were not added.

Required Item Types for Formulae

Make sure you read this so you'll use the right items.

Body Armor = Any armor that is worn on your chest and not any type of other armor such as boots, helms, gloves, etc.

Helms = Any armor that is worn on the head, including helms, Barbarian Helms, Druid Pelts, and Circlets.

Shield = Any armor that can be used to block, including shields, Necromancer Shrunken Heads, and Paladin Shields.

Clubs = Club, Spiked Club, and Exceptional/Elite versions.

Hammers = War Hammer, Maul, Great Maul, and Exceptional/Elite versions. These will not work in mace recipes even though they are listed on the mace page.

Maces = Mace, Morning Star, Flail, and Exceptional/Elite versions. This does not include any other types of Maces. Make sure you read about Hammers above. They are not "maces" in the case of Runewords.

Melee Weapons = Any weapon that isn't ranged such as a Sword or Hammer. A Bow or Crossbow is a ranged weapon. Sorceress Orbs are not considered Melee Weapons.

Missile Weapons = Bows and Crossbows

Weapons = Melee Weapons, Missile Weapons, Orbs

Scepters = Scepter, Grand Scepter, War Scepter, and Exceptional/Elite versions.

Keep in mind when experimenting with unknown Rune Words that you must be prepared to accept the loss of your Runes if the formula does not work. Rune Words must be inserted into the correct item for the formula in the

correct order. Blizzard cannot restore lost items for any reason including due to your failure to properly create a Rune Word. Rune Word failures are caused by using the wrong items, Runes, or Rune order. A few times the formula has been listed wrong on this page, but most (99%) of reported errors are caused by failure to understand the formula. The following formulae on this page may contain errors, including listing the wrong formulas. Be sure you read all of this page including the bottom page notes for complete information.

Rune Word Listings

- * Original Rune Words
- * 1.10 Patch Rune Words
- * 1.11 Patch Rune Words

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Original Rune Words	Allowed Items	Rune Order	Completed Stats
Ancient's Pledge Cold Resist +43% Fire Resist +48% Lightning Resist +48% Poison Resist +48% 10% Damage Goes To Mana	3 Socket Shields	Ral + Ort + Tal	+50% Enhanced Defense
Black 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)	3 Socket Clubs/Hammers/Maces	Thul + Io + Nef	+120% Enhanced Damage
Fury 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)	3 Socket Melee Weapons	Jah + Gul + Eth	+209% Enhanced Damage
Holy Thunder -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)	4 Socket Scepters	Eth + Ral + Ort + Tal	+60% Enhanced Damage
Honor +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	5 Socket Melee Weapons	Amn + El + Ith + Tir + Sol	+160% Enhanced Damage

+2 To Mana After Each Kill

King's Grace 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

Leaf 2 Socket Staves (Not Orbs) Tir + Ral 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%

Lionheart 3 Socket Body Armor Hel + Lum + Fal +20% Enhanced Damage
Requirements -15%
+25 To Strength
+10 To Energy
+20 To Vitality
+15 To Dexterity
+50 To Life
All Resistances +30

Lore 2 Socket Helms Ort + Sol +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

Malice 3 Socket Melee Weapons Ith + El + Eth +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

Melody 3 Socket Missile Weapons Shael + Ko + Nef +50% Enhanced Damage
+300% Damage To Undead
+3 To Bow and Crossbow Skills (Amazon Only)
+3 To Critical Strike (Amazon Only)
+3 To Dodge (Amazon Only)
+3 To Slow Missiles (Amazon Only)
20% Increased Attack Speed
+10 To Dexterity
Knockback

Memory 4 Socket Staves (Not Orbs) Lum + Io + Sol + Eth +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

Nadir 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

Radiance 3 Socket Helms Nef + Sol + Ith +75% Enhanced Defense
+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

Rhyme 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

Silence 6 Socket Weapons Dol + Eld + Hel + Ist + Tir + Vex 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

Smoke 2 Socket Body Armor Nef + Lum +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

Stealth 2 Socket Body Armor Tal + Eth 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

Steel 2 Socket Swords/Axes/Maces* Tir + El 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

Strength 2 Socket Melee Weapons Amn + Tir 35% Enhanced Damage
25% Chance Of Crushing Blow
7% Life Stolen Per Hit
+2 To Mana After Each Kill
+20 To Strength
+10 To Vitality

Venom 3 Socket Weapons Tal + Dol + Mal 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

Wealth 3 Socket Body Armor Lem + Ko + Tir 300% Extra Gold From Monsters
100% Better Chance Of Getting Magic Items
+2 To Mana After Each Kill
+10 To Dexterity

White 2 Socket Wand Dol + Io Hit Causes Monster To Flee 25%
+10 To Vitality
+3 To Poison And Bone Skills (Necromancer Only)
+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

Zephyr 2 Socket Missile Weapons Ort + Eth +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

Notes:

-Maces: Maces doesn't mean all Mace class weapons. As the top of the page says: Maces = Mace, Morning Star, Flail, and Exceptional/Elite versions of those three items.

1.10 Rune Words Allowed Items Rune Order Completed Stats

Beast 5 Socket Axes/Scepters/Hammers Ber + Tir + Um + Mal + Lum Level 9 Fanaticism Aura When Equipped
+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)

Bramble 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)

Breath of the Dying 6 Socket Weapons Vex + HeL + El + Eld + Zod + Eth 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
+30 To All Attributes
+1 To Light Radius
Requirements -20%

Call To Arms* 5 Socket Weapons Amn + Ral + Mal + Ist + Ohm +1 To All Skills
+40% Increased Attack Speed
+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

Chains of Honor 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

Chaos 3 Socket Claws Fal + Ohm + Um 9% Chance To Cast Level 11 Frozen Orb On Striking
11% Chance To Cast Level 9 Charged Bolt On Striking
+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

Crescent Moon 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)

Delirium* 3 Socket Helms Lem + Ist + Io 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
+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)

Doom 5 Socket Axes/Polearms/Hammers Hel + Ohm + Um + Lo + Cham 5% Chance To Cast Level 18 Volcano
On Striking
Level 12 Holy Freeze Aura When Equipped
+2 To All Skills
+45% Increased Attack Speed
+330-370% Enhanced Damage (varies)
-(40-60)% To Enemy Cold Resistance (varies)
20% Deadly Strike
25% Chance of Open Wounds
Prevent Monster Heal
Freezes Target +3
Requirements -20%

Duress 3 Socket Body Armor Shael + Um + Thul +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
+150-200% Enhanced Defense (varies)
-20% Slower Stamina Drain
Cold Resist +45%
Lightning Resist +15%
Fire Resist +15%
Poison Resist +15%

Enigma 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)

Eternity 5 Socket Melee Weapons Amn + Ber + Ist + Sol + Sur 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)

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

Famine 4 Socket Axes/Hammers Fal + Ohm + Ort + Jah +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

Gloom 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
All Resistances +45
Half Freeze Duration
5% Damage Taken Goes To Mana
-3 To Light Radius

Hand of Justice 4 Socket Weapons Sur + Cham + Amn + Lo 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
7% Life Stolen Per Hit
-20% To Enemy Fire Resistance
20% Deadly Strike
Hit Blinds Target
Freezes Target +3

Heart of the Oak* 4 Socket Staves/Maces* Ko + Vex + Pul + Thul +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)
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)
+50% Damage To Undead

Kingslayer 4 Socket Swords/Axes Mal + Um + Gul + Fal +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

Passion 4 Socket Weapons DoI + Ort + Eld + Lem +25% Increased Attack Speed
+160-210% Enhanced Damage
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)

Prudence 2 Socket Body Armor Mal + Tir +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 In 4 Seconds

Sanctuary 3 Socket Shields Ko + Ko + Mal +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)

Splendor 2 Socket Shields Eth + Lum +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
20% Better Chance of Getting Magic Items
+3 To Light Radius

Stone 4 Socket Body Armor Shael + Um + Pul + Lum +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)
Level 16 Clay Golem (16 Charges)

Wind 2 Socket Melee Weapons Sur + El 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
 Level 13 Twister (127 Charges)

The following Rune Words will only work on the Battle.net Realms for Ladder Characters only. They will not work for single or open characters or non-ladder characters

Ladder Rune Words	Allowed Items	Rune Order	Completed Stats
Brand	4 Socket Missile Weapons	Jah + Lo + Mal + Gul	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 Fires Explosive Arrows or Bolts (15)
Death	5 Socket Swords/Axes	Hel + El + Vex + Ort + Gul	100% Chance To Cast Level 44 Chain Lightning When You Die 25% Chance To Cast Level 18 Glacial Spike On Attack 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) 0.5-50% Deadly Strike (Based on Character Level) +1 To Light Radius Level 22 Blood Golem (15 Charges) Requirements -20%
Destruction	5 Socket Polearms/Swords	Vex + Lo + Ber + Jah + Ko	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
Dragon	3 Socket Body Armor/Shields	Sur + Lo + Sol	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

Dream 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)

Edge 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%!!!

Faith 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

Fortitude 4 Socket Weapons/Body Armor El + Sol + Dol + Lo Weapons
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 +20-30 (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 +20-30 (varies)
Damage Reduced By 7
12% Damage Taken Goes To Mana
+1 To Light Radius

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

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

Infinity 4 Socket Polearms Ber + Mal + Ber + Ist 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)

Insight 4 Socket Polearms/Staves Ral + Tir + Tal + Sol Level 12-17 Meditation Aura When
Equipped (varies)
+35% Faster Cast Rate
+200-260% Enhanced Damage (varies)
+9 To Minimum Damage
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

Last Wish 6 Socket Swords/Hammers/Axes Jah + Mal + Jah + Sur + Jah + Ber 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
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)

Lawbringer 3 Socket Swords/Hammers/Scepters Amn + Lem + Ko 20% Chance To Cast Level 15
Decrepify On Striking
Level 16-18 Sanctuary Aura When Equipped (varies)
-50% Target Defense
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

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

Obedience 5 Socket Polearms Hel + Ko + Thul + Eth + Fal 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)
-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%

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

+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)

Pride 4 Socket Polearms Cham + Sur + Io + Lo 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)

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)

Rift 4 Socket Polearms/Scepters Hel + Ko + Lem + Gul 20% Chance To Cast Level 16 Tornado On Striking

16% Chance To Cast Level 21 Frozen Orb On Attack

20% Bonus To Attack Rating

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%

Spirit 4 Socket Swords/Shields Tal + Thul + Ort + Amn Weapons

+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)

Shields

+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

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

Wrath 4 Socket Missile Weapons Pul + Lum + Ber + Mal 30% Chance To Cast Level 1 Decrepiy 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

Notes:

-Maces: Maces doesn't mean all Mace class weapons. As the top of the page says: Maces = Mace, Morning Star, Flail, and Exceptional/Elite versions.

-1.10 Rune Words allow players of other classes to use certain skills that are previously only for a certain class. That is why, for example, you don't see +1 To Zeal (Paladin Only). Any class can use that ability once they have completed the Rune Word.

-Call to Arms: Barbarians are capped at +3 to the skills Battle Command, Battle Orders, and Battle Cry. For more information, go here to learn about "oskill" Skill Points (yes oskill is correct)

-Delirium: this ability morphs your character into a Bone Fetish for a period of about 1 minute. You can also do normal attacks in the form of a headbutt.

-Fortitude: The life per clvl (character level) varies according to the following table:

X	Life at Level		
1	99		
1	1	99	
	1.125	1.125	111.375
	1.250	1.250	123.750
	1.375	1.375	136.125
	1.500	1.500	148.500

* X is randomly set in the range of 1 to 1.5 when the runeword is made and adds that fixed amount of life for each clvl.

-Hand of Justice: Make sure you use the L0 Rune not I0.

 1.11 Rune Words

These Rune Words will work in single-player, for Open Characters, and for Realm Characters.

1.11 Rune Words	Allowed Items	Rune Order	Completed Stats
Bone (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

Enlightenment (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

Myth (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%

Peace (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

Principle (Paladin) 3 Socket Body Armor Ral + Gul + Eld 100% Chance To Cast Level 5 Holy
 Bolt On Striking
 +2 To Paladin Skill Levels
 15% Slower Stamina Drain
 +5% To Maximum Poison Resist
 Fire Resist +30%

Rain (Druid) 3 Socket Body Armor Ort + Mal + Ith 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

Treachery (Assassin) 3 Socket Body Armor Shael + Thul + Lem 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