

Rune Word	Allowed Items	Rune Order	Completed Stats
Ancient's Pledge	3 Socket Shields	Ral + Ort + Tal	+50% Enhanced Defense All Resistances +43% 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 +19 Poison Damage Over 2 Seconds 15% Increased Attack Speed Knockback Magic Reduced By 2 Level 4 Corpse Explosion (12 Charges)
Black	3 Socket Clubs/Hammers/Maces	Thul + Po + Nef	+209% Enhanced Damage 40% Increased Attack Speed Prevent Monster Heal 66% Chance Of Open Wounds 33% Chance Of Deadly Strike Slows Target By 25% -25% Target Defense 20% Bonus To Attack Rating 6% Life Stolen Per Hit +5 To Frenzy (Barbarian Only)
Fury	3 Socket Melee Weapons	Jo + Gul + Eth	+60% Enhanced Damage -25% Target Defense Adds 5-30 Fire Damage Adds 21-110 Lightning Damage +20 Poison Damage Over 1 Second
Holy Thunder	4 Socket Scepters	Eth + Ral + Ort + Tal	+10 To Maximum Damage Lightning Resistance +60% +5 To Maximum Lightning Resistance +3 To Holy Shock (Paladin Only) Level 7 Chain Lightning (60 Charges)

Honor	5 Socket Melee Weapons	Amn + El + Ith + Tir + Sol	+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
King's Grace	3 Socket Swords/Scepters	Amn + Ral + Thul	+100% Enhanced Damage +100% Damage vs. Demons +50% Damage vs. Undead Adds 5-30 Fire Damage Adds 3-14 Cold Damage - 3 Second Duration +150 To Attack Rating +100 To Attack Rating vs. Demons +100 To Attack Rating vs. 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 Defense Per Character Level) 2-198 (Based On Character Level) +2 To Mana After Each Kill Cold Resist +33%
Leaf	2 Socket Staves	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%
Lionheart	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
Lore	2 Socket Helms	Ort + Sol	

	Malice	3 Socket Melee Weapons	lth + 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	Shae + Ko + Nef	+50% Enhanced Damage 300% Damage vs 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	Lum + Po + Sol + Eth	+3 to Sorceress Skills 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 + lth	+75% Enhanced Defense +30 Defense Vs. Missile +10 To Energy +10 To Vitality 15% Damage Goes To Mana

Rhyme	2 Socket Shields	Shae + Eth	<p>Magic Damage Reduced By 3 +33 To Mana Damage Reduced By 7 +5 To Light Radius</p> <p>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</p> <p>200% Enhanced Damage 175% Damage vs. Undead Requirements -20% 20% Increased Attack Speed +50 Attack Rating vs. Undead +2 To All Skill Levels All Resistances +75% 20% Faster Hit Recovery 11% Mana Stolen Per Hit Hit Causes Monster To Flee 25%</p> <p>Hit Blinds Target [33] +2 To Mana Per Kill 30% Better Chance Of Getting Magic Items</p> <p>+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</p> <p>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</p> <p>20% Enhanced Damage +3 To Minimum Damage +3 To Maximum Damage</p>
Silence	6 Socket Weapons	Dol + Eld + Hel + Ist + Tir + Vex	
Smoke	2 Socket Body Armor	Nef + Lum	
Stealth	2 Socket Body Armor	Tal + Eth	

Steel	2 Socket Swords/Axes/Maces	Tir + El	+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 Per Kill +20 To Strength +10 To Vitality Hit Causes Monster To Flee 25%
Venom	3 Socket Weapons	Tal + Dol + Mal	Prevent Monster Heal Ignore Target's Defense 7% Mana Steal Level 15 Poison Explosion (27 Charges) Level 13 Poison Nova (11 Charges) 400 Poison Damage Over 8 seconds 300% Extra Gold From Monsters
Wealth	3 Socket Body Armor	Lem + Ko + Tir	100% Better Chance Of Getting Magic Items +2 To Mana After Each Kill +10 To Dexterity Hit Causes Monster To Flee 25%
White	2 Socket Wand	Dol + Po	+10 To Vitality +3 To Poison And Bone Spells (Necromancer Only) +3 To Bone Armor (Necromancer Only) +3 To Bone Spear (Necromancer Only) +3 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
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