

Runes

Runes	Code	Level	Weapon	Armor/Shields
El Rune	r01	11	+1 to Light Radius	+1 to Light Radius
			+50 to Attack Rating	+15 to Defense
Eld Rune	r02	11	+50 to Attack Rating vs Undead	15% Stamina Drain (Armor)
			175% Damage vs. Undead	Increased Chance of Blocking (Shields)
Tir Rune	r03	13	+2 Mana After Each Kill	+2 Mana After Each Kill
Nef Rune	r04	13	Knockback	+30 Defense vs. Missile
Eth Rune	r05	15	-25% Targets Defense	Regenerate Mana 15%
Ith Rune	r06	15	+9 to Max damage	15% Damage Taken Goes to Mana
Tal Rune	r07	17	+20 Poison Damage Over 1 Second	Poison Resist 30% (Armor)
				Poison Resist 35% (Shields)
Ral Rune	r08	19	Adds 5-30 Fire damage	Fire Resis 30% (Armor)
				Fire Resist 35% (Shields)
Ort Rune	r09	21	Adds 1-50 Lightning Damage	Lightning Resist 30% (Armor)
				Lightning Resist 35% (Shields)
Thul Rune	r10	23	Adds 3-14 Cold Damage	Cold Resist 30% (Armor)
				Cold Resist 35% (Shields)
Amn Rune	r11	25	7% Life Stolen Per Hit	Attacker Takes Damage Of 14
Sol Rune	r12	27	+9 to Minimum Damage	Damage Reduced By 7
Shae Rune	r13	29	20% Increased Attack Speed	20% Faster Hit Recovery (Armor)
				20% Faster Block Rate (Shields)
Dol Rune	r14	31	Monster flee 25%	Replenish Life +7
Hel Rune	r15	1	Requirements -20%	Requirements -15%
Po Rune	r16	35	+10 to Vitality	+10 to Vitality
Lum Rune	r17	37	+10 to Energy	+10 to Energy
Ko Rune	r18	39	+10 to Dexterity	+10 to Dexterity
Fal Rune	r19	41	+10 to Strength	+10 to Strength
Lem Rune	r20	43	75% Extra Gold From Monsters	50% Extra Gold From Monsters
Pul Rune	r21	45	+100 to Attack Rating vs. Demons	30% Enhanced Defense
			175% Damage vs Demons	
Um Rune	r22	47	25% Open Wounds	All Resistances +15% (Armor)
				All Resistances +22% (Shields)
Mal Rune	r23	49	Prevent Monster heal	Magic Damage Reduced By 7
Ist Rune	r24	51	+30% Better Magic Find	+25% Better Magic Find
Gul Rune	r25	53	20% to Attack Rating	5% to Max Poison Resist
Vex Rune	r26	55	7% Mana Stolen Per Hit	5% to Max Fire Resist
Ohm Rune	r27	57	50% Enhanced Damage	5% to Max Cold Resist
Lo Rune	r28	59	20% Deadly strike	5% to Max Lightning Resist
Sur Rune	r29	61	Hit Blinds Target	Increases Max Mana 5% (Armor)
				+50 To Mana (Shields)
Ber Rune	r30	63	20% Chance of Crushing Blow	Damage Reduced By 8%
Jo Rune	r31	65	Slows target by 25%	Increase Maximum Life 5% (Armor)
				+50 To Life (Shields)
Cham Rune	r32	67	Freeze Target	Cannot be frozen
Zod Rune	r33	69	Indestructible	Indestructible