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<th>Rune Order</th>
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<tr>
<td><strong>Beast</strong></td>
<td>5 Socket Axes/Scepters/Hammers</td>
<td>Ber + Tir + Um + Mal + Lum</td>
<td>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)</td>
</tr>
<tr>
<td><strong>Bramble</strong></td>
<td>4 Socket Body Armor</td>
<td>Rai + Ohm + Sur + Eth</td>
<td>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)</td>
</tr>
<tr>
<td><strong>Breath of the Dying</strong></td>
<td>6 Socket Weapons</td>
<td>Vex + Hel + El + Eld + Zod + Eth</td>
<td>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%</td>
</tr>
<tr>
<td><strong>Call To Arms</strong></td>
<td>5 Socket Weapons</td>
<td>Amn + Rai + Mal + Ist + Ohm</td>
<td>+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 +2 To All Skills +200% Damage To Demons +100% Damage To Undead 8% Life Stolen Per Hit +70% Enhanced Defense</td>
</tr>
<tr>
<td><strong>Set Items</strong></td>
<td>4 Socket Body Armor</td>
<td>Dol + Um + Ber + Ist</td>
<td>30% Better Chance of Getting Magic Items +2 To All Skills +200% Damage To Demons +100% Damage To Undead 8% Life Stolen Per Hit +70% Enhanced Defense</td>
</tr>
<tr>
<td>Item</td>
<td>Sockets</td>
<td>Stats</td>
<td>Notes</td>
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<tr>
<td><strong>Chaos</strong></td>
<td>3 Socket Claws</td>
<td>Fal + Ohm + Um</td>
<td>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 246-471 Magic Damage 25% Chance of Open Wounds +1 To Whirlwind +10 To Strength +15 Life After Each Demon Kill</td>
</tr>
<tr>
<td><strong>Crescent Moon</strong></td>
<td>3 Socket Axes/Swords/Polearms</td>
<td>Shael + Um + Tir</td>
<td>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 +11 Magic Absorb (varies) +2 To Mana After Each Kill Level 18 Summon Spirit Wolf (30 Charges)</td>
</tr>
<tr>
<td><strong>Delirium</strong></td>
<td>3 Socket Helms</td>
<td>Lem + Ist + Io</td>
<td>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 +201 Defense +10 To Vitality 50% Extra Gold From Monsters 25% Better Chance of Getting Magic Items Level 17 Attract (60 Charges)</td>
</tr>
<tr>
<td><strong>Doom</strong></td>
<td>5 Socket Axes/Polearms/Hammers</td>
<td>Hel + Ohm + Um + Lo + Cham</td>
<td>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%</td>
</tr>
<tr>
<td><strong>Duress</strong></td>
<td>3 Socket Body Armor</td>
<td>Shael + Um + Thul</td>
<td>+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%</td>
</tr>
<tr>
<td><strong>Enigma</strong></td>
<td>3 Socket Body Armor</td>
<td>Jah + Ith + Ber</td>
<td>+2 To All Skills +45% Faster Run/Walk +1 To Teleport +750-775 Defense (varies) + (0.75 Per Character Level) +0.75 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) Indestructible</td>
</tr>
<tr>
<td>Item</td>
<td>Socket Configuration</td>
<td>Requirements</td>
<td>Effects</td>
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</tbody>
</table>
| Eternity           | 5 Socket Melee Weapons | Amn + Ber + Ist + Sol + Sur                                                   | +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  
Frozez 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 150-200 Magic Damage  
Adds 50-200 Fire Damage  
Adds 50-200 Lightning 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  
Frozez 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 +50  
Increase Maximum Mana 15%  
All Resistances +30-40 (varies)  
Level 4 Oak Sage (25 Charges)  
Level 14 Raven (60 Charges)  |
| 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  |
<table>
<thead>
<tr>
<th>Rune Word</th>
<th>Rune Order</th>
<th>Completed Stats</th>
</tr>
</thead>
<tbody>
<tr>
<td>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</td>
<td></td>
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<tr>
<td>Ladder Rune Words</td>
<td>Allowed Items</td>
<td>Rune Order</td>
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<tr>
<td>Brand</td>
<td>4 Socket Missile Weapons</td>
<td>Jah + Lo + Mal + Gul</td>
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<tr>
<td></td>
<td>+260-340% Enhanced Damage (varies)</td>
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<td></td>
<td>20% Bonus to Attack Rating</td>
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<tr>
<td></td>
<td>Ignoring Target’s Defense</td>
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<tr>
<td></td>
<td>+280-330% Damage To Demons (varies)</td>
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<td></td>
<td>20% Deadly Strike</td>
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<td></td>
<td>Prevent Monster Heal</td>
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<td></td>
<td>Knockback</td>
<td></td>
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<tr>
<td></td>
<td>Fires Explosive Arrows or Bolts (15)</td>
<td></td>
</tr>
</tbody>
</table>

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
17% Mana Stolen Per Hit
50% Chance of Crushing Blow
+(0.5 per Character Level) 0.5-49.5% Deadly Strike (Based on Character Level)
+1 To Light Radius
Level 22 Blood Golem (15 Charges)
Requirements -20%

<table>
<thead>
<tr>
<th>Death</th>
<th>5 Socket Swords/Axes</th>
<th>Hel + El + Vex + Ort + Gul</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>21% Chance To Cast Level 12 Volcano On Striking</td>
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<tr>
<td></td>
<td>5% Chance To Cast Level 23 Molten Boulder On Striking</td>
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<tr>
<td></td>
<td>100% Chance To Cast level 45 Meteor When You Die</td>
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<td></td>
<td>15% Chance To Cast Level 22 Nova On Attack</td>
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<tr>
<td></td>
<td>+125% Enhanced Damage</td>
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<td></td>
<td>Ignoring Target’s Defense</td>
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<td></td>
<td>Adds 100-180 Magic Damage</td>
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<td></td>
<td>7% Mana Stolen Per Hit</td>
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<tr>
<td></td>
<td>20% Chance Of Crushing Blow</td>
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<tr>
<td></td>
<td>20% Deadly Strike</td>
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<tr>
<td></td>
<td>Prevent Monster Heal</td>
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<tr>
<td></td>
<td>+10 To Dexterity</td>
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</tbody>
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<thead>
<tr>
<th>Destruction</th>
<th>5 Socket Polearms/Swords</th>
<th>Vex + Lo + Ber + Jah + Ko</th>
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<tbody>
<tr>
<td></td>
<td>20% Chance to Cast Level 19 Venom When Struck</td>
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<tr>
<td></td>
<td>12% Chance to Cast Level 15 Hydra On Striking</td>
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<td></td>
<td>Level 14 Holy Fire Aura When Equipped</td>
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<tr>
<td></td>
<td>+360 Defense</td>
<td></td>
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<tr>
<td></td>
<td>+230 Defense Vs. Missile</td>
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<td></td>
<td>+3-5 To All Attributes (varies)</td>
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<tr>
<td></td>
<td>+0.375-37.125 To Strength (Based on Character Level)</td>
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<tr>
<td></td>
<td>Increase Maximum Mana 5% (Armor Only)</td>
<td></td>
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<tr>
<td></td>
<td>+50 To Mana (Shields Only)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>+5% To Maximum Lightning Resist</td>
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<tr>
<td></td>
<td>Damage Reduced by 7</td>
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</tbody>
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<thead>
<tr>
<th>Dragon</th>
<th>3 Socket Body Armor/Shields</th>
<th>Sur + Lo + Sol</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>10% Chance To Cast Level 15 Confuse When Struck</td>
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<tr>
<td></td>
<td>Level 15 Holy Shock Aura When Equipped</td>
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<tr>
<td></td>
<td>+20-30% Faster Hit Recovery (varies)</td>
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<td></td>
<td>+30% Enhanced Defense</td>
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<tr>
<td></td>
<td>+150-220 Defense (varies)</td>
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<tr>
<td></td>
<td>+10 To Vitality</td>
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<tr>
<td></td>
<td>Increase Maximum Life 5% (Helms Only)</td>
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<tr>
<td></td>
<td>+50 To Life (Shields Only)</td>
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<tr>
<td></td>
<td>+0.625-61.875 To Mana (Based On Character Level)</td>
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<tr>
<td></td>
<td>All Resistances +5-20 (varies)</td>
<td></td>
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<tr>
<td></td>
<td>12-25% Better Chance of Getting Magic Items (varies)</td>
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<thead>
<tr>
<th>Dream</th>
<th>3 Socket Heims/Shields</th>
<th>Io + Jah + Pul</th>
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<tbody>
<tr>
<td></td>
<td>10% Chance To Cast Level 15 Confuse When Struck</td>
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<tr>
<td></td>
<td>Level 15 Holy Shock Aura When Equipped</td>
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<tr>
<td></td>
<td>+20-30% Faster Hit Recovery (varies)</td>
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<td>+30% Enhanced Defense</td>
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<td></td>
<td>+150-220 Defense (varies)</td>
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<tr>
<td></td>
<td>+10 To Vitality</td>
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<tr>
<td></td>
<td>Increase Maximum Life 5% (Helms Only)</td>
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<tr>
<td></td>
<td>+50 To Life (Shields Only)</td>
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<tr>
<td></td>
<td>+0.625-61.875 To Mana (Based On Character Level)</td>
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<tr>
<td></td>
<td>All Resistances +5-20 (varies)</td>
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<tr>
<td></td>
<td>12-25% Better Chance of Getting Magic Items (varies)</td>
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<tr>
<th>Edge</th>
<th>3 Socket Missile Weapons</th>
<th>Tir + Tal + Amn</th>
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<tbody>
<tr>
<td></td>
<td>Level 12-15 Fanaticism Aura When Equipped (varies)</td>
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</tr>
<tr>
<td></td>
<td>+1/2 To All Skills (varies)</td>
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<tr>
<td></td>
<td>+130% Enhanced Damage</td>
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<td></td>
<td>Ignoring Target’s Defense</td>
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</table>

|       | Level 12-15 Fanaticism Aura When Equipped (varies) |
|       | +1/2 To All Skills (varies) |
|       | +130% Enhanced Damage |
|       | Ignoring Target’s Defense |

Level 12-15 Fanaticism Aura When Equipped (varies)
| Faith | 4 Socket Missile Weapons | Ohm + Jah + Lem + Eld | 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 | 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 +25-30 (varies)  
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  
-20% 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 65-160 Lightning 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 | Armn + 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  
+145-210% 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) |
<table>
<thead>
<tr>
<th>Item</th>
<th>Quantity</th>
<th>Etc.</th>
<th>Description</th>
</tr>
</thead>
</table>
| Infinity    | 4        | 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
|             |          |     | +(25-325%) 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        | 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        | 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
|             |          |     | +(33-39)% 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        | 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        | Shael + Pul + Mal + Lum | 30% Chance To Cast Level 20 Bone Spirit On Striking
|             |          |     | Indestructible
|             |          |     | +50% Increased Attack Speed
|             |          |     | +210-340% Enhanced Damage (varies)
|             |          |     | +72% 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        | Hel + Ko + Thul + Eth + Fal | 30% Chance To Cast Level 21 Enchant When You Kill An Enemy
|             |          |     | 30% 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%

**Weapons**

100% Chance To Cast Level 40 Blaze When You Level-up
40% Chance To Cast Level 23 Firestorm On Striking
Level 10-15 Redemption Aura When Equipped (varies)
Phoenix
4 Socket Weapons/Shields
Vex + Vex + Lo + Jah

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)
+15-21 Fire Absorb (varies)

Pride
4 Socket Polearms
Cham + Sur + Io + Lo

Shields
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 50-260 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

Shields
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

Shields
+2 To All Skills
+25-35% Faster Cast Rate (varies)
+50% 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)
Attacker Takes Damage of 14
Voice of Reason
4 Socket Swords/Maces
Lem + Ko + El + Eld
+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 Decrepify 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.

** 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.

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

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<tr>
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<th>Life at Level</th>
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<tbody>
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<tr>
<td>1.5</td>
<td>148.5</td>
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Rune Words Index