

## Runes

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