

~Runeword Items~

When the correct Runes are placed in the correct order in the correct item with the exact amount of sockets the item will be given a Runic Name displayed in gold. The item will also show the corresponding runic bonuses for that word. Any other bonuses already attributed to the item will be added to those of the Runic Bonus. Superior socketed items may have several bonuses already making them ideal for using when making runic items.

All runes have magical bonuses that may or may not vary depending on the item the rune is placed in. For example an Io(16) rune adds 10 to vitality wherever it is placed whilst an Um(22) rune gives 25% Chance of Open Wounds when placed in a weapon, adds 15 to all resistances when placed in either helm or body Armor and adds 22 to all resistances when placed in a Shield. The Runic Items will have the magical bonus of each rune as well as special bonuses created when the Rune Word is spelt and placed correctly in a normal socketed item

An incorrect placement of runes will result in an item that uses the individual rune bonuses but not the bonuses of a Runic Item, thus likely a dud with the runes wasted. .

Items allowed for rune words are literal (e.g. staves, is not staff class which includes orbs and wands, just staves, nor when given, does maces stand for mace class weapons which includes clubs, sceptres, mauls... just maces)

Item Types for Runic Items:

- **Body Armor** = Armor used to cover the torso (body)
- **Clubs** = Club, Spiked Club, Cudgel, Barbed Club, Truncheon and Tyrant Club.
- **Hammers** = War Hammer, Maul, Great Maul, Battle Hammer, War Club, Martel de Fer, Legendary Mallet, Ogre Maul and Thunder Maul.
- **Helmets** = Headgear including Druidic Pelts, Barbarian Helmets and Circlet types.
- **Maces** = Mace, Morning Star, Flail, Flanged Mace, Jagged Star, Knout, Reinforced Mace, Devil Star and Scourge
- **Melee Weapons** = a weapon that is used to hit the enemy without being thrown or propelled by another weapon. Even if your sorceress has stoned the size of Brazil and attacks monsters with her "ice cream cones" orb types are not classed as melee weapons. I assume the same applies to Necromancer's wands
- **Missile Weapons** = Bows and Crossbows
- **Paladin Shields** = Targe, Rondache, Heraldic Shield, Aerin Shield, Crown Shield, Akaran Targe, Akaran Rondache, Protector Shield, Gilded Shield, Royal Shield, Sacred Targe, Sacred Rondache, Ancient Shield, Zakarum Shield and Vortex Shield.
- **Rods** = Sceptres, Staves, Wands and Exceptional/Elite versions.
- **Sceptres** = Sceptre, Grand Sceptre, War Sceptre, Rune Sceptre, Holy Water Sprinkler, Divine Sceptre, Mighty Sceptre, Seraph Rod and Caduceus.
- **Shields** = any type of Armor used to block including Necromancer shrunken heads and Paladin Shields
- **Staves** = Short Staff, Long Staff, Gnarled Staff, Battle Staff, War Staff, Jo Staff, Quarterstaff, Cedar Staff, Gothic Staff, Rune Staff, Walking Stick, Stalagmite, Elder Staff, Shillelagh and Archon Staff.
- **Wands** = Wand, Yew Wand, Bone Wand, Grim Wand, Burnt Wand, Petrified Wand, Tomb Wand, Grave Wand, Polished Wand, Ghost Wand, Lich Wand and Unearthed Wand.
- **Weapons** = All weapons (including sorceres orbs)

It should also be noted that "**Call to Arms**" when used by a barbarian has the skills Battle Command, Battle Orders, and Battle Cry capped at +3. "**Delirium**" this ability changes your character into a Bone Fetish for about sixty seconds (during this time an attack consists of a headbutt). **Druids (only)** can use the skill Armageddon once they have transformed (if they can already use Armageddon).

NOTES:

MERCENARIES/HIRELINGS RECEIVE NO BENEFIT FROM BONUSES TO VITALITY AND MANA PROVIDED BY ITEMS AND RUNEWORDS.

MINIMUM LEVEL = MINIMUM LEVEL REQUIRED LISTED IS THE ONE TO USE THE NECESSARY RUNES. THIS BE HIGHER DEPENDING ON THE ITEM USED. I.E. IF YOU MAKE KINGS GRACE OUT OF A COLOSSUS BLADE, IT WILL RAISE THE LEVEL REQUIREMENTS UP TO THE REQUIREMENTS OF THE COLOSSUS BLADE WHICH WOULD BE 63.

RUNIC ITEMS CAN ONLY BE CONSTRUCTED USING NON-MAGICAL ITEMS. THAT MEANS NO ITEM WITH A BLUE, YELLOW, ORANGE, GREEN OR GOLD NAME (MAGIC, RARE, CRAFTED, SET OR UNIQUE).

Color Coding:

Black: Normal attributes

Red: Skills/attributes of the item I think stand out, in the raw materials column, the preferred items to use

Green: General Notes

Yellow Shaded: New for 1.11

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|---|---|
| <p align="center">ANCIENT'S PLEDGE 1.09 MINIMUM LEVEL 21</p> | <p align="center">3 Socket Shields</p> | <p align="center">Ral(08) Ort(09) Tal(07)</p> | <p>+50% Enhanced Defense Cold Resist +43% Fire Resist +48% Lightning Resist +48% Poison Resist +48% 10% Damage Goes To Mana</p> | <p>Normal Shields: Large Shield, Kite Shield, Tower Shield, Gothic Shield (3) Exceptional Shields: Scutum, Dragon Shield, Pavise, Ancient Shield (3)</p> <p>Notes: Elite Shields Are you kidding? Most shields in general have too high STR requirements</p> |
| <p align="center">BEAST 1.10 MINIMUM LEVEL 63</p> | <p align="center">5 Socket Axes Hammers Scepters</p> | <p align="center">Ber(30) Tir(03) Um(22) Mal(23) Lum(17)</p> | <p>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)</p> | <p>One Handed Axes: War Spike (6), Berserker Axe (6), Ettin Axe (5) Two Handed Axe: Silver Edged Axe (5) Decapitator (5) Champion, Glorious (6) Two Handed Hammer: Ogre Maul (6), Thunder Maul (6) Scepters: Caduceus (5)</p> <p>Notes: This has appeal to those non druids that insist on being bears. Fanat aura nice. One be a good half of a frenzy barbarian.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | |
|---|--|------------|------------|---|---------|---|----------|--|---|--|---|
| <p>BLACK 1.09 MINIMUM LEVEL 35</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Clubs</td></tr> <tr><td>Hammers</td></tr> <tr><td>Maces</td></tr> </table> | 3 Socket | Clubs | Hammers | Maces | <table border="1"> <tr><td>Thul(10)</td></tr> <tr><td>Io(16)</td></tr> <tr><td>Nef(04)</td></tr> </table> | Thul(10) | Io(16) | Nef(04) | <p>+120% Enhanced Damage 40% Chance Of Crushing Blow +200 To Attack Rating Adds 3-14 Cold Damage (3 second duration in normal) +10 To Vitality 15% Increased Attack Speed Knockback Magic Damage Reduced By 2 Level 4 Corpse Explosion (12 Charges)</p> | <p>Basically any Mace weapon (mace, hammer, club) with 3 sockets</p> <p>Notes: Ok mid level weapon with crushing blow and some enhanced damage. Poor mans smiter weapon.</p> |
| 3 Socket | | | | | | | | | | | |
| Clubs | | | | | | | | | | | |
| Hammers | | | | | | | | | | | |
| Maces | | | | | | | | | | | |
| Thul(10) | | | | | | | | | | | |
| Io(16) | | | | | | | | | | | |
| Nef(04) | | | | | | | | | | | |
| <p>BONE 1.11 MINIMUM LEVEL 47</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Body Armor</td></tr> </table> | 3 Socket | Body Armor | <table border="1"> <tr><td>Sol(12)</td></tr> <tr><td>Uhm(22)</td></tr> <tr><td>Uhm(22)</td></tr> </table> | Sol(12) | Uhm(22) | Uhm(22) | <p>5% 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</p> | <p>Any elite armor with 3 sockets or Mage Plate as it gets 3 sockets Dusk Shroud Lowest STR = 77 Archon best all around STR=103</p> <p>Notes: Somewhat interesting. Decent resists and + skills. Not good if you use high level bone armor</p> | | |
| 3 Socket | | | | | | | | | | | |
| Body Armor | | | | | | | | | | | |
| Sol(12) | | | | | | | | | | | |
| Uhm(22) | | | | | | | | | | | |
| Uhm(22) | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|---|---|--|
| <p align="center">BRAMBLE 1.10 MINIMUM LEVEL 61</p> | <p align="center">4 Socket Body Armor</p> | <p align="center">Ral(08) Ohm(27) Sur(29) Eth(05)</p> | <p>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)</p> | <p>Any elite armor (all gets 4 sockets) Dusk Shroud Lowest STR = 77 Archon best all around STR=103</p> <p>Notes: Somewhat popular merc armor. Not the greatest defense however thorns is nice. Might be interesting on a poison necro.</p> |
| <p align="center">BRAND 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p align="center">4 Socket Missile Weapons</p> | <p align="center">Jah(31) Lo(28) Mal(23) Gul(25)</p> | <p>35% Chance To Cast Level 14 Amplify Damage When Struck 100% Chance To Cast Level 18 Bone Spear On Striking Fires Explosive Arrows or Bolts +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</p> | <p>Amazon Bows: Matriarchal (5), Grand Matron (5) Elite Bows: Crusader (6), Ward (5), Hydra (6) Crossbow: Demon Crossbow (5), Gorgon Crossbow (4), Colossus Crossbow (6)</p> <p>Notes: Of course no one would use a crossbow. I've never tried this bow. It could be decent. Amp damage useless as you shouldn't be getting stuck.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|--|---|---|
| <p align="center">BREATH OF THE DYING 1.10 MINIMUM LEVEL 69</p> | <p align="center">6 Socket Weapons</p> | <p align="center">Vex(26) Hel(15) El(01) Eld(02) Zod(33) Eth(05)</p> | <p>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%</p> | <p>One Handed Axes: War Spike, Berserker Axe Two Handed Axes: Champion, Glorius Bows: Crusader, Hydra Crossbow: Colossus Mauls: Ogre Maul, Thunder Maul Polearms: Giant Thresher, Great Poleaxe Spears: Ghost Spear, War Pike</p> <p>Notes: All items elite and get 6 sockets. Why would you use a non elite item on such a high runeword item or even non ethereal in the case of melee weapons.</p> |
| <p align="center">CALL TO ARMS 1.10 MINIMUM LEVEL 57</p> | <p align="center">5 Socket Weapons</p> | <p align="center">Amn(11) Ral(08) Mal(23) Ist(24) Ohm(27)</p> | <p>+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</p> | <p>Flail (5) STR=41, Crystal Sword (6) STR=43</p> <p>Notes: All you need is something with 5 sockets. You would not use in melee so go with low requirements. Typically a weapon switch for Battle Orders etc as it isn't a very good combat runeword. This has simple flail written all over it.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|--|--|---|
| <p align="center">CHAINS OF HONOR 1.10 MINIMUM LEVEL 63</p> | <p align="center">4 Socket Body Armor</p> | <p align="center">Dol(14) Um(22) Ber(30) Ist(24)</p> | <p>+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</p> | <p>Any elite armor (all gets 4 sockets) Dusk Shroud Lowest STR = 77</p> <p>Archon STR=103 best all around value but expensive to repair</p> <p>Notes: Best resistance armor in the game. Good Boss killer based on extra damage to demons.</p> |
| <p align="center">CHAOS 1.10 MINIMUM LEVEL 57</p> | <p align="center">3 Socket Claws</p> | <p align="center">Fal(19) Ohm(27) Um(22)</p> | <p>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</p> | <p>Elite Claws: Suwayyah, Wrist Sword, Feral Claws, Runic Talons, Scissors Suwayyah (3)</p> <p>Notes: The only claws specific runeword and not a bad one.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | | |
|--|---|------------|------------|------------------------|--|--|-----------|---------|---------|--|--|---|
| <p>CRESCENT MOON 1.10 MINIMUM LEVEL 47</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Polearms</td></tr> <tr><td>Swords</td></tr> </table> | 3 Socket | Axes | Polearms | Swords | <table border="1"> <tr><td>Shael(13)</td></tr> <tr><td>Um(22)</td></tr> <tr><td>Tir(03)</td></tr> </table> | Shael(13) | Um(22) | Tir(03) | <p>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)</p> | <p>Elite Polearms: Any elite will work as all get at least 3 sockets. Only Ogre Axe has max 3. Thresher (5), or Giant Thresher (6) are fastest. Elite Swords: Phase Blade(5), Conquest, Cryptic Sword(4), Mythical Sword (3) Two Handed: Any Legend gets 4 Elite Axes: War Spike, Berserker Axe (6) Two Handed: They all work</p> <p>Notes: Can be kind of a poor mans Schafers Hammer. The static field is the selling point. Not a bad merc weapon.</p> | |
| 3 Socket | | | | | | | | | | | | |
| Axes | | | | | | | | | | | | |
| Polearms | | | | | | | | | | | | |
| Swords | | | | | | | | | | | | |
| Shael(13) | | | | | | | | | | | | |
| Um(22) | | | | | | | | | | | | |
| Tir(03) | | | | | | | | | | | | |
| <p>DEATH 1.10 (LADDER ONLY) MINIM26) LEVEL 55</p> | <table border="1"> <tr><td>5 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Swords</td></tr> </table> | 5 Socket | Axes | Swords | <table border="1"> <tr><td>Hel(15)</td></tr> <tr><td>El(01)</td></tr> <tr><td>Vex(26)</td></tr> <tr><td>Ort(09)</td></tr> <tr><td>Gul(25)</td></tr> </table> | Hel(15) | El(01) | Vex(26) | Ort(09) | Gul(25) | <p>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 +27.5-49.5% Deadly Strike (Based on CLVL) +1 To Light Radius Level 22 Blood Golem (15 Charges) Requirements -20%</p> | <p>One Handed Axes: Ettin Axe (5), War Spike (6), Berserker Axe (6) Two Handed Axe: Silver Edge, Decapitator (5), Champion, Glorious (6) One Handed Sword: Phase Blade (6) Two Handed Sword: Colossus Sword (5), Colossus Blade (6)</p> <p>Notes: Use Ethereal since indestructible. Tons of damage, crushing blow, deadly strike. Good Uber Killer for sure.</p> |
| 5 Socket | | | | | | | | | | | | |
| Axes | | | | | | | | | | | | |
| Swords | | | | | | | | | | | | |
| Hel(15) | | | | | | | | | | | | |
| El(01) | | | | | | | | | | | | |
| Vex(26) | | | | | | | | | | | | |
| Ort(09) | | | | | | | | | | | | |
| Gul(25) | | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---|--|---|--|
| <p>DELIRIUM 1.10 MINIMUM LEVEL 51</p> | <p>3 Socket Helmets</p> | <p>Lem(20) Ist(24) Io(16)</p> | <p>1% Chance To Cast Level 50 Delirium 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)</p> | <p>Any Elite 3 socket helm including Druid Pelts and Barbarian Only helms.</p> <p>Notes: +2 all skills most useful stat, can be multiplied if you make with a Druid Pelt or Barbarian Helm as non magical items of those can get + skills bonuses. In many builds you don't want to morph into a fetish.</p> |
| <p>DESTRUCTION 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p>5 Socket Polearms Swords</p> | <p>Vex(26) Lo(28) Ber(30) Jah(31) Ko(18)</p> | <p>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</p> | <p>One Handed Sword: Phase Blade (6) Two Handed Sword: Colossus Sword (5), Colossus Blade (6) Polearms: Thresher (5), Cryptic Axe (5), Great Poleaxe (6), Giant Thresher (6)</p> <p>Notes: Has good damage, volcano, molten boulder a novelty, not all that useful in hell. Tons of high runes required to make.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | | | |
|--|--|------------|------------|------------------------|--|--|---------|---------|---|--|----------|---|---|
| <p style="text-align: center;">DOOM 1.10 MINIMUM LEVEL 67</p> | <table border="1"> <tr><td>5 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Hammers</td></tr> <tr><td>Polearms</td></tr> </table> | 5 Socket | Axes | Hammers | Polearms | <table border="1"> <tr><td>Hel(15)</td></tr> <tr><td>Ohm(27)</td></tr> <tr><td>Um(22)</td></tr> <tr><td>Lo(28)</td></tr> <tr><td>Cham(31)</td></tr> </table> | Hel(15) | Ohm(27) | Um(22) | Lo(28) | Cham(31) | <p>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%</p> | <p>Elite Polearms: Thresher, Cryptic Axe (5), Great Poleaxe, Giant Thresher (6) One Handed Axes: Ettin Axe (5), War Spike (6), Berserker Axe (6) Two Handed Axe: Silver Edged Axe (5) Decapitator (5) Champion, Glorious (6) Two Handed Hammer: Ogre Maul (6), Thunder Maul (6)</p> <p>Notes: Excellent merc weapon in a variety of applications for holy freeze, so you don't have to hire a holy freeze merc.</p> |
| 5 Socket | | | | | | | | | | | | | |
| Axes | | | | | | | | | | | | | |
| Hammers | | | | | | | | | | | | | |
| Polearms | | | | | | | | | | | | | |
| Hel(15) | | | | | | | | | | | | | |
| Ohm(27) | | | | | | | | | | | | | |
| Um(22) | | | | | | | | | | | | | |
| Lo(28) | | | | | | | | | | | | | |
| Cham(31) | | | | | | | | | | | | | |
| <p style="text-align: center;">DRAGON 1.10 (LADDER ONLY) MINIMUM LEVEL 61</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Body</td></tr> <tr><td>Armor</td></tr> </table> | 3 Socket | Body | Armor | <table border="1"> <tr><td>Sur(29)</td></tr> <tr><td>Lo(28)</td></tr> <tr><td>Sol(12)</td></tr> </table> | Sur(29) | Lo(28) | Sol(12) | <p>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) +22.875-37.125 To Strength (Based on CLVL) Increase Maximum Mana 5% +5% To Maximum Lightning Resist Damage Reduced by 7%</p> | <p>Armor: Any 3 socket Elite Armor. or maybe a Mage Plate (3)</p> <p>Notes: For high runes required you can do better.</p> | | | |
| 3 Socket | | | | | | | | | | | | | |
| Body | | | | | | | | | | | | | |
| Armor | | | | | | | | | | | | | |
| Sur(29) | | | | | | | | | | | | | |
| Lo(28) | | | | | | | | | | | | | |
| Sol(12) | | | | | | | | | | | | | |

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| <p align="center">DRAGON 1.10 (LADDER ONLY) MINIMUM LEVEL 61</p> | <p align="center">3 Socket Shields</p> | <p align="center">Sur(29) Lo(28) Sol(12)</p> | <p>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) +22.875-37.125 To Strength (Based on CLVL) +50 to Mana cell+5% To Maximum Lightning Resist Damage Reduced by 7%</p> | <p>Exceptional Shields: Scutum (3), Dragon Shield (3), Pavise (3), Ancient Shield (3) Elite Shields : Hyperion (3), Blade Barrier (3) Troll Nest (3), Monarch(4), Ageis (4) ,Ward (4) Pally Shields: Any depends on your needs.</p> <p>Notes: Unless you need holy fire aura for some reason, there are better.</p> |
| <p align="center">DREAM 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p align="center">3 Socket Helmets</p> | <p align="center">Io(16) Jah(31) Pul(21)</p> | <p>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% +40.625-61.875 To Mana (Based On CLVL) All Resistances +5-20 (varies) 15-25% Better Chance of Getting Magic Items (varies)</p> | <p>Elite Helm: Spired Helm , Demonhead, Corona, B one Visage (3), Any elite Druid or Barbarian helm</p> <p>Notes: I definitely don't dream about dream. There are better options out there considering high rune required. I mean a Jah (31) rune? Cut me a line of credit...</p> |

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| <p align="center">DREAM 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p align="center">3 Socket Shields</p> | <p align="center">Io(16) Jah(31) Pul(21)</p> | <p>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 +50 to Life +40.625-61.875 To Mana (Based On CLVL) All Resistances +5-20 (varies) 15-25% Better Chance of Getting Magic Items (varies)</p> | <p>Exceptional Shields: Scutum (3), Dragon Shield (3), Pavise (3), Ancient Shield (3) Elite Shields : Hyperion (3), Blade Barrier (3) Troll Nest (3), Monarch(4), Ageis (4) ,Ward (4) Pally Shields: Any depends on your needs.</p> <p>Notes: I definitely don't dream about dream. There are better options out there considering high rune required. I mean a Jah (31) rune? Cut me a line of credit...</p> |
| <p align="center">DURESS 1.10 (REALM ONLY) MINIMUM LEVEL 47</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Shael(13) Um(22) Thul(10)</p> | <p>+40% Faster Hit Recovery +10-20% Enhanced Damage (varies) Adds 37-133 Cold Damage 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%</p> | <p>Any elite armor with 3 sockets. Exceptional: Mage Plate (3)</p> <p>Notes: Not real high level runes, but probably not worth wasting an Um based on mediocre defense and not overly impressive stats/mods.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|---|--|---|
| <p align="center">EDGE 1.10 (LADDER ONLY) MINIMUM LEVEL 25</p> | <p align="center">3 Socket Missile Weapons</p> | <p align="center">Tir(03) Tal(07) Amn(11)</p> | <p>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%!!!</p> | <p>Bows: Exceptionals with 3 sockets Crossbows: Exceptionals with 3 sockets</p> <p>Note: This is an OK bridge bow until you can use something better and costs a song. Best made with an Amazon only bow for the + skill mods. . Of course one would never use a crossbow.</p> |
| <p align="center">ENLIGHTENMENT 1.11 MINIMUM LEVEL 45</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Pul(21) Ral(08) Sol(12)</p> | <p>% 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 (Sorceress Only) +30% Enhanced Defense Fire Resist +30% Damage Reduced By 7</p> | <p>Any elite armor with 3 sockets. Exceptional: Mage Plate (3)</p> <p>Notes: + skills about it. Better options, but not impossible to make.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|---|---|--|
| <p align="center">ENIGMA 1.10 MINIMUM LEVEL 65</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Jah(31) Ith(06) Ber(30)</p> | <p>+2 To All Skills +45% Faster Run/Walk +1 Teleport +750-775 Defense (varies) + 48.75-74.25 To Strength (Based On CLVL) Increase Maximum Life 5% Damage Reduced By 8% +14 Life After Each Kill 15% Damage Taken Goes To Mana +65-99% Better Chance of Getting Magic Items (Based On CLVL)</p> | <p>Any elite armor with 3 sockets. Exceptional: Mage Plate (3)</p> <p>Notes: Very popular to add Teleport to non sorcy characters and give added strength to these weaklings so they can equip things like Monarch Shields (Spirit) etc. Particularly popular with Summoning Necros, Hammerdins, and Elemental Druids.</p> |
| <p align="center">ETERNITY 1.10 MINIMUM LEVEL 63</p> | <p align="center">5 Socket Melee Weapons</p> | <p align="center">Amn(11) Ber(30) Ist(24) Sol(12) Sur(29)</p> | <p>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)</p> | <p>Any Elite 5 socket melee weapon</p> <p>Notes: You can do better than this. Even if I spent an eternity thinking about it, I don't see anything to make this worthy of the 3 high runes it requires.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---|--|---|---|
| <p style="text-align: center;">EXILE 1.10 MINIMUM LEVEL 57</p> | <p style="text-align: center;">4 Socket Paladin Shields</p> | <p style="text-align: center;">Vex(26) Ohm(27) Ist(24) Dol(14)</p> | <p>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</p> | <p>Any Elite Pally shield. Sacred Targe = best blocking, worst defense. Vortex Shield = worst blocking, most defense</p> <p>Notes: I think this is the best pally shield in the game. By using a better blocking shield you can use less dex for max blocking but you give up defense. With Life Tap life leech is incredible and with Defiance this you get incredible overall defense. In most paladin builds I recommend a vortex shield as you will get the blocking with holy shield and added dex. The defiance aspect also frees up your merc, so you can use might or holy freeze. Since it self repairs you could use ethereal.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | |
|---|---|------------|-----------------|---|---|---------|---------|---------|---|---|--|
| <p style="text-align: center;">FAITH 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Missile Weapons</td></tr> </table> | 4 Socket | Missile Weapons | <table border="1"> <tr><td>Ohm(27)</td></tr> <tr><td>Jah(31)</td></tr> <tr><td>Lem(20)</td></tr> <tr><td>Eld(02)</td></tr> </table> | Ohm(27) | Jah(31) | Lem(20) | Eld(02) | <p>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 All Resistances +15 10% Reanimate As: Returned 75% Extra Gold From Monsters</p> | <p>Amazon Bows: Matriarchal (5), Grand Matron (5) Bows: Crusader (6), Ward (5), Hydra Bow (6) CrossBow: Demon Crossbow (5), Gorgon Crossbow (4), Colossus Crossbow (6)</p> <p>Notes: Rock the casbah with this bow. Build with +3 Bow/Crossbow skills Grand Matron for more damage. Reanimated returned can act as mini meat shields.</p> | |
| 4 Socket | | | | | | | | | | | |
| Missile Weapons | | | | | | | | | | | |
| Ohm(27) | | | | | | | | | | | |
| Jah(31) | | | | | | | | | | | |
| Lem(20) | | | | | | | | | | | |
| Eld(02) | | | | | | | | | | | |
| <p style="text-align: center;">FAMINE 1.10 MINIMUM LEVEL 65</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Hammers</td></tr> </table> | 4 Socket | Axes | Hammers | <table border="1"> <tr><td>Fal(19)</td></tr> <tr><td>Ohm(27)</td></tr> <tr><td>Ort(09)</td></tr> <tr><td>Jah(31)</td></tr> </table> | Fal(19) | Ohm(27) | Ort(09) | Jah(31) | <p>+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</p> | <p>One Handed Axes: Small Crescent (4), Ettin Axe (5), War Spike (6), Berserker Axe (6) Two Handed Axe: Feral Axe (4), Silver Edged Axe (5) Decapitator (5) Champion, Glorious (6) One Handed Hammer: Legendary Mallet (4) Two Handed Hammer: Ogre Maul (6), Thunder Maul (6)</p> <p>Notes: Could be faster, but good damage, and decent elemental damage. Not a bad pally weapon or zeal/fanat barbarian weapon.</p> |
| 4 Socket | | | | | | | | | | | |
| Axes | | | | | | | | | | | |
| Hammers | | | | | | | | | | | |
| Fal(19) | | | | | | | | | | | |
| Ohm(27) | | | | | | | | | | | |
| Ort(09) | | | | | | | | | | | |
| Jah(31) | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|---|---|--|---|
| <p align="center">FORTITUDE 1.10 (LADDER ONLY) MINIMUM LEVEL 59</p> | <p align="center">4 Socket Weapons</p> | <p align="center">El(01) Sol(12) Dol(14) Lo(28)</p> | <p>20% Chance To Cast Level 15 Chilling Armour when Struck +25% Faster Cast Rate +300% Enhanced Damage +200% Enhanced Defense +15 Defense +88.5-148.5 To Life (Based on CLVL) Replenish Life +7 +5% To Maximum Lightning Resist All Resistances +25-30 (varies) Damage Reduced By 7 12% Damage Taken Goes To Mana +1 To Light Radius</p> | <p>Any 4 socket elite weapon.</p> <p>Notes: Adds damage and defense but not much else. Only one hard to find high level rune.</p> |
| <p align="center">FORTITUDE 1.10 (LADDER ONLY) MINIMUM LEVEL 59</p> | <p align="center">4 Socket Body Armor</p> | <p align="center">El(01) Sol(12) Dol(14) Lo(28)</p> | <p>20% Chance To Cast Level 15 Chilling Armour when Struck +25% Faster Cast Rate +300% Enhanced Damage +200% Enhanced Defense +50 to Attack Rating +88.5-148.5 To Life (Based on CLVL) Hit Causes Monster to Flee 25% 20% Deadly Strike All Resistances +25-30 (varies) +9 to minimum Damage 12% Damage Taken Goes To Mana +1 To Light Radius</p> | <p>Any 4 socket Elite Body Armor.Archon Plate most popular</p> <p>Notes: Adds tons of damage and good defense but very expensive to repair. Stock up on Ral runes and use the cube recipe for repairing armor, especially on a melee character.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|---|--|--|---|
| <p align="center">FURY 1.09 MINIMUM LEVEL 65</p> | <p align="center">3 Socket Melee Weapons</p> | <p align="center">Jah(31) Gul(25) Eth(05)</p> | <p>+209% Enhanced Damage 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)</p> | <p>Any 3 socket Elite Melee Weapon</p> <p>Notes: You can do better. I would be furious if I wasted a Jah and a Gul on this runeword.</p> |
| <p align="center">GLOOM 1.10 MINIMUM LEVEL 47</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Fal(19) Um(22) Pul(21)</p> | <p>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</p> | <p>Any 3 socket Elite Armor</p> <p>Notes: Maybe best combination of resists/defense armor in the game but not much else. Very findable runes.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | | |
|---|---|------------|------------|--|---|----------|---------|--------|---|---|---|---|
| <p style="text-align: center;">GRIEF 1.10 (LADDER ONLY) MINIMUM LEVEL 59</p> | <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>5 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Swords</td></tr> </table> | 5 Socket | Axes | Swords | <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Eth(05)</td></tr> <tr><td>Tir(03)</td></tr> <tr><td>Lo(28)</td></tr> <tr><td>Mal(23)</td></tr> <tr><td>Ral(08)</td></tr> </table> | Eth(05) | Tir(03) | Lo(28) | Mal(23) | Ral(08) | <p>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 +110.625-185.625% Damage To Demons (Based on CLVL) Adds 5-30 Fire Damage -20-25% To Enemy Poison Resistance (varies) 20% Deadly Strike Prevent Monster Heal +2 To Mana After Each Kill +11 Life After Each Kill</p> | <p>One Handed Axes: Ettin Axe (5), War Spike (6), Berserker Axe (6) Two Handed Axe: Silver Edge, Decapitator (5), Champion, Glorious (6) One Handed Sword: Phase Blade (6) Two Handed Sword: Colossus Sword (5), Colossus Blade (6)</p> <p>Notes: This blows chunks as the extra damage is added after multipliers. A valid use is on an uber killer smiter since you get the +340-400 damage added on smite attack.</p> |
| 5 Socket | | | | | | | | | | | | |
| Axes | | | | | | | | | | | | |
| Swords | | | | | | | | | | | | |
| Eth(05) | | | | | | | | | | | | |
| Tir(03) | | | | | | | | | | | | |
| Lo(28) | | | | | | | | | | | | |
| Mal(23) | | | | | | | | | | | | |
| Ral(08) | | | | | | | | | | | | |
| <p style="text-align: center;">HAND OF JUSTICE 1.10 MINIMUM LEVEL 67</p> | <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>4 Socket</td></tr> <tr><td>Weapons</td></tr> </table> | 4 Socket | Weapons | <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Sur(29)</td></tr> <tr><td>Cham(32)</td></tr> <tr><td>Amn(11)</td></tr> <tr><td>Lo(28)</td></tr> </table> | Sur(29) | Cham(32) | Amn(11) | Lo(28) | <p>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 Ignore Target's Defense 7% Life Stolen Per Hit -20% To Enemy Fire Resistance 20% Deadly Strike Hit Blinds Target Freezes Target +3</p> | <p>Any 4 socket weapon, too many to list.</p> <p>Notes: I don't find any use for this, especially given the high runes required. You can do better.</p> | | |
| 4 Socket | | | | | | | | | | | | |
| Weapons | | | | | | | | | | | | |
| Sur(29) | | | | | | | | | | | | |
| Cham(32) | | | | | | | | | | | | |
| Amn(11) | | | | | | | | | | | | |
| Lo(28) | | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | |
|--|---|------------|-----------------|--|---|---------|---------|---------|---|---|--|
| <p align="center">HARMONY 1.10 (LADDER ONLY) MINIMUM LEVEL 39</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Missile Weapons</td></tr> </table> | 4 Socket | Missile Weapons | <table border="1"> <tr><td>Tir(03)</td></tr> <tr><td>Ith(06)</td></tr> <tr><td>Sol(12)</td></tr> <tr><td>Ko(18)</td></tr> </table> | Tir(03) | Ith(06) | Sol(12) | Ko(18) | <p>Level 10 Vigor Aura When Equipped +200-275% Enhanced Damage (varies) +9 To Minimum Damage +9 To Maximum 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)</p> | <p>Amazon Bows: Matriarchal (5), Grand Matron (5) Bow: Any Elite Bow with 4 sockets. Possibly from the exceptionals a Gothic (6), Rune (5), or Double (4) Long Bow (5) for vigor only</p> <p>Notes: This bow a good 2nd slot bow just for the Vigor/Faster run aspect as well as the higher Valkyrie potential. Might even be considered for a non bow character in the 2nd slot just for the vigor. If just using for this, you could use a Long Bow, only 19 DEX required.</p> | |
| 4 Socket | | | | | | | | | | | |
| Missile Weapons | | | | | | | | | | | |
| Tir(03) | | | | | | | | | | | |
| Ith(06) | | | | | | | | | | | |
| Sol(12) | | | | | | | | | | | |
| Ko(18) | | | | | | | | | | | |
| <p align="center">HEART OF THE OAK 1.10 MINIMUM LEVEL 55</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Maces</td></tr> <tr><td>Staves</td></tr> </table> | 4 Socket | Maces | Staves | <table border="1"> <tr><td>Ko(18)</td></tr> <tr><td>Vex(26)</td></tr> <tr><td>Pul(21)</td></tr> <tr><td>Thul(10)</td></tr> </table> | Ko(18) | Vex(26) | Pul(21) | Thul(10) | <p>+3 To All Skills +40% Faster Cast Rate +75% Damage To Demons +100 To Attack Rating Against Demons Adds 3-14 Cold Damage (3 second duration in 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</p> | <p>Flail (5), Knout(5), Scourge (5)</p> <p>Notes: I would never use anything but a Flail to keep requirements down as this will never be used for melee. A stave? Forget about it. Why give up a shield slot? This is arguably the ultimate caster weapon in the game for any character class.</p> |
| 4 Socket | | | | | | | | | | | |
| Maces | | | | | | | | | | | |
| Staves | | | | | | | | | | | |
| Ko(18) | | | | | | | | | | | |
| Vex(26) | | | | | | | | | | | |
| Pul(21) | | | | | | | | | | | |
| Thul(10) | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|---|--|
| <p align="center">HOLY THUNDER 1.09 MINIMUM LEVEL 24</p> | <p align="center">4 Socket Scepters</p> | <p align="center">Eth(05) Ral(08) Ort(09) Tal(07)</p> | <p>+60% Enhanced Damage -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)</p> | <p>War Scepter (5) only item that makes sense.</p> <p>Notes: Only other option really is Divine Scepter (5) which raises level req to 25 and you can probably do better. In a War Scepter this might be a good bridge melee weapon from level 21 to level 25, however for some reason it requires level 24 when you make the runeword making it virtually useless.</p> |
| <p align="center">HONOR 1.09 MINIMUM LEVEL 27</p> | <p align="center">5 Socket Melee Weapons</p> | <p align="center">Amn(11) El(01) Ith(06) Tir(03) Sol(12)</p> | <p>+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</p> | <p>Any 5 Socket Exceptional Weapon.</p> <p>Notes: This makes a good mid level weapon especially for a merc, but there are so many choices now, it is less used.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | |
|--|---|-----------------|-----------------|--|----------------|------------------|----------------|---------------|--|---|
| <p style="text-align: center;">ICE 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Missile Weapons</td></tr> </table> | 4 Socket | Missile Weapons | <table border="1"> <tr><td>Amn(11)</td></tr> <tr><td>Shael(13)</td></tr> <tr><td>Jah(31)</td></tr> <tr><td>Lo(28)</td></tr> </table> | Amn(11) | Shael(13) | Jah(31) | Lo(28) | <p>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 -20% To Enemy Cold Resistance 7% Life Stolen Per Hit 20% Deadly Strike 203.125-309.375 Extra Gold From Monsters (Based on CLVL)</p> | <p>Amazon Bows: Matriarchal (5), Grand Matron (5) Bows: Great Bow (4), Blade Bow(4), Crusader (6), Ward (5), Hydra (6) Crossbow: Demon Crossbow (5), Gorgon Crossbow (4), Colossus Crossbow (6)</p> <p>Notes: Overall damage given high level requirements too low for most applications. Might be interesting in a Rogue merc but you'd have to make in a non amazon only bow.</p> |
| 4 Socket | | | | | | | | | | |
| Missile Weapons | | | | | | | | | | |
| Amn(11) | | | | | | | | | | |
| Shael(13) | | | | | | | | | | |
| Jah(31) | | | | | | | | | | |
| Lo(28) | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|--|--|---|
| <p style="text-align: center;">INFINITY 1.10 (LADDER ONLY) MINIMUM LEVEL 63</p> | <p style="text-align: center;">4 Socket Polearms</p> | <p style="text-align: center;">Ber(30) Mal(23) Ber(30) Ist(24)</p> | <p>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) -55% To Enemy Lightning Resistance 40% Chance of Crushing Blow Prevent Monster Heal 31.5-49.5 To Vitality (Based on CLVL) 30% Better Chance of Getting Magic Items Level 21 Cyclone Armor (30 Charges)</p> | <p>Elite Polearm: Colossus Volgue (4) (too high STR) , Thresher (5), Cryptic Axe (5)</p> <p>Notes: Conviction would be nice in some applications with the drawback that in my testing it doesn't appear to remove immunities.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---|--|--|---|
| <p style="text-align: center;">INSIGHT 1.10 (LADDER ONLY) MINIMUM LEVEL 27</p> | <p style="text-align: center;">4 Socket Polearms Staves</p> | <p style="text-align: center;">Ral(08) Tir(03) Tal(07) Sol(12)</p> | <p>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</p> | <p>Normal Polearms: Halbred (6) [low damage] Exceptional Polearm: Grim Scythe with (4) sockets but for STR/DEX, Bill (5) , Battle Scythe, Bec-De-Corbin, Partizan (5) Elite Polearm: It raises the level requirement and would probably have to go with a Colossus Volgue (4) (too high STR) , Thresher (5), Cryptic Axe (5)</p> <p>Notes: No one would use a staff so they aren't listed. Good use on a merc for someone needing better mana regen. Meditation really it's only merit and low runes required to make. If you want to really use at level 27, Halbred, Bill or Battle Scythe may be the ticket.</p> |
| <p style="text-align: center;">KING'S GRACE 1.09 MINIMUM LEVEL 25</p> | <p style="text-align: center;">3 Socket Swords Scepters</p> | <p style="text-align: center;">Amn(11) Ral(08) Thul(10)</p> | <p>+100% Enhanced Damage +100% Damage To Demons +50% Damage To Undead Adds 5-30 Fire Damage Adds 3-14 Cold Damage (3 second duration in normal) +150 To Attack Rating +100 To Attack Rating Against Demons +100 To Attack Rating Against Undead 7% Life Stolen Per Hit</p> | <p>Exceptional One Handed Swords: Dimensional Blade (6) Battle Sword (4), Rune Sword (4), Ancient Sword (3) Exceptional Two Handed Swords: Espandon (3), Tusk Sword (4), Gothic Sword (4)</p> <p>Notes: Too low level to even consider Elite Swords or other Exceptionals. Not used a lot anymore as there are other options.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---------------------------------------|--|---|---|
| KINGSLAYER 1.10 MINIMUM LEVEL 53 | 4 Socket Axes Swords | Mal(23) Um(22) Gul(25) Fal(19) | +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 | Elite Axes: Any axe except Tomahawk with 4 sockets Elite Swords: Any that get 4 sockets Notes: This as a king killer might take out the cow king, but not all that useful with what else is out there. |
| LAST WISH 1.10 (LADDER ONLY) MINIMUM LEVEL 65 | 6 Socket Axes Hammers Swords | Jah(31) Mal(23) Jah(31) Sur(29) Jah(31) Ber(30) | 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 32.5-49.5% Chance of Getting Magic Items (Based on CLVL) | One Handed Axes: War Spike (6), Berserker Axe (6) Two Handed Axe: Champion, Glorious (6) One Handed Sword: Phase Blade (6) Two Handed Sword: Colossus Blade (6) Two Handed Hammer: Ogre Maul (6), Thunder Maul (6) Note: A true kickass weapon but very costly. Prepare for high/frequent repair costs though, at least with a Berserker Axe, but a great runeword otherwise. Might be good on a barbarian merc in an ethereal sword as you get the might aura built in and tons of crushing blow for him. |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | |
|--|--|------------|------------|---|---------|--|---|--|--|---|--|
| <p>LAWBRINGER 1.10 (LADDER ONLY) MINIMUM LEVEL 43</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Hammers</td></tr> <tr><td>Scepters</td></tr> <tr><td>Swords</td></tr> </table> | 3 Socket | Hammers | Scepters | Swords | <table border="1"> <tr><td>Amn(11)</td></tr> <tr><td>Lem(20)</td></tr> <tr><td>Ko(18)</td></tr> </table> | Amn(11) | Lem(20) | Ko(18) | <p>20% Chance To Cast Level 15 Decrepify On Striking Level 18 Sanctuary Aura When Equipped -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</p> | <p>One Handed Sword: Cryptic Sword (4), Mythical Sword (3), Phase Blade (6) Two Handed Sword: Any elite One Handed Mace: Battle Hammer (4), Legendary Mallet (4) Two Handed Mace/Maul: War Club (6), Martel de Fer (6), Ogre Maul (6), Thunder Maul (6)</p> <p>Note: No Enhanced damage, only merc usable on would be a Barbarian as Decrepify would assist your physical damage.</p> |
| 3 Socket | | | | | | | | | | | |
| Hammers | | | | | | | | | | | |
| Scepters | | | | | | | | | | | |
| Swords | | | | | | | | | | | |
| Amn(11) | | | | | | | | | | | |
| Lem(20) | | | | | | | | | | | |
| Ko(18) | | | | | | | | | | | |
| <p>LEAF 1.09 MINIMUM LEVEL 19</p> | <table border="1"> <tr><td>2 Socket</td></tr> <tr><td>Staves</td></tr> </table> | 2 Socket | Staves | <table border="1"> <tr><td>Tir(03)</td></tr> <tr><td>Ral(08)</td></tr> </table> | Tir(03) | Ral(08) | <p>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 +38-198 To Defense (Based On CLVL) Cold Resist +33%</p> | <p>Any Normal Staff with 2 sockets i.e. Short Staff (2) or Exceptional Jo Staff (2)</p> <p>Note: Might be useful for low level fire sorcy. Higher Exceptionals raise level requirements.</p> | | | |
| 2 Socket | | | | | | | | | | | |
| Staves | | | | | | | | | | | |
| Tir(03) | | | | | | | | | | | |
| Ral(08) | | | | | | | | | | | |
| <p>LIONHEART 1.09 MINIMUM LEVEL 41</p> | <table border="1"> <tr><td>3 Socket</td></tr> <tr><td>Body Armor</td></tr> </table> | 3 Socket | Body Armor | <table border="1"> <tr><td>Hel(15)</td></tr> <tr><td>Lum(17)</td></tr> <tr><td>Fal(19)</td></tr> </table> | Hel(15) | Lum(17) | Fal(19) | <p>+20% Enhanced Damage Requirements -15% +25 To Strength +10 To Energy +20 To Vitality +15 To Dexterity +50 To Life All Resistances +30</p> | <p>Any Exceptional or Elite Armor with 3 sockets.</p> <p>Note: There are better out there. Don't see a lot of use for this armor. No Enhanced Defense etc.</p> | | |
| 3 Socket | | | | | | | | | | | |
| Body Armor | | | | | | | | | | | |
| Hel(15) | | | | | | | | | | | |
| Lum(17) | | | | | | | | | | | |
| Fal(19) | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|---|---|--|---|
| <p>LORE 1.09 MINIMUM LEVEL 27</p> | <p>2 Socket Helmets</p> | <p>Ort(09) Sol(12)</p> | <p>+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</p> | <p>Normal Helms: Bone Helm(2) Exceptional Helms: Grim Helm(2)</p> <p>Notes: Decent mid level caster helm with +1 all skills and Lightning Resists and cheap to make.</p> |
| <p>MALICE 1.09 MINIMUM LEVEL 15</p> | <p>3 Socket Melee Weapons</p> | <p>Ith(06) El(01) Eth(05)</p> | <p>+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</p> | <p>Any 3 socket melee weapon</p> <p>Notes: Why bother, use a 6 socket gemmed sword</p> |
| <p>MELODY 1.09 MINIMUM LEVEL 39</p> | <p>3 Socket Missile Weapons</p> | <p>Shael(13) Ko(18) Nef(04)</p> | <p>+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</p> | <p>Any 3 socket Exceptional Bow</p> <p>Notes: Why bother wasting a Ko rune on this when better exists. I wouldn't so much as pay a song for this runeword.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|------------------------------------|---|--|---|
| <p>MEMORY 1.09 MINIMUM LEVEL 37</p> | <p>4 Socket Staves</p> | <p>Lum(17) Io(16) Sol(12) Eth(05)</p> | <p>+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</p> | <p>Normal Staves: Gnarled Staff, Battle Staff (4), War Staff (6) Exceptional Staves: Cedar Staff, Gothic Staff, Rune Staff (6) Elite Staves: Elter Staff, Shillelagh (4), Archon Staff (6)</p> <p>Notes: Maybe as a weapon switch for static field and possibly energy shield</p> |
| <p>MYTH 1.11 MINIMUM LEVEL 41</p> | <p>3 Socket Body Armor</p> | <p>Hel(15) Amn(11) Nef(04)</p> | <p>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%</p> | <p>Any Exceptional or Elite Armor with 3 sockets.</p> <p>Note: There are better out there. Don't see a lot of use for this armor. No Enhanced Defense etc. Perhaps a mid level armor for a warcry barbarian.</p> |
| <p>NADIR 1.09 MINIMUM LEVEL 13</p> | <p>2 Socket Helmets</p> | <p>Nef(04) Tir(03)</p> | <p>+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</p> | <p>Normal Helms: Any with 2 sockets will work. Preferred: Bone Helm (2)</p> <p>Notes: Very low level runeword, perhaps worth a roll since so inexpensive. Easiest runeword in the game to make. Yet I guess you get what you pay for.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments | | | | | | | | |
|--|---|-----------------|------------|--|----------------|---|------------------|----------------|----------------|--|--|---|
| <p align="center">OATH 1.10 (LADDER ONLY) MINIMUM LEVEL 49</p> | <table border="1"> <tr><td>4 Socket</td></tr> <tr><td>Axes</td></tr> <tr><td>Maces</td></tr> <tr><td>Swords</td></tr> </table> | 4 Socket | Axes | Maces | Swords | <table border="1"> <tr><td>Shael(13)</td></tr> <tr><td>Pul(21)</td></tr> <tr><td>Mal(23)</td></tr> <tr><td>Lum(17)</td></tr> </table> | Shael(13) | Pul(21) | Mal(23) | Lum(17) | <p>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)</p> | <p>One Handed Axes: Ettin Axe (5), War Spike (6), Berserker Axe (6) Two Handed Axe: Silver Edge, Decapitator (5), Champion, Glorious (6) One Handed Swords: Cryptic (4), Conquest (4), Phase Blade (6) Two Handed Swords: Highland Blade (4), Balrog Blade (4), Champion (4), Colossus Sword (5), Colossus Blade (6). Elite Mace: Scourge (5)</p> <p>Notes: Bone Spirit can do some damage. If you get a good roll, decent damage. Heart of Wolverine charges could boost your damage and attack rating</p> |
| 4 Socket | | | | | | | | | | | | |
| Axes | | | | | | | | | | | | |
| Maces | | | | | | | | | | | | |
| Swords | | | | | | | | | | | | |
| Shael(13) | | | | | | | | | | | | |
| Pul(21) | | | | | | | | | | | | |
| Mal(23) | | | | | | | | | | | | |
| Lum(17) | | | | | | | | | | | | |
| <p align="center">OBEDIENCE 1.10 (LADDER ONLY) MINIMUM LEVEL 41</p> | <table border="1"> <tr><td>5 Socket</td></tr> <tr><td>Polearms</td></tr> </table> | 5 Socket | Polearms | <table border="1"> <tr><td>Hel(15)</td></tr> <tr><td>Ko(18)</td></tr> <tr><td>Thul(10)</td></tr> <tr><td>Eth(05)</td></tr> <tr><td>Fal(19)</td></tr> </table> | Hel(15) | Ko(18) | Thul(10) | Eth(05) | Fal(19) | <p>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 -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%</p> | <p>Exceptional Polearm: Partzian (5), Battle Scythe (5), Grim Scythe (6), Ben-De-Corbin (6) Elite Polearm: Thresher (5) or Cryptic axe (5) but you lose the 41 level req</p> <p>Notes: Decent all around, great enhance damage, but best for fire skill caster companion merc</p> | |
| 5 Socket | | | | | | | | | | | | |
| Polearms | | | | | | | | | | | | |
| Hel(15) | | | | | | | | | | | | |
| Ko(18) | | | | | | | | | | | | |
| Thul(10) | | | | | | | | | | | | |
| Eth(05) | | | | | | | | | | | | |
| Fal(19) | | | | | | | | | | | | |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|---|---|
| <p style="text-align: center;">PASSION 1.10 MINIMUM LEVEL 43</p> | <p style="text-align: center;">4 Socket Weapons</p> | <p style="text-align: center;">Dol(14) Ort(09) Eld(02) Lem(20)</p> | <p>+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)</p> | <p>Any 4 socket weapons, too many to list</p> <p>Notes: No reason to have a passion for passion as it isn't all that useful, but does require rather low runes. If I could find a reason at all to make it I would but haven't.</p> |
| <p style="text-align: center;">PEACE 1.11 MINIMUM LEVEL 29</p> | <p style="text-align: center;">3 Socket Body Armor</p> | <p style="text-align: center;">Shael(13) Thul(10) Amn(11)</p> | <p>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</p> | <p>Any 3 socket body armor. Mage Plate probably best zon option for Exceptional Any elite would get 4 sockets, so must find with 3. Archon Plate, Dusk Shroud, Wyrmhide reasonable armors.</p> <p>Notes: This isn't terrible armor for a non melee (Zon) as you won't get any enhanced defense. The walk chance can save walk points and keep a walk up. The +2 skills is good. Lacking in resists though.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---|---|--|--|
| <p style="text-align: center;">PHOENIX 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p style="text-align: center;">4 Socket Shields</p> | <p style="text-align: center;">Vex(26) Vex(26) Lo(28) Jah(31)</p> | <p>100% Chance TO Cast Level 40 Blaze When You Level-up 40% Chance To Cast Level 22 Firestorm On Striking Level 13 Redemption Aura When Equipped +350-400% Enhanced Damage (varies) -28% To Enemy Fire Resistance +10% Enhanced Defense +350-400 Defense Vs. Missile (varies) +50 To Life +5% To Maximum Lightning Resist +10% To Maximum Fire Resist +15-21 Fire Absorb (varies)</p> | <p>Shields: Monarch (4), Ageis (4) ,Ward (4) Pally Shields: Any elite depending on your needs. (Blocking vs defense)</p> <p>Notes: Adds a lot of damage and redemption is convenient. For Pally Exile another good option.</p> |
| <p style="text-align: center;">PHOENIX 1.10 (LADDER ONLY) MINIMUM LEVEL 65</p> | <p style="text-align: center;">4 Socket Weapons</p> | <p style="text-align: center;">Vex(26) Vex(26) Lo(28) Jah(31)</p> | <p>100% Chance To Cast Level 40 Blaze When You Level-up 40% Chance To Cast Level 22 Firestorm On Striking Level 13 Redemption Aura When Equipped +350-400% Enhanced Damage (varies) -28% To Enemy Fire Resistance +10% Enhanced Defense +350-400 Defense Vs. Missile (varies) Ignore Target's Defense 20% Deadly Strike 14% Mana Stolen Per Hit +15-21 Fire Absorb (varies)</p> | <p>All elite weapons: Too many to list</p> <p>Note: Adds a lot of damage and redemption is convenient. Not necessarily the best weapon choice though. Maybe put on a merc so you get redemption.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|---|--|--|---|
| <p align="center">PRIDE 1.10 (LADDER ONLY) MINIMUM LEVEL 67</p> | <p align="center">4 Socket Polearms</p> | <p align="center">Cham(32) Sur(29) Io(16) Lo(28)</p> | <p>25% Chance To Cast Level 17 Fire Wall When Struck Level 18 Concentration Aura When Equipped 260-300% Bonus To Attack Rating (varies) +67-99% Damage To Demons (Based on CLVL) Adds 50-280 Lightning Damage 20% Deadly Strike Hit Blinds Target Freezes Target +3 +10 To Vitality Replenish Life +8 125.625-185.625% Extra Gold From Monsters (Based on CLVL)</p> | <p>Elite Polearms: Thresher (5), Cryptic Axe (5), Great Poleaxe (6), Giant Thresher (6)</p> <p>Note: Used on an Act 2 Might merc with a zon using a Faith bow, you could have the triple crown of three auras, Concentration, Fanat, and Might all at once playing solo. I'd use Thresher for the lower STR requirements (152). Great Poleaxe does more damage, is a bit slower and you need 179 STR.</p> |
| <p align="center">PRINCIPLE 1.11 MINIMUM LEVEL 53</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Ral(08) Gul(25) Eld(02)</p> | <p>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%</p> | <p>Any 3 socket body armor but why bother.</p> <p>Notes: Weak Pally Armor. Level 5 holy bolt.. Watch out No enhanced defense.</p> |
| <p align="center">PRUDENCE 1.10 (REALM ONLY) MINIMUM LEVEL 49</p> | <p align="center">2 Socket Body Armor</p> | <p align="center">Mal(23) Tir(03)</p> | <p>+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</p> | <p>Any 2 socket Elite Armor.</p> <p>Notes: Be prudent and don't make prudence. Decent resists, mediocre enhanced defense. Probably not worth a mal.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|------------------------------------|--|--|--|
| <p>RADIANCE 1.09 MINIMUM LEVEL 27</p> | <p>3 Socket Helmets</p> | <p>Nef(04) Sol(12) Ith(06)</p> | <p>+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</p> | <p>Normal Helms: Great Helm, Mask, Crown, Bone Helm (3) Exceptional Helms: Winged Helm, Death Mask, Grand Crown, Grim Helm (3) Any Druid or Barbarian 3 socket helm</p> <p>Notes: Another low/mid level helm cheap to make but of questionable usefulness. With the +5 to Light Radius you will indeed be more Radiant and detectable by the monsters.</p> |
| <p>RAIN 1.11 MINIMUM LEVEL 49</p> | <p>3 Socket Body Armor</p> | <p>Ort(09) Mal(23) Ith(06)</p> | <p>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</p> | <p>Any 3 socket body armor but why bother.</p> <p>Notes: +2 skills ok, but not much else. If you pump cyclone armor could be a deterrent casting level 15. Level 15 twister weak. Only lightning resist. No enhanced defense.</p> |
| <p>RHYME 1.09 MINIMUM LEVEL 29</p> | <p>2 Socket Shields</p> | <p>Shael(13) Eth(05)</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>Just about any normal/exceptional shield in game with 2 sockets</p> <p>Notes: Easy to make, mid level requirements, some resists/mana regen. not a long term solution for sure.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|---|---|
| <p align="center">RIFT 1.10 (LADDER ONLY) MINIMUM LEVEL 53</p> | <p align="center">4 Socket Polearms Scepters</p> | <p align="center">Hel(15) Ko(18) Lem(20) Gul(25)</p> | <p>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) 38% Damage Taken Goes To Mana 75% Extra Gold From Monsters Level 15 Iron Maiden (40 Charges) Requirements -20%</p> | <p>Elite Polearms: Thresher (5), Cryptic Axe (5), Great Poleaxe (6), Giant Thresher (6) Elite Scepters: Caduceus (5)</p> <p>Notes: Some interesting aspects maybe for a merc. Runes findable with some work.</p> |
| <p align="center">SANCTUARY 1.10 MINIMUM LEVEL 49</p> | <p align="center">3 Socket Shields</p> | <p align="center">Ko(18) Ko(18) Mal(23)</p> | <p>+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)</p> | <p>Any 3 socket shield.</p> <p>Notes: Good resistance. Nothing else stands out. Runes required are a bit high for the features.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|--|--|
| <p style="text-align: center;">SILENCE 1.09 MINIMUM LEVEL 55</p> | <p style="text-align: center;">6 Socket Weapons</p> | <p style="text-align: center;">Dol(14) Eld(02) Hel(15) Ist(24) Tir(03) Vex(26)</p> | <p>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</p> | <p>Any 6 socket weapon</p> <p>Notes: Breath of the dying pretty much silenced any interest in making this runeword. If you really wanna make it, pick out your favourite high level 6 socket weapon of choice.</p> |
| <p style="text-align: center;">SMOKE 1.09 MINIMUM LEVEL 37</p> | <p style="text-align: center;">2 Socket Body Armor</p> | <p style="text-align: center;">Nef(04) Lum(17)</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>Any Exceptional or perhaps Elite armor with 2 sockets.</p> <p>Notes: Low runes, mid level requirements, good 50% resist all. Mediocre defense.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|--|---|
| <p align="center">SPIRIT 1.10 (LADDER ONLY) MINIMUM LEVEL 25</p> | <p align="center">4 Socket Shields</p> | <p align="center">Tal(07) Thul(10) Ort(09) Amn(11)</p> | <p>+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</p> | <p>Shields: Monarch (4), Ageis (4), Ward (4) Pally Shields: Any depends on your needs.</p> <p>Notes: since this is a caster shield, Monarch (STR 156) is the only shield with an even somewhat reasonable strength requirement and that is pushing it. Works ok however when used in conjunction with Enigma armor which gives .75 STR per character level (48-74). Great easy to make runeword.</p> |
| <p align="center">SPIRIT 1.10 (LADDER ONLY) MINIMUM LEVEL 25</p> | <p align="center">4 Socket Swords</p> | <p align="center">Tal(07) Thul(10) Ort(09) Amn(11)</p> | <p>+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) Adds 3-14 Cold Damage (3 second duration in normal) Adds 1-50 Lightning Damage +75 Poison Damage Over 5 Seconds +3-8 Magic Absorb (varies) 7% Life Stolen Per Hit</p> | <p>Normal One Handed Swords: Crystal Sword (6), Broad Sword (4), Long Sword (4)</p> <p>Notes: This is a casters sword, sort of a poor mans heart of the oak, so forget exceptional/elite or any thoughts of a melee weapon. Go for low STR/DEX. This might also work well on an Act 3 casting merc.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|---|--|--|
| <p align="center">SPLENDOR 1.10 (REALM ONLY) MINIMUM LEVEL 37</p> | <p align="center">2 Socket Shields</p> | <p align="center">Eth(05) Lum(17)</p> | <p>+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 Increase Maximum Durability 12%</p> | <p>Normal Shields: Small Shield (very low defense but STR 22), Spiked Shield, Bone Shield (2) Exceptional Shields: Barbed Shield, Grim Shield (2)</p> <p>Notes: Castor Shield with +1 skills and some mana regen. Suggested shields keep STR requirements low and get 2 sockets. Lidless Wall generally a better overall choice. But requires level 41.</p> |
| <p align="center">STEALTH 1.09 MINIMUM LEVEL 17</p> | <p align="center">2 Socket Body Armor</p> | <p align="center">Tal(07) Eth(05)</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>Normal Armor: Breast Plate, Light Plate (3), Ring Mail (2) Exceptional Armor: Mage Plate (3)</p> <p>Notes: Favorite low level caster armor usually made using light plate or mage plate, but mage plate raises the requirements to level 25. Might be a bridge to better armor like Vipermagi at level 29.</p> |
| <p align="center">STEEL 1.09 MINIMUM LEVEL 13</p> | <p align="center">2 Socket Swords Axes Maces</p> | <p align="center">Tir(03) El(01)</p> | <p>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</p> | <p>This is so bad figure it out yourself.</p> <p>Notes: I made this once because I was bored. It is a frigging joke, use a 6 socketed gemmed crystal sword instead for crying out loud.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|--|--|--|---|--|
| <p align="center">STONE 1.10 MINIMUM LEVEL 47</p> | <p align="center">4 Socket Body Armor</p> | <p align="center">Shael(13) Um(22) Pul(21) Lum(17)</p> | <p>+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(20) (16 Charges)</p> | <p>Any Elite body armor with 4 sockets</p> <p>Notes: This armor can have incredible defense, but not a lot else. 15 resist all might be enough for a high level merc to max resists.</p> |
| <p align="center">STRENGTH 1.09 MINIMUM LEVEL 25</p> | <p align="center">2 Socket Melee Weapons</p> | <p align="center">Amn(11) Tir(03)</p> | <p>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</p> | <p>Any 2 socket melee weapon</p> <p>Notes: low requirements = low usefulness. Crushing blow only mildly interesting. I guess you could throw it on an act 3 merc to add +20 to STR.</p> |
| <p align="center">TREACHERY 1.11 MINIMUM LEVEL 43</p> | <p align="center">3 Socket Body Armor</p> | <p align="center">Shael(13) Thul(10) Lem(20)</p> | <p>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</p> | <p>Any 3 socket body armor but why bother.</p> <p>Notes: +2 skills ok, fade interesting. Weak resists otherwise. Level 15 fade increases your resists by 60% and decreases your curse length by 75%. No enhanced defense is a definite drawback. Interesting armor though for fighting the ubers with a smiter. Venom basically useless. But you get a nice 45% IAS.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|--|--|---|---|
| <p style="text-align: center;">VENOM 1.09 MINIMUM LEVEL 49</p> | <p style="text-align: center;">3 Socket Weapons</p> | <p style="text-align: center;">Tal(07) Dol(14) Mal(23)</p> | <p>Hit Causes Monster To Flee 25% Prevent Monster Heal Ignore Target's Defence 7% Mana Stolen Per Hit Level 15 Poison Explosion (27 Charges) Level 13 Poison Nova (11 Charges) +273 Poison Damage Over 6 seconds</p> | <p>Any 3 socket weapon</p> <p>Notes: Not even worth considering. Don't waste a Mal</p> |
| <p style="text-align: center;">VOICE OF REASON 1.10 (LADDER ONLY) MINIMUM LEVEL 43</p> | <p style="text-align: center;">4 Socket Maces Swords</p> | <p style="text-align: center;">Lem(20) Ko(18) El(01) Eld(02)</p> | <p>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 +280-300% Damage To Undead +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</p> | <p>One Handed Swords: Cryptic (4), Conquest (4), Phase Blade (6) Two Handed Swords: Highland Blade (4), Balrog Blade (4), Champion (4), Colossus Sword (5), Colossus Blade (6). Note: Recommend ethereal as this would likely be a merc weapon.</p> <p>Notes: Looks promising for Demons and Undead, but no enhanced damage otherwise other than some static cold damage. Ice Blast/Orb chance to cast looks interesting.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---------------------------------------|---------------------------------------|---|---|
| <p>WEALTH 1.09 MINIMUM LEVEL 43</p> | <p>3 Socket Body Armor</p> | <p>Lem(20) Ko(18) Tir(03)</p> | <p>300% Extra Gold From Monsters 100% Better Chance Of Getting Magic Items +2 To Mana After Each Kill +10 To Dexterity</p> | <p>Any 3 socket armor. Note: Name says it all. Going for coin... Strictly for cash/magic find runs on something like a zon or sorcy maybe. It has no other redeeming value.</p> |
| <p>WHITE 1.09 MINIMUM LEVEL 35</p> | <p>2 Socket Wand</p> | <p>Dol(14) Io(16)</p> | <p>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</p> | <p>Any wand with 2 sockets (all except Wand, Yew Wand, Burnt Wand will get 2 sockets) Notes: Good for poison/bone necro especially if starting wand already has some desired + skills.</p> |
| <p>WIND 1.10 (REALM ONLY) MINIMUM LEVEL 61</p> | <p>2 Socket Melee Weapons</p> | <p>Sur(29) El(01)</p> | <p>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 +53 To Attack Rating Hit Blinds Target +1 To Light Radius Level 13 Twister (127 Charges)</p> | <p>Any 2 socket melee weapon you want to waste. Notes: You can't be serious that someone would actually make this runeword. Best to let this one pass away in the wind.</p> |

| Runic Name | Works in: | Rune Order | Item Stats | Raw Materials/Comments |
|---|---|--|---|--|
| <p style="text-align: center;">WRATH 1.10 (LADDER ONLY) MINIMUM LEVEL 63</p> | <p style="text-align: center;">4 Socket Missile Weapons</p> | <p style="text-align: center;">Pul(21) Lum(17) Ber(30) Mal(23)</p> | <p>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</p> | <p>Amazon Bows: Matriarchal (5), Grand Matron (5) Bows: Great Bow (4), Blade Bow(4), Crusader (6), Ward (5), Hydra (6) CrossBows: Demon Crossbow (5), Gorgon Crossbow (4), Colossus Crossbow (6)</p> <p>Notes: A few nice mods but low general damage and high runes required. For the decrepify might be interesting on a Rogue merc but again don't use an amazon bow.</p> |
| <p style="text-align: center;">ZEPHYR 1.09 MINIMUM LEVEL 21</p> | <p style="text-align: center;">2 Socket Missile Weapons</p> | <p style="text-align: center;">Ort(09) Eth(05)</p> | <p>+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</p> | <p>Any 2 socket bow/crossbow you want to waste.</p> <p>Notes: Are you serious? This doesn't even warrant listing raw materials, but I'll admit that 7% chance of casting level 1 Twister when struck makes it very tempting... NOT!</p> |