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RUNE WORDS

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1.10 Rune Words	Allowed Items	Rune Order	Completed Stats
Beast	5 Socket Axes/Scepters/Hammers	Ber + Tir + Um + Mal + Lum	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)
Bramble	4 Socket Body Armor	Ral + Ohm + Sur + Eth	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)
Breath of the Dying	6 Socket Weapons	Vex + Hel + El + Eld + Zod + Eth	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%
Call To Arms*	5 Socket Weapons	Amn + Ral + Mal + Ist + Ohm	+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
	4 Socket Body Armor	Dol + Um + Ber + Ist	+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
Chaos	3 Socket Claws	Fal + Ohm + Um	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
Crescent Moon	3 Socket Axes/Swords/Polearms	Shael + Um + Tir	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)
Delirium*	3 Socket Helms	Lem + Ist + Io	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 +261 Defense +10 To Vitality 50% Extra Gold From Monsters 25% Better Chance of Getting Magic Items Level 17 Attract (60 Charges)
Doom	5 Socket Axes/Polearms/Hammers	Hel + Ohm + Um + Lo + Cham	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%
Duress	3 Socket Body Armor	Shael + Um + Thul	+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%
Enigma	3 Socket Body Armor	Jah + Ith + Ber	+2 To All Skills +45% Faster Run/Walk +1 To Teleport +750-775 Defense (varies) + (0.75 Per Character Level) +0-74 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

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 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
Famine	4 Socket Axes/Hammers	Fal + Ohm + Ort + Jah	+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
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 Freezes 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 +20 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

			+1 To Vengeance Prevent Monster Heal +10 To Strength 40% Extra Gold From Monsters
Passion	4 Socket Weapons	Dol + Ort + Eld + Lem	+25% Increased Attack Speed +160-210% Enhanced Damage (varies) 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)
Prudence	2 Socket Body Armor	Mal + Tir	+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 1 In 4 Seconds
Sanctuary	3 Socket Shields	Ko + Ko + Mal	+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)
Splendor	2 Socket Shields	Eth + Lum	+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
Stone	4 Socket Body Armor	Shael + Um + Pul + Lum	+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 (16 Charges)
Wind	2 Socket Melee Weapons	Sur + El	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 +50 To Attack Rating Hit Blinds Target +1 To Light Radius Level 13 Twister (127 Charges)

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

Ladder Rune Words	Allowed Items	Rune Order	Completed Stats
			35% Chance To Cast Level 14 Amplify Damage When Struck 100% Chance To Cast Level 18 Bone Spear On Striking

Brand	4 Socket Missile Weapons	Jah + Lo + Mal + Gul	+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 Fires Explosive Arrows or Bolts (15)
Death	5 Socket Swords/Axes	Hel + El + Vex + Ort + Gul	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 +(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%
Destruction	5 Socket Polearms/Swords	Vex + Lo + Ber + Jah + Ko	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
Dragon	3 Socket Body Armor/Shields	Sur + Lo + Sol	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) +0.375-37.125 To Strength (Based on Character Level) Increase Maximum Mana 5% (Armor Only) +50 To Mana (Shields Only) +5% To Maximum Lightning Resist Damage Reduced by 7
Dream	3 Socket Helms/Shields	Io + Jah + Pul	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% (Helms Only) +50 To Life (Shields Only) +0.625-61.875 To Mana (Based On Character Level) All Resistances +5-20 (varies) 12-25% Better Chance of Getting Magic Items (varies)
Edge	3 Socket Missile Weapons	Tir + Tal + Amn	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%!!!*
			Level 12-15 Fanaticism Aura When Equipped (varies) +1-2 To All Skills (varies) +330% Enhanced Damage Ignore Target's Defense

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
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			Weapons 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
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Fortitude	4 Socket Weapons/Body Armor	EI + Sol + Dol + Lo	Body Armor 20% Chance To Cast Level 15 Chilling Armor when Struck +25% Faster Cast Rate +300% Enhanced Damage +200% Enhanced Defense +15 Defense +X To Life (Based on Character Level)* 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
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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 -25% 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)
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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 55-160 Lightning 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)
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Ice	4 Socket Missile Weapons	Amn + 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 +140-210% 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)
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Infinity	4 Socket Polearms	Ber + Mal + Ber + Ist	<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) -(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)</p>
Insight	4 Socket Polearms/Staves	Ral + Tir + Tal + Sol	<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>
Last Wish	6 Socket Swords/Hammers/Axes	Jah + Mal + Jah + Sur + Jah + Ber	<p>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 +(0.5 per character level) 0.5-49.5% Chance of Getting Magic Items (Based on Character Level)</p>
Lawbringer	3 Socket Swords/Hammers/Scepters	Amn + Lem + Ko	<p>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</p>
Oath	4 Socket Swords/Axes/Maces	Shael + Pul + Mal + Lum	<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>
Obedience	5 Socket Polearms	Hel + Ko + Thul + Eth + Fal	<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 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%</p>

Weapons

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)

Phoenix	4 Socket Weapons/Shields	Vex + Vex + Lo + Jah	<p>+350-400% Enhanced Damage (varies) Ignores Target's Defense 14% Mana Stolen Per Hit -28% To Enemy Fire Resistance 20% Deadly Strike +350-400 Defense Vs. Missile (varies) +15-21 Fire Absorb (varies)</p> <p>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) +350-400% Enhanced Damage (varies) -28% To Enemy Fire Resistance +50 To Life +5% To Maximum Lightning Resist +10% To Maximum Fire Resist +15-21 Fire Absorb (varies)</p>
Pride	4 Socket Polearms	Cham + Sur + Io + Lo	<p>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 50-280 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)</p>
Rift	4 Socket Polearms/Scepters	Hel + Ko + Lem + Gul	<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) +10 To Dexterity 38% Damage Taken Goes To Mana 75% Extra Gold From Monsters Level 15 Iron Maiden (40 Charges) Requirements -20%</p>
Spirit	4 Socket Swords/Shields	Tal + Thul + Ort + Amn	<p>Weapons +2 To All Skills +25-35% Faster Cast Rate (varies) +55% 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)</p> <p>Shields +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>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 +355-375% Damage To Undead (varies)</p>

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.



[Click to Enlarge - 105 KB]
Bone Fetish!



[Click to Enlarge - 101 KB]
Bone Fetish!

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

X	Life at Level	
	1	99
1	1	99
1.125	1.125	111.375
1.25	1.25	123.75
1.375	1.375	136.125
1.5	1.5	148.5

** 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.

- ***Edge:** Does not reduce the price for resurrecting hirelings.
- ***Hand of Justice:** Make sure you use the LO Rune not IO.

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