

Diablo II: Lord of Destruction

Runes

Runes are small stones inscribed with magical glyphs that can be inserted into Socketed Items. Runes are different from other Insertable Items: not only do individual Runes have set magical properties, certain combinations (or Rune Words), when inserted into an item in the proper order, give that item even more wondrous abilities.

Runes can be used to create **Crafted** Items.

Common Runes

Runes are listed from most common to least common: **El, Eld, Tir, Nef, Eth, Ith, Tal, Ral, Ort, Amn, Shael**, and **Thul** are pretty common. You receive **Ral, Ort** and **Tal** as a quest reward in Act V. You shouldn't trade much for them since you can find them pretty easily with regular play. Don't fall for the "1 **Shael** or/+ **Amn** for 1 SOJ" scam. You can find these yourself. If you're thinking of freeing up space, throw those Runes away and save all Runes from **Sol** through **Zod**.

Semi-Rare Runes

Listed from most common to most rare: **Sol, Dol, Hel, Io, Lum, Ko, Fal, Lem, Pul, Um**. Some of these Runes are more valuable than others depending on their stats and how they are used in Rune Words or Crafted Recipes.


















Extremely Rare Runes

















Listed from most common to most rare: **Mal, Ist, Gul, Vex, Ohm, Lo, Sur, Ber, Jah, Cham, Zod**. Trade these for good stuff!

Rune Words

If the player puts certain combinations of Runes in the correct order into an item with exactly that number of sockets and of the correct item type, the item's name will change into a "unique" name, displayed in gold, and the item will acquire extra powers, depending on the "rune word" that was used.

The following pages identify the Rune **Name**, Rune **Image**, Required Level (**Lvl**), Rune **Code**, **1-8** Rune Inventory check boxes, the Effect when installed in **Weapons**, the Effect when installed in **Armor, Helms**, or **Shields**

Name	Image	Lvl	Code	1	2	3	4	5	6	7	8	Installed in Weapons	Installed in Armor / Helms / Shields
El		11	r01									+50 To Attack Rating +1 Light Radius	+15 Defense +1 To Light Radius
Eld		11	r02									+75% Damage To Undead +50 Attack Rating Against Undead	15% Slower Stamina Drain 7% Increased Chance of Blocking(Shields)
Tir		13	r03									+2 To Mana After Each Kill	+2 To Mana After Each Kill
Nef		13	r04									Knockback	+30 Defense Vs. Missile
Eth		15	r05									-25% To Target Defense	Regenerate Mana 15%
Ith		15	r06									+9 To Maximum Damage	15% Damage Taken Goes to Mana
Tal		17	r07									+75 Poison Damage Over 5 Seconds	Poison Resist 30% Poison Resist 35%(Shields)
Ral		19	r08									Adds 5-30 Fire Damage	Fire Resist 30% Fire Resist 35%(Shields)
Ort		21	r09									Adds 1-50 Lightning Damage	Lightning Resist 30% Lightning Resist 35%(Shields)
Thul		23	r10									Adds 3-14 Cold Damage - 3 Second Duration	Cold Resist 30% Cold Resist 35%(Shields)
Amn		25	r11									7% Life Stolen Per Hit	Attacker Takes Damage of 14
Sol		27	r12									+9 To Minimum Damage	Damage Reduced By 7
Shael		29	r13									20% Increased Attack Speed	20% Faster Hit Recovery 20% Faster Block Rate(Shields)
Dol		31	r14									Hit Causes Monster To Flee 25%	Replenish Life +7
Hel		-	r15									Requirements -20%	Requirements -15%
Io		35	r16									+10 To Vitality	+10 To Vitality
Lum		37	r17									+10 To Energy	+10 To Energy

Name	Image	Lvl	Code	1	2	3	4	5	6	7	8	Installed in Weapons	Installed in Armor / Helms / Shields
Ko		39	r18									+10 To Dexterity	+10 To Dexterity
Fal		41	r19									+10 To Strength	+10 To Strength
Lem		43	r20									75% Extra Gold From Monsters	50% Extra Gold From Monsters
Pul		45	r21									+75% Damage To Demons +100 Attack Rating Against Demons	+30% Enhanced Defense
Um		47	r22									25% Chance of Open Wounds	All Resistances +15(Armor/Helms) +22(Shields)
Mal		49	r23									Prevent Monster Heal	Magic Damage Reduced By 7
Ist		51	r24									30% Better Chance of Getting Magic Items	25% Better Chance of Getting Magic Items
Gul		53	r25									20% Bonus To Attack Rating	5% To Maximum Poison Resist
Vex		55	r26									7% Mana Stolen Per Hit	5% To Maximum Fire Resist
Ohm		57	r27									+50% Enhanced Damage	5% To Maximum Cold Resist
Lo		59	r28									20% Deadly Strike	5% To Maximum Lightning Resist
Sur		61	r29									Hit Blinds Target	Maximum Mana 5%/ +50 To Mana (Shields)
Ber		63	r30									20% Chance of Crushing Blow	Damage Reduced by 8%
Jah		65	r31									Ignore Target's Defense	Increase Maximum Life 5%/ +50 Life (Shields)
Cham		67	r32									Freeze Target +3	Cannot Be Frozen
Zod		69	r33									Indestructible	Indestructible

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