



### ***Rune Word information from the Arreat Summit website:***

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 benefits of using a Rune Word is that you can make the Rune Word magical bonuses apply to any type of item allowed with the proper number of sockets. You could, for example, use an Elite Socketed sword or an Exceptional Socketed sword, and you can also pick which type of sword is used. Uniques, in comparison, use the same item type such as short sword, and are always the same quality (Normal/Exceptional/Elite). You can continue to find better Socketed weapons or armor and, with the proper Runes, continue to have this Rune Word bonus applied to better and better Socketed items as you find them.

Rune Words are an advanced feature for experienced users. Anyone can create a Rune Word if they take the time to read/learn about them.

### ***Rune Word Rules***

- ◆ When you create a Rune Word you still receive all of the magical bonuses that were already on each Rune you Socketed.
- ◆ Socketed Items must have the exact number of sockets as the Rune Word formula requires. If the Rune Word is a 3 Rune formula then you must use an item with exactly 3 sockets. A 4 socket item will not work with a 3 socket formula.
- ◆ The Socketed Item type must be the correct item type for the formula. If the formula requires a sword, the formula will not work if you use an axe or spear.
- ◆ Rune Words will only work in Socketed non-magical items. This means that Set Items, Unique Items, or Magic Items with enough Sockets and the proper item type will **not** allow or convert to Rune Words. Again, they will not work on **Magic, Set, Unique** or **Rare** items. So if you have a Mechanic's (or Jewelers item) piece of armor with 2 slots, the Stealth will not work on it because it's magical.
- ◆ The correct Runes for a formula must be used. If one of the Runes is wrong you receive the bonuses of the Runes inserted but it does not become a Rune Word.
- ◆ The Rune **IO** looks a lot like **LO**. Make sure you use the correct one.
- ◆ The Runes must be placed in the correct order. You can have the correct Socketed item, correct runes and still not activate the Rune Word if you do not socket the Runes in the correct order. This is because you're trying to spell the "Rune Word" correctly and you have spelled it incorrectly. Example: **RalOrtTal**". You must first place **Ral**, then **Ort**, then finally **Tal** into the Socketed Item.
- ◆ You need the right patch for the following formulae to work. Make sure you have the latest patch.

**Keep in mind when experimenting with unknown Rune Words that you must be prepared to accept the loss of your Runes if the formula does not work. Rune Words must be inserted into the correct item for the formula in the correct order. Blizzard cannot restore lost items for any reason including due to your failure to properly create a Rune Word. Rune Word failures are caused by using the wrong items, Runes, or Rune order. A few times the formula has been listed wrong on The Arreat Summit, but most (99%) of reported errors are caused by failure to understand the formula. The following formulae in this document may contain errors, including listing the wrong formulas. Be sure you read all of this page including the bottom page notes for complete information.**

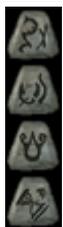
NOTE: The "Code" information is not used when in normal play.  
The following Rune Word Formulae require Diablo II: LOD v1.09 or v1.10 where indicated:

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Ancient's Pledge</b> Char. Level:21	3 Socket Shields		Ral Ort Tal	r08 r09 r07	+50% Enhanced Defense Cold Resist +43% Fire Resist +48% Lightning Resist +48% Poison Resist +48% 10% Damage Goes To Mana
<b>Beast</b> Char. Level:49 v1.10 Only	5 Socket Axes / Scepters / Hammers		Ber Tir Um Mal Lum	r30 r03 r22 r23 r20	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)
<b>Black</b> Char. Level:35	3 Socket Clubs / Hammers / Maces  NOTE: Maces does not mean all Mace class weapons. See note at the end of this document		Thul lo Nef	r10 r16 r04	+120% Enhanced Damage 40% Chance Of Crushing Blow +200 To Attack Rating Adds 3-14 Cold Damage - Cold Duration 3 Seconds +10 To Vitality 15% Increased Attack Speed Knockback Magic Damage Reduced By 2 Level 4 Corpse Explosion (12 Charges)
<b>Bramble</b> Char. Level:61 v1.10 Only	4 Socket Body Armor		Ral Ohm Sur Eth	r08 r27 r29 r05	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)

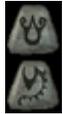
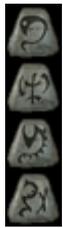
Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Breath of the Dying</b> Char. Level:69 <b>v1.10 Only</b>	6 Socket Weapons		Vex Hel El Eld Zod Eth	r26 r15 r01 r02 r33 r05	50% Chance To Cast Level 20 Poison Nova When You Kill An Enemy Indestructible +60% Increased Attack Speed +350-400% Enhanced 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%
<b>Call To Arms</b> Char. Level:51 <b>v1.10 Only</b>	5 Socket Weapons		Amn Ral Mal Ist Ohm	r11 r08 r23 r24 r22	+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
<b>Chaos</b> Char. Level:57 <b>v1.10 Only</b>	3 Socket Claws		Fal Ohm Um	r19 r27 r22	9% Chance To Cast Level 11 Frozen Orb On Striking 11% Chance To Cast Level 9 Charged Bolt On Striking +35% Increased Attacked 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
<b>Chains of Honor</b> Char. Level:63 <b>v1.10 Only</b>	4 Socket Body Armor		Dol Um Ber Ist	r14 r22 r30 r24	+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

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Crescent Moon</b> Char. Level:47 <b>v1.10 Only</b>	3 Socket Axes / Swords / Polearms		Shael Um Tir	r13 r22 r03	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)
<b>Delirium</b> Char. Level:51 <b>v1.10 Only</b>	3 Socket Helms  NOTE:This ability morphs your character into a Bone Fetish for a period of about 1 minute. You can't do any special attacks once you have transformed. You can do normal attacks in the form of a headbutt.		Lem Ist Io	r20 r24 r16	1% Chance To Cast Level 50 Delirium* (morph) When Struck (See Note) 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)
<b>Doom</b> Char. Level:67 <b>v1.10 Only</b>	5 Socket Axes / Polearms / Hammers		Hel Ohm Um Lo Cham	r15 r27 r22 r28 r32	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%
<b>Enigma</b> Char. Level:65 <b>v1.10 Only</b>	3 Socket Body Armor		Jah Ith Ber	r31 r06 r30	+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)

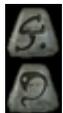
Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Eternity</b> Char. Level:63 <b>v1.10 Only</b>	5 Socket Melee Weapons		Amn Ber Ist Sol Sur	r11 r30 r24 r12 r29	Indestructible +260-310% Enhanced Damage (varies) +9 To Minimum Damage 7% Life Stolen Per Hit 20% Chance of Crushing Blow Hit Blinds 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)
<b>Exile</b> Char. Level:57 <b>v1.10 Only</b>	4 Socket Paladin Shields (only) Targe, Rondache, Heraldic Shield, Aerin Shield, Crown Shield, Akarum Targe & Rondache, Protector Shield, Gilded Shield, Royal Shield, Sacred Targe & Ronadache, Kurast Shield, Zakarum Shield, Vortex Shield		Vex Ohm Ist Dol	r26 r27 r24 r14	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
<b>Famine</b> Char. Level:65 <b>v1.10 Only</b>	4 Socket Axes / Hammers		Fal Ohm Ort Jah	r19 r27 r09 r31	+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
<b>Fury</b> Char. Level:65	3 Socket Melee Weapons		Jah Gul Eth	r31 r25 r05	+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)

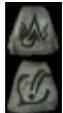
Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Gloom</b> Char. Level:47 <b>v1.10 Only</b>	3 Socket Body Armor		Fal Um Pul	r19 r22 r21	15% Chance To Cast Level 3 Dim Vision When Struck +10% Faster Hit Recovery +200-260% Enhanced Defense (varies) +10 To Strength All Resistances +45 Half Freeze Duration 5% Damage Taken Goes To Mana -3 To Light Radius
<b>Hand of Justice</b> Char. Level:67 <b>v1.10 Only</b>	4 Socket Weapons  NOTE: Make sure you use the LO Rune not IO		Sur Cham Amn Lo	r29 r32 r11 r28	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
<b>Heart of the Oak</b> Char. Level:55 <b>v1.10 Only</b>	4 Socket Staves / Maces  NOTE: Maces doesn't mean all Mace class weapons. See note at the end of this document		Ko Vex Pul Thul	r18 r26 r21 r10	+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) +50% Damage To Undead
<b>Holy Thunder</b> Char. Level:21	4 Socket Scepters		Eth Ral Ort Tal	r05 r08 r09 r07	+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)

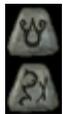
Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Honor</b> Char. Level:27	5 Socket Melee Weapons		Amn El Ith Tir Sol	r11 r01 r06 r03 r12	+160% Enhanced Damage +9 To Minimum Damage +9 To Maximum Damage 25% Deadly Strike +250 To Attack Rating +1 to All Skills 7% Life Stolen Per Hit Replenish Life +10 +10 To Strength +1 To Light Radius +2 To Mana After Each Kill
<b>King's Grace</b> Char. Level:25	3 Socket Swords / Scepters		Amn Ral Thul	r11 r08 r10	+100% Enhanced Damage +100% Damage To Demons +50% Damage To Undead Adds 5-30 Fire Damage Adds 3-14 Cold Damage - 3 Second Duration +150 To Attack Rating +100 To Attack Rating Against Demons +100 To Attack Rating Against Undead 7% Life Stolen Per Hit
<b>Kingslayer</b> Char. Level:53 <b>v1.10 Only</b>	4 Socket Swords / Axes		Mal Um Gul Fal	r23 r22 r25 r19	+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
<b>Leaf</b> Char. Level:19	2 Socket Staves  NOTE: Staves does not include Orbs		Tir Ral	r03 r08	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 + (2 Per Character Level) +2-198 To Defense (Based On Character Level) Cold Resist +33%

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Lionheart</b> Char. Level:41	3 Socket Body Armor		Hel Lum Fal	r15 r17 r19	+20% Enhanced Damage Requirements -15% +25 To Strength +10 To Energy +20 To Vitality +15 To Dexterity +50 To Life All Resistances +30
<b>Lore</b> Char. Level:27	2 Socket Helms		Ort Sol	r09 r12	+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
<b>Malice</b> Char. Level:15	3 Socket Melee Weapons		lth El Eth	r06 r01 r05	+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
<b>Melody</b> Char. Level:39	3 Socket Missile Weapons		Shael Ko Nef	r13 r18 r04	+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
<b>Memory</b> Char. Level:37	4 Socket Staves  NOTE: Staves does not include Orbs		Lum lo Sol Eth	r17 r16 r12 r05	+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

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Nadir</b> Char. Level:13	2 Socket Helms		Nef Tir	r04 r03	+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
<b>Passion</b> Char. Level:43 v1.10 Only	4 Socket Weapons		Dol Ort Eld Lem	r14 r09 r02 r20	+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)
<b>Radiance</b> Char. Level:27	3 Socket Helms		Nef Sol Ith	r04 r12 r06	+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
<b>Rhyme</b> Char. Level:29	2 Socket Shields		Shael Eth	r13 r05	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

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Sanctuary</b> Char. Level:49 <b>v1.10 Only</b>	3 Socket Shields		Ko Ko Mal	r18 r18 r23	+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)
<b>Silence</b> Char. Level:55	6 Socket Weapons		Dol Eld Hel Ist Tir Vex	r14 r02 r15 r24 r03 r26	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
<b>Smoke</b> Char. Level:37	2 Socket Body Armor		Nef Lum	r04 r17	+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
<b>Stealth</b> Char. Level:17	2 Socket Body Armor		Tal Eth	r07 r05	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

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>Steel</b> Char. Level:13	2 Socket Swords / Axes / Maces  NOTE: Maces doesn't mean all Mace class weapons. See note at the end of this document		Tir El	r03 r01	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
<b>Stone</b> Char. Level:47 <b>v1.10 Only</b>	4 Socket Body Armor		Shael Um Pul Lum	r13 r22 r21 r17	+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)
<b>Strength</b> Char. Level:25	2 Socket Melee Weapons		Amn Tir	r11 r03	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
<b>Venom</b> Char. Level:49	3 Socket Weapons		Tal Dol Mal	r07 r14 r23	Hit Causes Monster To Flee 25% Prevent Monster Heal Ignore Target's Defense 7% Mana Stolen Per Hit Level 15 Poison Explosion (27 Charges) Level 13 Poison Nova (11 Charges) +273 Poison Damage Over 6 seconds
<b>Wealth</b> Char. Level:43	3 Socket Body Armor		Lem Ko Tir	r20 r18 r03	300% Extra Gold From Monsters 100% Better Chance Of Getting Magic Items +2 To Mana After Each Kill +10 To Dexterity

Rune Word	Allowed Items	Runes	Order	Code	Completed Stats
<b>White</b> Char. Level:35	2 Socket Wands	 	Dol lo	r14 r16	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
<b>Zephyr</b> Char. Level:21	2 Socket Missile Weapons	 	Ort Eth	r09 r05	+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

### Notes:

**Maces:** Maces doesn't mean all Mace class weapons. (See **Maces** under **Item Types for Formulae**)

**Skills for all character types:** 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.

### Item Types for Formulae:

**Body Armor** = Any armor that is worn on your chest and **not** any other type of armor such as boots, helms, gloves, etc.

**Clubs** = Club, Spiked Club, Cudgel, Barbed Club, Truncheon, Tyrant Club.

**Hammers** = War Hammer, Maul, Great Maul, Battle Hammer, War Club, Martel de Fur, Legendary Mallet, Ogre Maul, Thunder Maul.

**Maces** = Mace, Morning Star, Flail, Flanged Mace, Jagged Star, Knout, Reinforced Mace, Devil Star, Scourge.

**Melee Weapons** = Any weapon that is **not** ranged such as a Sword or Hammer.

A Bow or Crossbow are examples of ranged weapons. Sorceress Orbs are **not** considered Melee Weapons.

**Missile Weapons** = Bows and Crossbows, weapons that use Arrows or Bolts.

**Scepters** = Scepter, Grand Scepter, War Scepter, Rune Scepter, Holy Water Sprinkler, Divine Scepter, Mighty Scepter, Seraph Rod, Caduceus.

**Helms** = Any armor that is worn on the head, including helms, Barbarian Helms, Druid Pelts, and Circlets.

**Shield** = Any armor that can be used to block, including shields, Necromancer Shrunk Heads, and Paladin Shields.

Document created by **Britton Robbins**

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