

## Runewords

- Runewords can be made only in weapons and torso armor, with the exception of class specific runewords, which can be made only in helmets.
- As in vanilla LOD, runewords can be made only in normal (white) items (no magic, no rare, no unique, no set).
- Bonuses for runewords are based on the "Accented Runes" (those in the red cells) and correlate with the item type.
- All weapon runewords grant "+X-Y to Damage", "+X` to Life after Each Kill" and "+Y` to All Statistics" in addition to other bonuses.
- All torso armor runewords grant "+X% Enhanced Defense" and "Damage Reduced by Y%" in addition to other bonuses.
- "Futhark" is Scandinavian runic alphabet, so in this mod you see present Scandinavian runes. "Aett" is logical division of elder Futhark into four groups of runes, 8 runes in each group. See "Order of Runes" section for a complete listing of the runes in order.
- Each aett (group of runes) has its own color in the game.
- Remember that gems in 3-letter and 5-letter runewords increase the bonuses of "Accented Runes".

2-letter runewords:					
First rune of aett	Last rune of aett				
3-letter runewords:					
First rune of first aett	flawed gem	Last rune of first aett			
First rune of second aett	standard gem	Last rune of second aett			
First rune of third aett	flawless gem	Last rune of third aett			
First rune of fourth aett	perfect gem	Last rune of fourth aett			
4-letter runewords:					
First rune of aett	3rd rune	6th rune	Last rune of aett		
5-letter runewords:					
First rune of first aett	3rd rune	flawed gem	6th rune	Last rune of first aett	
First rune of second aett		standard gem	6th rune	Last rune of second aett	
First rune of third aett		flawless gem	6th rune	Last rune of third aett	
First rune of fourth aett		perfect gem	6th rune	Last rune of fourth aett	
6-letter runewords:					
First rune of aett	2nd rune	4th rune	5th rune	7th rune	Last rune of aett
First rune of aett	3rd rune	4th rune	5th rune	6th rune	Last rune of aett
4 class-oriented runes of one class = class-oriented runeword (only in helms)					

## Order of Runes

<i>Name of Rune</i>	<i>Global order</i>	<i>Aett</i>	<i>Number in aett</i>
Feoh	r01	1	1
Ur	r02	1	2
Thorn	r03	1	3
As	r04	1	4
Rad	r05	1	5
Ken	r06	1	6
Gyfu	r07	1	7
Wyn	r08	1	8
Hagal	r09	2	1
Nyd	r10	2	2
Is	r11	2	3
Jera	r12	2	4
Eihwaz	r13	2	5
Peorth	r14	2	6
Elhaz	r15	2	7
Sigel	r16	2	8
Tyr	r17	3	1
Beorc	r18	3	2
Ehwaz	r19	3	3
Man	r20	3	4
Lagu	r21	3	5
Ing	r22	3	6
Odal	r23	3	7
Dag	r24	3	8
Ac	r25	4	1
Os	r26	4	2
Yr	r27	4	3
Ior	r28	4	4
Ear	r29	4	5
Cweorth	r30	4	6
Calc	r31	4	7
Stan	r32	4	8
Gar	r33	---	---