

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.
- Runewords can be made only in normal (white) items and in crafted (orange) 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	3rd rune	standard gem	6th rune	Last rune of second aett	
First rune of third aett	3rd rune	flawless gem	6th rune	Last rune of third aett	
First rune of fourth aett	3rd rune	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

Name of Rune	Image	Global order	Aett	Number in aett
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	---	---
