Power Runes

Power Runes allow players to assign Trigger and Effect runes to their equipped armor.
When the condition of a Trigger rune is met, the Effect rune will be activated and applied to the player.
Power Runes can be unlocked by killing raid bosses , completing higher level talisman dungeons and daily quests

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Acquiring Power Runes

power runes are acquired via daily quests and event boss loot they come in 4 pieces fragments in wich you need to match together to complete a full power rune.

Trigger Runes

- Brutal - Triggers an effect rune when you deal a critical strike.
- Enlightened - Triggers an effect rune when you level up.
- Intervening - Triggers an effect rune when you fall below a certain health threshold.
- Meditating - Triggers an effect rune when you fall below a certain mana threshold.
- Savage - Triggers an effect rune when you kill a monster.

Effect Runes

- Regenerating - Grants +10% maximum health for 30 seconds.
- Flux - Grants +10% maximum mana for 30 seconds.
- Revitalizing - Restores full health.
- Rejuvenating - Restores full mana.
- Piercing - Grants +5% critical strike chance for 30 seconds.
- Impaling - Grants +5% critical strike damage for 30 seconds.
- Swift - Grants +10% movement speed for 30 seconds.
- Vampiric - Grants +3% life leech for 30 seconds.
- Consuming - Grants +3% mana leech for 30 seconds.

- Protecting - Grants +5% to all resistances for 30 seconds.
- Arcane - Grants +15 magic levels for 30 seconds.
- Gladiator - Grants +25 melee for 30 seconds.
- Marksman - Grants +25 distance for 30 seconds.
- Crushing - Grants +5% boss damage and reduction for 30 seconds.

Revision #5
Created 2020-07-06 01:02:42 UTC by queenofdamed
Updated 2023-01-16 03:40:55 UTC by Assem