

GLYPHWORDS

Disintegration (Aard): +100/200/300 Aard Frost Damage

- 1) Aard applies up to 5 bleed stacks.
- 2) Aard permanently reduces enemy armor and force resistance by 5%.
- 3) Aard chill chance is increased by 25%. If a target is both frozen and knocked down by Aard, it is instantly killed. Otherwise freeze deals an additional 1200 damage.

Acceleration (Aard): +05/10/15% Movespeed

- 1) Time slows by 30% for 2 seconds when dodging or casting Aard.
- 2) Casting Aard while sprinting increases intensity by 10% for each second sprinted. Movement speed bonuses increase Aard intensity.
- 3) When time slows from dodging or casting Aard, your speed is offset.

Immolation (Igni): +10/20/30% Adrenaline

- 1) You are immune to burning. Above 50 Adrenaline your armor alights, burning enemies who hit you in melee.
- 2) You release a wave of flame when poisebroken, taking 20% vitality in damage, or perfect parrying at full poise.
- 3) You continuously deal up to 5 fire damage per point of adrenaline to nearby enemies.

Purgation (Igni): +100/200/300 Igni Damage

- 1) Igni and burns reduce enemy morale, causing them to behave less aggressively in combat. Burns no longer increase enemy burn resistance.
- 2) Enemies killed by Igni or while burning explode, dealing 1500 fire damage to nearby enemies.
- 3) Burning an enemy restores 0.5 vigor. Killing an enemy with Igni or while burning restores 2 vigor.

Absorption (Yrden): +1/2/3% Lifesteal

- 1) Enemies killed while in a Yrden ring restore your vitality and vigor based on their maximum health.
- 2) Enemies spending stamina while in a Yrden ring restore your stamina.
- 3) Enemies damaged while in a Yrden ring or by a Warding Glyph restore your vitality and vigor based on the damage dealt.

Enervation (Yrden): Warding Glyph applies 1/2/3 poison stacks

- 1) Enemies lose 10% of their maximum stamina per second while in a Yrden ring, or 25% when hit by a Warding Glyph.
- 2) Enemies lose 0.5% of their maximum vitality per second while in a Yrden ring, or 2% when hit by a Warding Glyph.
- 3) Enemies lose 0.5% speed per second while in a Yrden ring. Resets when leaving or recasting Yrden. Doubles Warding Glyph damage debuff.

Retribution (Quen): Quen returns +5/10/15% damage

- 1) Exploding Shield damage is increased by 1000.
- 2) Enemies striking a Quen shield are shocked.
- 3) Quen counters discharge an additional wave of energy in the direction of the attacker, shocking and dealing an additional 1000 damage.

Bastion (Quen): +05/10/15% Quen Intensity

- 1) Damage to Quen is reduced by 50%.
- 2) While channeling an Active Shield, vitality and stamina regeneration are increased by 200%.
- 3) Vigor upkeep of Quen is reduced by 50%.

Conjunction (Axii): +05/10/15% Axii Intensity

- 1) Critical effects and status conditions have a chance to spread over Axii Link.
- 2) A portion of damage you deal to one target is multiplied and spread over Axii Link.
- 3) A portion of damage you take is redirected over Axii Link or to your Puppets.

Possession (Axii): +10/20/30% Puppet damage

- 1) When Puppet ends, the target takes 10,000 ethereal damage.
- 2) The target's mental resistance is halved when casting Axii.
- 3) Puppet has infinite duration and you cannot harm your Puppets. Cast Axii on them to remove the effect.

Protection (Warding): +10/20/30 Poise

- 1) Armor repair buffs increase your armor by 300.
- 2) Equipped armor does not suffer standard durability loss.
- 3) Fatal damage is blocked at the cost of armor durability.

Deflection (Warding): +100/200/300 Armor

- 1) Your armor deflects incoming arrows and bolts, preventing all damage.
- 2) Your armor deflects incoming attacks, preventing all damage. This ability then goes on cooldown based on the amount of damage prevented.
- 3) Your armor deflects all incoming projectiles, preventing all damage. The cooldown between deflected blows is halved.

Regeneration (Mending): +05/10/15 Vitality Regeneration

- 1) Stamina or vigor gained while at maximum restores vitality.
- 2) Vitality regeneration is increased up to 50% the lower your current vitality. Vitality restored from stamina and vigor is doubled when standing still.
- 3) You regenerate half the damage you take from an attack over 10 seconds. Resets upon being hit.

Perfection (Mending): +500/1000/1500 Vitality

- 1) Adrenaline generation is not reduced at high vitality.
- 2) At full vitality, 5% of your vitality regeneration is added to stamina and vigor regeneration.
- 3) Killing an enemy while you are at full health grants charges that increases damage by 1% and armor by 10. Lose 1 charge when damaged. 100 charges maximum.

Constitution (Binding): +10/20/30% Secondary Resists

- 1) Maximum carry weight is increased by 20. Carrying more weight increases armor up to 200 and stagger resistance up to 20%.
- 2) Being well-rested increases vigor regeneration by 20%. Being well-fed increases stamina regeneration by 2. Being well-hydrated increases toxicity drain by 20%.
- 3) Spend 1 vigor to survive fatal damage at 500 vitality. Penalties from low vitality are reduced by 50%.

Assimilation (Binding): +10/20/30% Potion Duration

- 1) Unless you meditate, toxicity will not drain without toxicity gain. Penalties from high toxicity are reduced by 50%.
- 2) Decoctions with power mutagens increase vitality regeneration by 20. Decoctions with endurance mutagens increase stamina regeneration by 2.

Decoctions with concentration mutagens increase vigor regeneration by 20%.

3) Each source of toxicity gain increases mutagen effects and toxicity drain by 5%.

Elation (Freeing): -10/20/30% Armor Penalties

1) Maximum carry weight is increased by 20. Carrying less weight increases total speed by up to 15%.

2) Speed penalties from low stamina are decreased by up to 50% based on current adrenaline.

3) The time slow from adrenaline is not reduced at high vitality.

Conservation (Freeing): +05/10/15% Stamina Efficiency

1) Spend 1 vigor to avoid Overexertion and restore 50 stamina.

2) Stamina and poise regeneration are increased by 50% when standing still.

3) Stamina costs are reduced up to 25% the higher your poise %. Poise costs are reduced up to 50% the lower your stamina %.

RUNEWORDS

Glaciation (Morana): +5/10/15% Defense Efficiency

1) Perfect parries apply the chilled effect.

2) Chilled enemies cannot damage you through parries and counters and take poise damage when parried.

3) Chilled enemies have their poise regeneration lowered by 50%. Melee poise-breaks freeze the target.

Exhaustion (Morana): +05/10/15% Chill Chance

1) Every 10 points of frost damage dealt to a target lowers their stamina by 1.

2) Chilled enemies are further slowed up to 40% the lower their current stamina.

3) This sword deals an additional 1 frost damage for every point of stamina the target is missing.

Obliteration (Dazhbog): +50/100/150 Fire Damage

- 1) This sword heats up when it strikes, gaining charges that increase fire damage by 20. Cools down over time.
- 2) Charges also increase critical chance by 1% and offense efficiency by 1%.
- 3) Killing an enemy has a 5% chance per charge to trigger an explosion that deals 1000 fire damage to nearby enemies. Critical hits have a 2% chance per charge to do the same.

Cremation (Dazhbog): +05/10/15% Burn Chance

- 1) Hitting a burning enemy with this sword increases burn duration by 0.5 seconds. Interrupting a burn animation refreshes burn duration.
- 2) Enemies in a burn animation lose up to 20% of their maximum poise each second. Burn damage increases by 10 each second.
- 3) Enemies permanently take 1% more damage for every second they have been burned.

Transmutation (Devana): +50/100/150 Poison Damage

- 1) Bombs convey the effects of oils on this sword. All oils additionally give a 10% chance to poison.
- 2) Poison damage is converted to physical damage if the target's poison resistance is higher than its armor.
- 3) Oil effects are increased by 10% for each poison stack on the target.

Affliction (Devana): +05/10/15% Poison Chance

- 1) This sword has 1% additional poison chance for every 2 points of active toxicity.
- 2) Removes the maximum limit on the number of poison stacks on a target.
- 3) Enemy poison, bleed, and injury resistance is reduced by 5% for each poison stack. Poison damage over time deals 100% more damage.

Exsanguination (Triglav): +05/10/15% Bleed Chance

- 1) When you apply bleeding, there is a chance equal to the target's health percent to apply 1 additional stacks.
- 2) Removes the maximum limit on the number of bleed stacks on a target.
- 3) The first strike of a heavy special attack applies 5 bleed stacks, then the second strike removes all bleed stacks on the target. Deals 600 damage and increases the target's bleeding resistance by 2% for each stack removed.

Desperation (Triglav): +1/2/3s Adrenaline Degen Delay

- 1) Your adrenaline cannot fall below 50% of your missing vitality percent.
- 2) To avoid Overexertion, you spend adrenaline instead of stamina.
- 3) You gain 0.05% lifesteal for each point of adrenaline and 0.1% lifesteal for each missing vitality percent.

Reflection (Zoria): +10/20/30% Counter Damage

- 1) The range of your slash counters is increased. Allows kick and bash counters against large creatures.
- 3) Your counters deal 50% more poise damage and return 50% of the poise damage dealt.
- 2) Countering with more precise timing increases your counter damage by 5% of the countered attack's damage.

Electrocution (Zoria): +30/60/90 Shock Damage

- 1) Doubles chance to apply electroshock to 10%. Electroshock also paralyzes the target.
- 2) This sword deals up to 150 additional shock damage based on the target's armor.
- 3) Striking a shocked enemy with this sword charges it, granting 10% Quen intensity and 5% damage through blocks. Casting Quen discharges it, dealing 200 shock damage per charge and shocking nearby enemies.

Exhilaration (Stribog): +05/10/15% Offense Efficiency

- 1) Enemies killed by Whirl or Rend restore stamina.
- 2) Attacking increases attack speed and offense efficiency by 2% until the next non-attack action.
- 3) When reaching 100 Adrenaline, enter a state where time slows and actions are stamina free. Adrenaline drains quickly and state ends when reaching 0.

Assassination (Stribog): +10/20/30% Flanking Damage

- 1) Attacks against enemies at full health deal double damage.
- 2) Flank attacks are guaranteed critical hits.
- 3) The first attack after this sword is unsheathed or kills has +200% critical damage.

Prolongation (Veles): +10/20/30% Vigor Regen

- 1) Oils and effects on this sword have +100% duration.

- 2) Signs and Sign effects have +50% duration.
- 3) This sword attacks with added range and deals 10% of its damage as additional ethereal damage.

Invocation (Veles): +05/10/15% Sign Intensity

- 1) This sword gains damage and critical effects from your currently selected sign, scaling with sign intensity.
- 2) Strong attacks will activate a nearby Warding Glyph.
- 3) Special attacks have a chance to trigger effects based on your currently selected sign. Rend scales with charge time, up to 100%. Whirl has a 5% chance per attack.

Resolution (Perun): +10/20/30% stagger resist while attacking

- 1) Attack power increases by 0.5% for every 1000 maximum health of current enemies. Poise damage increases by 0.5% for every point of adrenaline.
- 2) When fighting bosses, you have +25% stagger resistance, adrenaline drains 75% slower, and your melee poisebreaks deal additional damage based on the target's maximum health.
- 3) A fully charged Rend attack consumes all available vigor to deal up to 150% additional damage with 30% lifesteal.

Destruction (Perun): +10/20/30% Stagger Chance

- 1) You deal 25% additional damage to staggered enemies.
- 2) While above 50% poise, your attacks deal 25% more poise damage but you suffer 5% of your maximum poise in recoil.
- 3) While above 25% vitality, your attacks deal 50% more damage but you suffer 5% of your maximum vitality in recoil.

Penetration (Svarog): +10/20/30% Block Penetration

- 1) Apply critical effects through enemy blocks. If the target isn't blocking, 50% of block penetration is added to armor piercing.
- 2) Armor piercing above the target's armor value is added to critical damage.
- 3) Fast attacks reduce enemy armor by 10% for 5 seconds. Strong attacks reduce enemy armor by 5% permanently.

Fortification (Svarog): -10/20/30% Damage Taken Through Blocks

- 1) Grindstone buff improves armor piercing by 20%.
- 2) No standard durability loss for this sword.
- 3) Enemies killed with this sword permanently increase its damage. 100,000 maximum hitpoints killed increase its damage by 1.

Mutilation (Chernobog): +10/20/30% Injury Chance

- 1) Injuries increase bleed duration by 50%. Injuries reduce enemy armor piercing by 5%.
- 2) Finishers and dismemberments give 100% more stamina and adrenaline and cause 100% more morale loss.
- 3) Injuries deal 10% of the target's maximum health as damage and reduce the target's maximum poise by 10%.

Desolation (Chernobog): +10/20/30% Critical Damage

- 1) Critical chance is increased up to 25% based on the difference between you and your target's health percents.
- 2) Damaging an enemy with a strong/fast attack permanently increases critical chance/critical damage against them by 1% respectively.
- 3) If a strong attack poisebreak crits, the target is instantly slain. Fast attack poisebreaks have +100% critical damage.