

	Chipped (Required Level: 1)	Flawed (Required Level: 5)	Standard (Required Level: 12)	Flawless (Required Level: 15)	Perfect (Required Level: 18)
Ruby	Weapons: 3-4 Fire Damage Shields: 12% Fire Resist Helms and Armor: +10 to Life Cube Recipes: 3x Shael → Dol Magic Sword → Leech Sw.	Weapons: 5-8 Fire Damage Shields: 16% Fire Resist Helms and Armor: +17 to Life Cube Recipes: 3x Fal → Lem Magic Sword → Leech Sw.	Weapons: 8-12 Fire Damage Shields: 22% Fire Resist Helms and Armor: +24 to Life Cube Recipes: 2x Gul → Vex Magic Sword → Leech Sw.	Weapons: 10-16 Fire Damage Shields: 28% Fire Resist Helms and Armor: +31 to Life Cube Recipes: 2x Jah → Cham Magic Sword → Leech Sw.	Weapons: 15-20 Fire Damage Shields: 40% Fire Resist Helms and Armor: +38 to Life Cube Recipes: Tal, Amn → Socket Shield Magic Sword → Leech Sw. Explod.P. → Garnet Ring Craft Blood Item
Topaz	Weapons: 1-8 Lightning Damage Shields: 12% Lightning Resist Helms and Armor: +9% Magic Find Cube Recipes: 3x Thul → Amn	Weapons: 1-14 Lightning Damage Shields: 16% Lightning Resist Helms and Armor: +13% Magic Find Cube Recipes: 3x Io → Lum	Weapons: 1-22 Lightning Damage Shields: 22% Lightning Resist Helms and Armor: +16% Magic Find Cube Recipes: 2x Um → Mal	Weapons: 1-30 Lightning Damage Shields: 28% Lightning Resist Helms and Armor: +20% Magic Find Cube Recipes: 2x Lo → Sur	Weapons: 1-40 Lightning Damage Shields: 40% Lightning Resist Helms and Armor: +24% Magic Find Cube Recipes: Tal, Thul → Socket Armor Rejuv.P. → Coral Ring
Emerald	Weapons: 10 Poison, 3 Seconds Shields: 12% Poison Resist Helms and Armor: +3 to Dexterity Cube Recipes: 3x Dol → Hel	Weapons: 20 Poison, 4 Seconds Shields: 16% Poison Resist Helms and Armor: +4 to Dexterity Cube Recipes: 3x Lem → Pul	Weapons: 42 Poison, 5 Seconds Shields: 22% Poison Resist Helms and Armor: +6 to Dexterity Cube Recipes: 2x Vex → Ohm	Weapons: 60 Poison, 6 Seconds Shields: 28% Poison Resist Helms and Armor: +8 to Dexterity Cube Recipes: 2x Cham → Zod	Weapons: 100 Poison, 7 Seconds Shields: 40% Poison Resist Helms and Armor: +10 to Dexterity Cube Recipes: Ral, Sol → Ex. Uniq. W. Lum, Pul → Elite Uniq. W. Antidote → Jade Ring Craft Safety Item
Sapphire	Weapons: 1-3 Cold, 1.0 Seconds Shields: 12% Cold Resist Helms and Armor: +10 to Mana Cube Recipes: 3x Sol → Shael	Weapons: 3-5 Cold, 1.4 Seconds Shields: 16% Cold Resist Helms and Armor: +17 to Mana Cube Recipes: 3x Kol → Fal	Weapons: 4-7 Cold, 2.0 Seconds Shields: 22% Cold Resist Helms and Armor: +24 to Mana Cube Recipes: 2x Ist → Gul	Weapons: 6-10 Cold, 2.4 Seconds Shields: 28% Cold Resist Helms and Armor: +31 to Mana Cube Recipes: 2x Ber → Jah	Weapons: 10-14 Cold, 3.0 Seconds Shields: 40% Cold Resist Helms and Armor: +38 to Mana Cube Recipes: Ral, Thul → Socket Helm Ort, Amn → Ex. Rare W. Fal, Um → Elite Rare W. Thaw.P. → Cobalt Ring Craft Hit Power Item
Amethyst	Weapons: +40 to Attack Rating Shields: +8 to Defense Helms and Armor: +3 to Strength Cube Recipes: 3x Amn → Sol	Weapons: 60 to Attack Rating Shields: +12 to Defense Helms and Armor: +4 to Strength Cube Recipes: 3x Lum → Ko	Weapons: +80 to Attack Rating Shields: +18 to Defense Helms and Armor: +6 to Strength Cube Recipes: 2x Mal → Ist	Weapons: +100 to Attack Rating Shields: +24 to Defense Helms and Armor: +8 to Strength Cube Recipes: 2x Sur → Ber	Weapons: +150 to Attack Rating Shields: +30 to Defense Helms and Armor: +10 to Strength Cube Recipes: Ral, Amn → Socket Weap. Ral, Thul → Ex. Rare Arm. Ko, Pul → Elite Rare Arm. Craft Caster Item
Diamond	Weapons: +28% Damage vs. Undead Shields: All Resistances +6% Helms and Armor: +20 to Attack Rating Cube Recipes: 3x Hel → Io	Weapons: +34% Damage vs. Undead Shields: All Resistances +8% Helms and Armor: +40 to Attack Rating Cube Recipes: 2x Pul → Um	Weapons: +44% Damage vs. Undead Shields: All Resistances +11% Helms and Armor: +60 to Attack Rating Cube Recipes: 2x Ohm → Lo	Weapons: +54% Damage vs. Undead Shields: All Resistances +14% Helms and Armor: +80 to Attack Rating	Weapons: +68% Damage vs. Undead Shields: All Resistances +19% Helms and Armor: +100 to Attack Rating Cube Recipes: Tal, Shael → Ex. Uniq. A. Ko, Lem → Elite Uniq. A.
Skull	Weapon: Steal 2% Life, 1% Mana Shields: Attacker Takes 4 Damage Helms and Armor: Repl. Life +2, Mana 8%	Weapon: Steal 2% Life, 2% Mana Shields: Attacker Takes 8 Damage Helms and Armor: Repl. Life +3, Mana 8%	Weapon: Steal 3% Life, 2% Mana Shields: Attacker Takes 12 Damage Helms and Armor: Repl. Life +3, Mana 12%	Weapon: Steal 3% Life, 3% Mana Shields: Attacker Takes 16 Damage Helms and Armor: Repl. Life +4, Mana 12%	Weapon: Steal 4% Life, 3% Mana Shields: Attacker Takes 20 Damage Helms and Armor: Repl. Life +5, Mana 19% Cube Recipes: 3x, SOJ → Socket Rare SOJ → Random Rare (HQ) 6x → Random Rare (LQ)
	Any Chipped Gem: 3 HP, 3 MP → Rejuv. Pot. El → Normal Quality Arm. Eld → Normal Quality W. Sword → Magic 3 Sock.		Any Standard Gem: 3 HP, 3 MP → Full Rej.Pot.	Any Flawless Gem: 3x → Socketed Magic Wp.	Any Perfect Gem: 3x → Random Magic (HQ) each → Prismatic Amulet