
GEMS AND RUNES

ADVERTISEMENT:

Median XL contains the standard Diablo 2 gems with new bonuses, but also 5 new gem types and 23 new runes.

List of Gems



Chipped Amber

Weapons : 1% Reanimate As: Death Gnat
Armor : Lightning Resist +4%
Shields : Slows Attacker by 1%



Flawed Amber

Weapons : 2% Reanimate As: Death Gnat
Armor : Lightning Resist +8%
Shields : Slows Attacker by 2%



Amber

Weapons : 3% Reanimate As: Death Gnat
Armor : Lightning Resist +12%
Shields : Slows Attacker by 3%



Flawless Amber

Weapons : 4% Reanimate As: Death Gnat
Armor : Lightning Resist +16%
+1% to Maximum Lightning Resist
Shields : Slows Attacker by 4%



Perfect Amber

Weapons : 5% Reanimate As: Death Gnat
Armor : Lightning Resist +20%
+2% to Maximum Lightning Resist
Shields : Slows Attacker by 5%



Chipped Amethyst

Weapons : 10% Bonus to Attack Rating
Armor : 1% Bonus to Dexterity
Shields : +2 Mana when Struck by an Enemy



Flawed Amethyst

Weapons : 20% Bonus to Attack Rating
Armor : 2% Bonus to Dexterity
Shields : +4 Mana when Struck by an Enemy



Amethyst

Weapons : 30% Bonus to Attack Rating
Armor : 3% Bonus to Dexterity
Shields : +6 Mana when Struck by an Enemy



Flawless Amethyst

Weapons : 40% Bonus to Attack Rating
Armor : 4% Bonus to Dexterity
Shields : +8 Mana when Struck by an Enemy



Perfect Amethyst

Weapons : 50% Bonus to Attack Rating
Armor : 5% Bonus to Dexterity
Shields : +10 Mana when Struck by an Enemy



Chipped Bloodstone

Weapons : +2% Bonus to Summoned Minion Life
Armor : Fire Resist +4%
Shields : +1% Bonus to Summoned Minion Resistances



Flawed Bloodstone

Weapons : +4% Bonus to Summoned Minion Life
Armor : Fire Resist +8%
Shields : +2% Bonus to Summoned Minion Resistances



Bloodstone

Weapons : +6% Bonus to Summoned Minion Life
Armor : Fire Resist +12%
Shields : +3% Bonus to Summoned Minion Resistances



Flawless Bloodstone

Weapons : +8% Bonus to Summoned Minion Life
Armor : Fire Resist +16%
+1% to Maximum Fire Resist
Shields : +4% Bonus to Summoned Minion Resistances



Perfect Bloodstone

Weapons : +10% Bonus to Summoned Minion Life
Armor : Fire Resist +20%
+2% to Maximum Fire Resist
Shields : +5% Bonus to Summoned Minion Resistances




Chipped Diamond




Weapons : +1% to Spell Damage
Armor : 1% Bonus to Strength
Shields : All Resists +1%













Flawed Diamond

Weapons : +2% to Spell Damage
Armor : 2% Bonus to Strength
Shields : All Resists +2%



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|---|------------------|--|
|  | Diamond | Weapons : +3% to Spell Damage Armor : 3% Bonus to Strength Shields : All Resists +3% |
|  | Flawless Diamond | Weapons : +4% to Spell Damage Armor : 4% Bonus to Strength Shields : All Resists +4% |
|  | Perfect Diamond | Weapons : +5% to Spell Damage Armor : 5% Bonus to Strength Shields : All Resists +5% |
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|  | Chipped Emerald | Weapons : +2 to Maximum Damage Armor : Regenerate Life +4 Shields : Poison Resist +6% |
|  | Flawed Emerald | Weapons : +4 to Maximum Damage Armor : Regenerate Life +8 Shields : Poison Resist +12% |
|  | Emerald | Weapons : +6 to Maximum Damage Armor : Regenerate Life +12 Shields : Poison Resist +18% |
|  | Flawless Emerald | Weapons : +8 to Maximum Damage Armor : Regenerate Life +16 Shields : Poison Resist +24% |
|  | Perfect Emerald | Weapons : +10 to Maximum Damage Armor : Regenerate Life +20 Shields : Poison Resist +30% |
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|  | Chipped Onyx | Weapons : +2% Bonus to Summoned Minion Damage Armor : Cold Resist +4% Shields : 1% Chance of Uninterruptable Attack |
|  | Flawed Onyx | Weapons : +4% Bonus to Summoned Minion Damage Armor : Cold Resist +8% Shields : 2% Chance of Uninterruptable Attack |
|  | Onyx | Weapons : +6% Bonus to Summoned Minion Damage Armor : Cold Resist +12% Shields : 3% Chance of Uninterruptable Attack |
|  | Flawless Onyx | Weapons : +8% Bonus to Summoned Minion Damage Armor : Cold Resist +16% +1% to Maximum Cold Resist Shields : 4% Chance of Uninterruptable Attack |
|  | Perfect Onyx | Weapons : +10% Bonus to Summoned Minion Damage Armor : Cold Resist +20% +2% to Maximum Cold Resist Shields : 5% Chance of Uninterruptable Attack |
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|  | Chipped Ruby | Weapons : +2 to Life after each Kill Armor : 1% Bonus to Vitality Shields : Fire Resist +6% |
|  | Flawed Ruby | Weapons : +4 to Life after each Kill Armor : 2% Bonus to Vitality Shields : Fire Resist +12% |
|  | Ruby | Weapons : +6 to Life after each Kill Armor : 3% Bonus to Vitality Shields : Fire Resist +18% |
|  | Flawless Ruby | Weapons : +8 to Life after each Kill Armor : 4% Bonus to Vitality Shields : Fire Resist +24% |
|  | Perfect Ruby | Weapons : +10 to Life after each Kill Armor : 5% Bonus to Vitality Shields : Fire Resist +30% |
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|  | Chipped Sapphire | Weapons : +2 to Mana after each Kill Armor : +1% Bonus to Buff/Debuff/Cold Skill Duration Shields : Cold Resist +6% |
|  | Flawed Sapphire | Weapons : +4 to Mana after each Kill Armor : +2% Bonus to Buff/Debuff/Cold Skill Duration Shields : Cold Resist +12% |




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|---|--------------------------|--|
|  | Sapphire | Weapons : +6 to Mana after each Kill Armor : +3% Bonus to Buff/Debuff/Cold Skill Duration Shields : Cold Resist +18% |
|  | Flawless Sapphire | Weapons : +8 to Mana after each Kill Armor : +4% Bonus to Buff/Debuff/Cold Skill Duration Shields : Cold Resist +24% |
|  | Perfect Sapphire | Weapons : +10 to Mana after each Kill Armor : +5% Bonus to Buff/Debuff/Cold Skill Duration Shields : Cold Resist +30% |

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|---|-----------------------|---|
|  | Chipped Topaz | Weapons : +6 Energy Factor to Spell Damage Armor : 1% Bonus to Energy Shields : Lightning Resist +6% |
|  | Flawed Topaz | Weapons : +7 Energy Factor to Spell Damage Armor : 2% Bonus to Energy Shields : Lightning Resist +12% |
|  | Topaz | Weapons : +8 Energy Factor to Spell Damage Armor : 3% Bonus to Energy Shields : Lightning Resist +18% |
|  | Flawless Topaz | Weapons : +9 Energy Factor to Spell Damage Armor : 4% Bonus to Energy Shields : Lightning Resist +24% |
|  | Perfect Topaz | Weapons : +10 Energy Factor to Spell Damage Armor : 5% Bonus to Energy Shields : Lightning Resist +30% |

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|---|---------------------------|---|
|  | Chipped Turquoise | Weapons : Regenerate Mana +2% Armor : Poison Resist +4% Shields : 5% Better Chance of Getting Magic Items |
|  | Flawed Turquoise | Weapons : Regenerate Mana +4% Armor : Poison Resist +8% Shields : 10% Better Chance of Getting Magic Items |
|  | Turquoise | Weapons : Regenerate Mana +6% Armor : Poison Resist +12% Shields : 15% Better Chance of Getting Magic Items |
|  | Flawless Turquoise | Weapons : Regenerate Mana +8% Armor : Poison Resist +16% +1% to Maximum Poison Resist Shields : 20% Better Chance of Getting Magic Items |
|  | Perfect Turquoise | Weapons : Regenerate Mana +10% Armor : Poison Resist +20% +2% to Maximum Poison Resist Shields : 25% Better Chance of Getting Magic Items |

















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|  | Chipped Rainbow Stone | Weapons : 1% Crushing Blow Armor : +4 Crafting Points Shields : 2% Curse Length Reduction |
|  | Flawed Rainbow Stone | Weapons : 2% Crushing Blow Armor : +8 Crafting Points Shields : 4% Curse Length Reduction |
|  | Rainbow Stone | Weapons : 3% Crushing Blow Armor : +12 Crafting Points Shields : 6% Curse Length Reduction |
|  | Flawless Rainbow Stone | Weapons : 4% Crushing Blow Armor : +16 Crafting Points Shields : 8% Curse Length Reduction |
|  | Perfect Rainbow Stone | Weapons : 5% Crushing Blow Armor : +20 Crafting Points Shields : 10% Curse Length Reduction |























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|---|----------------------|---|
|  | Chipped Skull | Weapons : +7% Enhanced Damage Armor : +7% Enhanced Defense Shields : Poison Length Reduced by 1% |
|  | Flawed Skull | Weapons : +9% Enhanced Damage Armor : +9% Enhanced Defense |











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|---|-----------------------|---|
| | | Shields : Poison Length Reduced by 2% |
|  | Skull | Weapons : +11% Enhanced Damage Armor : +11% Enhanced Defense Shields : Poison Length Reduced by 3% |
|  | Flawless Skull | Weapons : +13% Enhanced Damage Armor : +13% Enhanced Defense Shields : Poison Length Reduced by 4% |
|  | Perfect Skull | Weapons : +15% Enhanced Damage Armor : +15% Enhanced Defense Shields : Poison Length Reduced by 5% |

The new gem types are not considered gems in some parts of the game; for example, you cannot upgrade them with Gem Shrines. This is a Diablo 2 engine limitation and cannot be fixed.

List of Runes




| | | | |
|---|--------------|-----------------|--|
|  | El | Level 11 | Weapons : +1 to Light Radius Armor : +1 to Light Radius Shields : +1 to Light Radius |
|  | Eld | Level 11 | Weapons : 25% Bonus to Attack Rating Armor : 25% Bonus to Attack Rating Shields : 25% Bonus to Attack Rating |
|  | Tir | Level 13 | Weapons : +75% Extra Gold from Monsters Armor : +50% Extra Gold from Monsters Shields : +50% Extra Gold from Monsters |
|  | Nef | Level 13 | Weapons : +15% Bonus to Poison Skill Duration Armor : +10% Bonus to Poison Skill Duration Shields : +10% Bonus to Poison Skill Duration |
|  | Eth | Level 15 | Weapons : +10 to Maximum Damage Armor : +5 to Maximum Damage Shields : +5 to Maximum Damage |
|  | Ith | Level 15 | Weapons : +15% Enhanced Damage Armor : +15% Enhanced Defense Shields : +15% Enhanced Defense |
|  | Tal | Level 17 | Weapons : +5 to All Attributes Armor : +5 to All Attributes Shields : +5 to All Attributes |
|  | Ral | Level 19 | Weapons : +5% to Fire Spell Damage Armor : +5% to Fire Spell Damage Shields : +5% to Fire Spell Damage |
|  | Ort | Level 21 | Weapons : +5% to Lightning Spell Damage Armor : +5% to Lightning Spell Damage Shields : +5% to Lightning Spell Damage |
|  | Thul | Level 23 | Weapons : +5% to Cold Spell Damage Armor : +5% to Cold Spell Damage Shields : +5% to Cold Spell Damage |
|  | Amn | Level 25 | Weapons : 25% Damage Reflected Armor : 25% Damage Reflected Shields : 25% Damage Reflected |
|  | Sol | Level 27 | Weapons : +5% to Poison Spell Damage Armor : +5% to Poison Spell Damage Shields : +5% to Poison Spell Damage |
|  | Shael | Level 29 | Weapons : +10 to Strength Armor : +10 to Strength Shields : +10 to Strength |
|  | Dol | Level 31 | Weapons : +10 to Minimum Damage Armor : +5 to Minimum Damage Shields : +5 to Minimum Damage |
|  | Hel | Level 33 | Weapons : +5% to Physical/Magic Spell Damage Armor : +5% to Physical/Magic Spell Damage Shields : +5% to Physical/Magic Spell Damage |
|  | Io | Level 35 | Weapons : 5% Bonus to Dexterity Armor : 5% Bonus to Dexterity Shields : 5% Bonus to Dexterity |
|  | Lum | Level 37 | Weapons : +20% Better Chance of Getting Magic Items Armor : +20% Better Chance of Getting Magic Items Shields : +20% Better Chance of Getting Magic Items |

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|---|------|-------------|---|
|  | Ko | Level 39 | Weapons : 5% Bonus to Strength Armor : 5% Bonus to Strength Shields : 5% Bonus to Strength |
|  | Fal | Level 41 | Weapons : +10 to Dexterity Armor : +10 to Dexterity Shields : +10 to Dexterity |
|  | Lem | Level 43 | Weapons : +2% to Experience Gained Armor : +2% to Experience Gained Shields : +2% to Experience Gained |
|  | Pul | Level 45 | Weapons : Fire Resist +40% Armor : Fire Resist +30% Shields : Fire Resist +30% |
|  | Um | Level 47 | Weapons : 5% Bonus to Energy Armor : 5% Bonus to Energy Shields : 5% Bonus to Energy |
|  | Mal | Level 49 | Weapons : Poison Resist +40% Armor : Poison Resist +30% Shields : Poison Resist +30% |
|  | Ist | Level 51 | Weapons : +10 to Energy Armor : +10 to Energy Shields : +10 to Energy |
|  | Gul | Level 53 | Weapons : Cold Resist +40% Armor : Cold Resist +30% Shields : Cold Resist +30% |
|  | Vex | Level 55 | Weapons : Half Freeze Duration Armor : Half Freeze Duration Shields : Half Freeze Duration |
|  | Ohm | Level 57 | Weapons : 5% Bonus to Vitality Armor : 5% Bonus to Vitality Shields : 5% Bonus to Vitality |
|  | Lo | Level 59 | Weapons : Lightning Resist +40% Armor : Lightning Resist +30% Shields : Lightning Resist +30% |
|  | Sur | Level 61 | Weapons : +25 Crafting Points Armor : +25 Crafting Points Shields : +25 Crafting Points |
|  | Ber | Level 63 | Weapons : 10% Uninterruptable Attack Armor : 5% Uninterruptable Attack Shields : 5% Uninterruptable Attack |
|  | Jah | Level 65 | Weapons : +25% Enhanced Damage Armor : +25% Enhanced Defense Shields : +25% Enhanced Defense |
|  | Cham | Level 67 | Weapons : +10 to Vitality Armor : +10 to Vitality Shields : +10 to Vitality |
|  | Zod | Level 69 | Weapons : Slows Target by 5% Armor : Slows Attacker by 5% Shields : Slows Attacker by 5% |
|  | Sha | Level 72 | Weapons : 15% Increased Attack Speed Armor : 15% Increased Attack Speed Shields : 15% Increased Attack Speed |
|  | Lah | Level 75 | Weapons : 3% Bonus to All Attributes Armor : 3% Bonus to All Attributes Shields : 3% Bonus to All Attributes |
|  | Kur | Level 78 | Weapons : 15% Faster Run/Walk Armor : 15% Faster Run/Walk Shields : 15% Faster Run/Walk |
|  | Ix | Level 81 | Weapons : 15% Faster Cast Rate Armor : 15% Faster Cast Rate Shields : 15% Faster Cast Rate |
|  | Thur | Level 84 | Weapons : 50% Bonus to Summoned Minion Attack Rating Armor : 50% Bonus to Summoned Minion Attack Rating Shields : 50% Bonus to Summoned Minion Attack Rating |
|  | Nas | Level 87 | Weapons : +10% Bonus to Summoned Minion Life Armor : +10% Bonus to Summoned Minion Life Shields : +10% Bonus to Summoned Minion Life |
|  | Ath | Level 90 | Weapons : 15% Faster Hit Recovery Armor : 15% Faster Hit Recovery |

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| | | | Shields : 15% Faster Hit Recovery |
|  | Kra | Level 94 | Weapons : +5% Bonus to Summoned Minion Resistances Armor : +5% Bonus to Summoned Minion Resistances Shields : +5% Bonus to Summoned Minion Resistances |
|  | Vith | Level 98 | Weapons : +5% Increased Healing Rate from Potions Armor : +5% Increased Healing Rate from Potions Shields : +5% Increased Healing Rate from Potions |
|  | No | Level 100 | Weapons : 15% Faster Block Rate Armor : 15% Faster Block Rate Shields : 15% Faster Block Rate |
|  | Yul | Level 100 | Weapons : +10% Bonus to Summoned Minion Damage Armor : +10% Bonus to Summoned Minion Damage Shields : +10% Bonus to Summoned Minion Damage |
|  | Thai | Level 100 | Weapons : All Resists +15% Armor : All Resists +15% Shields : All Resists +15% |
|  | Rha | Level 100 | Weapons : +200 Defense Armor : +200 Defense Shields : +200 Defense |
|  | Xar | Level 100 | Weapons : Increase Maximum Life and Mana 2% Armor : Increase Maximum Life and Mana 2% Shields : Increase Maximum Life and Mana 2% |
|  | Nih | Level 100 | Weapons : 10% Bonus to Buff/Debuff/Cold Skill Duration Armor : 10% Bonus to Buff/Debuff/Cold Skill Duration Shields : 10% Bonus to Buff/Debuff/Cold Skill Duration |
|  | Lai | Level 100 | Weapons : Enhanced Weapon Damage +5% Armor : Enhanced Weapon Damage +5% Shields : Enhanced Weapon Damage +5% |
|  | On | Level 100 | Weapons : Total Character Defense Plus 5% Armor : Total Character Defense Plus 5% Shields : Total Character Defense Plus 5% |




Fauztinville Great Runes

These three runes are very rare and can only be found in the Fauztinville uberlevel on Destruction difficulty.

| | | | |
|---|-------------|------------------|--|
|  | Taha | Level 100 | Weapons : +40 to Maximum Damage Armor : +20 to Maximum Damage Shields : +20 to Maximum Damage |
|  | Ghal | Level 100 | Weapons : +15 Energy Factor to Spell Damage Armor : +5 Energy Factor to Spell Damage Shields : +5 Energy Factor to Spell Damage |
|  | Qor | Level 100 | Weapons : Requirements -12% Armor : Requirements -12% Shields : Requirements -12% |

Toraja Great Runes

Like the Fauztinville Great Runes, these are very rare and can only be found in the Toraja uberlevel on Destruction difficulty.

| | | | |
|---|---------------|------------------|--|
|  | Krys | Level 100 | Weapons : Target Takes Additional Damage of 100 Armor : Target Takes Additional Damage of 25 Shields : Target Takes Additional Damage of 25 |
|  | Auhe | Level 100 | Weapons : Regenerate Mana +15% Armor : Regenerate Mana +5% Shields : Regenerate Mana +5% |
|  | Sha'ad | Level 100 | Weapons : +30% Enhanced Damage Armor : +30% Enhanced Defense Shields : +30% Enhanced Defense |