

Netherworld Rises Home

 Search this site

Navigation


[Home](#)
[Donate](#)

FileCenter

Items

[Cube Recipes](#)
[Gems and Runes](#)
[Rune Words](#)
[Set Items](#)
[Unique Items](#)




Knowledge Base



[Act/Area](#)
[Progression](#)
[Beginners Guide](#)
[Deutsch](#)
[Beginners Guide](#)
[English](#)

[Hit Counter by Digits](#)
 Unique Visitor's Since 25
 Oct 2011




[Items](#) > [Gems and Runes](#) >





gems

Table of Gems



Graphics	Name	Effects
	Chipped Sapphire Level: 1	Weapons: Adds 1-3 cold damage -1% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +3 to Energy Increase Maximum Mana 1% Shields: Cold Resist +10% Cold Absorb 1%
	Chipped Emerald Level: 1	Weapons: +10 poison damage over 3 seconds -1% to Enemy Poison Resistance Armor, Boots and Belts, Helms and Gloves: +3 to Dexterity Poison Length Reduced by 10% Shields: Poison Resist +10% Absorb Poison 1%
	Chipped Black Onyx Level: 1	Weapons: +10% Enhanced damage 1% Mana stolen per hit 1% Life stolen per hit


		<p>Armor, Boots and Belts, Helms and Gloves: 5% Deadly Strike Replenish Life +5 Shields: +10% Enhanced Defense Damage Reduced by 1%</p>
	<p>Chipped Ruby Level: 1</p>	<p>Weapons: Adds 3-4 fire damage -1% to Enemy Fire Resistance Armor, Boots and Belts, Helms and Gloves: +3 to Vitality Increase Maximum Life 1% Shields: Fire Resist +10% Fire Absorb 1%</p>
	<p>Chipped Diamond Level: 1</p>	<p>Weapons: Adds 3-4 magic damage -1% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +10 Defense Damage Reduced by 2 Shields: Magic Resist +1% All Resistances +2</p>
	<p>Chipped Amethyst Level: 1</p>	<p>Weapons: +5% Increased Attack Speed +30 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +10 to Attack Rating +3 to Strength Shields:</p>




		5% Increased Chance of Blocking
	Chipped Topaz Level: 1	<p>Weapons: Adds 1-8 lightning damage -1% to Enemy Lightning Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves: +5% Faster Cast Rate Magic Damage Reduced by 1</p> <p>Shields: Lightning Resist +10% Lightning Absorb 1%</p>
	Flawed Sapphire Level: 8	<p>Weapons: Adds 3-5 cold damage -2% to Enemy Cold Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves: +4 to Energy Increase Maximum Mana 1%</p> <p>Shields: Cold Resist +15% Cold Absorb 1%</p>
	Flawed Emerald Level: 8	<p>Weapons: +20 poison damage over 4 seconds -2% to Enemy Poison Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves: +4 to Dexterity Poison Length Reduced by 15%</p> <p>Shields:</p>



		Poison Resist +15% Absorb Poison 1%
	Flawed Black Onyx Level: 8	Weapons: +15% Enhanced damage 2% Mana stolen per hit 2% Life stolen per hit Armor, Boots and Belts, Helms and Gloves: 7% Deadly Strike Replenish Life +9 Shields: +20% Enhanced Defense Damage Reduced by 2%
	Flawed Ruby Level: 8	Weapons: Adds 5-8 fire damage -2% to Enemy Fire Resistance Armor, Boots and Belts, Helms and Gloves: +4 to Vitality Increase Maximum Life 1% Shields: Fire Resist +15% Fire Absorb 1%
	Flawed Amethyst Level: 8	Weapons: +8% Increased Attack Speed +40 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +15 to Attack Rating +4 to Strength Shields: 7% Increased Chance of Blocking
	Flawed	Weapons:

	Diamond Level: 8	Adds 5-8 magic damage -2% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +20 Defense Damage Reduced by 4 Shields: Magic Resist +1% All Resistances +4
	Flawed Topaz Level: 8	Weapons: Adds 1-14 lightning damage -2% to Enemy Lightning Resistance Armor, Boots and Belts, Helms and Gloves: +10% Faster Cast Rate Magic Damage Reduced by 2 Shields: Lightning Resist +15% Lightning Absorb 1%
	Sapphire Level: 18	Weapons: Adds 4-7 cold damage -3% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +6 to Energy Increase Maximum Mana 2% Shields: +1% to Maximum Cold Resist Cold Resist +20% Cold Absorb 2%
	Emerald Level: 18	Weapons:



		<p>+40 poison damage over 5 seconds</p> <p>-3% to Enemy Poison Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves:</p> <p>+6 to Dexterity</p> <p>Poison Length Reduced by 20%</p> <p>Shields:</p> <p>+1% to Maximum Poison Resist</p> <p>Poison Resist +20%</p> <p>Absorb Poison 2%</p>
	<p>Black Onyx</p> <p>Level: 18</p>	<p>Weapons:</p> <p>+20% Enhanced damage</p> <p>3% Mana stolen per hit</p> <p>3% Life stolen per hit</p> <p>Armor, Boots and Belts, Helms and Gloves:</p> <p>9% Deadly Strike</p> <p>Replenish Life +15</p> <p>Shields:</p> <p>+30% Enhanced Defense</p> <p>Damage Reduced by 3%</p>
	<p>Ruby</p> <p>Level: 18</p>	<p>Weapons:</p> <p>Adds 8-12 fire damage</p> <p>-3% to Enemy Fire Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves:</p> <p>+6 to Vitality</p> <p>Increase Maximum Life 2%</p> <p>Shields:</p> <p>+1% to Maximum Fire Resist</p>

		<p>Fire Resist +20%</p> <p>Fire Absorb 2%</p>
	<p>Amethyst Level: 18</p>	<p>Weapons: +12% Increased Attack Speed +60 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +20 to Attack Rating +6 to Strength Shields: 9% Increased Chance of Blocking</p>
	<p>Diamond Level: 18</p>	<p>Weapons: Adds 8-12 magic damage -3% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +30 Defense Damage Reduced by 6 Shields: Magic Resist +2% All Resistances +6</p>
	<p>Topaz Level: 18</p>	<p>Weapons: Adds 1-22 lightning damage -3% to Enemy Lightning Resistance Armor, Boots and Belts, Helms and Gloves: +15% Faster Cast Rate Magic Damage Reduced by 3 Shields: +1% to Maximum Lightning Resist Lightning Resist +20% Lightning Absorb 2%</p>




	<p>Flawless Sapphire Level: 26</p>	<p>Weapons: Adds 6-10 cold damage -4% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +8 to Energy Increase Maximum Mana 2% Shields: +1% to Maximum Cold Resist Cold Resist +25% Cold Absorb 3%</p>
	<p>Flawless Emerald Level: 26</p>	<p>Weapons: +60 poison damage over 6 seconds -4% to Enemy Poison Resistance Armor, Boots and Belts, Helms and Gloves: +8 to Dexterity Poison Length Reduced by 25% Shields: +1% to Maximum Poison Resist Poison Resist +25% Absorb Poison 3%</p>
	<p>Flawless Black Onyx Level: 26</p>	<p>Weapons: +25% Enhanced damage 4% Mana stolen per hit 4% Life stolen per hit Armor, Boots and Belts, Helms and Gloves: 12% Deadly Strike Replenish Life +25</p>




		<p>Shields: +40% Enhanced Defense Damage Reduced by 4%</p>
	<p>Flawless Ruby Level: 26</p>	<p>Weapons: Adds 10-16 fire damage -4% to Enemy Fire Resistance Armor, Boots and Belts, Helms and Gloves: +8 to Vitality Increase Maximum Life 2% Shields: +1% to Maximum Fire Resist Fire Resist +25% Fire Absorb 3%</p>
	<p>Flawless Amethyst Level: 26</p>	<p>Weapons: +16% Increased Attack Speed +80 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +25 to Attack Rating +8 to Strength Shields: 14% Increased Chance of Blocking</p>
	<p>Flawless Diamond Level: 26</p>	<p>Weapons: Adds 10-16 magic damage -4% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +40 Defense Damage Reduced by 8 Shields: Magic Resist +2% All Resistances +8</p>



	<p>Flawless Topaz Level: 26</p>	<p>Weapons: Adds 1-30 lightning damage -4% to Enemy Lightning Resistance Armor, Boots and Belts, Helms and Gloves: +20% Faster Cast Rate Magic Damage Reduced by 5 Shields: +1% to Maximum Lightning Resist Lightning Resist +25% Lightning Absorb 3%</p>
	<p>Perfect Sapphire Level: 35</p>	<p>Weapons: Adds 10-14 cold damage -5% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +10 to Energy Increase Maximum Mana 3% Shields: +2% to Maximum Cold Resist Cold Resist +30% Cold Absorb 4%</p>
	<p>Perfect Emerald Level: 35</p>	<p>Weapons: +100 poison damage over 7 seconds -5% to Enemy Poison Resistance Armor, Boots and Belts, Helms and Gloves: +10 to Dexterity Poison Length Reduced by</p>





		<p>30% Shields: +2% to Maximum Poison Resist Poison Resist +30% Absorb Poison 4%</p>
	<p>Perfect Black Onyx Level: 35</p>	<p>Weapons: +30% Enhanced damage 5% Mana stolen per hit 5% Life stolen per hit Armor, Boots and Belts, Helms and Gloves: 15% Deadly Strike Replenish Life +35 Shields: +50% Enhanced Defense Damage Reduced by 5%</p>
	<p>Perfect Ruby Level: 35</p>	<p>Weapons: Adds 15-20 fire damage -5% to Enemy Fire Resistance Armor, Boots and Belts, Helms and Gloves: +10 to Vitality Increase Maximum Life 3% Shields: +2% to Maximum Fire Resist Fire Resist +30% Fire Absorb 4%</p>
	<p>Perfect Amethyst Level: 35</p>	<p>Weapons: +20% Increased Attack Speed +100 to Attack Rating Armor, Boots and Belts, Helms and Gloves:</p>


		<p>+30 to Attack Rating +10 to Strength Shields: 20% Increased Chance of Blocking</p>
	<p>Perfect Diamond Level: 35</p>	<p>Weapons: Adds 15-20 magic damage -5% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +50 Defense Damage Reduced by 10 Shields: Magic Resist +3% All Resistances +10</p>
	<p>Perfect Topaz Level: 35</p>	<p>Weapons: Adds 1-40 lightning damage -5% to Enemy Lightning Resistance Armor, Boots and Belts, Helms and Gloves: +25% Faster Cast Rate Magic Damage Reduced by 6 Shields: +2% to Maximum Lightning Resist Lightning Resist +30% Lightning Absorb 4%</p>
	<p>Pure Sapphire Level: 50</p>	<p>Weapons: Adds 50-75 cold damage -8% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +15 to Energy Increase Maximum Mana</p>

		<p>5%</p> <p>Shields:</p> <p>+3% to Maximum Cold Resist</p> <p>Cold Resist +40%</p> <p>Cold Absorb 6%</p>
	<p>Pure Emerald</p> <p>Level: 50</p>	<p>Weapons:</p> <p>Adds 176-293 poison damage over 6 seconds</p> <p>-8% to Enemy Poison Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves:</p> <p>+15 to Dexterity</p> <p>Poison Length Reduced by 40%</p> <p>Shields:</p> <p>+3% to Maximum Poison Resist</p> <p>Poison Resist +40%</p> <p>Absorb Poison 6%</p>
	<p>Pure Onyx</p> <p>Level: 50</p>	<p>Weapons:</p> <p>+40% Enhanced damage</p> <p>8% Mana stolen per hit</p> <p>8% Life stolen per hit</p> <p>Armor, Boots and Belts, Helms and Gloves:</p> <p>20% Deadly Strike</p> <p>Replenish Life +45</p> <p>Shields:</p> <p>+75% Enhanced Defense</p> <p>Damage Reduced by 6%</p>
	<p>Pure Ruby</p> <p>Level: 50</p>	<p>Weapons:</p> <p>Adds 60-120 fire damage</p> <p>-8% to Enemy Fire Resistance</p>

		<p>Armor, Boots and Belts, Helms and Gloves: +15 to Vitality Increase Maximum Life 5% Shields: +3% to Maximum Fire Resist Fire Resist +40% Fire Absorb 6%</p>
	<p>Pure Amethyst Level: 50</p>	<p>Weapons: +25% Increased Attack Speed +200 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +75 to Attack Rating +16 to Strength Shields: 25% Increased Chance of Blocking</p>
	<p>Pure Diamond Level: 50</p>	<p>Weapons: Adds 50-80 magic damage -8% Enemy Magic Resist Armor, Boots and Belts, Helms and Gloves: +75 Defense Damage Reduced by 15 Shields: Magic Resist +6% All Resistances +14</p>
	<p>Pure Topaz Level: 50</p>	<p>Weapons: Adds 1-200 lightning damage -8% to Enemy Lightning Resistance Armor, Boots and Belts, Helms and Gloves:</p>

		<p>+30% Faster Cast Rate Magic Damage Reduced by 9 Shields: +3% to Maximum Lightning Resist Lightning Resist +40% Lightning Absorb 6%</p>
	<p>Frost Sphere Level: 80</p>	<p>Weapons: Adds 100-200 cold damage -10% to Enemy Cold Resistance Armor, Boots and Belts, Helms and Gloves: +20 to Energy Increase Maximum Mana 8% Shields: +4% to Maximum Cold Resist Cold Resist +50% Cold Absorb 8%</p>
	<p>Pestilence Sphere Level: 80</p>	<p>Weapons: Adds 293-439 poison damage over 6 seconds -10% to Enemy Poison Resistance Armor, Boots and Belts, Helms and Gloves: +20 to Dexterity Poison Length Reduced by 50% Shields: +4% to Maximum Poison Resist Poison Resist +50% Absorb Poison 8%</p>

	Mystic Onyx Level: 80	<p>Weapons: +50% Enhanced damage 10% Mana stolen per hit 10% Life stolen per hit Armor, Boots and Belts, Helms and Gloves: 30% Deadly Strike Replenish Life +60</p> <p>Shields: +125% Enhanced Defense Damage Reduced by 8%</p>
	Flame Sphere Level: 80	<p>Weapons: Adds 120-240 fire damage -10% to Enemy Fire Resistance Armor, Boots and Belts, Helms and Gloves: +20 to Vitality Increase Maximum Life 8%</p> <p>Shields: +4% to Maximum Fire Resist Fire Resist +50% Fire Absorb 8%</p>
	Ether Stone Level: 80	<p>Weapons: +30% Increased Attack Speed +300 to Attack Rating Armor, Boots and Belts, Helms and Gloves: +150 to Attack Rating +20 to Strength</p> <p>Shields: 30% Increased Chance of Blocking</p>
	Celestial Sphere	Weapons:

	Level: 80	<p>Adds 100-200 magic damage</p> <p>-10% Enemy Magic Resist</p> <p>Armor, Boots and Belts, Helms and Gloves: +100 Defense</p> <p>Damage Reduced by 20</p> <p>Shields: Magic Resist +9%</p> <p>All Resistances +17</p>
	Thunder Sphere Level: 80	<p>Weapons: Adds 1-400 lightning damage</p> <p>-10% to Enemy Lightning Resistance</p> <p>Armor, Boots and Belts, Helms and Gloves: +40% Faster Cast Rate</p> <p>Magic Damage Reduced by 12</p> <p>Shields: +4% to Maximum Lightning Resist</p> <p>Lightning Resist +50%</p> <p>Lightning Absorb 8%</p>

HTML code generated by TXTtoHTML by Char

Комментарии

У вас нет прав для добавления комментариев.

[Войти](#) | [Последняя активность сайта](#) | [Пожаловаться](#) | [Печать страницы](#) | На основе [Google Сайтов](#)