

Ancients: The Fury Within v1.02 Gems

from <http://www.berlitzclan.de/tfw-info.htm>

WRG Weapons, Rings & Gloves

AB Armor & Boots, HA Helms & Amulets

SB Shields & Belts

Amethyst type	IV	WRG	AB, HA	SB
chipped	1	+40 to Attack Rating, 5% Increased Attack Speed	Damage Reduced by 1, +3 to Strength	+10 Defense, 1% Increased Chance of Blocking, 5% Faster Block Rate
flawed	5	+60 to Attack Rating, 5% Increased Attack Speed	Damage Reduced by 2, +4 to Strength	+15 Defense, 2% Increased Chance of Blocking, 7% Faster Block Rate
Amethyst	12	+80 to Attack Rating, 5% Increased Attack Speed	Damage Reduced by 3, +8 to Strength	+25 Defense, 3% Increased Chance of Blocking, 9% Faster Block Rate
flawless	15	Magic Damage Reduced by 1, +100 to Attack Rating, 8% Increased Attack Speed	Damage Reduced by 4, +15 to Strength	+40 Defense, 5% Increased Chance of Blocking, 11% Faster Block Rate
perfect	18	Magic Damage Reduced by 2, +150 to Attack Rating, 10% Increased Attack Speed	Damage Reduced by 5, +10 to Strength, +1 to Barbarian Skill Levels	+60 Defense, 10% Increased Chance of Blocking, 15% Faster Block Rate
Topaz type	IV	WRG	AB, HA	SB
chipped	1	Adds 1-10 Lightning Damage	10% Better Chance of Getting Magic Items, 10% Extra Gold From Monsters	Lightning Resist +15%
flawed	5	Adds 2-20 Lightning Damage	15% Better Chance of Getting Magic Items, 20% Extra Gold From Monsters	Lightning Resist +20%
Topaz	12	Adds 3-30 Lightning Damage	20% Better Chance of Getting Magic Items, 30% Extra Gold From Monsters	Lightning Resist +30%, +3% to Maximum Lightning Resist, +30 Defense vs. Missile
flawless	15	Adds 4-40 Lightning Damage	25% Better Chance of Getting Magic Items, 45% Extra Gold From Monsters	Lightning Resist +45%, +6% to Maximum Lightning Resist, +50 Defense vs. Missile
perfect	18	Adds 6-50 Lightning Damage	30% Better Chance of Getting Magic Items, 60% Extra Gold From Monsters, +1 to Druid Skills	Lightning Resist +60%, +10% to Maximum Lightning Resist, +75 Defense vs. Missile
Emerald type	IV	WRG	AB, HA	SB
chipped	1	+6 Poison Damage Over 1 Second	Poison Length Reduced by 5%, +3 to Dexterity	Poison Resist +15%
flawed	5	+13 Poison Damage Over 1 Second	Poison Length Reduced by 10%, +4 to Dexterity	Poison Resist +20%
Emerald	12	+19 Poison Damage Over 1 Second	Poison Length Reduced by 15%, +8 to Dexterity	Poison Resist +30%, +3% to Maximum Poison Resist
flawless	15	+25 Poison Damage Over 1 Second	Poison Length Reduced by 25%, +15 to Dexterity	Poison Resist +45%, +6% to Maximum Poison Resist
perfect	18	+31 Poison Damage Over 1 Second	Poison Length Reduced by 40%, +20 to Dexterity, +1 to Amazon Skill Levels	Poison Resist +60%, +10% to Maximum Poison Resist
Ruby type	IV	WRG	AB, HA	SB
chipped	1	Adds 3-5 Fire Damage	+10 to Life, 5% Faster Hit Recovery	Fire Resist +15%
flawed	5	Adds 5-10 Fire Damage	+20 to Life, 7% Faster Hit Recovery	Fire Resist +20%
Ruby	12	Adds 10-15 Fire Damage	+30 to Life, 9% Faster Hit Recovery	Fire Absorb 6%, Fire Resist +30%, +3% to Maximum Fire Resist
flawless	15	Adds 15-20 Fire Damage	+40 to Life, 11% Faster Hit Recovery	Fire Absorb 9%, Fire Resist +45%, +6% to Maximum Fire Resist
perfect	18	Adds 20-35 Fire Damage	+50 to Life, 15% Faster Hit Recovery, +1 to Assassin Skills	Fire Absorb 12%, Fire Resist +60%, +10% to Maximum Fire Resist
Sapphire type	IV	WRG	AB, HA	SB
chipped	1	Adds 2-5 Cold Damage	Increase Maximum Damage 2%, +15 to Mana	Cold Resist +15%
flawed	5	Adds 5-10 Cold Damage	Increase Maximum Damage 2%, +15 to Mana	Cold Resist +15%
Sapphire	12	Adds 10-20 Cold Damage	Increase Maximum Damage 5%, +25 to Mana	Cold Resist +30%, +3% to Maximum Cold Resist
flawless	15	Adds 20-30 Cold Damage	Increase Maximum Damage 8%, +30 to Mana	Half Freeze Duration, Cold Resist +45%, +6% to Maximum Cold Resist
perfect	18	Adds 30-40 Cold Damage	Increase Maximum Damage 12%, +35 to Mana, +1 to Sorceress Skill Levels	Half Freeze Duration, Cold Resist +60%, +10% to Maximum Cold Resist
Diamond type	IV	WRG	AB, HA	SB
chipped	1	+25% Damage to Undead, +25% Damage to Demons, +2 to Minimum Damage	+10 Defense, 2% Chance of Crushing Blow, 80% Target Defense	15% Damage Taken Goes to Mana, All Resistances +5
flawed	5	+50% Damage to Undead, +50% Damage to Demons, +4 to Minimum Damage	+15 Defense, 4% Chance of Crushing Blow, 70% Target Defense	20% Damage Taken Goes to Mana, All Resistances +8
Diamond	12	+75% Damage to Undead, +75% Damage to Demons, +8 to Minimum Damage	+25 Defense, 6% Chance of Crushing Blow, 60% Target Defense	30% Damage Taken Goes to Mana, All Resistances +11
flawless	15	+100% Damage to Undead, +100% Damage to Demons, +12 to Minimum Damage	+40 Defense, 8% Chance of Crushing Blow, 50% Target Defense	45% Damage Taken Goes to Mana, All Resistances +14
perfect	18	+150% Damage to Undead, +150% Damage to Demons, +16 to Minimum Damage	+60 Defense, 10% Chance of Crushing Blow, 40% Target Defense	60% Damage Taken Goes to Mana, All Resistances +18, +1 to Paladin Skill Levels
Skull type	IV	WRG	AB, HA	SB
chipped	1	1% Life Stolen per Hit, 1% Mana Stolen per Hit, +2 to Maximum Damage	Regenerate Mana 5%, Replenish Life +2, 5% Faster Run/Walk	Attacker Takes Damage of 10, +10 Defense vs. Melee
flawed	5	2% Life Stolen per Hit, 2% Mana Stolen per Hit, +4 to Maximum Damage	Regenerate Mana 10%, Replenish Life +4, 10% Faster Run/Walk	Attacker Takes Damage of 20, +30 Defense vs. Melee
Skull	12	3% Life Stolen per Hit, 3% Mana Stolen per Hit, +6 to Maximum Damage	Regenerate Mana 15%, Replenish Life +6, 15% Faster Run/Walk	Attacker Takes Damage of 30, +60 Defense vs. Melee
flawless	15	4% Life Stolen per Hit, 4% Mana Stolen per Hit, +8 to Maximum Damage	Regenerate Mana 20%, Replenish Life +8, 20% Faster Run/Walk	Attacker Takes Damage of 40, +100 Defense vs. Melee
perfect	18	5% Life Stolen per Hit, 5% Mana Stolen per Hit, +10 to Maximum Damage	Regenerate Mana 25%, Replenish Life +12, 25% Faster Run/Walk	Attacker Takes Damage of 50, +150 Defense vs. Melee, +1 to Necromancer Skill Levels