

Gemstone Classes					
Red	Orange	Yellow	Green	Blue	Purple
<b>Burning Crusade</b>					
Tourmaline		Amber		Zircon	
(300) Blood Garnet	Flame Spessarite	Golden Draenite	Deep Peridot	Azure Moonstone	Shadow Draenite
(350) Living Ruby	Noble Topaz	Dawnstone	Talazite	Star of Elune	Nightseye
(375) Crimson Spine	Pyrestone	Lionseye	Seaspray Emerald	Empyrean Sapphire	Shadowsong Amethyst
<b>Burning Crusade Gems available only through drops, faction or PvP rewards</b>					
Ornate Ruby	Fire Opal	Ornate Dawnstone	Chrysoprase		Tanzanite
<b>Wrath of the Lich King</b>					
(350) Bloodstone	Huge Citrine	Sun Crystal	Dark Jade	Chalcedony	Shadow Crystal
(425) Scarlet Ruby	Monarch Topaz	Autumn's Glow	Forest Emerald	Sky Sapphire	Twilight Opal
(450) Cardinal Ruby	Ametrine	King's Amber	Eye of Zul	Majestic Zircon	Dreadstone

## Gem Cuts

	Effect 1	Effect 2		Effect 1	Effect 2
<b>Bold</b>	Strength		<b>Fractured</b>	Armor Penetration	
Tourmaline	+4		Bloodstone	+12 (+14)	
Blood Garnet	+6		Scarlet Ruby	+16	
Living Ruby	+8		Cardinal Ruby	+20	
Crimson Spinel	+10		<b>Mighty</b>	Attack Power	
Bloodstone	+12 (+14)	(+14 if "Perfect")	Blood Garnet	+14	
Scarlet Ruby	+16		<b>Precise</b>	Expertise Rating	
Ornate Ruby*	+20		Bloodstone	+12 (+14)	
Cardinal Ruby	+20		Scarlet Ruby	+16	
<b>Bright</b>	Attack Power		Cardinal Ruby	+20	
Tourmaline	+8		<b>Runed</b>	Spell Power	
Blood Garnet	+12		Tourmaline	+5	
Living Ruby	+16		Blood Garnet	+7	
Crimson Spinel	+20		Living Ruby	+9	
Bloodstone	+24 (+28)		Crimson Spinel	+12	
Scarlet Ruby	+32		Ornate Ruby*	+12	
Cardinal Ruby	+40		Bloodstone	+14 (+16)	
<b>Delicate</b>	Agility		Scarlet Ruby	+19	
Tourmaline	+4		Cardinal Ruby	+23	
Blood Garnet	+6		<b>Stark</b>	Spell Damage	
Living Ruby	+8		Blood Garnet	+8	
Crimson Spinel	+10		<b>Subtle</b>	Dodge Rating	
Bloodstone	+12 (+14)		Living Ruby	+8	
Scarlet Ruby	+16		Crimson Spinel	+10	
Cardinal Ruby	+20		Bloodstone	+12 (+14)	
<b>Flashing</b>	Parry Rating		Scarlet Ruby	+16	
Living Ruby	+8		Cardinal Ruby	+20	
Crimson Spinel	+10		<b>Teardrop</b>	Healing / Spell Damage	
Bloodstone	+12 (+14)		Tourmaline	+9 / +3	
Scarlet Ruby	+16		Blood Garnet	+13 / +5	
Cardinal Ruby	+20		Living Ruby	+18 / +6	
			Crimson Spinel	+22 / +8	

<b>Don Amancio's Heart **</b>	+8 Strength
<b>Don Julio's Heart **</b>	+14 Spell Power
<b>Don Rodrigo's Heart **</b>	+8 Strength

*special gems, patch 2.2*

<b>Crimson Sun **</b>	+24 Attack Power
<b>Kailee's Rose **</b>	+14 Spell Power

	Effect 1	Effect 2
<b>Accurate</b>	Hit Rating	Expertise Rating
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Assassin's</b>	Dodge Rating	Critical Rating
Fire Opal*	+5	+6
<b>Beaming</b>	Dodge Rating	Resilience Rating
Fire Opal*	+5	+4
<b>Champion's</b>	Strength	Defense Rating
Fire Opal*	+5	+4
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8

	Effect 1	Effect 2
<b>Luminous</b>	Spell Power	Intellect
Flame Spessarite	+4	+3
Noble Topaz	+5	+4
Fire Opal*	+6	+4
Pyrestone	+6	+5
Huge Citrine	+7 (+8)	+6 (+7)
Monarch Topaz	+9	+8
Ametrine	+12	+10
<b>Mysterious</b>	Spell Damage	Spell Penetration
Fire Opal*	+6	+5
<b>Nimble</b>	Dodge Rating	Hit Rating
Fire Opal*	+5	+4

Ametrine	+10	+10
<b>Deadly</b>	<b>Agility</b>	<b>Critical Rating</b>
Fire Opal*	+8 Attack Power	+5
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Deft</b>	<b>Agility</b>	<b>Haste Rating</b>
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Durable</b>	<b>Spell Power</b>	<b>Resilience Rating</b>
Fire Opal*	+6	+4
Huge Citrine	+7	+6
Monarch Topaz	+9	+8
Ametrine	+12	+10
<b>Empowered</b>	<b>Attack Power</b>	<b>Resilience Rating</b>
Fire Opal*	+8	+5
Huge Citrine	+12 (+14)	+6 (+7)
Monarch Topaz	+16	+8
Ametrine	+20	+10
<b>Enscribed</b>	<b>Strength</b>	<b>Critical Rating</b>
Fire Opal*	+5	+4
<b>Etched</b>	<b>Strength</b>	<b>Hit Rating</b>
Fire Opal*	+5	+4
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Fierce</b>	<b>Strength</b>	<b>Haste Rating</b>
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Glimmering</b>	<b>Parry Rating</b>	<b>Defense Rating</b>
Fire Opal*	+5	+4
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Glinting</b>	<b>Hit Rating</b>	<b>Agility</b>
Flame Spessarite	+3	+3
Noble Topaz	+4	+4
Fire Opal*	+4	+5
Pyrestone	+5	+5
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Glistening</b>	<b>Agility</b>	<b>Defense Rating</b>
Fire Opal*	+4	+5
<b>Infused</b>	<b>Intellect</b>	<b>Spell Power</b>
Fire Opal*	+4	+6
<b>Inscribed</b>	<b>Critical Strike Rating</b>	<b>Strength</b>
Flame Spessarite	+3	+3
Noble Topaz	+4	+4
Ornate Topaz*	+5	+5
Pyrestone	+5	+5
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Iridescent</b>	<b>Healing / Spell Damage</b>	<b>Spell Critical Rating</b>
Fire Opal*	+11 / +4	+4
<b>Lucent</b>	<b>Agility</b>	<b>Resilience Rating</b>
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10

<b>Potent</b>	<b>Spell Power</b>	<b>Critical Strike Rating</b>
Flame Spessarite	+4	+3
Noble Topaz	+5	+4
Fire Opal*	+6	+4
Pyrestone	+6	+5
Ornate Topaz*	+6	+5
Huge Citrine	+7 (+8)	+6 (+7)
Monarch Topaz	+9	+8
Ametrine	+12	+10
<b>Pristine</b>	<b>Attack Power</b>	<b>Hit Rating</b>
Fire Opal*	+10	+4
Huge Citrine	+12 (+14)	+6 (+7)
Monarch Topaz	+16	+8
Ametrine	+20	+10
<b>Reckless</b>	<b>Spell Power</b>	<b>Haste Rating</b>
Noble Topaz	+5	+4
Pyrestone	+6	+5
Huge Citrine	+7 (+8)	+6 (+7)
Monarch Topaz	+9	+8
Ametrine	+12	+10
<b>Resolute</b>	<b>Expertise Rating</b>	<b>Defense Rating</b>
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Resplendent</b>	<b>Strength</b>	<b>Resilience Rating</b>
Fire Opal*	+5	+4
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Shining (=veiled)</b>	<b>Hit Rating</b>	<b>Spell Power</b>
Fire Opal*	+5	+6
<b>Splendid</b>	<b>Parry Rating</b>	<b>Resilience Rating</b>
Fire Opal*	+5	+4
<b>Stalwart</b>	<b>Dodge Rating</b>	<b>Defense Rating</b>
Fire Opal*	+4	+5
Huge Citrine	+6 (+7)	+6 (+7)
Monarch Topaz	+8	+8
Ametrine	+10	+10
<b>Stark (not red?)</b>	<b>Attack Power</b>	<b>Haste Rating</b>
Huge Citrine	+12 (+14)	+6 (+7)
Monarch Topaz	+16	+8
Ametrine	+20	+10
<b>Unstable</b>		
Citrine	+8 Attack Power	+4 Critical Strike Rtg.
Topaz	+4 Intellect	+5 Spell Damage
<b>Veiled (=shining)</b>	<b>Hit Rating</b>	<b>Spell Power</b>
Flame Spessarite	+3	+4
Noble Topaz	+4	+5
Pyrestone	+5	+6
Huge Citrine	+6 (+7)	+7 (+8)
Monarch Topaz	+9	+8
Ametrine	+10	+12
<b>Wicked (=deadly)</b>	<b>Attack Power</b>	<b>Critical Strike Rating</b>
Flame Spessarite	+6	+3
Noble Topaz	+8	+4
Pyrestone	+10	+5
Huge Citrine	+12 (+14)	+6 (+7)
Monarch Topaz	+16	+8
Ametrine	+20	+10

	Effect 1	Effect 2
<b>Brilliant</b>	Intellect	
Amber	+4	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	
<b>Gleaming</b>	Spell Critical Rating	
Amber	+4	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
Ornate Dawnstone*	+10	
<b>Great</b>	Hit Rating	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
<b>Mystic</b>	Resilience Rating	
Dawnstone	+8	
Lionseye	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	
<b>Quick</b>	Haste Rating	
Dawnstone	+8	
Lionseye	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	

	Effect 1	Effect 2
<b>Rigid</b>	Hit Rating	
Amber	+4	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	
<b>Smooth</b>	Critical Strike Rating	
Amber	+4	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
Ornate Dawnstone*	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	
<b>Sublime</b>	Resilience	
Mystic Dawnstone*	+10	
<b>Thick</b>	Defense Rating	
Amber	+4	
Golden Draenite	+6	
Dawnstone	+8	
Lionseye	+10	
Sun Crystal	+12	
Autumn's Glow	+16	
King's Amber	+20	

*special gems, patch 2.2*

<b>Blood of Amber **</b>	+12 Critical Strike Rating
<b>Facet of Eternity **</b>	+12 Defense Rating
<b>Stone of Blades **</b>	+12 Critical Strike Rating

	Effect 1	Effect 2
<b>Barbed</b>	Critical Strike Rating	Stamina
Deep Peridot	+4	+3
<b>Dazzling</b>	mana / 5 seconds	Intellect
Deep Peridot	+1	+3
Talosite	+2	+4
Chrysoprase*	+2	+5
Seaspray Emerald	+2	+5
Dark Jade	+2 (+3)	+6 (+7)
Forest Emerald	+3	+8
Eye of Zul	+4	+10
<b>Effulgent</b>	mana / 5 seconds	Defense Rating
Chrysoprase	+2	+5
<b>Enduring</b>	Stamina	Defense Rating
Deep Peridot	+4	+2
Talosite	+6	+3
Chrysoprase*	+7	+5
Seaspray Emerald	+7	+5
Dark Jade	+9 (+11)	+6 (+7)
Forest Emerald	+12	+8
Eye of Zul	+15	+10
<b>Energized</b>	mana / 5 seconds	Haste Rating
Dark Jade	+2 (+3)	+6 (+7)
Forest Emerald	+3	+8
Eye of Zul	+4	+10
<b>Forceful</b>	Haste Rating	Stamina
Talosite	+4	+6
Seaspray Emerald	+5	+7
Dark Jade	+6 (+7)	+9 (+11)
Forest Emerald	+8	+12
Eye of Zul	+10	+15

	Effect 1	Effect 2
<b>Radiant</b>	Critical Strike Rating	Spell Penetration
Deep Peridot	+3	+4
Talosite	+4	+5
Chrysoprase*	+5	+5
Seaspray Emerald	+5	+7
Dark Jade	+6 (+7)	+8 (+9)
Forest Emerald	+8	+10
Eye of Zul	+10	+13
<b>Rune Covered</b>	mana / 5 seconds	Critical Strike Rating
Chrysoprase*	+2	+5
<b>Seer's</b>	Intellect	Spirit
Chrysoprase*	+4	+5
Dark Jade	+6 (+7)	+6 (+7)
Forest Emerald	+8	+8
Eye of Zul	+10	+10
<b>Shattered</b>	Haste Rating	Spell Penetration
Dark Jade	+6 (+7)	+8 (+9)
Forest Emerald	+8	+10
Eye of Zul	+10	+13
<b>Shining</b>	Hit Rating	Spirit
Dark Jade	+6 (+7)	+6 (+7)
Forest Emerald	+8	+8
Eye of Zul	+10	+10
<b>Steady</b>	Resilience Rating	Stamina
Talosite	+4	+6
Chrysoprase*	+5	+6
Seaspray Emerald	+5	+6
Dark Jade	+6 (+7)	+8 (+11)
Forest Emerald	+8	+12
Eye of Zul	+10	+15

<b>Intricate</b>	Spirit	Haste Rating
Dark Jade	+6 (+7)	+6 (+7)
Forest Emerald	+8	+8
Eye of Zul	+10	+10
<b>Jagged</b>	Critical Strike Rating	Stamina
Deep Peridot	+3	+4
Talasite	+4	+6
Chrysoprase*	+5	+6
Seaspray Emerald	+5	+7
Dark Jade	+6 (+7)	+9 (+11)
Forest Emerald	+8	+12
Eye of Zul	+10	+15
<b>Lambent</b>	mana / 5 seconds	Hit Rating
Chrysoprase*	+2	+5
Dark Jade	+2 (+3)	+6 (+7)
Forest Emerald	+3	+8
Eye of Zul	+4	+10
<b>Misty</b>	Spirit	Critical Strike Rating
Dark Jade	+6 (+7)	+6 (+7)
Forest Emerald	+8	+8
Eye of Zul	+10	+10
<b>Polished</b>	Critical Strike Rating	Stamina
Chrysoprase*	+5	+6
<b>Notched</b>	Critical Strike Rating	Stamina
Deep Peridot	+4	+3
<b>Opaque</b>	mana / 5 seconds	Resilience Rating
Dark Jade	+2 (+3)	+6 (+7)
Forest Emerald	+3	+8
Eye of Zul	+4	+10

	Effect 1	Effect 2
<b>Lustrous</b>	mana / 5 seconds	
Zircon	+1	
Azure Moonstone	+2	
Star of Elune	+3	
Empyrean Sapphire	+4	
Chalcedony	+5 (+6 oops!)	
Sky Sapphire	+6	
Majestic Zircon	+8	
<b>Solid</b>	Stamina	
Zircon	+6	
Azure Moonstone	+9	
Star of Elune	+12	
Empyrean Sapphire	+15	
Chalcedony	+18 (+21)	
Sky Sapphire	+24	
Majestic Zircon	+30	

	Effect 1	Effect 2
<b>Balanced</b>	Attack Power	Stamina
Shadow Draenite	+6	+4
Nightseye	+8	+6
Shadowsong Amethyst	+10	+7
Shadow Crystal	+12 (+14)	+9 (+11)
Twilight Opal	+16	+12
Dreadstone	+20	+15
<b>Blessed</b>	Spell Power	Stamina
Tanzanite*	+6	+6
<b>Brutal</b>	Attack Power	Stamina
Tanzanite*	+10	+6
<b>Defender's</b>	Parry Rating	Stamina
Tanzanite*	+5	+6
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12

<b>Sundered</b>	mana / 5 seconds	Critical Strike Rating
Chrysoprase*	+2	+5
Dark Jade	+2 (+3)	+6 (+7)
Forest Emerald	+3	+8
Eye of Zul	+4	+10
<b>Tense</b>	Hit Rating	Spell Penetration
Dark Jade	+6 (+7)	+8 (+9)
Forest Emerald	+8	+10
Eye of Zul	+10	+13
<b>Timeless</b>	Intellect	Stamina
Chrysoprase*	+5	+6
Dark Jade	+6 (+7)	+9 (+11)
Forest Emerald	+8	+12
Eye of Zul	+10	+15
<b>Turbid</b>	Resilience Rating	Spirit
Dark Jade	+6 (+7)	+6 (+7)
Forest Emerald	+8	+8
Eye of Zul	+10	+10
<b>Unstable</b>		
Peridot	+4 Intellect	+6 Stamina
Talasite	+4 Stamina	+4 Critical Strike Rating
<b>Vivid</b>	Hit Rating	Stamina
Chrysoprase*	+5	+6
Dark Jade	+6 (+7)	+9 (+11)
Forest Emerald	+8	+12
Eye of Zul	+10	+15

	Effect 1	Effect 2
<b>Sparkling</b>	Spirit	
Zircon	+4	
Azure Moonstone	+6	
Star of Elune	+8	
Empyrean Sapphire	+10	
Chalcedony	+12 (+14)	
Sky Sapphire	+16	
Majestic Zircon	+20	
<b>Stormy</b>	Spell Penetration	
Azure Moonstone	+8	
Star of Elune	+10	
Empyrean Sapphire	+13	
Chalcedony	+15 (+18)	
Sky Sapphire	+20	
Majestic Zircon	+25	
<b>Falling Star**</b> (patch 2.2)		+15 Stamina
<b>Eye of the Sea</b> (daily fishing Quest reward)		+15 Stamina
<b>Charmed Amani Jewel</b> (ZA quest)		+15 Stamina

	Effect 1	Effect 2
<b>Puissant</b>	Armor Penetration	Stamina
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12
Dreadstone	+10	+15
<b>Purified</b>	Spell Power	Spirit
Jagal Pearl	+4	+3
Shadow Pearl	+5	+4
Shadowsong Am.	+6	+5
Shadow Crystal	+7 (+8)	+6 (+7)
Twilight Opal	+9	+8
Dreadstone	+12	+10
<b>Regal</b>	Dodge Rating	Stamina
Tanzanite*	+5	+6
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12

## Gem Properties

Dreadstone	+10	+15
<b>Fluorescent</b>	Spell Damage	Spirit
Tanzanite*	+6	+4
<b>Glowing</b>	Spell Power	Stamina
Shadow Draenite	+4	+4
Nightseye	+5	+6
Tanzanite*	+6	+6
Shadowsong Amethyst	+6	+7
Shadow Crystal	+7 (+8)	+9 (+11)
Twilight Opal	+9	+12
Dreadstone	+12	+15
<b>Guardian's</b>	Expertise Rating	Stamina
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12
Dreadstone	+10	+15
<b>Imperial</b>	Spell Power	Spirit
Tanzanite*	+9 / +3	+5
<b>Infused (1)</b>	Spell Power	Stamina
Amethyst	+6	+6
Shadow Crystal	+12 (+14)	+2 (+3)
Twilight Opal	+16	+3
Dreadstone	+20	+4
<b>Infused (2)</b>	Attack Power	mana / 5 seconds
Shadow Draenite	+6	+1
Nightseye	+8	+2
Shadowsong Amethyst	+10	+2
<b>Mysterious</b>	Spell Power	Spell Penetration
Shadow Crystal	+7 (+8)	+8 (+9)
Twilight Opal	+9	+10
Dreadstone	+12	+13
<b>Pulsing</b>	Attack Power	Stamina
Amethyst	+10	+6

Dreadstone	+10	+15
<b>Royal</b>	Spell Power	mana / 5 seconds
Shadow Draenite	+4	+1
Nightseye	+5	+2
Tanzanite*	+6	+2
Shadowsong Amethyst	+6	+2
Shadow Crystal	+7 (+8)	+2 (+3)
Twilight Opal	+9	+3
Dreadstone	+12	+4
<b>Shifting</b>	Agility	Stamina
Shadow Draenite	+3	+4
Nightseye	+4	+6
Tanzanite*	+5	+6 (revised 2.4)
Shadowsong Amethyst	+5	+7
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12
Dreadstone	+10	+15
<b>Soothing</b>	Spell Power	Stamina
Amethyst	+6	+6
<b>Sovereign</b>	Strength	Stamina
Shadow Draenite	+3	+4
Nightseye	+4	+6
Tanzanite*	+5	+6
Shadowsong Amethyst	+5	+7
Shadow Crystal	+6 (+7)	+9 (+11)
Twilight Opal	+8	+12
Dreadstone	+10	+15
<b>Tenuous</b>	Agility	mana / 5 seconds
Shadow Crystal	+6 (+7)	+2 (+3)
Twilight Opal	+8	+3
Dreadstone	+10	+4
<b>Unstable</b>		
Amethyst	+8 Attack Power	+6 Stamina
Sapphire	+5 Spell Power	+4 Spirit

<b>Spheres</b> (matches a Red, Yellow or Blue Socket)		
	All Resistances	All Stats
Prismatic Sphere	+3	
Void Sphere	+4	
Infinite Sphere	+5	
Chromatic Sphere		+4

<b>Pearls</b> (matches a Red or Blue Socket)		
	Spell Power	Spirit
Purified Jagal Pearl	+4	+3
Purified Shadow Prl.	+5	+4
<b>Enchanted Pearls</b> (matches ANY Socket - Unique equipped)		
	All Stats	
Enchanted Pearl	+4	
Enchanted Tear	+6	

<b>Prismatic Gems - Dragon's Eye</b> (BoP - JC Only - maximum of 3 equipped - matches any socket)			
Bold	Dragon's Eye	+27 Strength	
Bright	Dragon's Eye	+54 AP	
Brilliant	Dragon's Eye	+27 Intellect	
Delicate	Dragon's Eye	+27 Agility	
Flashing	Dragon's Eye	+27 Parry Rating	
Fractured	Dragon's Eye	+27 Armor Pen.	
Lustrous	Dragon's Eye	+11 MP5	
Mystic	Dragon's Eye	+27 Resilience r.	
Precise	Dragon's Eye	+27 Expertise r.	
Quick	Dragon's Eye	+27 Haste r.	
Rigid	Dragon's Eye	+27 HR	
Runed	Dragon's Eye	+32 SP	
Smooth	Dragon's Eye	+27 CSr	
Solid	Dragon's Eye	+41 Stamina	
Sparkling	Dragon's Eye	+27 Spirit	
Stormy	Dragon's Eye	+35 Spell Pen.	
Subtle	Dragon's Eye	+27 Dodge r.	
Thick	Dragon's Eye	+27 Defense r.	

Meta Gems					
Skyfire Diamond			Earthstorm Diam.		
	Effect 1	Effect 2		Effect 1	Effect 2
Chaotic	+12 Spell Critical	+3% Critical Damage	Bracing	+14 Spell Power	2% reduced threat
Destructive	+14 Spell Critical	1% Spell Reflect	Brutal	+3 Melee Damage	chance to stun on hit
(patch 2.4) Ember	+14 Spell Power	+2% Intellect	(patch 2.4) Eternal	+12 Defense Rtg	+10% Shield Block
Enigmatic	+12 Crit Rating	5% Snare/Root Resist	Insightful	+12 Int	chance to restore mana on spellcast
Mystical	5% chance on spell cast - next spell cast in half time		Powerful	+18 Stamina	5% Stun resist
Swift	+24 Attack Power	Minor Run Speed	Relentless	+12 Agility	+3% crit strike damage
Thundering	x% chance to increase Melee and Ranged Attack speed		Tenacious	+12 Defense Rtg	chance to restore health on hit
Starfire Diamond*			Unstable Diam.		
	Effect 1	Effect 2		Effect 1	Effect 2
Swift	+12 Spell Damage	Minor Run Speed	Imbued	+14 Spell Dmg	5% Stun Resistance
Windfire Diam. *			Potent	+24 Attack Power	5% Stun Resistance
	Effect 1	Effect 2			
Swift	+20 Attack Power	Minor Run Speed			
SkyFlare Diam.			Earthsiege Diam.		
	Effect 1	Effect 2		Effect 1	Effect 2
Chaotic	+21 CSr	+3% Critical Damage	Austere	+32 Stamina	+2% Armor Value/items
Destructive	+25 CSr	+1% Spell Reflect	Beaming	+21 CSr	+2% mana
Effulgent	+32 Stamina	-2% Spell Dmg. taken	Bracing	+25 Spell Power	2% reduced threat
Ember	+25 Spell Power	+2% Intellect	Eternal	+21 Defense Rating	+5% shield block value
Enigmatic	+21 CSr	Snare Duration -10%	Insightful	+21 Intellect	spell %ch. restore mana
Forlorn	+25 Spell Power	Silence Duration -10%	Invigorating	+42 Attack Power	crits sometimes heal
Impassive	+21 CSr	Fear Duration -10%	Persistent	+42 Attack Power	Stun Duration -10%
Revitalizing	+8 MP5	+3% Critical Healing	Powerful	+42 Stamina	Stun Duration -10%
Swift	+42 Attack Power	Minor Run Speed	Relentless	+21 Agility	+3% crit damage
Thundering	+ haste chance		Trenchant	+25 Spell Power	Stun Duration -10%
Tireless	+25 Spell Power	Minor Run Speed			

Gems produced by other professions		
Prismatic Sphere	Enchanting 325	Recipe: Grand Master Enchanter
Void Sphere	Enchanting 350	Recipe: Grand Master Enchanter
Skyfire Diamond	Alchemy 350	Recipe: Transmute Skyfire Diamond. Vendors: Ulricke (Honor Hold); Ugron (Thrallmar)
Earthstorm Diamond	Alchemy 350	Recipe: Transmute Earthstorm Diamond
Earthsiege Diamond	Alchemy 435	Transmute Earthsiege Diamond. Recipe: Grand Master Alchemy Trainer
Skyflare Diamond	Alchemy 440	Transmute Skyflare Diamond. Recipe: Grand Master Alchemy Trainer
Windfire Diamond	Vendor item	Gem Vendor: Stonebreaker Hold (H) and Allerian Stronghold (A), Terokkar Forest
Starfire Diamond	Vendor item	Gem Vendor: Stonebreaker Hold (H) and Allerian Stronghold (A), Terokkar Forest

Legend
* indicates a Bind on Pickup (BoP) gem (drop, vendor purchase or jewelcrafter only)
** Indicates the gem is BoP and Unique-Equipped (can only equip one at a time). Patch 2.4 removed some of these constraints
+x (+y) Brackets indicate stats for Perfect (Northrend Uncommon) Gems - see JC [Gem Perfection] ability
Notes
Includes three new (uncommon, rare, and epic) tiers of gems from Wrath of the Lich King™
Patch 2.4 removed some of the Unique-Equipped constraints - not yet updated here
Any gem (except Meta) will work in any socket, but socketed items offer an additional effect only if all sockets contain the correct colours
Patch 3.0 revised game mechanics - Spell Damage & Healing became Spell Power; Spell Haste joined with Haste;etc.