

		Str	AP	Agi	Parry	Spell Dmg	Dodge	Healing
		Bold	Bright	Delicate	Flashing	Runed	Subtle	Teardrop
Epic	Crimson Spinel	10	20	10	10	12	10	22
Rare	Living Ruby	8	16	8	8	9	8	18
Unc	Blood Garnet	6	12	6		7		13

		Hit/Agi	Crit/Str	Heal/Int	S'Crit/S'Dmg	S'Hit/S'Dmg	Crit/AP
		Glinting	Inscribed	Luminous	Potent	Veiled	Wicked
Epic	Pyrestone	5/5	5/5	11/5	5/6	5/6	5/10
Rare	Noble Topaz	4/4	4/4	9/4	4/5	4/5	4/8
Unc	Flame Spessarite	3/3	3/3	7/3	3/4	3/4	3/6

		Int	Spell Crit	Spell Hit	Resilience	Hit	Crit	Def
		Brilliant	Gleaming	Great	Mystic	Rigid	Smooth	Thick
Epic	Lionseye	10	10	10	10	10	10	10
Rare	Dawnstone	8	8	8	8	8	8	8
Unc	Golden Draenite	6	6	6		6	6	6

		Int/mp5	Def/Sta	Crit/Sta	S'Crit/S'Pen	Res/Stam
		Dazzling	Enduring	Jagged	Radiant	Steady
Epic	Seaspray Emerald	5/2	5/7	5/7	5/6	
Rare	Talosite	4/2	4/6	4/6	4/5	4/6
Unc	Deep Peridot	3/1	3/4	3/4	3/4	

		mp5	Sta	Spi	S'Pen
		Lustrous	Solid	Sparkling	Stormy
Epic	Empyrean Sapphire	4	15	10	13
Rare	Star of Elune	3	12	8	10
Unc	Azure Moonstone	2	9	6	8

		S'Dmg/Sta	AP/Sta	AP/mp5	Heal/mp5	Agi/Sta	Str/Sta
		Glowing	Balanced	Infused	Royal	Shifting	Sovereign
Epic	Shadowson Amethyst	6/7	10/7	10/2	11/2	5/7	5/7
Rare	Nightseye	5/6	8/6	8/2	9/2	4/6	4/6
Unc	Shadow Draenite	4/4	6/4	6/1	7/1	3/4	3/4

		Heal/Spi
		Purified
Rare	Shadow Pearl	9/4
Unc	Jaggal Pearl	7/3

Rare	Earthstorm	Bracing	+26 Healing, -2% Threat
		Brutal	+3 Melee dmg, Chance to stun target
		Insightful	+12 Int, Chance to restore mana on spellcast
		Powerful	+18 Sta, 5% Stun Resist
		Relentless	+12 Agi, 3% Increased Crit dmg
		Tenacious	+12 Def, Chance to restore health on hit

Rare	Skyfire	Chaotic	+12 Spell Crit, 3% Increased Crit dmg (new in 2.3)
		Destructive	+14 Spell Crit, 1% Spell Reflect
		Enigmatic	+12 Crit, 5% Snare & Root Resist
		Mystical	5% Chance next spell will be half cast time
		Swift	+24 AP, Minor run speed increase
		Thundering	Chance to increase Melee/Ranged attack speed