

# Precursor's Emblem

Aul, the Crystal King's answer to  
Watcher's Eye's popularity...

# A potentially amazing item...

- These are all listed in Scourge league for 200 exalts or more (and all might sell)

## PRECURSOR'S EMBLEM

### TWO-STONE RING

ITEM LEVEL: 81

REQUIRES LEVEL 49

+15% TO COLD AND LIGHTNING RESISTANCES

+20 TO DEXTERITY AND INTELLIGENCE

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

+1 TO MAXIMUM FRENZY CHARGES

6 TO 12 ADDED COLD DAMAGE PER FRENZY CHARGE

5% INCREASED DAMAGE PER POWER CHARGE

## PRECURSOR'S EMBLEM

### SAPPHIRE RING

ITEM LEVEL: 84

REQUIRES LEVEL 49

+25% TO COLD RESISTANCE

+20 TO DEXTERITY

8% INCREASED EVASION RATING PER FRENZY CHARGE

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

+1 TO MAXIMUM FRENZY CHARGES

8 TO 12 ADDED COLD DAMAGE PER FRENZY CHARGE

## PRECURSOR'S EMBLEM

### SAPPHIRE RING

QUALITY (ELEMENTAL DAMAGE MODIFIERS): +20%

ITEM LEVEL: 85

REQUIRES LEVEL 49

+24% TO COLD RESISTANCE

+20 TO DEXTERITY

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

+1 TO MAXIMUM FRENZY CHARGES

10% CHANCE TO GAIN A FRENZY CHARGE ON KILL

8 TO 15 ADDED COLD DAMAGE PER FRENZY CHARGE

## PRECURSOR'S EMBLEM

### SAPPHIRE RING

QUALITY (ATTACK MODIFIERS): +20%

ITEM LEVEL: 85

REQUIRES LEVEL 49

+30% TO COLD RESISTANCE

+20 TO DEXTERITY

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

+ +

36% INCREASED ACCURACY RATING PER FRENZY CHARGE

## ...that is usually trash...

- Coming from a vendor recipe, this is a high variance item.
- It's like panning for gold in a cesspool. Sometimes you get lucky. Usually, you just end up with hands full of crap.
- Some examples of stinkers...

### PRECURSOR'S EMBLEM

#### RUBY RING

ITEM LEVEL: 82

REQUIRES LEVEL 49

+29% TO FIRE RESISTANCE

+20 TO STRENGTH

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

10% INCREASED DAMAGE PER ENDURANCE CHARGE

6% INCREASED CRITICAL STRIKE CHANCE PER ENDURANCE CHARGE

### PRECURSOR'S EMBLEM

#### TWO-STONE RING

ITEM LEVEL: 79

REQUIRES LEVEL 49

+16% TO COLD AND LIGHTNING RESISTANCES

+20 TO DEXTERITY AND INTELLIGENCE

5% INCREASED MAXIMUM ENERGY SHIELD

5% INCREASED MAXIMUM LIFE

10% CHANCE TO GAIN A FRENZY CHARGE ON KILL

6% INCREASED CRITICAL STRIKE CHANCE PER FRENZY CHARGE

3% INCREASED ENERGY SHIELD PER POWER CHARGE

# +1 Max Charges

- Precursor's Emblems are one of only two sources of "+1 maximum (chargetype) charges" on rings.
- This is the primary reason people want this ring, although it is not the only one.
- This allows Precursors to compete with or even surpass synthesized rings with charge implicits, like this monster of a ring in Standard league.





## 3 Random Mods That Aren't Totally Random

- Precursor's Emblems always have a resistance implicit. Whether you get a Ruby, Sapphire, Topaz, Two-Stone or Prismatic Ring depends upon your choices.
- They also always have +20 to those attributes linked to the resistances (ruby has +20 str, cold/fire two-stone has +20 to str and dex, prismatic +20 all attributes)
- They also have 5% life and ES.
- Next, they have charge mods (endurance, frenzy or power) which depend upon the choices you make AND random chance.
- Getting the top charge mods requires loot from Aul the Crystal King.

## 3 bosses. 9 components. 1 recipe.

- Delve has three bosses.
- Ahuatotli drops Akheli's Mountain, Putembo's Valley and Uzaza's Meadow
- Kurgal drops Akheli's Valley, Putembo's Meadow and Uzaza's Mountain
- Aul drops Akheli's Meadow, Putembo's Mountain and Uzaza's Valley
- Recipe: One Meadow + one Mountain + one Valley = one Precursor's Emblem
- But it's a lot more complicated than that!
- 'Akheli' rings relate to fire, strength and endurance charges
- 'Uzaza' rings to cold, dex and frenzy charges
- 'Putembo' rings to lightning, int and power charges
- Because you need one of each landmark in the recipe, to get three power charge mods, you will need one Putembo ring from EACH boss.

# Different Mod Pools By Boss

- Each ring used in the vendor recipe contributes ONE charge mod to the final product.
- The mods on Precursor Emblems appear to be divided into three categories.
- Ahuatotli (tier 3) mods can be added by a ring sourced by ANY boss
- Kurgal (tier 2) mods can be added by a ring sourced from Kurgal or Aul (but not from Ahuatotli)
- Aul (tier 1) mods can be added only by an Aul ring
- Aul of the very best mods are tier 1, although there are certainly builds that want the others.

## ...sorry for the puns

- I delved deep for these
- If they made you blue, I hope you Aul forgive me
- They crystallised in my mind and I had to share
- I'm not actually sorry





# Tier 3 Mods

- This is the Tier 3 mods, as far as I can tell from research. This might have errors but I believe it to be accurate.
- Reminder: These can spawn with a ring from ANY boss!
- These are mostly unwanted, although the flat damage per charge is good, as is accuracy per frenzy
- You can get multiple copies of the same mod.

15% chance that if you would gain Power Charges, you instead gain up to your maximum number of Power Charges

(20-40)% increased Power Charge Duration

1% increased Movement Speed per Power Charge

3% increased Energy Shield per Power Charge

(1-2) to (18-20) Lightning Damage per Power Charge

5% increased Damage per Power Charge

10% chance to gain a Power Charge on Kill

1% increased Attack and Cast Speed per Power Charge

15% chance that if you would gain Frenzy Charges, you instead gain up to your maximum number of Frenzy Charges

(20-40)% increased Frenzy Charge Duration

1% increased Movement Speed per Frenzy Charge

8% increased Evasion Rating per Frenzy Charge

(6-8) to (12-13) Cold Damage per Frenzy Charge

5% increased Damage per Frenzy Charge

10% chance to gain a Frenzy Charge on Kill

10% increased Accuracy Rating per Frenzy Charge

15% chance that if you would gain Endurance Charges, you instead gain Up to maximum Endurance Charges

(20-40)% increased Endurance Charge Duration

1% increased Movement Speed per Endurance Charge

6% increased Armour per Endurance Charge

(7-9) to (13-14) Fire Damage per Endurance Charge

5% increased Damage per Endurance Charge

10% chance to gain an Endurance Charge on Kill

1% increased Attack and Cast Speed per Endurance Charge

# Tier 2 Mods

- Note: Many sources of dodge have changed. Up to date data doesn't exist here.
- These mods are not able to be added by an Ahutotli ring. They are Kurgal/Aul only.
- They are also... pretty bad.
- Often, you'd rather get a second copy of a tier 3 mod instead of a tier 2.
- Crit multi per power charge is the real outlier. That mod is good.

|  |
|--|
| 1% Chance to Block Attack Damage per Power Charge                  |
| 1% chance to Dodge Attack Hits per Power Charge                    |
| 1% additional Physical Damage Reduction per Power Charge           |
| Gain 1% of Lightning Damage as Extra Chaos Damage per Power Charge |
| Regenerate 0.3% of Life per second per Power Charge                |
| "+3% to Critical Strike Multiplier per Power Charge"               |
| 1% additional Physical Damage Reduction per Frenzy Charge          |
| 1% Chance to Block Attack Damage per Frenzy Charge                 |
| 1% chance to Dodge Attack Hits per Frenzy Charge                   |
| Gain 1% of Cold Damage as Extra Chaos Damage per Frenzy Charge     |
| Regenerate 0.3% of Life per second per Frenzy Charge               |
| 6% increased Critical Strike Chance per Frenzy Charge*             |
| +1% Chance to Block Attack Damage per Endurance Charge             |
| +4% to Chaos Resistance per Endurance Charge                       |
| 6% increased Critical Strike Chance per Endurance Charge           |
| +1% chance to Suppress Spell Damage per Endurance Charge           |
| Gain 1% of Fire Damage as Extra Chaos Damage per Endurance Charge  |
| Regenerate 0.3% of Life per second per Endurance Charge            |

# Tier 1 Mods

- These are the ones you Aul want
- The 'while at maximum charges' mods don't play as well as they sound, unfortunately.
- +1 charges = jackpot time.
- Charge gain mods strong.

|   |
|---|
| 20% chance to gain a Power Charge on Critical Strike                                    |
| "+1 to Maximum Power Charges"   |
| Gain Arcane Surge on Hit with Spells while at maximum Power Charges                     |
| You have Mind over Matter while at maximum Power Charges*                               |
| You can apply an additional Curse while at maximum Power Charges*                       |
| 10% chance to gain a Frenzy Charge on Hit   |
| +1 to Maximum Frenzy Charges  |
| Gain a Flask Charge when you deal a Critical Strike while at maximum Frenzy Charges*    |
| You have Iron Reflexes while at maximum Frenzy Charges*                                 |
| Gain Onslaught for 4 seconds on Hit while at maximum Frenzy Charges*                    |
| Gain 1 Endurance Charge every second if you've been Hit Recently                        |
| You have Vaal Pact while at maximum Endurance Charges                                   |
| Intimidate Enemies for 4 seconds on Hit with Attacks while at maximum Endurance Charges |
| +1 to Maximum Endurance Charges   |
| You cannot be Stunned while at maximum Endurance Charges                                |



# How To Get +1 Charges

- You must use an Aul ring (at least one)
- You must be lucky
- There is no observable bias toward or away from any specific mod, although the sample sizes of largescale turnins are all too small to say this authoritatively.
- Using a 'straight flush' of rings is the most common turnin. All three lightning rings, for example.
- Doing this appears to be 1 in 19 to get a +1 charge ring.
- Ahkeli rings are pretty cheap in 3.16 as they are off meta, if you want to experiment with Ruby rings with three endurance charge mods. They are hard to buy in anything approaching a reasonable quantity, however.
- Often players vendor the Aul cold and lightning rings (Putembo's Mountain and Uzaza's Valley) plus either Uzaza's or Putembo's Meadow. This can give great rings that synergize very well with the potent unique Badge of the Brotherhood (which enables simultaneously stacking power and frenzy charges)
- This can be expensive!.



That's Aul Folks!

