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Sign in to follow this Followers 0 Rares should be salvaged, always. They're completely useless once you fill every slot with a legendary item. You'll need the materials you get from scrapping rares (and also white/blues) in almost every recipe. For the majority of the legendaries you find, their best use is to either extract their power using Kanaï's cube, or break it down into a forgotten soul. The one caveat is that it's worth it to save any ancient gear you find just in case it comes in handy down the line. Ancient legendaries are rare enough that they're worth keeping. For extra set pieces, there are ways you can use the Kanaï's cube to reroll it into another piece in the set. (10 souls, 10 dBS). This allows you to complete sets much faster. Finally, there's almost no way to transfer useful gear between classes. Unless the item rolls near perfectly and you can reroll the main stat (say from STR to INT), or you can reroll it so it doesn't have a main stat, it won't be as useful as any legendary found on the wizard. Even between same main stat classes, they typically use drastically different gear you won't be switching much other than a ring or two. Stay ConnectedDrop a Follow!Last Updated:September 14, 2023]ChangelogUpgraded Primal Ancient item First introduced in Patch 2.5.0 (Season 10), Primal Ancients are a new category of items intended to spice up the endgame character progression.

These extremely rare items have the same power as Ancient Legendaries while also having perfect rolls on every stat. Thanks to this addition it became possible to acquire literally perfect items for your build, although it is still by no means easy. In Season 16 Primals received a visual upgrade getting a shiny new red border, and a unique beam and minimap icon to make sure that you never miss a Primal when it finally drops. After that Primals remained unchanged for more than 4 years.Season 28 introduces a new crafting material - Primordial Ashes, as well as a new Kanaï's Cube recipe - Curiosity of Lorath Nahr. Now players are able to recycle unwanted or badly rolled Primals to try and craft one that actually fits into their build. This article covers everything we know about Primal Ancients, their different types, conditions to obtain them, and more. Primal items have the same stats as Ancient Legendaries but they always have maximum possible value on every stat. This includes special legendary affixes such as Multishot damage on Yang's Recurve or damage reduction on Band of Might. Additionally Primals have special rules for sockets:Primal items have a red border in your inventory that is visible even when the item is unidentified. They also produce a bright red beam and a unique minimap icon when they drop. Same as every other item, Primals have their stats locked in when they drop, not when they are identified. So you can't manipulate their main stat and elemental damage rolls by switching class.In order to be able to find Primal Ancients you need to have completed Greater Rift (70 or higher) solo. Primals must be unlocked separately on Season and non-Season, as well as Hardcore and Softcore. A good way to check if you are eligible to find Primals is by looking at your Blood Shard cap. If you can hold 1200 Blood Shards or more then you're good. When you complete high GR solo for the first time and unlock Primals, one of the items dropped by the Rift Guardian is guaranteed to be a Primal. After that every level 70 Legendary or Set item you obtain from any sources (drops, chests, gambling, crafting, Cube recipes) has a 0.25% chance to be a Primal. Unlike regular items, every Primal you find is guaranteed to be for your current class, there's no 15% chance to get an off-class item (except for the Primal you get for completing GR 70, which has a normal 85%/15% split). Salvaging a Primal item gives you 55 Primordial Ashes. This resource is used only in one Kanaï's Cube recipe - Curiosity of Lorath Nahr. It allows you to spend 100 Primordial Ashes to upgrade one non-crafted Legendary or Set item to a Primal. The stats on the Primal item obtained this way are rolled normally and are in no way connected to the stats on the item used in the recipe.

Primals obtained this way are different from normal Primals. They have the same red border but also a reddish-pink tint in your inventory and are a subject to several restrictions:There's no denying that Primals are very nice to have and very exciting to find, but at the end of the day they won't make a huge difference for your character's power. With how rare they are you are unlikely to have more than a couple in your build by the end of a season and in many cases even those few Primals you do have are only better than your best Ancients by a 100 or so main stat. In general for items you should prioritize: corrects stats > ancient > high values, and Primals only help you with the last one. So keep your head cool and don't let yourself get baited by a juicy red border. The situation is a bit different for faux Primals you can make in the cube. This recipe lets you reliably get a good Primal in a slot that is normally very difficult to find. In the worst case it will give you a Primal weapon, which typically contributes 3-5% damage just from having higher DPS. And in some builds you have these ridiculously hard to find items e.g. Shield of Fury or The Ninth Cirri Satchel. With those you often end up using a non-Ancient item even after farming it for entire season and in that case a good Primal becomes a significant upgrade.The best way to use your Primordial Ashes varies from build to build, but in general you want to go for an easy but impactful item, such as your weapon or Convention of Elements or an armor piece with an important multiplier. And if you play long enough to stockpile thousands of Primordial Ashes then you can try to go for the most difficult to find items in your build (typically offhands, gloves, or jewelry). Keep in mind that you also need to stockpile normal versions of those items because each Primal you upgrade can be salvaged to get 55 Primordial Ashes back. Primal Ancients are cool and exciting and starting from Season 28 they are more accessible than ever. Now you can recycle your bad Primals in an environmentally friendly way and turn them into good

Primals (with a bit of luck). But remember: right stats >> Primals, don't let the red border obsession get to you!Written by Northwar. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Home/Diablo 3/Farming/How To Farm Legendary and Set Items Last updated on Nov 20, 2019 at 05:01 by Deadset 8 comments Like the vast majority of items in Diablo 3, legendaries and set items can only be found through chance, and cannot be target-farmed. That means killingmonsters, elites and bosses, opening chests, gambling at Kadala and upgradingrare items at the Cube. 1. How To Farm For Legendaries or Set Items You can increase your chances at obtaining legendaries and set items by doing thefollowing. Set Items only Check if your desired set is the current Haedrig's Gift youreasiest source of a set can be simply participating in a Season. Completion ofchapters II, III and IV of the Seasonal Journey (a list of tasks accessible from the main menu or upper right corner in-game) yields Haedrig's Gifts, acache-like reward that drops two pieces of a predetermined class-specific set.Haedrig's Gift guarantees you a complete set, but not necessarily a well-rolledone. This is a once-per-Season reward, and the gifting set rotates from Season toSeason.Spend Blood Shards at Kadala killing Rift Guardians (in both Normaland Greater Rifts) yields theBlood Shard gambling currency, which can be spent at the vendor Kadala in anytown. Gambling allows you to target a specific slot, cutting out some of

therandomness of farming.Upgrade rares via the Hope of Cain recipe in Kanaï's Cube Upgrading Rares is a very potent recipe, especially in early Seasonal play. Atthe cost of 25 Death's Breaths and 50 of each of the generic materials (ReusableParts, Arcane Dust and VeiledCrystals), you can turn a Rare (yellow) item intoa random Legendary item of the same item type (i.e. a rare Mighty Belt will onlyturn into a legendary Mighty Belt). The upgraded item will get completely brandnew stats, including the potential for it to roll with Ancient or Primalquality. This recipe can produce both legendary and set items. In order to use this recipe properly, make sure that you are upgrading rare items of the itemtype of the legendary you require; while the recipe is vastly more efficientwith smaller, class-specific pools of legendaries (i.e. Barbarian MightyWeapons), it can also be used for more generic slots with reasonable efficiencydue to its cheap price.Set Items only Convert duplicate or redundant set pieces via the Skill of Nilfur recipein Kanaï's Cube it is common in early character progression that youstumble upon two same legendaries or two pieces of the same slot of a desired set, i.e. two set pants.Using this recipe, you can use your worse rolled duplicate and transform it intoanother piece of the set, either to complete or improve your set of choice. Notethat this recipe cannot produce Ancient or Primal rolls. Note that you can use D3 Planner to check for your chances of getting the item you want through Gambling at Kadala or upgrading rares in the Kanaï's Cube. 2. How To Farm Ancient/Primal Rolls of Legendaries or Set Items Ancient and Primal tier items are stronger versions of the base legendary andset items, dropping at a lower rate (10% and 0.2%, respectively). Ancient itemsare roughly 30% stronger than base legendary and set items, and only drop tolevel 70 characters in Torment difficulties or GRs; they are recognizable bytheir golden border once identified. Primal items are essentially the same asAncients, but with maximized stats, and are recognizable by their red drop beamand item border. Primals can come from any farming activity in the game, butonly after having successfully completed at least a level 70 Greater Rift solo. Besides efficient farming of standard and Greater Rifts (sub-5 minute runs), youcan maximize your chances at obtaining Ancient and Primal gear by doing the following. Reforge with the Law of Kulle recipe in Kanaï's Cube; this costly recipe(5 of each act-specific materials and 50 Forgotten Souls) is your only source oftargeted farming in the game. It grants you a complete reroll of a legendary orset item; the reformed item will get completely brand new stats, including thepotential for it to roll with Ancient or Primal quality. By allowing you to reroll a specific item over and over, cutting out every other alternative fromthe drop pool, this is by far the best source of a well-rolled Ancient, or evenPrimal, item that you desire. You should note that the reroll will not retainthe ancient or primal property of the original item, and all of your(potentially desirable) rolls from the original items will be gone as well. Beprepared for the whims of RNG by rerolling a spare item, rather than one thatyou are actively wearing.Upgrade rares with the Hope of Cain recipe in Kanaï's Cube: a second less efficient, but far cheaper alternative to obtain Ancientsand Primals is upgrading rares. This recipe will cost you 25 Death's Breaths and50 of each of the generic materials (Reusable Parts, Arcane Dust and VeiledCrystals), and is a reliable source of early Season Ancients, particularlyweapons. It works best with class-specific items.3. Changelog20 Nov. 2019: Guide added. Show moreShow less Need any help? Check out our General Discussion Forum!8 comments Ancient items truly shine in Season 17: so long as you have no Set bonuses equipped, each Ancient you equip will provide you with a massive 750% boost to damage dealt and 4% reduction in damage taken. For those of you who may have taken a break from gathering loot recently, we thought a quick refresher was in order to clear up any confusion about the differences between

Legendary, Ancient, and Primal Ancient items. In general, Ancient and Primal Ancient items are more powerful versions of Legendary items. They are identical to Legendary items except that their base attributes (damage or armor) and all non-percentile affixes roll higher values for both minimum and maximum possible rolls. Ancient & Primal Ancient Items The stats on these items will (generally) be tailored to the character class you are playing when the item drops Set items are also able to roll as both Ancient and Primal Ancient You can't equip more than one item with the same name, even if one is Ancient and the other isn't Any percentage-based affix will not be boosted (such as Attack Speed, bonus % to skills or % Critical Hit Chance/Damage) Ancient Items Only drop for characters who have reached level 70, and only on Torment level difficulties When dropped, Ancient items share the same orange glow as regular Legendaries You must identify the item to see if it's an Ancient Once identified, Ancient items have an orange border (or green for Set items) around the item tooltip and say "Ancient" in the item description. They drop from all sources including monsters, chests, Kadala, Horadric Caches, Kanaï's Cube, and even crafting at the Blacksmith or Jeweler Primal Ancient Items When dropped, Primal Ancient items have a red beam and glow Drops from any source of Legendary item in the game, including Horadric Caches, Kadala, and Kanaï's Cube, but only after having successfully completed at least a level 70 Greater Rift solo These items are much rarer than Ancient items and have perfect Ancient-level stats on all affixes, including the items Legendary Power Primal Ancients & Developer Philosophy Primal Ancients are for players who have largely completed gearing for their build or finished their Season Journey but want to continue playing. They're also for non-Seasonal players who have great gear and spend most of their time gaining Paragon Levels and upgrading Legendary Gems. We wanted to extend the excitement of seeing gear drop or spending Blood Shards at Kadala beyond obtaining Ancients in every slot. Primals provide an avenue for dedicated players to complete a build, without feeling like required upgrades. We hope that answers any questions you may have about Ancients and Primal Ancients. Now go get em! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Seasons allow players to test their strength by starting a new character from scratch. Progress towards unlocking cosmetic rewards, and participate in Season specific events.Learn MoreAs you slay hordes of monsters and challenging bosses, you grow in experience and ability, learning new skills and acquiring items of incredible power.Campaign A star has fallen from the heavens grim omen that heralds the End of Days. The heroes of the past are gone or dead. A new champion must rise? Unique ClassesThere are seven classes in Diablo III boasting destructive tricks for tearing through foes. Each class has a unique resource system and appropriately different playstyle.Legendary SpoilsAs you play through Diablo III, equipmentitems that your hero can wear or wieldwill come to you in droves.Endless ReplayabilityEvery time you start up a new game, the world changes. You'll find unfamiliar foes and unclaimed treasures. Paths you took earlier may suddenly be teeming with demons...The Barbarian is a massive, heavily-armed warrior, a wanderer from a tribe that once guarded the sacred Mount Arreat.The Crusader is a champion of justice adorned with metal armor and gleaming power. When evil emerges from its lair to twist and destroy humankind, the Crusader charges.The Demon Hunter is the survivor of a demonic attack who has dedicated body and soul in an unending quest to rid the world of the influence of the demons that threaten Sanctuary.The Monk is a holy warrior, a servant of the divine whose body has been honed into a deadly weapon.The Necromancer harnesses terrifying powers of blood and bone to restore balance to Sanctuary, cursing his enemies with dreadful afflictions and commanding powerful skeletal armies and towering golems.The Witch Doctor weaves the power of the spirits of the Unformed Land, summoning creatures from beyond the grave.The Wizard is an arcane prodigy who commands time and the elements in the pursuit of destiny and power.The Barbarian is a massive, heavily-armed warrior, a wanderer from a tribe that once guarded the sacred Mount Arreat.The Crusader is a champion of justice adorned with metal armor and gleaming power. 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The hellgates are open.Buy NowHowLongToBeatDiablo III NewsLoad MoreRares should be salvaged, always. They're completely useless once you fill every slot with a legendary item. You'll need the materials you get from scrapping rares (and also white/blues) in almost every recipe. For the majority of the legendaries you find, their best use is to either extract their power using Kanaï's cube, or break it down into a forgotten soul. The one caveat is that it's worth it to save any ancient gear you find just in case it comes in handy down the line. Ancient legendaries are rare enough that they're worth keeping. For extra set pieces, there are ways you can use the Kanaï's cube to reroll it into another piece in the set. (10 souls, 10 dBS). This allows you to complete sets much faster. Finally, there's almost no way to transfer useful gear between classes. 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