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Welcome, adventurers, to the dark and grim world of Grim Dawn! If you're new to this incredible action RPG, you might be wondering where to start. With so many classes, skills, and gear options, it's easy to feel overwhelmed. But don't worry, I've got you covered. In this guide, we'll explore some of the best builds for beginners that will help you
survive and thrive in the harsh world of Cairn. Let's dive in! Getting Started with Grim Dawn Before we jump into the builds, let's talk about the basics. Grim Dawn is a complex game with a steep learning curve, but once you get the hang of it, it's incredibly rewarding. The game combines elements of classic ARPGs with a deep and immersive
storyline. You'll face hordes of enemies, collect powerful gear, and make critical decisions that shape the world around you. One of the first things you'll notice is the dual-class system. This allows you to combine two different classes, creating a unique playstyle that suits your preferences. Whether you prefer melee combat, ranged attacks, or
spellcasting, there's a combination that will work for you. Choosing Your First Class When you start the game, you'll need to choose your first class. This is a crucial decision, as it will determine your base abilities and playstyle. Here are some tips for choosing your first class. This is a crucial decision, as it will determine your base abilities and playstyle.
is a great choice. This class is all about survivability and brute force. Demolitionist: For those who love explosions and area-of-effect damage, the Demolitionist is perfect. This class excels at blowing things up and controlling the battlefield. Occultist: If you prefer a more magical approach, the Occultist offers a variety of spells and summoning abilities.
This class is versatile and can be built in many different ways. Nightblade: For a stealthy and agile playstyle, the Nightblade is the way to go. This class focuses on speed, precision, and dealing critical hits. Understanding Devotions In addition to your classes, you'll also have access to Devotions. These are powerful constellations that grant you
additional abilities and bonuses. Devotions are unlocked as you level up and can be customized to fit your playstyle. Some popular Devotions for beginners include: Crossroads: Provides a mix of offensive bonuses, making it a great all-around choice. Hawk: Increases your movement speed and grants a chance to dodge incoming attacks.
perfect for melee builds. Kraken: Offers a powerful area-of-effect attack and increased damage, ideal for ranged and spellcasting builds. Best Builds for beginners Now that we've covered the basics, let's dive into some of the best builds for Beginners Now that we've covered the basics, let's dive into some of the best builds for Beginners. These builds for Beginners Now that we've covered the basics, let's dive into some of the best builds for Beginners Now that we've covered the basics, let's dive into some of the best builds for Beginners.
+ Demolitionist: The Tanky Blaster This build combines the durability of the Soldier with the explosive power of the Demolitionist. It's a great choice for players who want to be in the thick of the action while dealing massive damage. Here's a breakdown of the key skills and gear: Menhir's Will: A powerful defensive skill that increases your health and
armor. Field Command: Boosts your damage and that of your allies, making it great for group play. Fire Strike: A ranged attack that deals fire damage enemies in an area. For gear, focus on items that increase your health, armor, and fire damage. Look for
weapons with high attack speed and area-of-effect capabilities. This build is all about survivability and crowd control, so prioritize defensive stats and abilities that can hit multiple enemies at once. Occultist + Nightblade. It's perfect for
players who enjoy a more strategic and stealthy playstyle. Here are the key skills and gear: Bloody Pox: A debilitating spell that deals damage over time and reduces enemy health. Curse of Frailty: Weakens enemies, making them more susceptible to your attacks. Shadow Strike: A quick and powerful melee attack that deals bonus damage to
vulnerable enemies. Amara's Caress: Heals you and your allies, providing much-needed sustainability in combat. For gear, look for items that increase your spell power, energy regeneration, and critical hit chance. Weapons with high attack speed and life steal are also beneficial. This build relies on quick strikes and strategic positioning, so focus on
mobility and burst damage. Demolitionist + Occultist: The Pyromancer This build combines the explosive power of the Demolitionist with the magical abilities of the Occultist. It's ideal for players who want to deal massive damage from a distance. Here are the key skills and gear: Stun Jacks: Throws explosives that stun and damage enemies in an
area. Mortar Trap: Places a trap that deals fire damage and has a chance to ignite enemies. Bloody Pox: A debilitating spell that deals massive fire damage over time and reduces enemy health. Hellfire Mine: Places a mine that deals damage over time and reduces enemy health.
regeneration. Look for weapons with high area-of-effect capabilities and bonuses to fire damage. This build is all about dealing massive damage from a safe distance, so prioritize offensive stats and abilities that can hit multiple enemies at once. Gearing Up Your Character Gear plays a crucial role in Grim Dawn. The right equipment can significantly
enhance your character's abilities and survivability. Here are some tips for gearing up your character: Focus on Set Items provide powerful bonuses when equipped together. Look for sets that complement your build and playstyle. Prioritize Resistances: Enemies in Grim Dawn deal various types of damage, so it's important to have a
balanced set of resistances. Aim for at least 80% resistance in each element. Crafting and Enchanting: Don't forget to use the crafting and enchanting systems to upgrade your gear. Adding powerful enchantments can make a big difference in combat. Farming for Legendary items are some of the most powerful in the game. Spend time
farming for these items to boost your character's capabilities. Leveling Tips and Tricks Leveling in Grim Dawn can be a challenging but rewarding experience and rewards. Make sure to complete as many as possible to boost your level.
Explore the Map: The world of Cairn is full of hidden treasures and secret areas. Explore every nook and cranny to find powerful gear and experience. Use Shrines provide temporary buffs that can greatly enhance your combat capabilities. Make sure to activate any shrines you come across. Join a Party: Playing with friends or joining a party
can make leveling much easier. You can share experience and loot, making the process more efficient. Surviving the endgame, Grim Dawn offers a variety of challenging content to keep you reach the endgame. Crucible: The Crucible is a wave-based survival mode that tests your skills
and endurance. It's a great way to earn powerful gear and experience. Shattered Realm: The Shattered Realm: The Shattered Realm is a procedurally generated dungeon that offers unique challenges and rewards. Explore its depths to find powerful loot and face tough enemies. Rogue-like Dungeons: These dungeons offer a fresh experience each time you enter, with
randomized layouts and enemies. They're perfect for players looking for a challenge. Faction Quests: Completing faction quests can grant you powerful allies and unique rewards. Make sure to align yourself with factions that complement your build. Common Mistakes to Avoid Even with the best builds and gear, there are common mistakes that
beginners often make. Here are some pitfalls to avoid: Ignoring Resistances: Not having balanced resistances in your gear. Overlooking Devotions: Devotions provide powerful bonuses that can greatly enhance your character. Don't forget to invest points into
Devotions as you level up. Neglecting Crafting: Crafting and enchanting can significantly upgrade your gear. Make sure to use these systems to their fullest potential. Not Exploring: The world of Cairn is full of hidden treasures and secret areas. Take the time to explore and uncover these hidden gems. Conclusion Grim Dawn is a complex and
rewarding game that offers endless possibilities for character customization. Whether you're a seasoned veteran or a newcomer to the genre, these beginner-friendly builds will help you survive and thrive in the grim world of Cairn. Remember to experiment with different classes, skills, and gear to find what works best for you. Don't be afraid to take
risks and explore new strategies. The beauty of Grim Dawn is its depth and flexibility, allowing you to create a unique playstyle that suits your preferences. So, grab your weapons, gather your allies, and venture forth into the dark and dangerous world of Cairn. Happy hunting! FAQ What is the best class for beginners in Grim Dawn? The best class for
beginners depends on your playstyle. The Soldier is a great choice for tanking and melee combat, while the Demolitionist is perfect for explosive area-of-effect damage. The Occultist offers a variety of magical abilities, and the Nightblade is ideal for stealthy and agile playstyles. How important are Devotions in Grim Dawn? Devotions are very
important in Grim Dawn. They provide powerful bonuses and abilities that can greatly enhance your character. Make sure to invest points into Devotions as you level up to maximize their benefits. What is the best way to gear up in Grim Dawn? The best way to gear up in Grim Dawn is to focus on set items, prioritize resistances, use crafting and
enchanting, and farm for legendary items. Exploring the map and completing side quests can also help you find powerful gear. How can I level up efficiently in Grim Dawn? To level up ef
content that can help you gain experience and powerful gear. Hi everyone! It's been two months since I started Grim Dawn and I'm having a lot of fun. I'm training 4 characters with reference to the builds posted by everyone, and all of them are exciting!! Build Compendiums is kind to beginners, and I am very grateful to @Stupid_Dragon Well, as we
all know, this game spends a lot of time farming. I think that the fun of playing this game is to play many classes, and if possible, I would like to farm in various classes in the mood of the day. I think it's possible to build on a low budget, but by the time you have a few characters, your assets will increase to some extent. So what I mean is that I want
all veterans to tell me about builds that can be used for farming between low budget builds and endgame builds. Like we can comfortably farm the elite SR. I believe that knowledge will also help Grim Dawn beginners in the future. Thanks to all my friends for giving me a lot of insight! 1 Like The builds you have listed here are all with specific
equipment in mind. For the warlord I recommend a beginner blitz build (nearly busted in effectiveness). The shieldbreaker can be ran as a fire variant but it is a different build and a bit lacking if you don't have pyran's set. The pet conjurer you have listed is using the bysmiel's trinket set which is completely rng based on acquiring it. Going for a
beginner pet conjurer will do the trick. The most efficient of the group is going to be the warlord blitzer. Cheers! 2 Likes Thank you for your quick reply! Yes, as you say, all the examples are endgame builds. And there is no doubt that Warlords are the most suitable class for farming. However, I found it easy to aim for their build for the following
reasons: Warlords have adopted a Totally Normal Shield that can be picked up and a set that can be picked up and a set that can be picked up and a set that can be picked up and I needed some tips to operate it.) The Conjurer comes with a
beginner's guide and we can buy the blueprints for the weapon at Bysmiel. Those are the impressions I actually played. thank you. Yeah for sure. The easiest one is the warlord from that group. You cannot get the trinkets from the weapon craft. It is a separate set. No blueprint exists for those things! Farming is the only way to acquire the
amulet/medal/rings. From an efficiency standpoint the blitz warlord will be best. It is very fast and 3 shots essentially all main campaign content. The gear is also: Milton's casque, warden's shield, etc. These are verrry easy to get items. The dual shield one will be meh until your gear is good. The pet conjurer is not the fastest by any stretch. You can
go ultra lazy with low dps on it or you can do okay dps with a piano build. See duskdeep builds for min-max pets. Maya's builds are for the lazy players but come at a cost of clear speed. The fastest farmer in the game would be a skater using volcanic stride. It is also very easy to gear for. 4 Likes Thank you for the detailed explanation! duskdeep is a
person who is actively posting pet builds. I didn't know that the dps was so different. And I didn't know the build a skater using volcanic stride at all. Can you give me a build example if you like? 1 Like not sure what you mean; because all the builds you've linked are 100% pure endgame builds all these builds can comfortably beginner farm
 "endgame" [name] Ulvar1 is the author of this compendium. [image] 📓 What and why is this compendium? Most of these builds are already included in the "real" compendium but might be hard to find. From my experience on discord, reddit etc, most people do not even know that these build guides exists. Perhaps by moving them to a separate
compendium can make these builds and guides a bit easier to find and link to. A common thing on the forum is to hide text within "sp... the only way for there to be something (item-wise); otherwise it's an actual endgame build; since
those require a "full" specific setup of XY legendaries that are random drops kuja: Like we can comfortably, farm SR 50+ if not even 60 or higher, on Ultimate (at least the ones i've tried), endgame builds aren't as much about "farming capablitly) since they can
basically all do SR 65-66 on Ultimate or 75-76, but about optimized performance, "making the same feat but better/faster", ex Crucible 170 in 5 minutes instead of 7minutes and since SR 65-66 is about the most optimal farm spot, without a fully reliable build, you don't really need a full endgame build for farming (65-66 farm), unless
you wanna step it up the final notch for 75-76/150-170 farm within "fast meta times" 2 Likes Here is a beginner skater build from the compendium: Hi folks, This is not really a build post but more like a report of what I have been doing as a newbie player since FG release - but any suggestions on the build will be greatly appreciated! Introduction Why
I think it's semi-beginner friendly / who might benefit from this post most think there are a lot of casual players like me who has 2\sim3 Lv.100 chars and 1\sim2 stash pages of purple gears, and feel kinda lost of direction because: already have sth equal to / slightly better than those ... 1 Like Thank you for your reply! I have to apologize to everyone for
the question that didn't make sense. It was also my mistake to give an example halfway despite my lack of knowledge. Okay, I noticed that the post was straying, so let me organize my thoughts once. What I was worried about was ... the endgame builds were a mixture of builds suitable for farming, builds specialized in going deep into CR and SR, and
builds specialized for attacks for the purpose of TA ... It was difficult for me, who lacked knowledge, to judge whether the build was easy to aim for. Some beginner builds include additional builds when your assets grow, but sometimes they don't and you may be confused about your next policy. So ... considering the ease of making and handling ...
What is the recommended build as the next step after the beginner's build is completed? Is this question more appropriate? As I frequently delete my stash and clear my db I have some tips: The first character should be fun to play for you. Your first character will just be for getting gear that you can use to make another, better build. Don't start with
an endgame build and work backwards. Just pick a style of play that you like: pets, spam caster, melee, gunner, etc. and then use the beginner compendium to find a build that suits that playstyle. You will probably find gear for everything but the build you want to play. So just go with the flow. Before SR the best farming is to do the monster totems.
You can get lots of blueprints and legendaries by doing that. 1 Like i would say in that case there is probably 2 avenues 1 is a beginner build that then (likely) includes "easy" to obtain endgame it most beginner and half endgame in one while then just
having the other half to transition to "full" endgame path build, like Ultos (which happens to be linked in Stupid_Dragon's beginner guide)
 ^this will still be "harder" than nr1 since you can't target farm ex Ultos set in this example (you can basically craft it if you are willing to do a MP game/trade), which means that unlike Krieg/Vanquisher starter builds, there is more than 50% RNG drops -but imo ex Primal Strike starter guide is so solid that the difference from starter setup to full
time - because RNG i feel like a lot/"most" beginner builds are reasonable enough for endgame, and the middle-ground between; because we can transmute items which makes it even easier to get your middle-ground endgame transitioning build going; especially even more so if you are okay with a MP trade for crafted helms to transmute i'd say the
hard endgame builds, are the ones that "require"/rely on a lot of pure RNG drop items beginner builds and by extension the "middle-ground" builds that are simpler to get going utilizes MIs, easy obtainable crafts, or faction items, so any starter guide build with a subsequent endgame transition that fits that "item criteria" would be the best
imo 3 Likes Thank you very much! Sentinel! I'm looking forward to operating it from now on. A big thank you to your kind seniors. I can bet that the earliest all-but-celestials-endgame-farming budget build is the all time classic Silver Sentinel infiltrator. This Infiltrator, Level 100 (GD 1.1.9.5) - Grim Dawn Build Calculator can do SR75 and sub-5
Crucible with okay consistency - without a single random purple or rare affix (except the boots but they are common). Rings are questionable as a budget thing but you get the green sword from the same area and get a small chance for the purple ring set every time you go. And are replaceable with Ice and Fire craftables as soon as you get the
blueprint. Upgradable to Chillwhisper which is still maybe top 10 builds in the game. 2 Likes Thank you for the easy-to-understand explanation! I am keenly aware of my poor understanding of beginner guides and all builds. My first class was Vindicator. But I couldn't stabilize his survival and lost track of where the build should go. I'll read the build
you recommended and try it out. I was fortunate to have you find my post. infiltrator is one of the classes I was very interested in! It 's a very cool build that I want to try. thank you for the advice! I searched for a Primal Strike build that I want to try. thank you for the advice! I searched for a Primal Strike build that I want to try.
 Warder was posting more actively. Which class do you think you would recommend? aeh, i didn't mean Dark One primal strike build somewhere on the forum that uses Dark One tho) it was more to point out that while a potential easy starter-middle-ground
build could be one that uses Dark One (because you can target farm the set); then the other 50% items in the build might still be pure RNG had be one that uses Dark One (because "all" the items in Ultos are random drop); then it could still be that luck was
with you for the Ultos build, but against you in for the Dark One build, even if an Ultos Shaman had more random drops than Dark One ^and even if you didn't have good luck on trying to make an Ultos build, then the Primal beginner guide build performance was so good that it didn't really matter much vs another starter build like vitality caster
Occultis that used easy Dark One set - because a lightning primal strike i referred to that was solid as start was Stupid Dragon's; keep in mind the Main approach is Primal Strike, so even if one makes a Primal Strike Vindicator you can still use that guide even if it's for Warder (during leveling the majority
parts will still be relevant) - and then can decide at end, what to fully be at endgame, if still want to be Ultos vindicator/warder or something else with that class) hopefully that clarified a little what i meant? anyways, in terms of Primal Strike builds, imo it goes sorta like this (for lightning dmg) 1 Druid for highest dmg, melee or ranged 2 Warder is
melee, has most tankiness but "lower" dmg 3 Vindicator for ranged 4 Conjurer for melee or ranged 4 Conjurer for melee or ranged that's a pure guess tho for Vitality dmg you
have Ritualist, Conjurer or Archon, but i'd probably stick to lightning if it was your first Primal Strike build 2 Likes Oh, I see. I was embarrassed to make a mistake. don't be nothing wrong with that aside from grim dawn being a complicated game, which means
even if you have many many hundreds or a thousand hours played a person might still not know "everything" and then when someone try to convey a meaning what they write might look "obvious" to them, but not the reader and understanding an intent can be even more complicated, if the persons communicating are then doing it in another
language than their primary 3 Likes I realize that it is difficult to overcome the language barrier. Especially when it's just letters. Of course I don't regret posting a plethora of legendary weapons that
can turn the tides of battle. Whether you're a vault hunter seeking maximum damage or a fan of unique mechanics, these 13 legendary weapons are the cream of the crop. Get ready to embrace the chaos and power up with these game-changing armaments. Weapon Type: Assault Rifle Rowan's Call delivers precise destruction. With each critical hit
bullets return to the magazine and unleash additional projectiles, creating a storm of damage that synergizes with critical-focused builds. Weapon Type: Sniper Rifle The Lyuda is a legendary sniper rifle that spawns multiple projectiles on each shot. Its high damage and multi-projectile mechanic make it a formidable choice for long-range
engagements. Weapon Type: Shotgun This shotgun packs a punch with a spread of incendiary projectiles that devastate enemies. Its fire damage and unique reload animation pay homage to the classic Doom series. Weapon Type: Shotgun The Lob stands out with its energy arc projectiles that bounce off surfaces, making it a versatile weapon for
crowd control and dealing damage around corners. Weapon Type: Pistol These two pistols come with unique perks. King's Call deals bonus critical hits, making them formidable choices for survivability. Weapon Type: Shotgun The Conference
Call unleashes a spread of projectiles that ricochet upon hitting surfaces. With the right build, it can create a storm of bullets that shred enemies. Weapon Type: Shotgun The Butcher's fast fire rate and multiple pellet spread make it a close-range beast. Its unique attribute of replenishing ammo on hit ensures sustained firepower. Weapon Type:
Shotgun The Flakker releases a spread of explosive projectiles that explode in mid-air, raining down explosive death on enemies. Its high damage output is balanced by its unique firing mechanics. Weapon Type: SMG The Cutsman fires a horizontal energy beam that deals damage over time. Its ability to pierce through enemies and obstacles makes
it a versatile choice for crowd control and damage. Weapon Type: Pistol The Maggie's pellets split into additional projectiles, creating a spread of damage that's devastating at close range. Its high damage and unique bullet-splitting mechanic make it a must-have. Weapon Type: Pistol The Infinity pistol is unique in that it has infinite ammo. While it a must-have.
has a slower fire rate, it's a reliable choice for sustained damage output without the need for reloading. Weapon Type: Assault Rifle The Monarch boasts high
damage and fire rate, making it a versatile weapon for different combat scenarios. Its ability to switch between single-fire and full-auto modes adds tactical flexibility. Whether you're a vault hunter focused on precision or chaos, these 13 legendary weapons in Borderlands 3 offer an array of playstyles to choose from. As you traverse the chaos of the
Borderlands, wield these armaments to dominate enemies, conquer challenges, and embrace the thrill of mayhem. Read the latest project updates and join the discussion on the forum! Check out highlights from the Community! Learn more about Grim Dawn in our official Game Guide. Grim Dawn's latest update is now available! Enjoy squished
Shattered Realm progression, improved Crucible progression for alts, revised Component skills, the latest bug fixes, and much more! Learn more on the announcement page! We are thrilled to grow our community on the Xbox and
expand the ARPG offering on console. Grim Dawn debuts on Xbox with a "Definitive Edition" that assembles years of expansion, and the Crucible game mode! Finally Xbox players are be able to explore the darkest corners
of Grim Dawn's vast, immersive world, where secrets abound and untold terrors lurk. Known for its rewarding end-game activities, Grim Dawn is sure to entice fans of the genre both new and old. Discuss this news on the forum. 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. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. The gates of hell open for the 27th time, this time the Diablo 3 season is called Light's Calling
With a new season opening in less than 24 hours, here are some of the power-packed features in the latest release. Diablo 3 Season 27 Features - Angelic Crucibles While we had Echoing Nightmare as the prime feature in Season 26, in this season, players will come across a consumable called Angelic Crucible. The Angelic Crucible utilizes a
sanctification feature. Using it sanctifies a legendary item and gives you the option of choosing 3 class-specific skills. The skills chosen are random. Sanctification. Here are other features related to season 27 Angel Crucibles drop from level
70Sanctification is limited to level 70 itemsFollowers may not use sanctified items a player may obtain but only 1 sanctified items will perish and won't
transfer over to a non-seasonal characterAdventure Mode is unlocked on all accounts by default. No need to complete the Campaign for newer players. Normal Difficulty to Torment 6 is open to all players regardless of account status. Torment 7-16 is unlocked at level 70. Uber Boss Realms close in 60 seconds automatically after an Uber boss is
defeated. Additional Uber boss realms may exist in the same game session. Echoing Nightmare makes it into the core game. Its effects are reduced by 83%. Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27 - Class-Specific Powers (Sanctification) Every class in Diablo 3 Season 27
Whirlwind pulls and grapples all enemies within 25 yards. Wrath of the Berserker generates Tempest Rhythm causing enemies to take 2% damage per stack over 20 seconds. Maximum stacks are 50. Hammer of the Ancients is empowered to hit in all directions. The 10th cast causes a shockwave that deals 10 times the damage. Crusader Blessed
Hammer damages enemies over a 15-yard radius and causes every rune to throw Dominion in a straight path. Fist of Heaven is cast randomly on an enemy every 2 seconds. Falling Sword summons 2 archangels that cast Consecration and Condemn Demon Hunter Strafe casts
any last non-channeled Hatred spending skill. Using Vengeance causes a rocket barrage that deals percentage damage equivalent to the enemy's maximum life. Bosses and elites take less damage from this ability. Rockets fired increase over 30 seconds. Cluster Arrow doesn't drop explosive ordinance, it now casts a focused ray of light. Monk Wave of
Light now casts a giant bell on the location that deals damage whenever the player attacks the bell. Maximum of 5 bells can be cast. Way of Hundred Fists uses the 2nd combo and increases damage by 2% with a maximum stack of 350. Seven-Sided Strike causes a barrage of punches for 15 seconds. Necromancer The Golem now loots corpses over a
20-yard radius. Every corpse stored; lets you use any corpse spending ability. Max of 30 corpses can be stored. Army of the Dead attacks enemies within 50 yards Every enemy that is afflicted by Locust Swarm has the Haunted debuff. Casting
Piranhas pulls all enemies that are haunted within 60 yards to the center of the pool. When a Bogadile stuns a lesser enemy, they are instead killed instantly. Elites and Bosses take massive amounts of damage. Summons 2 Gargantuans and 3 Zombie dogs over time. The Zombie dogs gain all effects of the runes and Gargantuans gain the 'Restless
Giant' rune effect. Enemies that are affected by Sacrifice are immolated, which makes them take 100% more damage and deal 15% less damage along with its other effects. Wizard Storm Armor changes its effect every 30 seconds. It summons a
thunderbolt at full charge and kills 1 enemy within a 30-yard radius. Bosses and Elites take massive damage. Magic Missile now fires up to 10 missiles and gains the Seeker rune effect. Arcane Orb spawns 4 charges that generate a new orb when cast. All charges detonate at the same time from the Arcane Orbit. Diablo 3 Season 27 - Final Thoughts
Season 27 is set to launch on August 27, 5 p.m. PDT. Have you decided on your class yet? With these exciting new features being added, making a decision can weigh heavy on the mind. Light's Calling will be one of the better seasons of Diablo 3 with a host of new changes and Echoing Nightmares going core. A much-loved feature from Season 26
Before you start your Season 27 journey in Diablo 3, make sure to complete the Challenge Rift to receive the 'Challenge Rift
they contain much more information, leveling guide and gear is easier to get. So no random purple gear and fantasy greens. Farmable set like Dark One or Krieg, faction gear, yellow affixes monster infrequents, with sprinkle of blues. Beginner Builds [1.1.2.5] [caster] Beginner's/budget acid Sentinel First we will start with The Sentinel. It's acid build
with option as caster with off hand or tanky build with Shield. It has some leveling guide and budget build with Dark One set and Biting Blades from Seal of Shadows component Status: As first build in this list, it's pretty outdated. I hardly suggest using it (some pointers might still be helpful ofc). TqFan have newer guide about Acid Sentinel using
Dreeg Evil Eye skill. [1.1.2.5-1.1.9.1] Beginner's Lightning Vindicator caster Next is my Vindicator guide. Two versions-Storm Totems version is updated for 1.1.9.1 patch, including budget build, leveling guide and guide itself of
course. In 1.1.9.3 patch, changes of Wind Devil behavior (should be helpful a bit) reduction of physical resistance in off-hand suffixes, potential minor nerf for this build, everything else is intact. Pretty good build for leveling. [1.1.2.3-1.1.9.3*] Beginner's/budget dual pistols pierce Tactician Next is my double pistol Tactician. It uses Stupid Dragon's old
build as leveling guide. It has budget build focused around Pistols with faction recipe. Status: Budget build and topic were both updated for 1.1.9.3 patch. Leveling guide is my most popular beginners one, also is thorough. It's based around
Malawiglenn's ideas. It has leveling guide with videos from different levels, also super cheap end game working setup. Cabalist version was added later. Status: Budget build was updated once, since original guide was posted. Vitality Oppressor pre-Dark One set have now more options and end game setup with Blightlord set is still pretty good.
Leveling guide might not be optimal for 1.1.9.3 patch but guide is still useful and leveling with Ravenous Earth skill is still easy. [1.1.3.0] Beginners/budget DW cold melee Trickster My latest guide. Is cold Trickster My latest guide with faction end game version by me. End game is still useful and leveling guide with faction end game is still easy. [1.1.3.0] Beginners/budget DW cold melee Trickster My latest guide. Is cold Trickster My latest guide. Is cold Trickster My latest guide with faction end game version by me. End game is still useful and leveling guide with faction end game version by me. End game is still useful and leveling guide with faction end game version by TomoDak. Also semi budget very fast and with high damage version by me. End game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and leveling guide with faction end game is still useful and game is 
with similar ideas and style as leveling and faction gear versions. Status: Trickster lost it's DW cold melee crown long time ago for end game builds and also tend to be glassy. Budget build was pretty decent for it's time but it's slightly outdated. Use with caution for 1.1.9.3 if you want Trickster. [1.1.2.5] DW cold Infiltrator for beginners-build diary
#22 by Nery This is link to build diary from my DW melee Infiltrator. It has tips and also link to my updated semi budget end game Infiltrator, which is pretty viable, even in Gladiator Crucible. Status: Some of the tips can be helpful in 1.1.9.3 patches. [1.1.3.0]
Beginner's/budget Mage Hunter My PRM Mage Hunter guide. Caster with lots of crit bonus doing elemental damage. Added on 2nd of July 2019. Status: Pretty old guide, also my leveling wasn't optimal at the time. I would suggest for this class Lightning AAR, multiple good budget items for this class. For early levels Pain is good clearer. [1.1.3.1]
Budget Lightning DW Ranged Purifier My FG update of classical DW lightning pistols Purifier by x1x1x1x2. Added to the list on the 16 of July 2019. Status: Old guide, leveling guide is even older. I can't recommend it, unless I redo both the leveling part and budget build. [1.1.3.1] Budget cold DW melee Blademaster DW cold melee, this time a
Blademaster. It uses Cadence as main attack+Nightblade WPS skills. Build is budget for end gama transition. Added here on 17 th of July 2019. Status: Pretty old guide, some of the points should be still true. Use this if you want cold Blademaster. Or use Stupid Dragon's guide if you want pierce damage. Status: For aether there's new Spellbinder
guide and for chaos Warlock is perhaps better than Mage Hunter. Move along stranger. This is guide for fire spinner builds. It's start to shine when you can equip dual melee weapons, can work as 2H build as well. Early leveling guide was
updated by Ulvar, so it's still good for 1.1.9.3 patch. End game version is pretty old, might update it in future. Perhaps my strongest one. Very straightforward, leveled the same way as played end game. Few minor changes (except
for Bonespike weapon might be better than Boneblade) to steamroll. Recommended for 1.1.7.1, nice leveling build, easy to gear budget version and monster end game build. Blade Arc also is suitable for 2H melee style of play. Status: Budget weapon focus is now shifted to Death Knight class but end game purple is still for
Witchblade. With changes to physical damage mechanics, this damage offers way more viable builds but if you like Blade Arc skill, this guide is recommended for 1.1.9.3 patch. [1.1.8.1] Beginner's Cold Dual Wield Melee Saboteur - the journey! Again Cold DW melee build, this time a Saboteur. Not the best possible class but DW Sabo can be fun build
none the less. Status: Funny enough with cold melee builds being not in a best position end game, Saboteur class is trying to take the crown for best cold DW class. Guide should be viable for 1.1.9.3 and unless some of the items will be severely nerfed, for next patches as well. One of the weakest classes in the game but with dedicated build, which
makes is pretty decent. Farmable Krieg set and Lucius boss weapon. Status: Since build was posted, Lucius weapon was nerfed but nothing major, guide/build are viable. Build focused around AAR skill and Pulsing shard green off-hand. Spellbinder class also is really good, so this guide is excellent stepping stone to end game monster builds. Status:
Since this build is from 1.1.9.3 patch, should be decent for at least few more patches (when/if have them). Sketches note, some of them all little outdated. Desolator Purifier 2H ranged, fire damage; Purifier, Level 100 (GD 1.1.6.2) - Grim Dawn Build Calculator Canister Bombs Sorc, fire damage, green items are without affixes: Sorcerer, Level 100 (GD 1.1.6.2)
1.1.6.2) - Grim Dawn Build Calculator Bleeding 2H melee Warder using Savagery/Blade Arc combo: Warder, Level 100 (GD 1.1.7.1) - Grim Dawn Build Calculator Physical 2H Forcewave spam Warlord: Warlord, Level 100 (GD 1.1.7.2) - Grim Dawn Build Calculator Physical 2H Forcewave spam Warlord: Warlord, Level 100 (GD 1.1.7.2) - Grim Dawn Build Calculator Physical 2H Forcewave spam Warlord: Warlord, Level 100 (GD 1.1.7.2) - Grim Dawn Build Calculator Physical 2H Forcewave spam Warlord: Warlord, Level 100 (GD 1.1.7.1) - Grim Dawn Build Calculator Physical 2H Forcewave spam Warlord: 
Dawn Build Calculator Lightning Thunderous Strike 2H Vindicator; Vindicator; Vindicator Fire Flames of Ignaffar Purifier; Paladin, Level 100 (GD 1.1.7.2) - Grim Dawn Build Calculator Physical S&B
Cadence Warlord(real monster): Warlord, Level 100 (GD 1.1.9.3) - Grim Dawn Build Calculator Q&A Q: Which guide you recommend? A: If I start the game I would go with my vitality Conjurer, easy for leveling, abundance of cheap gear and straightforward enough. Q: Which of other players guides you would play as beginner? A: Stupid Dragon's
guides are well made and thorough. I like in particular the Dervish one. And if you like pets, Maya's written the Bible for that style of play Q: Are your guides up to date? A: Some of them needs updating, the older the patch version is, the more likely they require some changes to function better. Q: Are you planning to update your guides? A: Yes. I
would eventually update most of my budget builds. Leveling progress though will require more time re-leveling same builds, that's unlikely to happen. Q: Why beginners builds are different than end game? A: You are limited of using sub-optimal gear. So you need more effort of covering your stats, adding more defense from devotions, etc. Q: Are all
end game builds possible to level same way? A: Most players prefers to level their end game build contains conduit mod or relies on legendary piece of gear for conversion, it's not suited for leveling or guide in that matter. Other guides Link to the beginners
compendium featuring builds from multiple authors. It's better to use newer builds but also you can ask the OP if build is still viable for current patch. Beginner build guides Compendium (for AoM + FG expansions) - Grim Dawn / Classes, Skills and Builds - Crate Entertainment Forum 21 Likes You stole my in the title thread I added this collection to
my collection. Now Dragon needs to do collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection to my collection to my collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my in the title thread I added this collection thread then the circle is closed malawiglenn: You stole my interest many i
for cross reference on purpose! We cross our swords, we cross our links. All for the sake of the beginner build crusade! up to now I have used the swords to see if Iget replies in my collection for my collection for my collection too... Thanks for adding my skater to the links! I'll do some more SR runs with my G2 setup this evening
and will update the main post to make it more suitable as a semi budget build. Udars: Thanks for adding my skater to the links! I'll do some more SR runs with my G2 setup this evening and will update the main post to make it more suitable as a semi budget build. NP. I hope to see more builds from you in the future, cause your guide is very
interesting to read! Do you think I should re-post the CT spellbinder guide btw? Since you have this beautiful Krieg version of it? If you have time, why not? I love the Krieg binder and yours with item from Hyram and faction gear
is excellent stepping stone. Plus I personally don't know how to level Spellbinder I can give it a try, I got kinda burned out from that build with all the freaking nerfs! I felt same way with cold rune caster but managaed to put it back up again. I need to do some video guides for my builds soon, Do you want me to do some for yours aswell? like 20 min
videos summarixing the build guide basically and show some gameplay malawiglenn: I can give it a try, I got kinda burned out from that build with all the freaking nerfs! I felt same way with cold rune caster but managaed to put it back up again. I need to do some video guides for my builds soon, Do you want me to do some for yours aswell? like 20
min videos summarixing the build guide basically and show some gameplay Someone doing the work for me?Yes please.Plus your video channel is popular and will have broader audience. Same apply for you, if you're interested in Crucible tests for some build, you can send me your build and I can test it. Hi im using: [1.0.4.0] Beginner's melee 2H
Lightning Elementalist by stupid dragon on HC. i would like to ask You guys could You look into it and tell me would be there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff i could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff is could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff is could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff is could look up for this build since there anything major to change in skills/devotion or what sort of end game stuff is could look up for this build since the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is could look up for the end game stuff is 
its HC mode so would there be a better devotion route to not die or it's fine? cubix199: Hi im using: [1.0.4.0] Beginner's melee 2H Lightning Elementalist by stupid dragon on HC. i would like to ask You guys could You look into it and tell me would be there anything major to change in skills/devotion or what sort of end game stuff i could look up for
this build since there were all those dle's and patches that maybe changed something major and im to noob yet to figure it out also its HC mode so would there be a better devotion route to not die or it's fine? Hi,Cubix Stupid Dragon said,that he received multiple requests about updating his build. His idea was to create similar Conjurer, but
                                played with this build. But definitely guide needs update. There are lots of new faction and monster infrequent items, since the build was posted. For example lightning 2h weapon can be Korvan Storm Halbred, which is excellent for Primal Strike build. Also if you wan fire 2h Elementalist, check Blazerush. You need to craft it, bu
recipe is faction bought. 1 Like For devotion route, you can check out my route for Warder Maya: Yes, I need that Stupid 's collection for my collection for
thread Post in the post, collection, Spiegel im Spiegel, etc. Nery: what are the pros and cons with DW melee trickster vs. infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner perspective? As I see it, infiltrator from a beginner persp
melee trickster vs. infiltrator from a beginner perspective? As I see it, infiltrator has the option to also go down the pierce damage route whereas trickster can go with bleed. In my leveling, actually underestimated the power of Savagery early on. It's still very strong even in normal difficulty, while in Infiltrator you need to wait to level 55 to get
Beronath fury from component. Even without conversion Savagery is pretty strong. Infiltrator is less stressful against burst damage, especially in higher difficulties, because of seal and damage reduction, basically better defensively. As pierce route, I like Belgo Infiltrator, but if you don't have it or full Assassins set, it's tougher to make. Bleeding Trickster
also is gear dependent, I think. Nery: Bleeding Trickster also is gear dependent, I think. yeah, probably not something you can do well with faction gaer / epics Probably Phantasmal blades Trickster, similar
to the Rraper guide done by Spanks/you? If you have knowledge and nerves to reset Ancient grove vendor to get Beronath blueprint and your goal is to reach ultimate, then Infiltrator probably have slight edge. Nery: If you have knowledge and nerves to reset Ancient grove vendor to get Beronath blueprint and your goal is to reach ultimate, then
Infiltrator probably have slight edge. Should be doable at level 55 infiltrator. I will try it when I do my "reset" project later malawiglenn: Nery: If you have knowledge and nerves to reset Ancient grove vendor to get Beronath blueprint and your goal is to reach ultimate, then Infiltrator probably have slight edge. Should be doable at level 55 infiltrator. I
will try it when I do my "reset" project later Yes your reset plan. Good idea to have DW melee beginners guides. I wonder, why? 2H is kinda in a bad shape overall. Dragon has elementalist savagery and I think he said he was gonna try
conjurer, not sure if he meant vitality or lightning here. I think he intended vitality but not sure. I have 2 forcewave builds in one guide Warder. You have 2H melee ritualist but it was just too squishy, perhaps with new kraken devo and jackal it will be a bit stronger Perhaps 2H vitality
Archone with these MI shoulders? Korvan Pauldrons malawiglenn: Nery: One thing that is lacking is 2h melee beginners guides. I wonder, why? 2H is kinda in a bad shape overall. Dragon has elementalist savagery and I think he said he was gonna try conjurer, not sure if he meant vitality or lightning here. I think he intended vitality but not sure. I
have 2 forcewave builds and two builds in one guide Warder. You have 2H ranged vindicator primal strike. I tried to make 2H melee ritualist but it was just too squishy, perhaps with new kraken devo and jackal it will be a bit stronger Perhaps 2H vitality Archone with these MI shoulders? Korvan Pauldrons Yes 2h seems bad. I was trying to do budget
setup with Blazerush, but it was not doing much damage and is not good defensively. And yes, Elementalist. Forcewave isn't really 2h build in my mind. I also think it as caster and keep forgetting it. But 2h melee have low speed, prone to fumble and CC effects. Life steal isn't that effective. One less slot for components, definitely not many good options.
Nery: Forcewave isn't really 2h build in my mind. I also think it as caster and keep forgetting it. But 2h melee have low speed, prone to fumble and CC effects. Life steal isn't that effective. One less slot for components, definitely not many good options. well I also had that 2H CT spellbinder. but yes FW is caster/melee, hard to describe I think also the
new FG items will help with with cc, I think slow res from fettan helm, harvest faction boots and the slow res from savagery will help at least with that cc but you can not resist fumble... I can try to improve it but I died on Master of Flesh 3 times with that build so I scrapped it but requinix did his "self found ultimate farmer" 2H
ritualist so xD 2h Alkamos sword Dervish. I keep proposing it to Udars, but have potential for something and if you farm SoT, probably can have some pretty good be cool, wondering if its conversion to vires might also affects volcanic stride or if counts as a skill on its own... triple bouncing is kinda fun Update news: Last week started
making Mage Hunter build, little glassy for my tastes, but will try to post quide tomorrow. Next on my list is burn Sorceress, maybe 2h melee. Nery: Next on my list is burn Sorceress, maybe 2h melee. Nery: Next on my list is burn Sorceress, maybe 2h melee.
2h melee. nice 2H can use some love. I am gonna try Bleed Trickster with new Rancor faction weapon. Nice idea. Should clarify 2h melee and Sorceress are separate builds 2H melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds 2H melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds 2H melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea. Should clarify 2h melee and Sorceress are separate builds Nery: Nice idea.
Sorceress are separate builds 2H melee sorceress cmon you can do it! Only after you do hybrid aether/bleeding build Nery: Only after you d
Added my Mage Hunter guide to the collection. can you try a AAE mage hunter too? Would be fun to see a REAL budget version of it law eplayed only chaos, but with recent changes, fire is
available. Maybe will try in future. I found a question on Reddit related to budget lightning DW melee build. Do you think one can do cheap Trickster with two stormhearts? The problem might be
RR.Also cold and bleeding possibilities. But why not? Mad Lee made end game build. So Eye of Storm is low level relic, if you have it, there's faction rings, empowered essence of beronath as amulet, Solael pants, Stormsepent belt, blue gloves. So it shouldn't be hard to build. Question is is it's worth choosing lightning for Trickster? Nery:
So it shouldn't be hard to build. Question is it's worth choosing lightning and was new to game. I said he should try either my warder guide or your trickster/infiltrator because then there will be at least some lightning stuff going on from
time to time e.g. maelstrom Page 3 malawiglenn: Nery: So it shouldn't be hard to build. Question is is it's worth choosing lightning and was new to game. I said he should try either my warder guide or your trickster/infiltrator because then
there will be at least some lightning stuff going on from time to time e.g. maelstrom Lol, but Maelstrom is lightning DW, is that the two classes with best WPS, nor attack speed. So there isn't clear class combo for DW
lightning. News about the collection: Added lightning Trickster to the DW cold guide Added my DW Krieg Battlemage to the list Not decided, but probably my next guide will be Purifier 1 Like What do you think of this? a challenger of Dragons Blademaster?
Interesting, melee tactician! The power of BM comes from Nightbalde WPS, but 25 Cadence and 21 Conviction is really strong. also relic has a wps one can lower points in seal of arcane empowerment and steel resolve for
more flat damage and also change weapon augments to some with flat pierce damage too. malawiglenn: also relic has a wps one can lower points in seal of arcane empowerment and steel resolve for more flat damage and
also change weapon augments to some with flat pierce damage too. Yes, it could work. You can do that and can create topic, if you want. Or I can test it and stick it to my Tactician page, we soon have to make new common collection of budget DW melee builds xD no idea if I have time to make the build and guide, I will just leave it at this sketchy stage
malawiglenn: we soon have to make new common collection of budget DW melee builds xD no idea if I have time to make the build and guide, I will just leave it at this sketchy stage I have 5 builds with Chillstrifes, so I can create whole collection with just that I still need 8 double rare pierce Trickster and Rah Zin Witchblade and fire DW Archon and
Nex&Ortus Shieldbreaker. At this point I realize you're talking about budget builds I am spamming in my own beginners builds topic, another ordinary day at the office. here is another dual wield build but focus on casting cold runes New build added to the collection-DW pistols Purifier. Next patch Trozan set is supporting Occultist, so will do Warlock
guide. I miss 2h builds, som maybe in the future will do that! sounds great to have collection within the collection within the collection within the collection of DW builds. I miss 2h builds, som maybe in the future will be fun, I will try to make 2H bleed trickster (unless Rancor gets nerfed to DEADBUILDS terrirory) and also at least one arcanist based build (CT spellbinder or AAR mage
hunter, then I can steal your leveling guide you had for the spagetti panetti build xD) malawiglenn: sounds great to have collection within the collection guide you had for the spagetti panetti build xD) malawiglenn: sounds great to have collection within the collection guide you had for the spagetti panetti build xD) malawiglenn: sounds great to have collection within the collection guide you had for the spagetti panetti build xD) malawiglenn: sounds great to have collection within the collection within the collection within the collection guide you had for the spagetti panetti build xD) malawiglenn: sounds great to have collection within the collecti
build (CT spellbinder or AAR mage hunter, then I can steal your leveling guide you had for the spagetti panetti build xD) Stealing is sharing, feel free to do that. Leveling Warlock in increased difficulty might be interesting proposition. DW collection ? Maya's reaction 1 Like Added my latest build here, cold DW Blademaster. Future
plans: After new patch hits will do Warlock TSS guide, also will make AAR MAge Hunter. Are you gonna steal my Ray? perhaps you could do sorcerer with fire Rays using Hexflame? I have a sketch for it malawiglenn: Nery: also will make AAR MAge Hunter. Are you gonna steal my Ray?
No, I never steal I mean fire or aether version. Nery: I mean fire or aether version. I have Fire Ray version in my guide too steal and share, steal and share I did not change any gear except weapon and rings compared to my Lightning Ray build so OA and DA is kinda suck malawiglenn: Nery: I mean fire or aether version. I have Fire Ray version in my guide too steal and share, steal and share I did not change any gear except weapon and rings compared to my Lightning Ray build so OA and DA is kinda suck malawiglenn: Nery: I mean fire or aether version. I have Fire Ray version in my guide too steal and share I did not change any gear except weapon and rings compared to my Lightning Ray build so OA and DA is kinda suck malawiglenn: Nery: I mean fire or aether version. I have Fire Ray version in my guide too steal and share I did not change any gear except weapon and rings compared to my Lightning Ray build so OA and DA is kinda suck malawiglenn: Nery: I mean fire or aether version.
guide too steal and share, steal and share I didn't saw the fire version, sorry. Aether is free, though I did not do anything serious with the fire version though, i.e. no leveling for it and no gear section or devotions etc. I basically just mentioned it briefly so I think it deserves some attention
and love here is fire ray sorcerer sketch btw there is still no beginner build guide for Chaos or Bleeding damage Added my Ray MH guides. Next step to level TSS Warlock. Future ideas for DW builds grows bigger! Page 4
malawiglenn: Nery: DW physical Death Knight and DW collection of DW builds grows bigger! Yup it will grow in geometric progression, at least builds by me DW collection section needed. I might do shieldbreaker then sketch xD (edit I forgot FS transmuter lol) This is my own shieldbreaker btw still missing some key-legendaries so that
is why I have 2 greens Ekket zhul helm, not seen very often Where and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? malawiglenn: Ekket zhul helm, not seen very often Where and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and how did you have difficulties leveling? I reached AoM in elite and 
mode and also avoid serious enemies. Should possibly add SIgil to the mix. Sigil on Bat is fairly good combo. GT- some items are missing huh you do not need to use that skill to get experience for devotion malawiglenn: you focus lot on OA and offenses no skill for Elemental storm? you can just bind it to a skill, you do not need to use that skill to get experience for devotion malawiglenn: you focus lot on OA and offenses no skill for Elemental storm?
for Elemental storm? you can just bind it to a skill, you do not need to use that skill to get experience for devotion It's a GT mistake, it's bound to Deathchill from component. I noticed, when I import my low level char, some items and components are missing for some reason. About offense, I was bored with slow killing speed, plus I favor speed
leveling, so that's the reason for OA, damage. Probably can tweak it. Cause right now am relying pretty much on my kiting skills to stay alive and not dying. It's kinda strange feeling to have any problems with leveling, that's almost forgotten experience. 1 Like Added my Vitality Conjurer guide to the mix. Also removed links to Malawiglenn builds,
since there are no longer available. After patch fixes drop by, I will work on new guide. I have few ideas like Vitality Phantasmal Blades Witch Hunter, Primal Strike Vindicator, Aether AAR Spellbinder, etc. Also noticed two damage types lacks any beginner's guides - chaos and bleeding. These are specific damage types, so not sure how good they can
be. If you have some ideas about beginner's guides and suggestions let me know! Also @knife what builds you like for leveling? 3 Likes Well, aside from your vit caster conjurer, i really enjoyed @Contragor's Immortal Pet Dervish. You both made such dank levelling builds in those 2 characters that ive used them to farm pretty much all of my top tier
gear, and both of them rarely die so this is a huge bonus in regards to HC. My personal favorite build for leveling was a retaliation witchblade because theres just something really fun about taunting everyone onto you and spreading bloody pox all over them. Regarding the Bleed build. Conjurer feels like an obvious choice if you main Curse of Frailty
and Grasping Vines, throw Bloody Pox in there, seems like you could have a very fast leveler at least early on. I personally love Grasping Vines particularly after they added the new animation. I love any skill that can immobilize bosses. I have
been meaning to try and build around it, which I realize is memey, but i really enjoy any build that pushes unpopular or unconventional skills and stats to the limits, like max block chance, max dodge/evade, the Vires Might CDR skater build, these are the things i like. When i want to level and build seriously for endgame though, i dont have a lot of
ideas myself, so i usually turn to you all and pick what seems sturdy and the most fun, so long as the build quide is quality and easy to understand/follow. A big problem ive had is that many of the build quides ive read call for gear i dont have, and i refuse to use GDstash, so building these other builds often requires the capability to farm fast and
frequently. I havent had any builds that could do that yet. Until now, thanks to you and Contragor. I will likely have a better answer to this question after building some more, and testing some more. 3,000 hours play time but theres still so much I havent done in this game. It just keeps on giving. Ill be playing it probably for another 5 - 10 years. If I
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ever put it down for a while, this is a game I know Ill pick back up on and off for pretty much the rest of my life. A true classic. 1 Like I'd love it if you made a Chaos Blade Arc or Cadence build. As a newbie, I have no idea how to build one. 2 Likes If were talking about builds id like to see a guide for, i have one in mind but i dont even know what classes it would be... Storm Herald dagger has absolutely made me want to create a Zeus or Thor style build focused on Lightning Doom Bolt. Shaman has nice Lightning down the meme hole but it sounds like a lot of fun. For Beginner,

I Laugher Takaber en Waster for Bleeding Builds. Build on very to play, how early 18 and post skills to variew. Whole military tracks from the variety and the lakes that fine the build on the post skill to variew. Whole military that the common was to the post of the build of t	aing skills so, maybe another conjurer alist or Vindicator makes sense. You are dearly on Solaels gery and Blade Arc-Nuke. 1 Like her beginner guide. Do you think that he do some more love. With the perfect in took Rhowan's Scepter Devotion but the either Typhos or Scythe, here's aks. This is my Dual Wielding whelming devotion, I like Bull better, bresence. 1 point in Counter Strike heed warder was wondering about he sketch you made for fire sorce ault for putting DE in the mix? next sing this weapon for endgame build. The bemuch pain like drain essence did with physical resistance. Also gun and shield paladin I sent like last cal versions oh and imo you can forget heiver This is a sort of hub for Chaos grimtools tinkering, there are 3 hellbinder or a Reaper. Is it worth it to hen game and budget options. The side and 4pieces will provide you with Blades caster. End game set is hell your work on those builds. It is not of beginners are lost in devotions ides in the future. Vindicator is help work on those builds. It is not of beginners are lost in devotions ides in the future. Vindicator is help work on those builds. It is set of beginners are lost in devotions ides in the future. Vindicator is help work on those builds. It is set of beginners are lost in devotions ides in the future. Vindicator is help work on those builds. It is set of beginners are lost in devotions ides in the future. Vindicator is help work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions ides in the future work on those builds. It is set of beginners are lost in devotions in the future work of the future