

# Hardcore poe builds

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Never played HC before this league, so I need a league starter.pref: fast clear, fun to play, work fast, easy to build/play, Page 2 51 comments Dual StrikeMarauder 3.12 Varunastra Double Blow Berserkerby SweterShield ChargeMarauder 3.12 General Cry Shield Chargeby SkippyBThis site fan-made and not related to The Grinding Gear game in any way. The Path of Exile 3.10 Delirium League is just around the corner. Delirium brings many new and exciting mechanics to the game, new items, new gems and much, much more. As you're just starting out in the Delirium Challenge League (whether it's HC, SC or SSF) it's going to be very difficult, so you have to choose between a strong, budget and novice friendly starter builds for the path of banishing the 3.10 Delirium League, especially if you want to race ladders. All PoE Delirium builds we mention in this article will have an updated passive tree 3.10 as soon as GGG releases it, so be prepared and good luck banishing! The information in this article refers to the Path of Exile Delirium on PC, Xbox and PS4. Skeleton Summoner Necromancer Uber SSF viable Skelemancer assembly is a very safe Delirium inductee build that can be safe throughout the content (making it very hardcore viable). With such high efficiency HP (9000-11000) is the safest Uber Elder Farmer to build there. In addition, you'll also have 70% physics reduction, decent regeneration and solid display speed given that it's an assembly call. What makes it really nice is that you don't need to worry about having corpses to call out (as you do for ghosts and zombies). Overall, if you like to play callers, then make sure to give this build a try as it is viable for Delirium HC, SC and SSF. Frost Blades Assassin Budget Fast Mapper By 3.7 Frost Blades got massive buffs that allow you to build to reach about one million DPS with budget equipment alone. This is the perfect time for beginners to try it out. Achieving red cards and finishing T16 shouldn't be a problem for this build, although it can be sketchy on Hardcore Delirium if you don't invest enough in life. Since this build uses vortex blades as a speed of motion, you will need to do the most to use it to dodge monster attacks because this build is not designed to facetank anything! Frost Blades builds during Delirium is definitely HC, SC and SSF viable. If you play on HC and you feel too soft, get more life. The ancestors of the Warchief Totem Uber Lab Farmer Ancestors Warchief Totem build will be a very strong choice to build to expand Delirium, because you can essentially swap for any other melee build if you are bored. However, the ancestors of Warchief Totem are going to melt the packages as well as bosses with minimal up to no gear so essentially very low budget. AW totems scale incredibly well at the end of the game, so you can use them even at 100 if you want and they make runs delves the wind. With the high armor and life of this assembly, you'll be able to equip Uber Lab and a lot of currency is fast in the League of Delirium (one Uber Lab run would usually make you like 20-30 chaos profits per launch). This build is HC, SC and SSF viable. Arc and Lightning Spire Trapper Saboteur (Atzir viable) In case you plan to rush through the PoE Delirium League and get rich on day 1/2, the arc or lightning spire Trapper/Miner will be the best Delirium beginner to build. Since Atzir has many stages it's pretty easy to just insta kill it because of the nature of the traps and mins you just install them and see the HP boss melt! Even if you're just planning on displaying this pretty solid build, although beware this build is really mana hungry, so you'll have to run the mana flask for most of the time. Because of the installation of most Arc/LS trap or miner passive trees, your life will be incredibly low to level 60, so this is not the preferred choice for Hardcore Delirium (unless you know what you're doing). Thus, this 3.10 Build build is a VIABLE SC and SSF. Juggernaut Molten Stryker - Ultimate Tank Melee As you probably know the melee has been in poor condition over the last few leagues and for the expansion of Delirium it has received a massive overhaul. Even before melee lovers, Molten Strike builds often facetank almost nothing and have been going to build for the boss of the killer. On top of that, Molten Strike isn't really that bad even for cleaning cards, and it's very strong for alignment (most hand-to-hand combat builds is used to level with MS). This Molten Strike Juggernaut can reach 9k HP, 80% maximum resistance and 1.7 million DPS, leading to very fast clear speed and easy profits from Uber Lab and running people through bosses. You can run this build on a tight budget, but it performs much better with some investment if you work this out as a starter build for the Delirium League then make sure to check out the league's starting section guide. The build is HC, SC and SSF viable. The tectonic helmet juggernaut Mapper/Delver tectonic helmet was pretty funny even before the melee fans in Delirium so it's definitely still a top starter to build for the PoE Delirium League. A very strong choice to build if you plan to do delves and agricultural cards quickly like AoE on a tectonic slam is huge and you will be cleaning things up very quickly. The thing to be aware is that while this build works fine for most content on a low budget, you can't expect it to clean endgame bosses without much usual-although you can always swap to molten a strike if you ever decide to kill the boss. This build is hardcore, Softcore and SSF viable. Cyclone Slayer/Raider, destroy the game and all its cyclone content is prime build the choice for expanding Delirium start because it is a fun, strong and easy build to that will feel great in the hands of any newcomers on the path of exile. A very versatile build that can do all the CONTENT the game has to offer by being very tanky. Great for delving, and because of its high life gained by the hit, you can basically outregen the darkness of degene, cycling cycling a flock of invulnerable monsters. The cyclone is definitely one of the best beginners Delirium is building there. This assembly can easily farm Uber Lab, Uber Atzir, Elder and more... So it's SSF, SC and HC viable. The Crete Consecrated Way Chief's Consecrated Path was a very popular build for the Delirium League because of the high expense output it can make, while maintaining high survivability through leech and other support. The best thing about the Hallowed Way is that you can effectively use it as an alignment skill, but because it is very strong and easy to use. Your only requirement, like all melee builds, will be that you swap for a stronger weapon every 5-10 levels in order to be prepared for a higher level of content. Overall, the SC, HC and SSF builds are viable with relatively low budgets. Trickster MoM Orb of Storms Orb of Storms has got a lot of buffs in the last few leagues to the point that it has become a skill that can be used as a core, not just to charge power on Crete. This particular build has a trickster wisely over matter that is fast for alignment and cheap to start with, making it the perfect Delirium League starter caster to build! The Orb storms the scales are really nice with cast speeds and levels, and it has a very good clear speed, making it a solid choice for delving or cleaning the card. This build is SSF, HC and SC viable! Bladeflurry Assassin's Asteroid friendly Blade Flurry Assassin build a really powerful as it is a versatile and fun boss killer setup at the same time being able to leeches a lot of health and take a lot of hits. This build offers a relatively fast style of play that has a solid (but not ultra fast) clear speed with high damage to one goal for melting bosses and can be compared to other builds from our list of best Delirium newcomers. This build is rookie friendly and SSF, HC and SC viable. Arc Witch Map Farmer and Delver Self cast arc builds are not as popular anymore, but they are still very strong and fun to play. The arc will carry you through the alignment stage to a low budget (3L is usually good), and with sufficient investment it can be a really strong end to the build game that can shock and freeze enemies at the same time, usually one arc cast will be enough to clear the package and move on to the next. The clear speed map is really good, and one target is missing either, it performs exceptionally well in Delves and other high-density content. Arc Build is HC, SC and SSF viable. Armageddon Brand Tank Uber Elder budget Armageddon Brand has been ridiculously strong ever since it was put into play. This very low budget tank starter build for the PoE Delirium League is ideal for any new players because it can level pretty much on three links with as little as not to Also, since Armageddon Brand has an auto-goal, and all you have to do is throw it once or twice to clear whole swarms of monsters, it's really safe to play because you have more time to dodge things. This HC, SC assembly SSF is viable. We hope you have found our list of the best Path of Exile (PoE) Delirium 3.10 Rookie builds usefully in your venture through the world of Wraiclast and be sure to check out our other Ways of Exile Delirium builds and guides! Guide!

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