

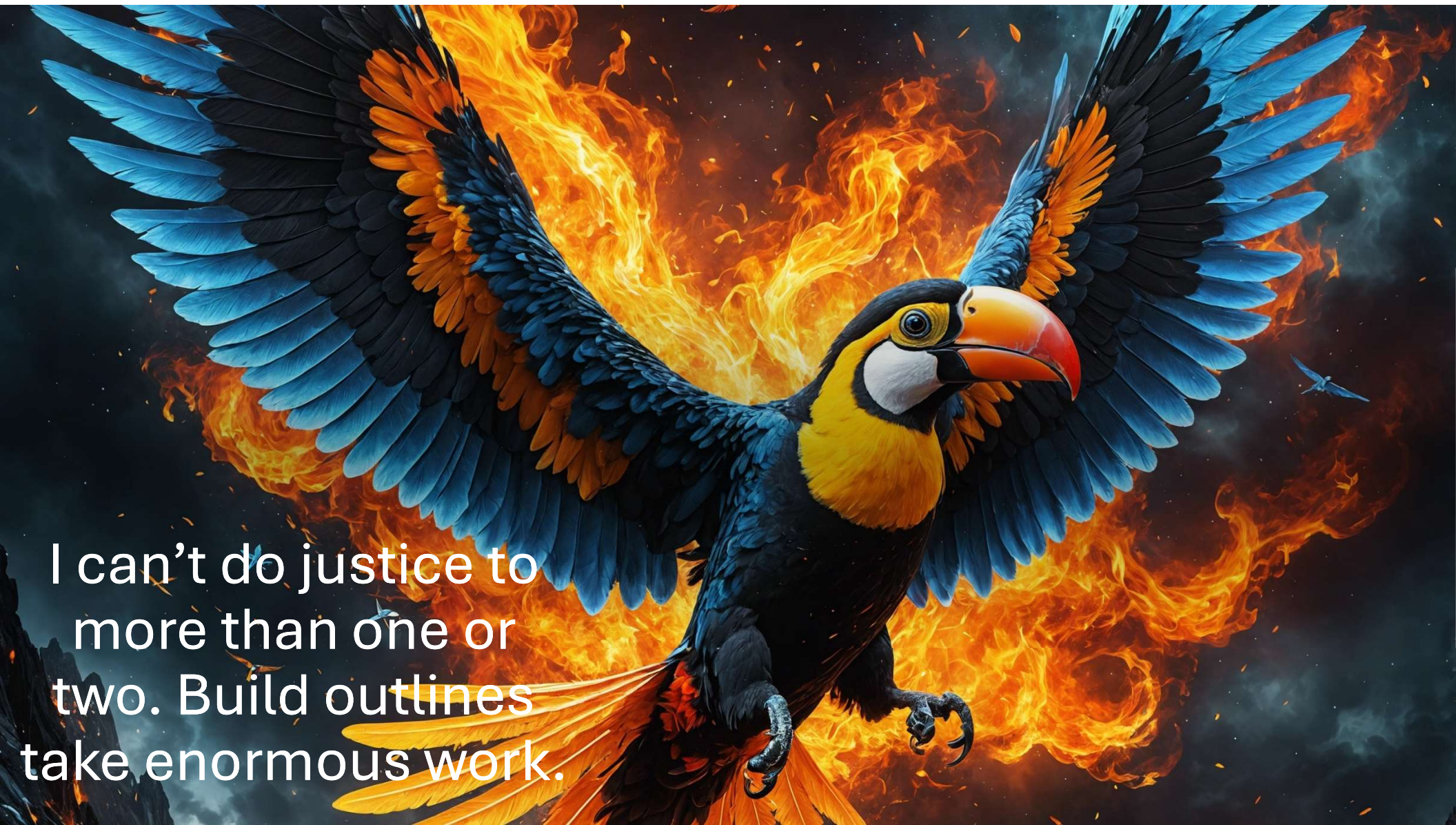
3.24 League Starters

Ideas For Every
Ascendancy





These aren't full build outlines. Consider this an index to find starting points that interest you. I intend to make a guide to one or two of these.



The Indigon Trap

- At time of recording, GGG have announced that former Pinnacle boss drops have been split between Uber and Non-Uber fights.
- We don't know which item goes to which fight.
- Indigon has been hyped.
- If it's Uber Doober Elder only... it could be fifty or a hundred divines.
- If planning an Indigon build – plan a contingency in case it's expensive.
- Same applies for Ashes, Omni etc.



Champion

- Spectral Shield Throw – there's some interesting discussion about it on Reddit. Not SSF friendly.
- Splitting Steel.
- Corrupting Fever with a caveat. This build is a one-trick pony. Very good at clear, poor at bossing, to the point that your own Black Star and Infinite Hunger may be ordeals.

Champion

Champion that which you love. He who fights for nothing, dies for nothing.

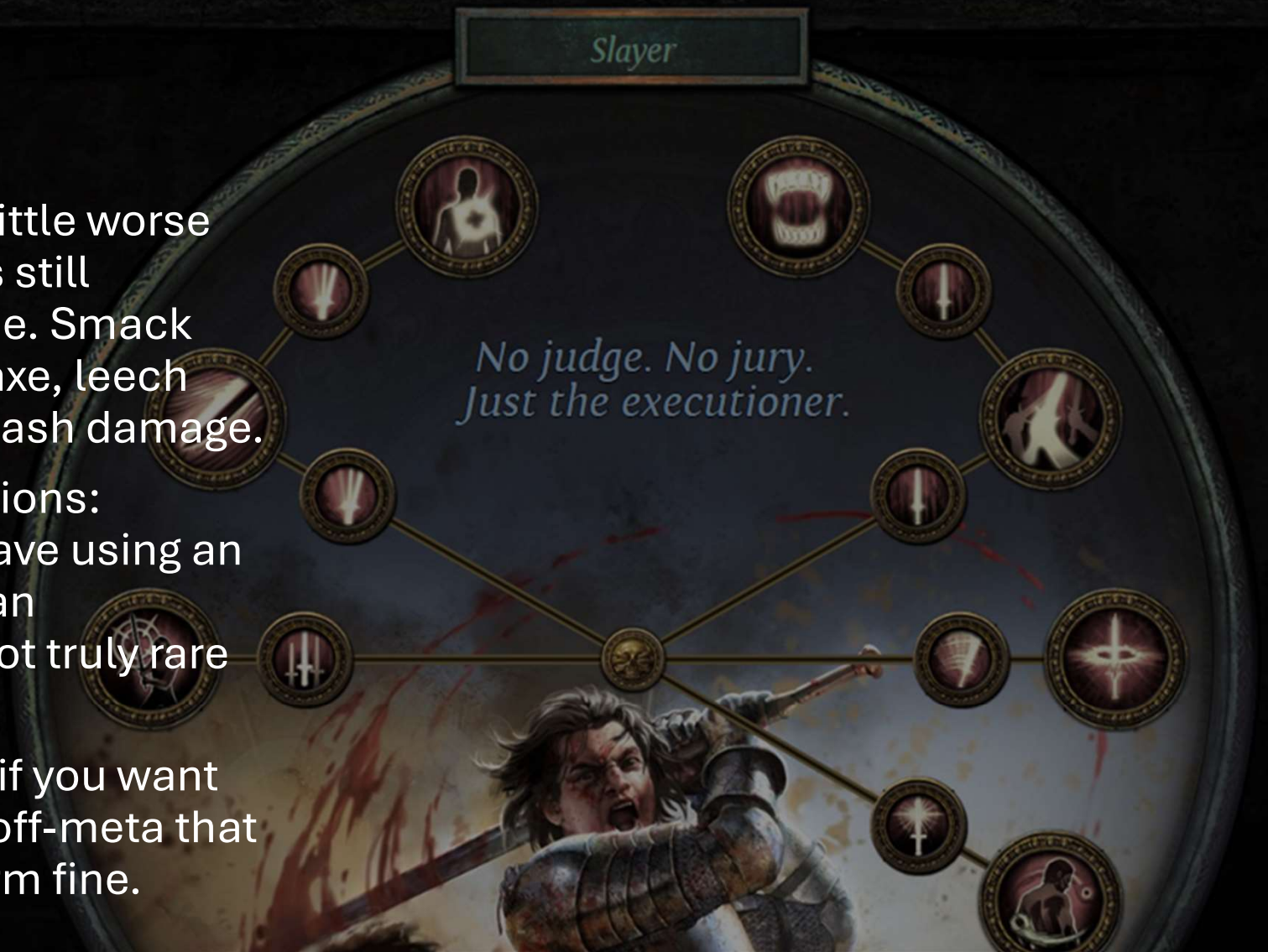
Gladiator

- Split Arrow Bleed.
- Patch notes may have dashed early hopes for Vaal Split Arrow.
- Also good with Lacerate and the unique Jack The Axe.
- Jack can be beaten but only by amazing rares.
- Ascendancy is fine, it's bleed that's mediocre. Still, it's better than many think.



Slayer

- Boneshatter is a little worse than in 3.23 but is still fundamentally fine. Smack things with a big axe, leech through the backlash damage.
- Honourable Mentions: Cyclone/Shockwave using an Eventuality Rod, an uncommon but not truly rare Heist drop.
- Also Static Strike if you want something more off-meta that should still perform fine.



Assassin

- Icicle Mine Crit. This build is very good on low investment but does fall off after 4 voidstones.
- Viper Strike of the Mamba (playable on many ascendancies)
- Penance Brand of Dissipation Crit (save poison for the Pathfinders). Still fine despite huge nerfs.

*Death is a banquet.
It's up to the murderer
to write the menu.*

Saboteur

- Hexblast Mines is head and shoulders above other options.
- Crit trappers in general CAN go Sabo, but aren't pushed into it.
- Keep that in mind for...



Trickster

- This is an incredibly versatile ascendancy. Playable on most builds that deal instantaneous damage.
- Frost Blades.
- Explosive Trap. The Shrapnel transfigured version is worse than in 3.23, not better. Small explosions now hit 19% of the initial area, down from 28%.

*Everyone knows how to die.
Some just need a little nudge
to get them started.*



Guardian

- The top starter of 3.23 for Guardian was SRS instant application elemental damage. It got nerfed HARD.
- Blink (or Mirror) Arrow of Bombarding Clones is the best minion skill now. Which version to use is personal preference.
- Melee skeletons are at least playable.



Inquisitor

- Nobody expects an Inquisition pun
- Best ascendancy for Righteous Fire
- Spark remains good, and gains from tattoos (proj speed) returning.
- Also interesting with Absolution of Inspiring, which can level as Guardian Absolution then respec.



Hierophant

- Likely the number 1 pick on day 1, which has upsides and downsides.
- Pick one: Spell Totem Support, or Archmage Support.
- Use it with any non-awful compatible spell gem.
- Warning. Indigon and Rain of Splinters will be expensive early.
- Cloak of Defiance and mana-oriented fractures might be expensive too.



Chieftain

- Fire Trap Ignite which incidentally uses Righteous Fire has a lot going for it.
- It might choose to transition into a build based upon The Fulcrum late in progression.



Juggernaut

- What divides the conqueror from the conquered? Perseverance.*



Berserker

- Cleave of Rage took a modest nerf but still has what it takes. Probably the safe option.
- Want something spicy? Glacial Hammer of Shattering has tremendous synergy with Marylene's Fallacy and the Blitz charges.



Ascendant

- A fine Ascendancy but...
- Not that suited to league start. In many cases it really doesn't shine until you own excellent jewels.
- Aura supports are the only starter I can recommend here.
- Phys DOT can work, but see all the Champion Corrupting Fever warnings. This is a one-trick pony.



Necromancer

- SRS nerfs hit Guardian hard, but don't really hit the Poison version hard. So Necromancer is the place for the skill now.
- Blink Arrow/Mirror Arrow builds could be the build of the league.



Elementalist

- Detonate Dead is definitely going to be meta. Don't play it if inexperienced with it, unless you watch someone else play it a while. It's clunky.
- Wave of Conviction Ignite is always extremely strong at clearing maps early.
- Can also go Lightning Conduit or Explosive Arrow Ballista.



Elementalist

*Feed a storm with savage intent
and not even the strongest walls
will hold it back.*

Occultist

- Occultist performs better mid league than early on.
- It's very good once power charge stacking gear is available and once you can afford that gear. It does work for a start, just not amazing.
- Except for one thing.
- Hexblast Mines.



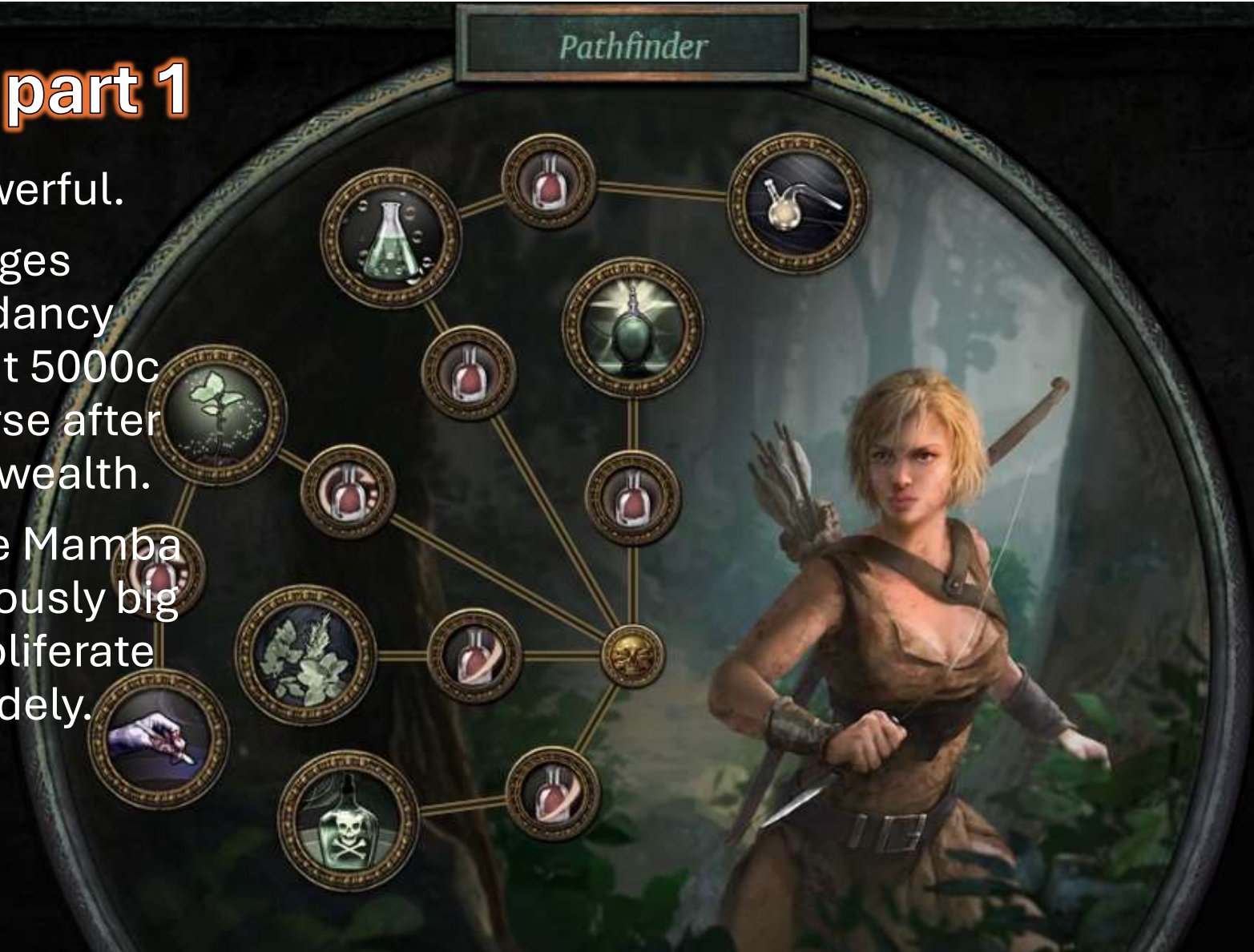
Raider

- Raider is in a weird spot. Arguably the best ascendancy in the game... up to about tier 12 maps when it falls off.
- It's fine, just other things scale more than it does.
- Rain of Arrows is amazing early on.
- Worst case – level to 90 fast, then respec to a better Ascendancy. You are the right class for it.



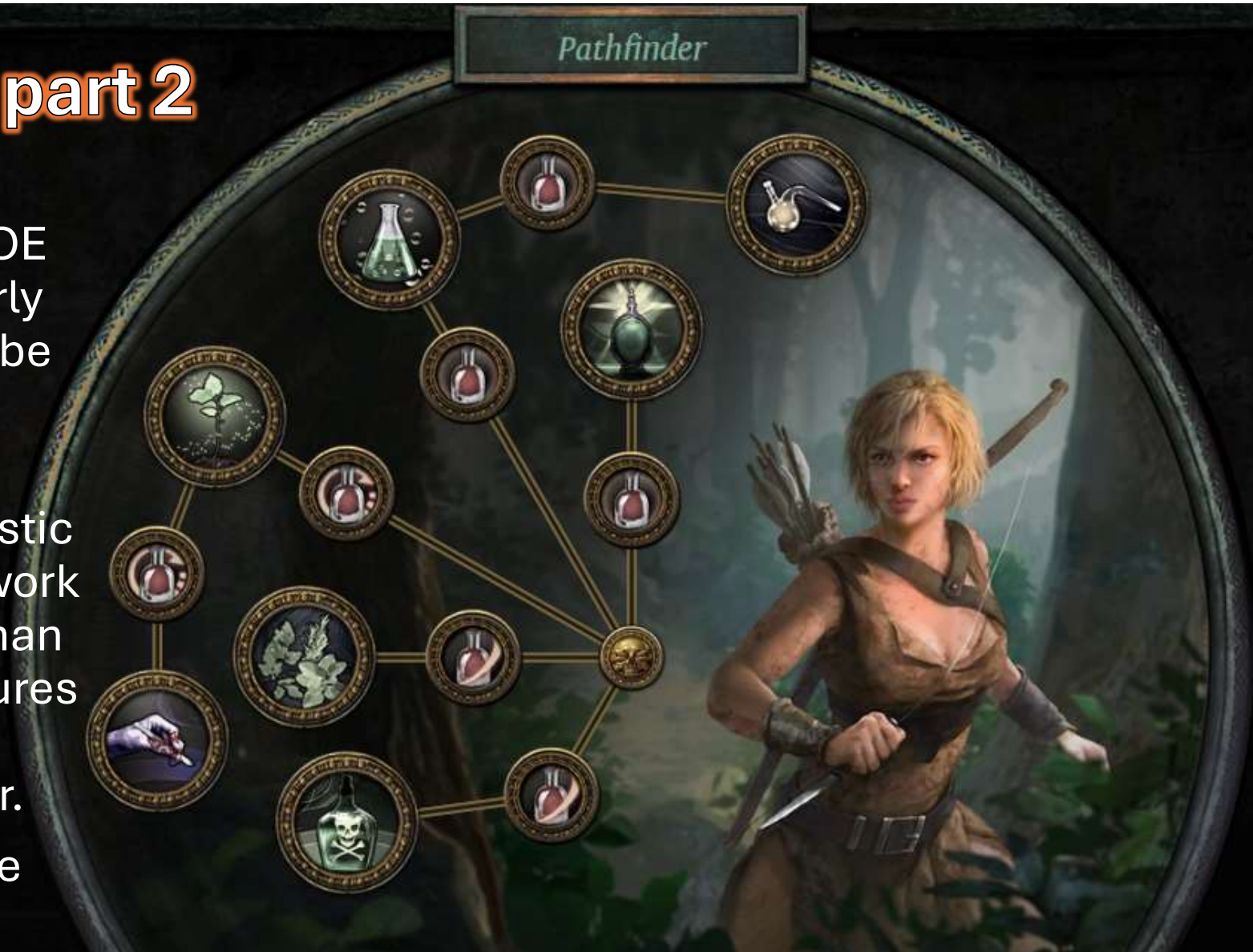
Flaskfinder part 1

- Versatile and powerful.
- Resist flask changes make this ascendancy better up to about 5000c invested, but worse after Mageblood level wealth.
- Viper Strike of the Mamba can inflict ridiculously big poisons, then proliferate those poisons widely.



Flaskfinder part 2

- BAMA can go Pathfinder. For POE veterans only, early progression may be messy.
- Scourge Arrow of Menace and Caustic Arrow of Poison work well, but worse than 3.23 where Tinctures made weapon acquisition easier.
- Darkscorn may be hard to get.



Deadeye

- It's been meta for a while in SC trade. For good reason.
- Tornado Shot is probably dead. Don't start it.
- Lightning Arrow is only slightly nerfed.
- Vaal Ice Shot is similar but a bit worse. Good choice if you like LA but want a small change.
- Venom Gyre if you want a bigger change.

