MALAWIGLENN
Beginner Build Guides

GRIM DAWN
FORGOTTEN GODS

Lightning Ray - Mage Hunter

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1. Introduction

Mage Hunter (Arcanist + Inquisitor) is a rarely seen and played class in Grim Dawn, in particular by so called "elite players". There is **decent synergy** between Arcanist and Inquisitor (Elemental and Aether damage) but is pretty squishy in nature, at least if built and played wrong.

In this guide I will help you creating a high damage and sustainable ranged "channeler" caster build around the skill **Albrecht's Aether Ray (AAR)**. This skill received a huge buff in the 1.1.2.0 patch, it now PIERCES through monsters! This means we have AoE and single target damage in the same spell! And in the 1.1.4.0 patch, the Arcanist class got some well deserved buffs (like no damage penalty on Maiven's Sphere, Racial damage bonus on Fabric of reality etc).

The advantages this build has is that it's pretty easy to gear, level up and improve. It is also very durable and forgiving, given that you find some gear that gives more health and some physical resistance. The drawback is that it is hard to start out to playing with the AAR skill right away since it is far into the Arcanist tree and drains tons of energy. On the other hand, Inquisitor has two excellent starting skills in Word of Pain and Storm Box which can carry you to level 50-60 without problems. At that point, we should have enough energy regen to use AAR.

One of the main-points of this guide is to show you an example of a build that utilizes some Monster Infrequent (MI) items with no fancy rolls that are much more common than legendaries (purple) items. We will also use some faction items. In particular, the amulet that we use is one of the most important items in the end-game build, and it is a faction blueprint and should be easy to craft and equip when you hit level 94.

The structure for the build in this guide will be something like this

1) Leveling up with Inquisitor skills Word of Pain and Storm Box up to level 30-40..
2) Switch to AAR and go with mixed damage (Aether, Fire, Lightning) up to level 94.
3) Switch to almost pure lightning damage AAR.

Then what you do with the char is up to you. I suggest that you start farming some end-game areas and improve the lightning AAR build that you have created. Then you can look for other Mage Hunter builds and either improve the build structure that this guide aims for (Lightning AAR) or Fire damage AAR, or … something else.
I will provide some higher-tier geared builds in the end of the guide.

The target audience for this build-guide is a player who has done some builds before and thus know some of the basic structure and mechanics of the game but have done not that much farming and such. I will also assume that you have had some struggles in getting a decent end-game build up and running. **To summarize:** I will assume you know how to complete the quests, importance of armor, resistances etc and that you start from scratch item/gear-wise.

2. Basic end-game build

Level 100 build with “basic gear” - Grim Tools Calc link:
https://www.grimtools.com/calc/O2G7nrL2

Note: do not take the gear etc in the Grim Tool link above as some kind of recipe to follow. It is just example of what you can do if you follow this guide. You can see it as some kind of "minimal version build". Below, you can read more about how to get gear, alternative gear, leveling tips and much more.

Here is a FIRE RAY version
https://www.grimtools.com/calc/b28jBALZ
Similar gearing. Here we use faction dagger Hexflame for damage conversion, and faction amulet for providing Word of Pain with resistance reduction. Also uses a Valaxteria robe for more conversion. This guide will not go into depth about Fire Ray build, but it is nice to know about it nevertheless. Fire devotions have flashier procs compared to lightning so one could take that into consideration as well.

The builds were made in Forgotten Gods **Patch 1.1.4.0**

Stats in game with Deadly aim active:

Why not Aether damage rays?
We need damage conversions, and there are not as many items with conversions FROM fire / lightning into Aether damage for AAR as there are for the reverse, as we are using in this build. Also you would need to spend points into Word of Pain and its second modifier for Aether resistance reduction. In addition, if you go aether damage, you wanna use arcanist devotion Reckless power (which is nice of course but you will lose damage reduction from Aura of Censure). Furthermore, you wanna use Devastation also for nuke damage. This will cost a lot of skill points, which you do not have from gear as a beginner/poor player.

To summarize: Aether damage rays is less item “independent” from a budget perspective, and also a bit more skill point heavy. Feel free to try it later on though when you have much more gear to choose from.

The guide will also mention a “Fire and Lightning” Ray set-up in section 5.2 below.

3. Skills

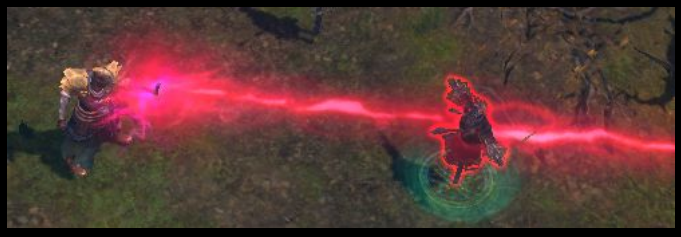
Albrecht’s Aether Ray (AAR) (Arcanist) our main damage skill. Require a caster off-hand to be used. The main skill deals Aether and Fire damage. The first modifier deals lightning and electrocute damage. It also adds a ton of extra critical damage. Max these, but remember that you can’t get a skill higher than 10 so called ultimate ranks, i.e. max AAR is 26/16.

AAR has a transmuter, that changes the damage to chaos and vitality. We do NOT want this.

AAR scales with casting speed, the damage listed is per “tick”. The higher your casting speed is, the more frequently it ticks and deals damage, procs devotions and so on.

One should notice that AAR can change color, depending on what damage conversion you give it via skill modifiers or the transmuter:

No skill modifier



With the skill transmuter

With the skill modifier from the faction amulet

With the skill modifier from the faction dagger “Hexflame”

Inner Focus (Arcanist) gives spirit and OA. 12/12 is good to aim for.

Mental Alacrity (Arcanist) gives spirit, casting speed and energy cost reduction.
Get it to 10/10.

Mirror of Erectoes (MoE) (Arcanist) Panic button for immortality. Aim for 12/12 but lower is fine too like rank 7-10.

Maiven's Sphere of Protection (Arcanist) Damage absorption, get main skill as high as you can. The modifier provides nice crowd control (cc) resistances. Get a couple of points in the modifier but do not overinvest.

The rest of the Arcanist skills are basically one-point wonders:
Iskandra Elemental Exchange, Fabric of reality, Nullification, Arcane will
You might take a few more points in "Overload" for flat OA bonuses, but do that later.

Aura of Censure (AoC) (Inquisitor) Exclusive skill of choice. An aura that reduces resistances and monsters damage. Can disrupt enemy skills. Get this as high as you can.

Inquisitor Seal (Inq seal) (Inquisitor) Places a seal on the ground that you can stand on and negate a lot small damage hits. Good for damage over time effects and shotgun skills. Max it! The modifier you can take one point into, and you can think about taking the transmuter. It will reduce your casting speed and thus dps and healing too. Try to take this when you are overcapping your casting speed but not before that.

Word of Renewal (WoR) (Inquisitor)
Good healing skill that gives us lots of juicy stuff: run speed, defensive ability (DA), less/more damage to Chthonics and Eldritch, health, freeze and trap resistance, aether/chaos resistances. Max the base skill, aim to get modifiers at 10/10 and keep them there.

Deadly Aim (Inquisitor)
When you crit, you will get even higher offensive ability (OA) and crit damage for a while.
So you need some basic decent OA to begin with in order to benefit from this skill.
We can't activate it with pseudo-pets like Inquisitor seal, storm totem or wind devils either.
Luckily for us, both our Storm Box skill and Exclusive skill can activate deadly aim and they hit many times and quick.
Spend points in Deadly aim in even numbers, so 10/12, 12/12, 14/12, etc.

Storm Box of Elgoloth (Inquisitor)
One point in the main skill and the modifier.
This skill also has a nice reduction of Defensive Ability (DA), making it easier to hit and crit.
With the amulet that we are gonna craft, we also gets another source of resistance reduction.
Finally, it is an excellent devotion proccer.

4. Devotions

Mandatory devotions are
Widow & Rhowans Crown/Revenant (for resistance reductions)
Ultos, shepherd of storms (for good nodes and decent proc)

Devotion tree build-up
Our goal is to get Bard's harp asap and then go for Widow.
Green Xroad
Quill
Blue Xroad
Wraith
Yellow Xroad
Panther
Bard's harp
Remove Panther
2 points in Owl (Temporary skill reduction cost for AAR, see leveling tips below)
Hawk
Widow
Chariot of the Dead
Remove Hawk
Alladrah's Phoenix
Viper
Solemn watcher
Rhowan's Crown
Remove Wraith
Jackal
Remove Blue and Yellow Xroad
Ultos, Shepherd of storms (up to proc)

You now have 4 devotion points left to spend (if you remove the two points you have in Owl, you should not be needing them now)
I suggest getting the 3 first node in Wendigo, for some casting speed and physical resists.
Or, take Behemoth devotion up to its proc, and bind it to Arcane Will.

Then you can take either the first node in Empty Throne for stun resistances,
the 4th node in Wendigo can be good if you are up against Beasts (like their nemesis).

Other ideas:
The last node in Ultos is good for flat health and chaos res.
The first node in Dryad is good for acid res and energy.
The first node in Typhos is good for some more armor.
The first node in Crane is good for stats, might be good to have if you need some more spirit for using your caster off-hand.

Devotion bindings
Aether bomb on AAR
Elemental storm on Storm Box
Phoenix fire on Haunt
Hand of Ultos on Inquisitor seal
Inspiration on any permanent passive skill, i.e. a Toggle skill
Wayward soul on any permanent passive skill, i.e. a Toggle skill

If you finish the devotion tree before you have crafted Haunt relic, get a point in Word of Pain to bind/proc devotion with temporarily.

Alternative devotion tree build-up
In this one, we skip Bard's harp and get some other devotions like Dying God and Revenant instead. Using this tree you might need to drink Energy potion more often and aim for more energy regen/sec than you can read about in section 7).
Red Xroad
Viper
Sailor's guide
Green Xroad
Scholar's Light
Quill
Widow
Jackal
Mantis
Revenant
Hawk
Oklaine's Lantern
Remove Hawk & Green Xroad & Red Xroad
Ultos, Shepherd of storms (up to proc)
Solemn Watcher
Dying God (up to proc) (proc will give us very high crit damage, but also drain our health)

Devotion bindings for the alternative tree
Aether bomb on AAR
Raise the Dead on Storm Box
Hungering Void on Haunt
Hand of Ultos on Inquisitor seal

This is the "goal build" with the alternative devotion tree (note I did not change any gear to fix resistances etc) https://www.grimtools.com/calc/xZyp0MmV

I prefer the first devotion tree set-up since I do not like to drink energy potions and the Bard's Harp proc will give flat OA and DA and other things. On the other hand, Dying God will give you much OA, DA and crit damage.

5. Items

In this section I will list items for the goal build, the lightning AAR build.
For item suggestions for the leveling build(s), see the section on leveling tips below.

The most important slots to find good gear for are: Weapon, off-hand, medal, pants, gloves, boots. For the rest we can use faction items.

It is somewhat important to find some "**Skill disruption protection**" it can roll on yellow and green items:

Nullifying

24/26% Skill Disruption Protection

Applies to: Helms, Gloves, Pants, Boots, Swords, Axes, Maces, Off-Hands

Of the Gildam Arcanum

+590/+750 Energy
+7/+9% Casting Speed
53/67% Skill Disruption Protection
5% Chance of +62/78% Skill Cooldown Reduction

Applies to: All jewelry, Belts

Of Incantations

+21/+27% to All Damage
+4/+4% Spirit
+33/+41 Defensive Ability
19/25% Chaos Resistance
29/37% Skill Disruption Protection

Applies to: All armor (except Belts)

I have included some items with skill disruption protection below as well.

If you fight reflective monsters, you can reflect your Aura of censure on yourself and thus disrupt your own skills.

5.1 Helm

Elite Coven Mindbender Hood and lower tier. Faction helm.

Ascended Diadem if you get a well rolled of one these, it could be worth to use if you still can get 26/16 AAR. Fettan Mask (see leveling tips below) can also be worth, if you can get 26/16 and good energy regen if you use it

Basically any caster helm with +%damage and good stats is good meanwhile you get reputation up and can buy the helm above.

5.2 Weapon

Crimson's Arcane Scepter and lower tiers. The actual level is not of importance, though you want to use one that is at least level 55 for max added lightning damage to AAR.
It only drops from Sister Crimson, Vengeance of Kymon in Tomb of Sethan with about 27% drop chance. Thus you need to run her a dozen times or so to get a good one.
You can do this in Elite where she is easier to kill. Good stuff to look out for is extra lightning damage and/or casting speed. Watch out for her Fissure/volcano spell, try not to stand in it.

Meanwhile these are good faction items if you do not have a decent Arcane Scepter yet:
Elite Chosen Arcanespark (level req 70)
Malmouth Mace (level req 84)
Coven Spellweaver (level req 84)
Dreeg Veilweaver (level req 84)

Otherwise any yellow/green weapon with not too high cunning requirement with some +% damage (elemental, lightning) and casting speed is fine for starters.

If you want, and have not found a good Crimson's Arcane Scepter you can craft Hexflame and go with **mixed Lightning and Fire damage** (the color of the beam depends on which item you equip first, Hexflame or Aetherbolt amulet). If you do this, use Enchanted Flint in the weapon, this chest armor Elite Malmouth Aetherblaze Vestments and this helm Elite Coven Arcane Hood (if you still can get 26/16 AAR that is)
Since we have skill damage conversion, all other conversions (so called global conversions) will not affect AAR damage.

5.3 Caster off-hand

Pulsing Shard (and lower tiers) this is the ONLY caster off-hand you should use when using AAR since it is one of the few items that gives life steal to that skill. AAR has no weapon damage so no other source of attack damage converted to health will work.
This off-hand only drops from The Amalgamation in the Gruesome harvest.
Drop chance is 60% so you need to do a few runs to get a good one.
Same with the scepter above, good stuff to look out for is extra lightning damage and/or casting speed.

Make sure you get a decent one already in Normal, so that you have one ready to be used when you switch to AAR later on.

Here is method you can use later when/if you get bored of farming the Amalgamation:
Powershopping Pulsing Shards at the vendor inside Port Valbury
Open a game in normal (since it is much easier + you will learn how to orient in there which is needed when we will farm this place in Ultimate. The only thing that can kill you in normal are the green aether ground damage areas so be alert!). Be prepared to do this for an hour or so, so that you only “waste” one skeleton key.

Go all the way to High Town and clear the path up to the vendor. Check what he got. If you are not happy. Go back to Old town and just stay there for 20 seconds or so, then you go back to High Town and check the vendor again. Repeat until you have found a good Pulsing shard. Sometimes he will not sell anyone but do the reset “trick” and try again.

Another reason why we do this in normal is that vendors sells items with level based on your level, the difficulty doesn't matter.

5.4 Belt

White Lotus Faction blueprint. Extremely good belt but require you to be revered with one of the FG factions. Remember that learned faction blueprints are not soulbound and can be crafted across your characters.

This faction belt Death's Girdle (and lower tier) can be worth crafting meanwhile.
Can get one affix. You need to side with Order of Death’s Vigil to buy the blueprints.

Ugdenbog Waistguard (and lower tiers) now provides +1 Inq skills and also aether to elemental damage conversion. This might actually be a very good choice if you get a dope rolled one!

Otherwise any yellow/green belt with good defensive and offensive stats will do fine meanwhile.

5.5. Shoulder

Loghorrean's Corruption good since it gives +2 to AAR, physical resists and OA. Only drops from the chests after you have killed Loghorrean. I have no idea what the drop chance is but they drop frequently. Worth doing a few runs to get a decent pair. Pretty important to get roll with flat health on this one.

Faction shoulders: Elite Dreeg Vile Mantle

Ascended Epaulets these can be good too since they provide aether to elemental damage conversion. Not the best choice perhaps, but might serve you well until you get a good Loghorrean’s shoulder. You can effectively take its conversion rate divided by 3 to get the lightning damage conversion part. You can buy them also where you buy Pulsing Shards.
This is an example of dps comparison of Loghorrean shoulder vs. Ascended Epaulets:

Both with 26/16 AAR. It is not a big damage boost, but it is something at least.

5.6 Chest

Goal is to use a caster chest armor that provides Aether damage conversion to Lightning damage. We have two budget options for that:
Mythical Runeforged Chestguard.
Valaxteria's Skytorn Robes only drops from Valaxteria with 24% drop chance. So you need to run her a couple times to get a good one. Remember she also drops Krieg set pieces so she is a worthy target to farm anyway. She can also drop this one Valaxteria's Arcane Robes which is good for the Fire Ray version of the build. You should NOT use this if you wanna do Lightning Ray though. Having this amount aether to lightning damage conversion will give you about 15% more dps.
Meanwhile here are some faction caster chest armor you can use:
Elite Coven Arcane Vestments
Elite Dreeg Arcane Vestments
Elite Malmouth Aetherblaze Vestments

Basically any caster chest armor with good offensive and defensive stats are worthy to use before you get one of the ones listed above that provides damage conversion.

This faction armor can be of interest Elite Wendigo Spellweaver Chestguard but is not a caster armor so make sure your energy sustain is good before you try it.

5.7 Legs

Get whatever good ones you can come by (many defensive stats).

A good choice is Solael-Sect Legguards
you can farm them from **Guardian of Solael** in the "Hidden Path" quest. They always roll with Aether & Bleed resists. Drop chance is 40% and it is pretty fast to run that boss so give it a try if you lack pants.
Another good leg-armor is Bysmiel-Sect Legguards
from the third boss in the Hidden Path quest. Always rolls with acid res and life.

Craftable pants that might be worth to consider:
Rimeguard Chausses
Stormguard Leggings
You can buy the blueprints from the secret vendor in Blood grove. He do not sell them 100% of the time so you have to visit him a few times to get them. Cheap to make so make many and keep some with many good defensive stats.

Any good green pants with high armor, OA/DA, resistance is fine too.

These pants offers skill disruption protection Mythical Arcane Harmony Leggings
Really good budget pants: Mythical Legplates of Valor

5.8 Boots

Get whatever good ones you can come by (many defensive stats).

Craftable: Stoneplate Greaves
You can buy the blueprint from the secret vendor in Blood grove. He do not sell it 100% of the time so you have to visit him a few times to get them. Cheap to make so make many and keep some with many good defensive stats.

Good faction boots that can be good to begin with Elite Harvest Footpads

Any good green boots with high armor, OA/DA, resistance is fine too.
It is pretty important to get flat health on the pants.

These boots offers skill disruption protection Mythical Spellsage Boots
and these are overall great budget boots Mythical Final March

5.9 Rings

Coven Sky Seal faction ring. Reset vendor until you can buy with +4% each in OA/DA and buy two of them straight away!
This ring offers skill disruption protection and is pretty good overall Mythical Eternal Band

5.10 Medal

Kymon's Badge If you side with Order of Death's vigil you can farm this. However, you can buy these from the secret vendor in Bloodgrove. So that is how we are gonna get these. Make sure to get one with good offensive and defensive stats. You can reset the shop by opening a riftgate and leave the area and visit some other vendors and then go back. Repeat until you have a bought a decent collection to choose from. They always roll with Chaos res and +%light/electrocute dmg. I got one with skill disruption protection, costed me almost 300k iron bits…

Some faction medals to consider:
Bysmiel Mark of Storms
Coven Mark of the Arcane
Mark of the Shadow Queen likely not worth to craft for this build but deserves a mention

5.11 Amulet

Aetherbolt Pendant faction blueprint. **Mandatory**. You can't do lightning AAR without it.

5.12 Relic

Haunt a very good budget relic for our build. Hyram in Steelclap sells it from time to time. The proc is excellent since it gives us lower aether res for our non converted aether damage, makes our steal life better and also makes monsters miss you with their melee attacks etc. The skill spreads and ticks, so casting it in a group of monsters now and then is enough.

Since you need a Vendetta relic for the Aetherbolt Pendant amulet, you can use this as well before you craft the amulet.

Otherwise, use the Bone Talisman and higher tier relic(s) for its mana skill.
See leveling tips below.

5.13 Components

Weapon
Imbued Silver
Purified Salt
Good for chaos/aether resistances and killing Chthonics/Aetherials.

If you can craft Seal of Skies you can get more damage and speed, ignore the skill.

This is also good higher tier component Seal of Corruption
You can use its skill, it also spreads and lowers resistances.

Seal of Might very good defensive component with its toggle skill.

Off-hand
Hell's Bane Ammo provides a toggle skill for more lightning damage.

Amulet, Medal, Rings (note, some can only be used in Amulet/Medal):

- Focusing Prism almost a must in the amulet for energy cost reduction.
- Mark of Illusions great for energy regen and DA.
- Ectoplasm great for energy
- Aether Soul great for aether res
- Black Tallow great for chaos res
- Arcane Spark great for OA and energy
- Frozen Heart great for Freeze reduction
- Dread Skull good for speed
- Soul Shard good for Vitality res & Energy absorption
- Wardstone elemental and bleed res, speed
- Corpse Dust vitality resistances and health.

Armor (note, some are slot-specific):

Sanctified Bone great for resistances and extra damage to undead/chthonics. Very good for SoT & BoC runs.
Restless Remains Energy, casting speed
Spellwoven Threads Casting speed, spirit, OA
Scaled Hide great for armor absorption
Leathery Hide great for stun resistance
Runestone elemental & aether resistance
Silk Swatch pierce & bleed res
Antivenom Salve poison/acid res
Molten Skin fire res
Dense Fur cold res
Rigid Shell lightning res
Chains of Oleron OA
Hallowed Ground DA and elemental resistances
Mark of Mogdrogen health and speed
Mark of the Traveler speed & slow res

5.14 Augments some suggestions:

Weapon/off-hand

Creed's Cunning Ravager's Eye Malmouth's Will

Rings/Amulet

Skyshard Powder Survivor's Ingenuity
Sylvarria's Essence Osyr's Wisdom

Medal

Emblem of the Riftstalker
Teleport skill, pretty high cooldown though. It requires clear line of sight

Emblem of the Charging Bull
Rush skill, need no target. Short range & cooldown.

5.15 Crafting

Try to craft as many items as possible with **Angrim** for Armor and/or Physique.

6. Leveling tips

Factions:
Death's Vigil vs. Kymons: does not matter, but if you go with Death's you can farm Kymon medals.
Barrowholm: friendly.
Outcasts: does not matter.
FG-factions: does not matter. You will reach revered with all of them eventually. Try to do quests for everyone, e.g. do Dreeg in Normal, Solael in Elite and Bysmiel in Ultimate.
Buy Writs for them as soon as you get honored. Though Dreeg seems to have some semi-useful faction items so perhaps side with them at least twice could be good.

When you start playing, you should go to Forgotten Gods (FG) asap (after killing Warden Krieg) and select Dreeg so that you can buy their movement rune Emblem of the Riftstalker when you have done this, you go back to "vanilla" content and push to Homestead so you can start to farm Pulsing Shard off-hands. You should not do AAR before you have such off-hand.

Three freebie items you should consider while leveling:

1) Fettan Mask (Boba Fett from Star Wars you know). Again not a meme-item, very good for its "cost" and perfect for beginner/budget builds. Here is how you get it
https://www.youtube.com/watch?v=rltY_sXpeo8
You get one version per difficulty, so go to FG as soon as you can on each difficulty just to pick up this helm! (level req for Normal/Veteran is 50, Elite 75).
It is not a caster helm, so be aware of your energy regen.

2) **Talisman relic (**Bone Talisman and higher tiers) from the "Lost elder quest".
When you hand in the quest, select "No, I did not find a talisman" and you will get a pretty good relic from free that have a skill that will regen your energy.
Remember, you can get a new more powerful **Talisman relic** in each difficulty.

3) Slith Primal Ring Normal version. This is elite Slith Primal Ring and this is Ultimate version Slith Primal Ring from the quest you get from the Rovers in act 1 in Wightmire.

For the GT-links below, just look at skills. For devotions, check the devotion section above.

1) Leveling with Inquisitor skills to level 35-40 and starting with AAR

Remember to only use attribute points to meet gear requirement. Do not spend them unless you really really have to. Try to have "buffer" of about 5-10 unspent attribute points. Use caster off-hand at all times and upgrade it as you go along to have an item with about same level as you are. Otherwise use armor to get resistances and life etc. Any weapon with low cunning requirement, casting speed and +% elemental damage (types) is fine.

Level 20 sketch: https://www.grimtools.com/calc/Q2zmQwRN
Level 30 sketch: https://www.grimtools.com/calc/q2mlm7GN
Playstyle is cast and kite, cast and kite.
Make sure Word of Renewal always is up and ready to be used as heal.
Use the mana skill on the Talisman relic when you need more energy regen and against bosses for damage boost.

Around this point, level 35-40, you could do some runs of the Amalgamation to get a few Pulsing Shard off-hands to choose from so that you can switch to AAR:

What you need to be aware of is the energy cost. Get some points into inner Focus for spirit and Mental Alacrity for energy cost reduction. Make sure to have caster helm and chest, rings with flat energy regen. Also some Ectoplasms in rings/head might be good early on.
This is a level 35 sketch of AAR build: https://www.grimtools.com/calc/wV1EezPV
Next, start to level up Inquisitor mastery bar and grab Inq seal. At around level 60 transition to the sketch build below.

2) Mixed damage AAR

Keep saving items that gives +%damage to aether, fire, lightning, elemental, Energy regen, resistances, health, armor. In particular use caster chest armor. Use Ectoplasms in rings/amulet. Remember to salvage the item and keep the components since you will need those components later. You can use one of these components in the main-hand when playing mixed AAR: Enchanted Flint Wrathstone
The preferred component in caster off-hand is Hell's Bane Ammo but it really doesn't matter that much at this stage.
Gloves with casting speed and Restless Remains / Spellwoven Threads will increase dps alot.

Level 60 sketch: https://www.grimtools.com/calc/qNYdorWZ
Level 80 sketch: https://www.grimtools.com/calc/O2G7Ygn2

Stand on Inq Seal and shoot rays around. Kite now and then when you need it.
Make sure Word of Renewal is always up and ready to be used as heal.
Use Mirror when you are in a hard spot. Use the mana skill on the Talisman relic when you need more energy regen and against bosses for damage boost. Make sure to upgrade it too (you can get one version per difficulty).

When playing with mixed AAR damage, you could/should get damage multipliers for Aether, Elemental, Fire and Lightning damage (or "All damage"). Make sure to always upgrade gear to fit resistances, armor, health etc.

This armor can be good when playing "mixed" damage Chosen Robes but should not be used for the lightning AAR build.

3) Lightning AAR

Basically as soon as you can craft and use Aetherbolt Pendant you should start to focus on +% lightning or elemental damage gear. Start farming for the monster infrequent (MI) items listed in the items section and complete the build.

7. Stats to aim for

Try to get at least 12k health and 15% physical resistances. You are fine with less, but when you are gonna do areas that has mutators, you can get one that reduces your health. Also some monsters can reduce your max health. You do not wanna run around with 7k health in those situations.

Your other resistances should be maxed and some overcapped; especially elemental, poison, aether, vitality are good to overcap up to 30-40%.
Freeze, stun, slow: as close to 80% as you can. Some boots offers trap resistance.

Offensive and defensive ability (OA/DA) should not be dismissed. Aim to get around 2.7k DA with just Word or Renewal on. OA you need also 2.7k or higher without any procs. For the first reason, you can activate Deadly aim more frequently. For the second reason, the higher you OA is, the more often and harder you crit. Our skill AAR have huge additional crit damage, we wanna used that.

Aim to get about +1700% lightning damage, again without procs.
Try to get more than 1500 armor with 100% absorption.

Some skill disruption is good, see gear section above on how you can get some.

Your energy regen without procs should be at least 75/second. Remember that you have lots of increased energy regen, so even a flat number like “+1 energy per second” can contribute a lot. Try to get 6000 energy or more.

Remember that casting speed is capped at 200% but you can get lowered casting speed on some mutators in crucible, shattered realm and the skeleton key dungeons. So it can be worth to overcap casting speed a bit for those situations. Also you can use Null field, the modifier on Inquisitor seal if you overcap casting speed. If you upload char to Grim Tools, you can see how much you have overcapped the casting speed. Try to get as high casting speed as possible. The faster you cast, the higher the dps and heal will be.

8. Attribute points

Cunning and spirit just to wear gear. Rest you spend in physique.
Plan in advance, you will need around 730 spirit for off-hand, and remember that gear can give bonus to spirit. You wanna be flexible with gear, so try to keep track of how much spirit bonus you get from gear.
Do not spend attribute points unless you have to and know more about what you need. Remember that you can get bonus to attributes on gear, for instance the talisman relics provides %bonus to all attributes. This is important when you change gear, to know that you might need to fix stats elsewhere to wear e.g. your caster off-hand.

9. Gameplay

Stand on Inq seal and shoot rays, it is that simple. Have an eye on energy now and then. Debuff heroes and bosses with haunt and storm box, no need to do that on trash mobs.

Make sure Word of Renewal always is up and ready to be used as heal.

Use mobility skill to quick get out of danger or repositioning yourself so that you hit as many mobs as possible simultaneously.

Some monsters, like Manticore Deathstalkers in Ancient Grove has 113% life leech resistances. This means that even with Haunt relic skill on them, we can't steal life back. We thus need to use Word of renewal to heal, Mirror of Erectoes to withstand damage taken. You can also use Aether cluster.

Use Nullification on reflective monsters or those that have some kind of aura active. It can also remove some buffs that the monster use when it is low on health.
Use Mirror when you are just about to kill a boss and there is still damage going on, like you stand on ground damage being casted on you or on a Fissure volcano.

10. Example builds with higher-tier gear

Two versions from the build-thread by DarkMethod
https://www.grimtools.com/calc/d2jl0XxZ
https://www.grimtools.com/calc/qNY4e77Z (try to get casting speed on scepter or off-hand, and +%lightning damage rolls)
Here is the full build thread:
https://forums.crateentertainment.com/t/1-1-2-3-the-tinkerer-lightning-aar-tanky-mage-hunter/50829

Hardcore version by RektbyProtoss
https://www.grimtools.com/calc/pZrPr512
Here is his full build thread:
https://forums.crateentertainment.com/t/1-1-2-4-hc-lightning-ray-mage-hunter-vids/50909

Here is a fire version by omnitrio
https://www.grimtools.com/calc/JVlW53x2 he uses a special amulet to give AAR weapon damage, so it can steal life via attack damage converted to health.
Here is his full build thread:
https://forums.crateentertainment.com/t/1-1-3-1-caster-kiki-highsmith-mage-hunter-albrechts-fire-ray-no-greens/85631

11. Future patches/updates

I will not have time to update this build guide with every new patch. Patch changes seldom "kill" beginner builds but can sometimes "hurt" decked end-game builds. At the official Grim Dawn forum you can read the patch notes and see what changes have been done to this guide.