

Diablo 3 Monk

Gems: Helm: Flawless Royal Diamond (or highest available) Torso: Flawless Royal Emerald (or highest available) Pants: Flawless Royal Emerald (or highest available) Weapon: Flawless Royal Emerald (or highest available)

Legendary gems:

- Bane of the Trapped — staple multiplicative damage increase. The gem will proc itself with its level 25 property in melee range (where most Monk builds fight), or through item effects like the slow from Pinto's Pride Pinto's Pride.
- Bane of the Stricken — almost mandatory gem for Greater Rift progression, as it is designed to whittle down the scaling health numbers of monsters with a percentage-based increase on successive attacks.
- Boon of the Hoarder — synergizing with other farming mainstays like Avarice Band Avarice Band and Goldwrap Goldwrap, this gem will not only keep you rich, but also sped up and safe during normal rift farming.
- Bane of the Powerful — the speedfarm counterpart to Bane of the Stricken Bane of the Stricken, Bane of the Powerful Bane of the Powerful offers a solid overall damage and survivability increase as long as your killing speed does not fall behind the timer of the gem.

Situational gems

- Simplicity's Strength is crucial to any primary-skill dominant build, like Shenlong/Raiment specs.
- Enforcer is a priority gem for Ally-centric builds.
- Gogok of Swiftess is part of cooldown-centric setups like Uliana's Seven-Sided Strike Seven-Sided Strike.
- Zei's Stone of Vengeance is included in the ranged Wave of Light Wave of Light Sunwuko builds.

Kanai's Cube general: Flying Dragon Balance Incense Torch of the Grand Temple x The Flow of Eternity x Crystal Fist Kyoshiro's Blade Lion's Claw x Rabid Strike Scarbringer The Fist of Az'Turrasq x Vengeful Wind Won Khim Lau x In-geom The Furnace Envious Blade

x Cindercoat Depth Diggers Lefebvre's Soliloquy x Bindings of the Lesser Gods x Cesar's Memento Spirit Guards Gungdo Gear x Nemesis Bracers Goldwrap

x Convention of Elements Unity Avarice Band x Ring of Royal Grandeur

Paragon priorities: Core Movement Speed up to 25% cap Dexterity Maximum Spirit (depends on build) Vitality

Offense Critical Hit Damage Critical Hit Chance Cooldown Reduction Attack Speed

Defense All Resistance Armor Life % Life Regeneration

Utility Resource Cost Reduction Area Damage Life on Hit Globe Radius

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