

# Diablo 3 Monk

<https://www.icy-veins.com/d3/monk-leveling-build-guide>

<https://www.icy-veins.com/d3/monk-leveling-and-fresh-70-guide>

## 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.
- 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 and Goldwrap, this gem will not only keep you rich, but also speed up and safe during normal rift farming.
- Bane of the Powerful — the speedfarm counterpart to Bane of the Stricken. 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.
- Zei's Stone of Vengeance is included in the ranged Wave of Light Sunwuko builds.

## Kanai's Cube general

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

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

x Convention of Elements x Unity x Avarice Band (Act 3 Bounty) 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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