

# Diablo 3 Barbarian

## Gems

Helm Flawless Royal Diamond (or highest available for CDR) Flawless Royal Amethyst (or highest available for Toughness) Torso and Pants Flawless Royal Ruby (or highest available) Weapon Flawless Royal Emerald (or highest available)

## Legendary Gems

- Bane of the Trapped — staple multiplicative damage increase. Note that the gem is self sufficient, proccing itself when fighting in melee range, where the Barbarian fights almost by default.
- 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 sped 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

- Esoteric Alteration is a defensive cornerstone in facetanking builds, protecting you against bursty elemental affixes.
- Simplicity's Strength amplifies primary skill damage, which is particularly useful for a Frenzy build.
- Taeguk is a great addition to a channeler Barb, which you will be by using anything Whirlwind-related.

## Kanai's Cube

Kanai's Cube choices are highly build- and content-specific, making them hard to summarize. Generally speaking, Barbarians should store the powers of the following items in the Cube as soon as they have the materials available: x The Furnace x In-geom x Messerschmidt's Reaver x Oathkeeper Ambo's Pride Fjord Cutter Blade of the Tribes x The Gavel of Judgment Fury of the Vanished Peak Bastion's Revered Standoff The Three Hundredth Spear

x Pride of Cassius x Dread Iron Girdle of Giants x Lamentation x Vile Ward Mortick's Brace x Bracers of Destruction Bracers of the First Men x Skular's Salvation Vambraces of Sescheron Lut Socks x Aquila Cuirass x Nemesis Bracers

x Band of Might Obsidian Ring of the Zodiac x Ring of Royal Grandeur x Convention of Elements  
Avarice Band

## Paragon Points

Core Movement Speed up to 25% cap Strength Vitality Maximum Fury (depends on build)

Offense Critical Hit Chance Critical Hit Damage Cooldown Reduction Attack Speed

Defense All Resistance Life % Armor Life Regeneration

Utility Area Damage Resource Cost Reduction Life on Hit Globe Radius

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Last update: **2023/05/29 11:53**

