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**Diablo 3 monk early leveling build**

It's part of my equalising guide. You can find Part 1 here with a guide for levels 30-45. Level 45 You're in later acts of hell. Things should get harder. If you find that you are dying a lot to start picking up more vitality in your gear and stacking a few pieces + all resistance gear. Build recommended build: YdXlYYZabZ build is focused on generating a ton of spirit, so you can spam your Tying Tail Kick and keep everything stunlocked. Fists thunder with the spirit of the gen rune is great. You should have at least +15 crit option to use this rune. If you do the alternative is to use a crippling wave up to level 48, where you can go over five hundred fists with a spirited salvo in the rune (15% chance of creating 15 spirits). Tying the tail kick is your first breath. It does great damage and PBAOE (point empty area effect) anesthesia makes both most mobs never really hit you. Couple that the fact that transcendence cures you everytime you use skill and you shouldn't have any problems with survivors. Activate the start of each match by sweeping the wind. This is a great AOE DPS and you can forget about it after you hit that button once. Peace and breath in the sky are great oh sh\*t moments, but should also be used proactively. Use serenity when you're about to get hit by a big attack or laser and avoid/escape the freezing/movement-damaging effects. Always keep a 15% damage boost buff from the breath in the sky. Pop it at the beginning of the fight, even if you don't have to heal right then, the DPS growth is worth it and the CD is short enough to allow you to do it safely. The mantra of healing the spirit of regen rune is great for helping you out with more slashing tail kicks. The result of this is when calmness, soul in the sky, your drink is a CD and you still need to heal. Extra heal in 3 seconds is pretty nice on top of a healthy transcendence spending 50 mental and definitely better to die. Inactivity is up for you to play depending on your weapon choices and gear set up. Equipment This is the point where you want to start picking up pieces of gear dex, vitality, and all resistance. You consider it hell mode difficulty. Keep an eye on cheap rings / charms + attack speed %. Buy whatever weapons are the highest DPS. Secondary stats weapons you should look for are attack speed increase, life steal, and + life hit. Secondary stats try to find gear at + crit hit the chance, + life hit. Still I would advise not to buy a lot of auction house until you hit 60. Just get enough to conveniently kill things. Tips If you're getting stuck with any guests/bosses ask a friend for help! If you can't make friends, ask someone on the forum. Dj2sp and Diablo incgamers are both D3 communities. Level 50 Welcome to Hell \* evil laugh \* Build Recommended build: YdXlZZbaba This is the same build I used successfully 60 clear out act 1 inferno is a breeze. Here's a video I did it, explaining everything, the only change is that instead of a dashing strike to build I related to calls for a mystical ally. This mystical ally is better for you leveling because it helps your DPS. You're not trying to bust garbage people with 50. If you want a more detailed writeup build click here, and then here's a video explaining the build. Equipment Hell is when you need to start stacking your vitality and resists. I recommend getting enough vitality that you can't get a 1-shot by the mobs, and then focusing on all resistance gear, or even better to choose resist (fire/arcane/whatever) and find gear all against PLUS, to a specific stand, and run one of everything passive. This will help you get some ridiculously high resist and make Hell mode feel easy mode. Weapons the same goes as before, find the highest DPS, search for life to steal, + life hit, attack speed. Find attack speed rings and charms. Have I said that enough time? ☺ secondary statistics search for devices, + crit hit option, + life hit, +attack speed increase. Advice you're going to die a lot more in hell. It's just part of the game. Try to learn from it and don't get too frustrated. Kiting becomes very important starting hell. If all your defensive abilities are cooldown you want to run until they are back before re-inclusion. Also, kiting a shift click (hold attack) is important. Get away from me, keep the shift, hit them 1-2 times, run away again. Level 55 You're almost there! You can do it. You'll probably meet Belial in the '50s. Here's a video tutorial I made showing you the best ways to win this tricky encounter (in my opinion, the most challenging game by far). Build Honestly I just stick to the same build I tied last time. Here it is again: if you want YdXlZZbaba try something else here is one of the first videos I made. It's 58. Looking back probably not the most effective build, but it's fun and something else to try. Gives you some good gameplay shots, which I mean when I say kiting as well. Equipment resists, resists, resists! Surviving Act IV Hell and Act 1 Inferno (and beyond) is all about your resists and harm mitigation as a monk. At this level I ran 1h/ shield to build extra armor and block and release the passive slot, but it's about you. It's important to find a playstyle that you like and make a build around your playstyle, don't try to force your playstyle to match some kind of equipment build. If you don't like Don't use shields! A lot of monks are super successful in dual wielding or using 2 handers. This is one of the best parts about D3 is that you are not forced to do anything. The options are good ☺ Tips You're probably getting a pretty good game now, so let me give you an agricultural tip. This is what I did to collect gold to prepare for The Act 1 Inferno. I have a TON level 60 builds act 1 inferno up on this page. Peruse your leisure and happiness inferno ☺ If you found this guide useful it would help me a lot if you would share through the social media buttons on the left side of the screen and after this guide to your favorite D3 forums/websites. Diablo 3 Monk Leveling Guide (Season 2) by the unsaintlyxHey guys, where at Monks is really strong right now a lot of people probably roll monk who has never played one before, I decided to roll one in Season 2 as well. Since I never leveled Monk in the usual way and always got amplified I had no idea how efficiently level monk without a boost or OP gems/support from my protagonist. I've been looking for some sort of leveling guide that doesn't involve Story Mode shenanigans a bit and always looked for something similar to Debo's 24 Hour Witch Doctor. You have to check his guide as well because I would call it monk module for debo guide. His guide covers most of the universal leveling stuff, while Quin's starter guide involves a final game tailored towards the Monks. I fill in the gaps used by the skills/runes at an efficient, fast and easy level. Before I post the skills, I would like to show you my Monk that I tested 1-70 (playing solo, of course) and talking to some other more Monk about specific things. My Monk reached 70My Monk after getting goblin vaults you can see my skill list and Debo's strategy to do only certain bounties I was able to reach level 70 within 5 hours and 20 minutes. I think it may be possible to push it down to the 5 hour mark if you find something like Leoric's Signet or really optimize your time to spend on the game. On the subject of certain bounties, if you check out the Debo guide, you can see the Bounty list that shows you what bounties you should and shouldn't do. I only made red bounties when I had the experience of sanctuary or the speed of movement of the shrine until not wasting them, to be honest just try and make shrine-related bounties first so you have the Shrine up doing the go-to bounties. If something doesn't involve it it's probably not a brainer or is already getting covered by the Debo guide. Hardship When it comes to hardship, I chose how quickly I could kill the monsters. Can I clean the master quickly and without too much effort? If so, then stick to the Master or try if T1 is still possible without losing a lot of speed. Is the Master too slow? Turn it down hard (I feel the expert is not worth it if you think extra HP ratio) until you find a good weapon. Especially between 60-62 I had to turn it down hard until I found a good weapon when I got the gun enough damage it was really easy to go and do a T1 level or two and when you turn it down Master.In the overall difficulty really depends on what weapon you have at the moment. A major upgrade to damage the weapon should be a figure bumping up the weights, at least to test the waters. If it's not smooth just bump it down to the ingame and keep going. Crafting I do not craft. First, because I had all the recipes already and it would be impossible to simulate them dropping. Secondly, I think the time you waste sitting in the city crafting weapons and armor is better spent filling bounties, you can get your upgrades anyway. On the note of craft, I saved all the loot that I got because gold is not a problem with my account because you don't have that luxury, if the season is still fresh, I'll be selling gear because you shouldn't craft anyway so that there's no need for low material. When you reach level 61 pick up everything and save everything because these items provide the craft materials you want to endgame. You can try and craft some level 60 weapons if you can craft them (level 45 I think) and try and roll again to roll the secondary to confirm the level requirement one. I haven't tried it so I don't know how rare it is to confirm, but it can increase the speed between 45-60 by a good bit. If you want to try it, go ahead and save the equipment. SpeccSpecc really starts to shine when you get Cyclone Strike and Sweeping Wind at level 21, the crippled Wave with the Mangling rune looked the best generator to me. Just Cyclone Strike enemies in the direction and let Sweeping Wind and LTK do the rest. When you get an Implosion rune for Cyclone Strike it gets even better. At this point sweeping wind and Cyclone Strike damage should take care of most mobs, so you should have enough spirit to keep going because LTK is used less. Dashing Strike runes is a preference I think. I like the speed of movement, so I get faster bounties. As for passivity, if you get into a higher level you get a pretty good amount of damage if you have to play too defensively or die here and there to try and use one defensive passivity instead of Fleet Footed. It really depends on your gear, which is more efficient, Harmony or Sixth Sense. The GearingI chose to play only 2 handers. The rudder should have a socket so you can put a ruby in it. The gun should have a socket, if possible, put the ruby in. When it comes to the rest of the gear I prioritized the % damage on the comparison page over everything else when I got 10% or more of toughness while losing 1-3% damage. If you get Dex and Vit for your good. CC, CHD, etc. is always nice to have but you can not to get that during the leveling process. When you reach level 70 you should farm for the Goblin Vault so the gold becomes trivial, it should gear you off as well as you can see in the pictures above. If you find Gungdo Gears during low level first specc EP instantly. And don't save them, they'll even carry you 70. I don't know if they can fall below 70 levels though, maybe someone else knows. Monk Leveling PhasesLevels 1-12Fists of ThunderLashing Tail KickSting StrikeBlinding FlashPassivesSkill ChangesFists of Thunder - Thunderclap Rune (Level 6)Slashing Tail Kick - Vulture Claw Kick Rune (Level 7)Dazzling Flash - Self Reflection Rune (Level 12)Levels 12-21Fists Thunder - Thunder Thunder clapLashing Tail Kick - Vulture Claw Kick StrikeBlinding Flash - Self ReflectionCyclone Strike - Eye Storm RuneSweeping WindPassivesFleet FootedExalted Soul (Level 20)Skill ChangesHinged Sky – Circle of Despicable (Level 14) / Replaces Dazzling FlashDashing Strike - Way of Falling Star (Level 15)Sant Ling Wave - Mangling (Level 17) / Replaces FoT: TCYyclone Strike - Eye Storm (Level 21)Sweeping Wind (Level 21)Levels 22-27Crippling Wave - ManglingLashing Tail Kick - Vulture Claw KickDashing Strike - Way of Falling StarBreath Heaven of – Circle of ScornCyclone Strike – Eye StormSwee WindvsesPassesSkill ChangesCyclone Strike - Implosion (Level 25)Mystic Ally - Water Ally / Replaces Breath of Heaven (Level 27)Sweeping Wind - Master of the Wind (Level 27)Levels 28-36Crippling Wave – ManglingLashing Tail Kick - Vulture Claw Kicking Strike - Way of the Windof - Way of the Falling StarMystic Ally - WaterCyclone Strike - ImplosionSweeping Wind - Master of WindPassivesFleet FootedExalted SoulChant Resonance (Level 30)Changes SkillMantra of your choice - Chant resonance / replaces Mystic AllySweeping Wind - Blade Storm (Level 33) Levels 37-44Crippling Wave - ManglingLashing Tail Kick - Vulture Claw KickDashing Strike - Way of Falling StarMantra XXX - For Chant of ResonanceCyclone Strike - ImplosionSweeping Wind - Blade StormPassivesFleet FootedExalted SoulChant of ResonanceSkill ChangesSaad Harmony/Sixth Sense Fleet Footed (depending on your gear) if you take too much damage while maintaining enough DPS to clear greater weights. Levels 45-70Wave LightExploding Palm - Shocking GraspDashing Strike - Way of Falling StarMantra Healing - Circular BreathingMystic Ally - Air AllySweeping Wind -&gt; Spirit per Second RunePassivesFleet Footed/Harmony/SixthEx Sensealted SoulChant on Resonance Changes As soon as you hit level 46 you go over Quin's starter specc found here. Hopefully it was useful for someone, happy leveling guys! :) )

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