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D3 monk leveling guide

This is something that a lot of people have asked for. I think I'll start with level 30, because the usual mode is quite simple and it's really time for you to learn your character and try new things. Which I will still support continues, but think I'll put together some nice builds and tips to help you through nightmares and modes of hell on your monks. Stage 30 You just started out in a nightmare and things still should be quite simple. This is the part of the game where kiting starts to become necessary. Do not hesitate to pop potions and cooldowns, and run often to let your cooldowns and potions recharge. Build a recommended build: YXc!abZaaa Designed to allow you to spam attack tail retreats, which do huge damage and also disrupt/knock back enemies. The way a hundred ciuffers also do knockbacks, so between the two mobs shouldn't hit you often. Use a handsome strike to cover with enemies, chase runners, close to the casser, and compete with the demons of treasure. Mantra and passive are up to you really. If you have trouble surviving take healing mantra. Passive transcendent is pretty necessary but the others then who flirt with the other two. Now is the time to flirt and see what skills are most suitable for you. Weapons Equipment – just get the highest DPS weapon you can find. Get the speed of life or attack if you can find it on a gun at a good price. Do not waste craftsmanship up to 60. You can find better stuff for cheaper ways at home auctions. Buy rings and drops with attack speed %. Find items with mostly durability. Get a few pieces with vitality if you die a lot. Find life on guns. +life that hits is also a good statistic. +chance of crit on great gloves and weapons. Don't worry about resisting at this level. Your Goal Tips are just to blame through search/act as fast as you can. Don't worry about exploring the whole map or every little cave you come across. You'll get more xp by completing a major story search than anything else. But remember this is a game and you try to have fun! So don't lose sight of having fun when you're trying to power through different ☺'t be afraid to blow those CDs (cooldowns). Coming from the background of WoW I think the CD aims to be saved for emergencies and there is never to use that defensive one. Get your head down! D3 is all about blowing CDs and managing CD. Use CDs proactively, pop your calmness when you're hit by a laser beam or when you stand in fire. Level 35 things might get a little harder. Just go alone and hammer the level out. Build Recommended Build: Build YXc!bbZaZ designed to allow you light spam waves, which great DPS spirit skills. Activate the sweeping wind at the beginning of each fight, it is AMAZING DPS. Again using a handsome strike to cover with runners, caste, treasure demons, you can also use it to surprise enemies charging for large attacks. Healing mantras mixed with transcendence should greatly keep you alive during fights. Passive is once again up to you. The keeper's path is really good if you're double-cladding or using Zhanders. Weapons Equipment - again getting the highest DPS weapon you can find. The speed of attacks, life, and life that plagues all the great statistics. Arrangement of all dex again unless you have difficulty survival. Then get some pieces of gear with vitality. Ring/mold with the speed of %attack is great and the easiest/fastest way to massively up your DPS. A 15% increase to your attack speed is a 15% flat increase to your DPS (makes sense, if you strike 15% faster, you do 15% more DPS). +life hit, +crit are still both good secondary statistics. I won't spend anymore than 10k on an item in the auction house. Save your money. Just upgrading the gear pieces that REALLY need improvement. You're going through the level so quickly it's not really worth paying a lot of stuff in the auction house right now. Vendors of all the items you find that are not worth selling rather than melting them in a blacksmith, the mat you get at this level is not worth it because the things you craft are pretty valuable, so it's better to get gold from the vendors. Tip Again is just a blaze through the search for ASAP, don't worry too much about exploring everything. Start learning to kite. Run, hold stand to attack (shift) hit the mobs several times, run again. This skill will be invaluable to the surviving Inferno. Level 40 Save there, you are 2/3rds way there! Build the recommended build: YdX!bYZaZa Building Environment is designed to help you maximize your DPS and at the same time give you enough survival to make it through tougher levels of nightmare difficulties. A cumimating wave is a truly offensive/defensive capability launched together. If you find you die often shift runoff to that reduce enemy damage by 20%. Otherwise, the increase in DPS is fantastic, especially since disabling waves are real quick AOE attacks. Kicking the tail with a stunt run is AMAZING for the big surviving pack. is a pile of your spirit and during the struggle most of your spirit should be spent spam kicking tails. Between healing from transcendence and the stunt part of your backup really shouldn't have trouble staying alive. Sweeping wind is my built-in staple just because it's a great passive set and forget it's AOE DPS. Calmness and breath of heaven are both great to help keep you alive, as you get into a harder act in a nightmare that has two defenses may be necessary. Otherwise I recommend changing one for a more offensive-oriented ability. 7 side strike or your mystical allies are both great options. The conviction mantra is an AMAZING boost to the DPS, and if you find you have an extra spirit of just hitting it a couple of times. 48% increase in damage for 3 seconds after you remove it can make you melt through the mobs. Passiveness is again more up to you. Choose and choose to see what you like the best. The same equipment ole equals ole. Choose the highest DPS weapon either 1hand or 2hand. Find items with primarily dex. Taking vitality where you can but at 40 you can still escape by mostly stacking dex. +the speed of attack, life, +life per hit is all great statistics for guns. +critical hit chances, +attack speed % are fantastic on your gloves, rings, and expenses. Again remember don't spend too much gold at the auction house. You should slowly save up to when you reach 60 you can take some really nice pieces of gear to help you progress through Act 1 Inferno. I would only buy an upgrade from AH if I found out I was struggling through the part of the act. If you explode without problems don't even worry about buying an upgrade. Tip Again just wants to repeat the importance of not funding money. You can spend 100k now to get a 150dps weapon or keep that 100k and buy 700 DPS weapons when you hit 60. Options are up to you, but, I would recommend saving money. There isn't much to write here. Pretty straight forward. Do a search. Increase up. Enjoy the scenery ☺ you can find more high-level builds here in the monk section I build. Diablo 3 Monk Leveling Guide (Season 2) by unsaintlyxHey guys, with a really strong Monk now a lot of people are likely to launch a Sami who has never played before, I decided to wind up one for Season 2 as well. Since I have never levelled The Monk the usual way and always got a boost I didn't know how to evaluate the level of Monk without a boost or gem of OP/support from my main character. I've been looking for some kind of leveling guide that doesn't involve Story Mode shenanigans for a bit and always looking for something similar to Debo's 24 Hour Witch Doctor. You SHOULD check out its guide as well because I'm going to call this Monk Module for the Debo guide. His guide covers most of the universal levelling items, while Quin's starting guide covers the final game adapted to monks. I fill in a blank skill / what is efficient, fast and easy to level with. Before I post the skills, I want to show you my Monk that I tested from 1-70 (playing solo of course) and talking about a few other more specific things Monk. My monk reached 70My Monk after getting Goblin VaultAs you can see with my skill list and with Debo's strategy to just do certain boundaries I can reach levels of 70 in 5 hours and 20 minutes. I think it could probably push it under 5 hours if you find something like Leori's Signet or really optimize your time spending ingame. On a specific border topic, if you check out the Debo guide, you'll see a Bounty List that shows you what bouncing you need and shouldn't be done. I just did a red bounce when I had a temple of experience or movement speed temples so it didn't waste them, honestly just trying and doing temple-related bounce first so you have the Temple while doing bounce gone. If anything isn't covered, it's most likely no brainer or already got covered in the Debo guide. DifficultyWhen it comes down to the difficulties I choose with how quickly I can kill a monster. Can I clean the Master quickly and without too many problems? If so stayed at master or try if T1 could still be done without losing a lot of speed. Is Master too slow? Turn it to Hard (I think experts aren't worth it if you consider the extra XP/mob HP ratio) until you find a good weapon. Especially between 60-62 I had to turn to Hard until I found a good weapon, when I got a gun with enough damage it was really easy to go and do T1 to a level or two and from turning to a general Master.In of difficulty that really depends on what weapons you have at the moment. A huge increase in damage from weapons should be an indicator to stimulate difficulty, at least to test the waters. If it's not smooth just a bump down the ingame and keeps going. CraftingI is not crafty. First of all because I have all the recipes already and it is impossible to disfigure them dropping. Secondly I think your wasteful time sitting in a city of carpententries and armor is better spent completing the border, you'll get your upgrade anyway. On the carpentry note, I saved all the booty I got because gold wasn't a problem on my account, because you won't have that luxury when the season is still fresh. I'll vendor gear because you don't have to make crafts anyway so there's no need for low-level material. Once you reach level 61 take everything and save everything because the items will produce the craft materials you want for endgame. You can try and make some 60-level weapons once you can make them (at level 45 I think) and try and roll back secondary affix to level one requirements. I didn't try this so I didn't know how rare the affix was, but this might increase the speed between 45 to 60 with a good bit. You want to try it, go on and salvage the gear. SpeccThe specc really starts to shine as soon as you get a Cyclone Strike and a Sweeping Wind at stage 21, the Crippling Wave with the Mangling run looks like the best Generator to me. Just Strike cyclone enemies against you and let the Wind Sweep and LTK do the other. Once you get the Implosion running for a Cyclone Strike it gets better. At this time the Wind Sweep and Cyclone Strike damage should keep most mobs, so you you have enough spirit to keep going, because LTK will be used less. Breaking the glass walk is a priority I think. I love the speed of movement so I got faster to the border. For the passive, once you get to a higher level, you're going to take a pretty good amount of damage, if you have to play too defensively or die here and there try and use one of the passive defenses instead of Fleet Footed. It really depends on what gear is more memorable. Harmony or Sixth Sense.The GearingI chooses to play with only 2 hands. The keledar hat must have a socket so you can put ruby into it. The weapon must have a socket if possible, put ruby in it. When it comes to all gears I put %damage on the comparison sheet over everything, except if I get 10% or more difficult while only losing 1-3% damage. If you can get Dex and Vit your kindness. CC, CHD and others are always good to have but you can't really rely on getting that during the flattening process. Once you reach level 70 you need to farm for the Goblin Immune Chamber in order for the gold to be underestimated, this should be pointed at you as well, as you can see in the picture above. If you can find Gungdo Gears during the first low level of all specifications into the EP immediately. And don't save them, they'll take you even in stage 70 rifts. I don't know if they can fall below level 70 though, maybe other people know. The Monk Leveling PhaseI,levels 1-12Fists of ThunderLashing Tail KickDashing StrikeBlinding FlashPassivesSkill ChangesFists of Thunder – Thunderclap Rune (Level 6)Lashing Tail Kick – Vulture Claw Kick Rune (Level 7)Blinding Flash – Self Reflection Rune (Level 12)Levels 12-21Fists of Thunder – Thunder clapLashing Tail Kick – Vulture Claw KickDashing StrikeBlinding Flash – Self ReflectionCyclone Strike – Eye of the Storm RuneSweeping WindPassivesFleet FootedExalted Soul (Level 20)Skill ChangesBreath of Heaven – Circle of Scorn (Level 14) / Replaces Blinding FlashDashing Strike – Way of the Falling Star (Level 15)Crippling Wave – Mangling (Level 17) / Replaces FoT:TCCyclone Strike – Eye of the Storm (Level 21)Sweeping Wind (Level 21)Levels 22-27Crippling Wave – ManglingLashing Tail Kick – Vulture Claw KickDashing Strike – Way of the Falling StarBreath of Heaven – Circle of ScornCyclone Strike – Eye of the StormSweeping WindPassivesSkill 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 KickDashing Strike – Way of the Fall Ally - Water AllyCyclone Strike - ImplosionSweeping Wind - Lord WindPassivesFleet FootedExalted SoulChant of Resonance (Level 30)Skill ChangesMantra of your choice - To Chant Resonance/Replace Mystic AllySweeping Winds - Blade Storm (Level 33) Level 37-44Crippling 37-44Crippling – ManglingLashing Tail Kick - Vulture Claw KickDashing Strikes - StarMantra Ways That Dropped XXX - To Chant Of ResonanceCyclone Strikes - ImplosionSweeping Winds - Blade StormPassive FootedExalted SoulChant of ResonanceSkill ChangesYou can get Harmonious/Sixth Taste for Fleet Legs (depending on your gear) if you take too much damage while still retaining enough DPS to clear up higher difficulties. Level 45-70Wave LightExploding Palm - Surprise Strike GraspDashing - How StarMantra Falls Healing - BreathingMystic Ally Circular - Air AllySweeping Wind -> Spirit of every RunePassivesFleet Second Leg/Harmony/Sixth SenseExalted SoulChant of ResonanceSkill ChangesAs soon when you reach the level of 46 you switch to the initial specifications of Quin found here. Hopefully this helps someone, guys are flattering happy! :))

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