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Stay ConnectedDrop a Follow!Last Updated:June 6, 2025|ChangelogLeveling to 70 is one main milestone during the night of a season start and optimizing it can save you a lot of time on your way there. Top-end times with fresh characters can be as little as 30-45 minutes which is many times faster than what is otherwise achievable without these strategies. Most people just want to rush to endgame to start building their characters can be as little as 30-45 minutes which is many times faster than what is otherwise achievable without these strategies. Most people just want to rush to endgame to start building their characters can be as little as 30-45 minutes which is many times faster than what is otherwise achievable without these strategies. January or March, there are special events available you can use to level in a different way (Diablo Anniversary Event / Kanai's Stomping Grounds) or certain season 24). Some Seasons mix up the normal leveling process. Depending on which Season theme or what time of year the Season starts, you may benefit from the following bonuses. You can acquire normal gems as early as level 1 by entering the Darkening of Tristram Event, pathing to level 5 and clicking on the "Magic Rock" (a glowing tile on the ground) that drops roughly a dozen gems regardless of character level which can be used to unlock Anointed node from the Altar of Rites. This event is only active during January. Soul Shards drop from Adventure Mode bosses and when salvaged provide either x3 Imperial Gems or x1 Flawless Royal Gem. This is an alternative way to acquire gems (and gold by selling them) early to unlock the Altar and speed up the leveling process if you get lucky. During the 4th Cube season, every shrine you click spawns a Shadow Clone to assist you for 1 minute. On lower levels and even up until mid-tier Greater Rifts, they are incredibly powerful and can destroy everything on their own. You can use this to your advantage to hunt for shrines in adventure mode, for example at spawn locations such as the Leoric's Manor Courtyard or Southern Highlands waypoints and simply follow your shadow along while dodging incoming attacks on Torment 6 for a fast leveling experience. Here are all the steps to take in the first minutes of a fresh season to ensure a good start: After the first step is taken, you can now create your character and select the seasonal checkbox. You can also rebirth one of your old characters, which will send all of its items to your nonseasonal mail and give you a fresh level 1 character with that name and playtime history (keep that in mind in case you want to accurately track your seasonal playtime you will have to do so through your seasonal profile page). You can start the Challenge Rift before the season begins, which will give you a Challenge Rift Reward Cache containing a good bunch of crafting materials, 475 Blood Shards and 5.1 millions Gold to kickstart your leveling process. You don't actually need to have a seasonal character to collect the rewards from a Challenge Rift there later. However, don't complete it (don't kill the Rift Guardian) before the Season Start notification has popped up. Seasons always begin on a Friday at 5PM server time (CET in EU, PST in NA) and you can prepare the run in a way that you have the rift guardian spawned and kill it immediately when the season begins. There will be a system message displaying in chat, a pop-up notification on your screen and you can also check your friends list for seasonal heroes if you're unsure. Double-checking is recommended as the season start can sometimes be slightly delayed and not happen precisely down to the second. When you're done, just make sure to create/rebirth a seasonal character and log in there first, don't log into the game on Non-Season. Keep in mind there are some risks involved here because if you accidentally complete it too early you will lose your chance to get the reward or you might run out of time and have to restart the run after the season has gone live. Best case, try to practice the run, learn how to reach the Rift Guardian quickly and then leave once you are confident you can replicate that easily. If you want to be safe and don't feel the need to squeeze out every second at the start, just wait until you have created your seasons starts always happen on Friday, so during that week you have to wait with the rift. Be sure to check our Challenge Rift guides to be properly prepared and not potentially waste valuable leveling time when it might be a particularly difficult one on a season start. Depending on your class, go to your follower and grab their weapon. They are straight upgrades in every single case and help you out for the first few levels. Give them your old gear as you replace it, especially items that emanate like Nemesis Bracers & The Flavor of Time or items that grant bonus experience such as Leoric's Crown with a Ruby in it. Also dont forget to use a pet, it will pick up gold for you while youre busy fighting enemies, which can help you out early on. When you start out in a newseason, you can salvage your Templar's Shield and Scoundrel's Bow to gain 10+ Reusable Parts. Use these to unlock the Gateway node on the Altar of Rites in New Tristram, behind the Slaughtered Calf Inn. This node makes Massacre leveling a breeze and way better than other strategies. Depending on your playstyle, experience and time investment, you have an important decision to make before you start out. At step 15 when unlocking the Altar of Rites you have to sacrifice your Challenge Rift Cache. Using it speeds up your leveling process and gives you a few materials to get started at level 70, creating a gap of 30-60min versus not using the cache. Our basic recommendation for casual players is to simply use the Challenge Rift Cache at level 1 to ensure a smooth start. However, if you are planning to get stuck on the Altar and cannot proceed until the second Challenge Rift unlocks. It's worth mentioning that sacrificing the cache makes more sense for NA players who have to wait a total of 68 hours from season start while it's 83 hours for EU players. If you are planning to play less than 15-20 hours in the first few days (or more if you're not maximizing your efficiency at all times), it's recommended to simply open the cache for leveling, else save it. Keep in mind that getting stuck at step 15 in the Altar progression means that you are noticeably weaker than other option is to use a second account, ask an inactive friend or do a challenge cache trade with someone from another region (people use Discord communities like the Maxroll, wudijo's or Raxxanterax's Discord servers to find a partner). Like this you can profit from the crafted level 70 items (more below) without wasting your Challenge Rift Cache. This is a common strategy for people who want to play a lot in the first days but still want to level as quickly as possible. Crafted rare items from the Blacksmith are tradeable. The full breakdown, in short: No matter which path you choose, another perk that massively speeds up the leveling process with the Altar is Anointed. This allows you to potentially wear full level 70 gear at level 1 - given you have unlocked this node, which is the second choice on the Altar of Rites on the right path. In order to do so most efficiently, here are the steps: Opening CacheSaving CacheSaving CacheSaving CacheAt this point you are set up to blast your way to victory in no time. With the power of Gateway and Anointed you can reach level 70 extremely fast, even if you are not fully decked out in level 70 gear yet (crafted by the blacksmith) without opening the Challenge Rift Cache. If you don't have full high level gear, make sure to keep adding more as you go and craft 3 pieces of Sage's Journey for more Death's Breath later. If you haven't opened the Cache, you won't have enough Gold to upgrade your Blacksmith for now, so keep an eye out for when you have another ~150-200k Gold collected, then upgrade your weapon to a level 70 piece. The best way to level up quickly is through Massacre bonuses in Temple of the Firstborn (Act 2). Simply start blasting and keep the streaks up as much as possible. Another option is to start with Bounties to work on the Season Journey objectives and unlock your Haedrig's Gift more quickly. The best way to do it is to complete them as early as possible on a high difficulty to get more Gold, Materials and maybe one of the Bounty-cache turn-in for when you have already hit level 70 or else you don't get Jeweler recipes needed for the Journey. You need only one drop (which is guaranteed) and get 4 more by buying the lvl 60 Hellfire Ring Recipe from Squirt in Act II for 2 million Gold. In groups, things get more complicated than usual. Because of the massive power of Massacre streaks with the Altar, it's unlikely that multiple players are going to remain on a similar level while playing together. The best option is usually to go with Cursed Chest farming (explained further below) or have one strong player blast to 70 on their own while the rest completes Bounties for the Blacksmith and craft one weapon for your class, then use the Upgrade Rare feature (3rd cube recipe). The chances are between 37%-100% to get a decent outcome depending on your class. By getting the right item here you can save up to half an hour on your journey to 70. Find more details about this in our in-depth guide about Level 1 Cubing & Gambling! Whenever you have Blood Shards, you want to gamble early on at Kadala to get any item with a big multiplier (that ideally synergizes with your weapon). Typical gambling choices are Gloves, Bracers, Offhands, in some cases you also want to wait until a certain level. If you have opened the Challenge Rift Cache, you can benefit from a rather small pool of possible options at level 1 to almost guarantee a good result that can carry you all the way to 70. In some cases, better options unlock a little bit later so you should hold onto your shards until exactly the mentioned level. The chance to get any legendary at all from gambling 475 Blood Shards (19 attempts) on armor pieces is 86.5%. Alternatively every class is able to get Pox Faulds at level 1 as the only item in that pants-slot. This item alone can already provide a decent power boost for an easy start. Find more details about gambling in the in-depth post for Level 1 Cubing/Gambling. In short: Preferred choice for solo players, especially good for pet classes (WD / Necro)Benchmark times: 0:30-1:15h (solo & group)Massacres are a bonus you can use to level experience quickly outside of Nephalem and Greater Rifts - where they are deactivated - by killing at least 15 enemies in quick succession without stopping to hit anything for more than a few seconds. Popular locations include Fields of Misery, Eternal Woods and Temple of the Firstborn. Especially the latter has gained a lot of popularity ever since it was implemented. Massacre bonuses are very fast when you can keep them up well, as you will get a multiplicative experience bonus at the end of your streak. This bonus keeps increasing the more enemies you have defeated and starts at 15 enemies slain all the way up to 500 in sequence (awarding a x4.5 multiplier at the end). Like this you will be able to jump multiple levels at a time at the end of your run, even all the way up to 70. In groups make sure to allow your party members to hit all/most enemies at least once, else it won't count for their streak. In short: Good choice if you save the Challenge Rift Cache to gain extra mats, gold and work on season objectives for Haedrig's GiftBenchmark times: 1:15-1:45h (solo & group) Instead of leveling up with massacre streaks only, you can also combine it with finishing season journey objectives as you go by simply completing all bounty acts once. With high level items equipped thanks to the Altar, you can easily clear Torment difficulty bounties and acquire blacksmith plans, blood shards, gold and items as you work your way towards 70 and the Haedrig's Gift objectives. Important to note here is that you should focus on one act at a time because you progressively become weaker as you level up and you should always do the boss bounty first as they are by far the biggest obstacles. It may be worth to adjust your build before a boss fight to include more single target damage, then switch to an AoE setup for the rest of the run. In short: Slow, but easyBenchmark times: 2:00-3:00h (solo & group) By far the simplest strategy, you just chain rifts all the way to 70. Typically you can reach it by the 2.5 to 4 hour mark, which unfortunately is not very fast compared to other strategies. You have the very small advantage of accumulating a few materials and Bloodshards, which dont outweigh the slower pace at all though. If you dont care much about how slow it is and just want to have a bit of fun, this is the best way to go, as not much can go wrong. As a plus, you can get some cool legendary drops twice as often that could make it a bit exciting (as Nephalem Rifts have a 100% bonus to magic find). If you play in a group and find Conduit Pylons, be sure to spread out before clicking so that you can get most out of it, as they can give you a nice bonus and you will oneshot everything anyway. Stick to a difficulty that allows you to finish a run in 3-5min. In short: Annoying and needs lots of practice to be efficient enoughBenchmark times: 1:00-1:15h (solo & group)Previously the fastest leveling strategy, it has lost some of its appeal with the Cursed Chests. With good execution, you can reach level 70 in little more than 1 hour. However, you will need to practice this first, as you will die oneshot to anything that hits you. Because of this, this strategy is strictly softcore-only. If you decide to try it, go to Halls of Agony level 1 and search for the cleaving blades, they are always located near the exit of the map. Your objective is to kite enemies through them and have them killed by this environmental effect. Most trash monsters will get oneshot, if you have slows (e.g. Caltrops), it will make this strategy much strategy especially for groups with at least 1 Necromancer (due to Corpse Explosion with Bloodtide Blade.Benchmark times: 0:45h (group), 1:00-1:30h (solo)Thanks to the power of the Necromancers Corpse Explosion, this has emerged as a great leveling strategy for groups. A single Necro is enough to carry a party into the lower Torments at least, and with some luck from cubing/crafting, can even go all the way until level 70 carrying on higher Torments. In such cases other players in the group should leave the group after a completed run and search for a cursed chest bounty in their own game. They are quite common, so in many cases someone will be able to call out that they found one on the first or second try. These are the Cursed Chest events you are looking for: In short: Special Event only active during January Benchmark times: 1:00-1:30h (solo & group) In case the season starts during January, you will have the option to enter the Diablo 1 Anniversary Event through the portal in Old Tristram (Act 1). Its essentially like a really long rift with some special enemies and drops and typically you get rather good experience, as you can build up massacre bonuses there. Comparable to regular massacre bonus leveling in efficiency. The following skills are great to use for 1-70 if you don't have any specific damage multipliers available. In case you got something from gambling/cubing or a good drop, rather play around that. Related Content and VideosMake sure to check out some of these videos to see how its done: In short, remember the steps at level 1 (Challenge Rift, follower Weapon, Kanai's Cube, craft, upgrade, gamble, ...). Choose the right leveling strategy (perhaps practice it once or twice if you haven't done it yet) and try to be efficient with your time. Check quickly for item upgrades and don't hesitate to create new games when your rifts or layouts are bad. And finally, choose the right difficulty, leveling should go smooth at all times! I hope you took some things from this guide that will help you out with a better season start. Whenever a new season comes around, it will come in handy to learn these things once and keep improving on them. Good luck! Written and updated by wudijo in the week preceding the start of the season, do not perform the Challenge Rift. Wait for the season to start and only then complete the weekly challenge - only in this way will receive close to 4.6 m of gold, 15 materials from all acts, 475 shards, 35 death breaths, 100 yellow mats and 300 white and blue. Thanks to this you can easily eliminate the blacksmith and the enchantress. Depending on the character you play, the box pays to open only at a specific level, e.g. Demon Hunter from level 30 can draw only 2 legendary quivers from Kadala, one of which is Sin Seekers, giving a huge damage bonus. To find out at what level a given item falls, use the tool the box from weekly challenges is even more important as it will allow you to easily acquire powerful weapons at higher levels. Thanks to the quick unlocking of higher level requirements at enchantress. It is worth noting that if the weapon has, as a secondary affix, any kind of freezing, stunning etc. then it is not worth rolling it, only the second one - because the weapon cannot have a weapon with 70 lv, which greatly simplifies the whole process and allows you to play at levels of Torment, after starting the game for 1 ly, do not forget to hire a Templar and take his weapon (he has a higher dps than yours), don't forget to choose a pet too - it will help you collect gold, for 1 ly, on Master difficulty level, look for a quest for Zoltun or Mahda - killing the boss and opening the chest will give you a good start after 3 items and a considerable increase in experience, if possible, wear a ruby in your helmet - +%XP, until you reach 70 lv in a weapon it is more profitable to wear a ruby than an emerald, due to the low chance of critical hits, for 8 lv you can forge the first 2h weapon at the blacksmith, which should give a significant increase in damage, from 7 lv, rings are available from one of the traders (the best ones are + damage or possibly + to the main attribute). NOTE - there is such a merchant in each act and has a different offer, so check everyone, you can buy an amulet from level 10 onwards, if you come across Leoric's Signet during leveling, remember that it gives you a bonus to experience, because below 70 lv there is often a problem with maintaining the basic resource, it is recommended to use two-handed weapons (higher damage is more important than speed), as soon as you find the first legendary item that you don't want to wear, but with useful power remember to get the Canai Cube (thanks to the weekly crate you can easily gain legendary power), choose the appropriate level of difficulty that will give you the most XP/h - more on this topic on the subpage Difficulty Levels, because the materials from the baounties we have from the baounties we have from the baounties we have from the challenge Rift, all leveling is best done on regular rifts - additional XP and gold for completion, a greater chance for legendary items, if you have the opportunity to play in a group - the more people the easier and more XP. because from the crate from Challenge Rift we receive as many as 35 death breaths, it is worth upgrading fully the blacksmith (2 death breaths) and forging a rare weapon or item into left hand, in Kanai's Cube for 25 death breaths upgrade it to the legendary, and then acquire its power to cube for 5 breaths. Thanks to this, practically from the beginning we have great power available, which can significantly increase the damage inflicted, e.g. Demon Hunter can get only one of two daggers and both have great powers. If the item has unnecessary power, but is ancient, you can try to reroll it instead of Rare in accordance with the second tip - ancient legendary items may have reduced their level requirements from 30 to 40 lv. Items for classes and chances for a good item: Necromancer - 2h scythe - 100% Witch Doctor - mojo - 20% Wizzard - 1h wand - 25% Barbarian - 1h mighty weapon - 30% Monk - 2h daibo - 25% Crusader - crusader shield - 23% do not open a box from the Challenge Rift up to lv 34. At 34 lv you can draw Custerian Wristguards for shards from the box you experience points for gold. For 4.6 kk gold from the box you can get a promotion of approx. 10 lv, you can try to use the shards at Kadala for an amulet Squirt's Necklace, which gives a huge bonus to damage, but we only have 4 chances (475 shards) and due to the increased damage recived it is a strategy rather on SC. It's best to level the Gem of Ease to the highest level, place it in your weapon and ask your friend for help. The friend does the usual rift, and you wait safely at the entrance. If this is not possible, then place the leveled Gem of Ease in the weapon with the highest dps (preferably ancient 2h) and finish rifts yourself at higher levels. Do not forget to distribute paragon points. HowLongToBeatDiablo III NewsLoad More Last updated on Jun 04, 2025 at 09:00by Deadset 57 comments The purpose of the beginner Monk guide is to provide you with a build and itemrecommendations that will reliably carry you from leveling, through thepre-Torment difficulties and get you into low Torment farming, without requiringspecific legendary or set bonuses. The guide also includes a section for SeasonalMonks, explaining how best to take advantage of the free set from Haedrig's Gifts. 1. Why choose the Monk? Choose the Monk if you want to gain mastery over the dexterous, hand-to-handmelee combat, and channel the built up powers of your melee pummeling intocrushing blows of sacred energy. The Monk is the master of engagement, dashingthrough the battlefield and exerting utmost control through pulls, pushes, and mantras. Your crippling blows overpower the adversaries like the sweeping tides, as you finish them off with flurries of spiritual power. The Monk embodies theduality of natural evasion and sacred destruction in Diablo 3. 2. Progression (Seasonal) 2.1. Leveling Build Your progression on a given character always start with leveling to 70. Tohelp you with that, we have a beginner leveling build that you can access using the link below. Monk leveling build guide 2.2. Haedrig Gifts' Season 35 Starter Build After reaching Level 70, the easiest way to start gearing up and progressing towards that drop 2 pieces of a fixed class-specific set aftercompleting chapters II, III, and IV of the Seasonal Journey. Havinga full 6-piece set bonus available to you will skyrocket your character's power wellin the mid-to-high Torments. This makes the early portion of the Seasonal Journey yourfirst priority upon reaching Level 70. This Season, Monks will find the Raiment of a Thousand Stormsset in interested in switching around your playstyle, take a look at the beginnerpoints for other sets below, and note to which endgame builds they point youafter. Monk Inna's Mantra fresh 70 starter build Monk Uliana's Stratagem fresh 70 starter build Monk Uliana's Stratagem fresh 70 starter build Monk Sunwuko (Monkey King's Garb) fresh 70 starter build Monk Uliana's Stratagem fresh 70 starter build Monk build 3. Gear To Look For To learn how to gear up quickly and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, doingBounties, Regular, Greater and Challenge Rifts, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, doingBounties, Regular, Greater and Challenge Rifts, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, doingBounties, Regular, Greater and Challenge Rifts, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, doingBounties, Regular, Greater and Challenge Rifts, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards, and approach a character's progression ingeneral, check out our Beginner Seasonal Guide. It includes advice and tactics related to gambling Blood Shards and approach a character's progression in the seasonal Guide. The seasonal Guid completion of bounties or bosskills. The following is a list of such items, in order of importance for theclass. Ring of Royal Grandeur is a legendary from Act I caches that reduces the number of set items required for set bonuses of any set) as early as possible for a huge spike in character power isan opportunity you should not pass up. Doing bounties will be inevitable forcrafting materials anyway, so optimize your farming time and get this ring assoon as possible. Avarice Band is an Act III cache legendary ring that extends your pickup radius by up to 30 yards as you pick up gold This unassuming bonus hasthe potential to turn in the strongest source of defense during normal rifts due to its synergy with Boon of the Hoarder and Goldwrap. Their powerscombined, they can render your character practically invulnerable even in thehighest of Torment difficulties. Illusory Boots are an Act II cache legendary item that removes enemycollision a staple of support builds in Greater Rifts, as their precisepositioning for party-wide damage buffs and enemy disables dictates the course of Greater Rift progress. Monks have been staple supports for many patches now, with several party-wide damage buffs and plenty of damage reduction to add tothe group, making Illusory Boots reasonably attractive to the class. Reaper's Wraps are meant to assist classes and builds with resourcemanagement problems. These bracers restore up to 30% of your Spirit reserveswhen you get healed by a health globe, capped at once every 2 seconds. This isan easy trigger if you keep an eye on the battlefield. Note that these bracersare craftable, and the plan for their creation drops when you kill the Act Vboss Malthael on any difficulty. Reaper's Wraps are reasonably attractive to Monks, as they frequently suffer from resource issues in the early game, before they acquire Spirit management legendaries like Incense Torch of the Grand Temple or transition into light-spending specslike Raiment set and Uliana set builds. Gloves of Worship are an Act II cache legendary that extends theduration of Shrines to 10 minutes, a very decent farming effect that is usuallystored in Kanai's Cube. The combined power of Empowered Shrines (25% Attack Speed) and Fleeting Shrines (25% increase to Movement Speed and 20-yard pickup radius), often refreshingbefore their 10-minute duration, is a huge buff during normal rifts. Monks areamong the classes that can benefit from Gloves of Worship, as the armorCube slots of their most common farming specs are often flexible enough to fitthe item in. Envious Blade is an Act II cache dagger with one of the most powerfulspeedfarming bonuses in the game a guaranteed Critical Hit againstenemies at full health. A well equipped character using this dagger can oneshotentire screens of enemies in a suitable farming difficulty. While class-specificlegendaries are generally considered more important to Monk builds, Envious Blade is a decent option for a speedfarming Cube effect in theweapon slot. Pride's Fall is a helm obtained through Act III cache bounties, whoselegendary effect reduces resource costs by 30% after not taking damage for 5seconds. Almost never fighting at a range that can abuse this power, Monks donot consider farming Pride's Fall a priority. The majority of the gear will be found by random chance as you farm normally, by killing monsters, opening chests, gambling at Kadala and upgrading rare itemsat the Cube. While the list below is not exhaustive, these are some of the piecesto seek, spend blood shards on, or upgrade yellows for in order ofpriority: Sets: While the seasonal journey will reward you with a complete setthrough Haedrig's Gifts, gambling for armor set pieces still makes sense to improve lackluster pieces, or complete class sets other than the gifted one. The Wonk sets are: Raiment of a ThousandStorms: Mask of the Searing Sky, Mantle of the Upside-Down Sinners, Fists of Thunder, Heart of the Crashing Wave, Scales of the Dancing Serpent and Eight-Demon Boots; Inna's Mantra: Inna's Radiance, Inna's Paws, Sunwuko's Soul, Sunwuko's Leggings and Sunwuko's Chines; Patterns of Justice, Mirrors of Justice, Mountains of Justice, Mounta damage output, putting priority on the weapon slot as the first to obtain an ancient item for. Due toits higher bloodshard cost (75 for weapons vs. 25 for armor pieces and offhands), you should delay weapon gambling avoiding it at the start of characterprogression and only considering it when you start perfecting your gear. If yousimply need a specific weapon, you will get a much better deal with the UpgradeRare recipe in Kanai's Cube. The Hope of Cain recipe (1 rare item, 25 Death's Breaths, 50 of white, blue and yellow crafting materials) will only produce thetype of item you put in (i.e. fist weapons), cutting out all other weapons from the RNG pool that you would have to deal with through regular gambling at Kadala. Fist Weapons and Daibos are the Monk-specific weapons you can easily targetthrough upgrading rares, with valuable and Shenlong's Relentless Assault), Rabid Strike, Won Khim Lau, Vengeful Wind, Crystal Fist, Scarbringer, The Fist of Az'Turrasq, Kyoshiro's Blade, Lion's Claw, The Flow of Eternity, Balance, Incense Torch of the Grand Templeand Flying Dragon. Other weapons valuable to the Monk include In-geom, Echoing Fury, Azurewrath, and The Furnace. Jewelry has a huge influence on your DPS, but similarly to weapons it is expensive to gamble (50 shards for rings 100 for amulets). When searching forspecific jewelry rolls, you should consider upgrading rares instead. The threejewelry sets in Diablo 3, in order of importance for the Bastions ofWill set, Focus and Restraint; and the Legacy of Nightmaresset, Litany of the Undaunted and The Wailing Host. Complementaryjewelry for those sets are often Unity, Convention of Elementsor Obsidian Ring of the Zodiac. The head slot for Monks can be occupied by both regular Helms and theclass-specific Spirit Stones, with several important and build-defininglegendaries for the slot. Tzo Krin's Gaze, Gyana Na Kashu, Madstone, Leoric's Crown. The cheap gambling price for the slotmakes it worth to spend Blood Shards on. As previously mentioned in the gearing section, the Monk has only twoimportant pairs of boots, but they both feed into powerful Monk playstyles: The Crudest Boots for Ally-reliant builds and Rivera Dancers for Lashing Tail Kick-based builds. If you are attracted to any of these playstyles, consider investing Blood Shards into the slot even after the earlygame gambling strat, in order to obtain endgame versions of these two items. Bracers have surprisingly many pieces valuable for Monks; aside from those mentioned in the gambling early game strat (Gungdo Gear, Pinto's Pride and Cesar's Memento), you have other attractive itemslike Spirit Guards, Bindings of the Lesser Gods and Nemesis Bracers. Cheap to gamble like any other armor slot, bracers are agreat slot to go for when spending Blood Shards. While the slot lacks a quantity of valuable legendaries, belts make up withquality: Kyoshiro's Soul is a convenience item for Sunwuko builds, Binding of the Lost is a vital part of the Uliana playstyle, and thecross-class The Witching Hour and Goldwrap are a centerpieces forcertain Progression and Torment builds respectively. Most remaining armor slots only have one or two desirable items for Monks. In the long run, you will want to find Cindercoat (chest piece); Lefebvre's Soliloquy (shoulders) and Depth Diggers (pants). 4. Stats To Strive For The table below is meant to point you in a general correct direction and isby no means indicative of the exact guide page. If you simply use the rolls below however, and roll for skilldamage on the applicable pieces: Exploding Palm, Wave of Light, Tempest Rush, Lashing Tail Kick on helms and boots; Sweeping Wind, Cyclone Strike, Mystic Ally, Dashing Strike, Seven-Sided Strike on shoulders and chest; Deadly Reach, Way of the Hundred Fists, Fists of Thunder, Crippling Wave on belt and pants. Wherever it says 'Elemental damage', match it to the rune of your damagingskill of choice. You will come out with a functional spec, and probably not toofar off from what we would recommend in a dedicated build! 5. Stat Priorities Slot Stat Priority Head Dexterity Socket Critical Hit Chance Vitality or Skill Damage Physical or Lightning Resistance (Secondary Stat) Shoulders Dexterity Vitality Life % or Skill Damage Cooldown Reduction Physical or Lightning Resistance (Secondary Stat) Torso Dexterity Elemental Damage Critical Hit Chance Vitality Physical or Lightning Resistance (Secondary Stat) Hands Dexterity Critical Hit Chance Critical Hit Damage Area Damage Physical or Lightning Resistance (Secondary Stat) Waist Dexterity Vitality Armor or Skill Damage Physical or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistance or Lightning Resistance (Secondary Stat) Feet Dexterity Vitality Armor All Resistanc Skill Damage Physical or Lightning Resistance (Secondary Stat) Amulet Socket Critical Hit Damage Elemental Damage Dexterity Rings Socket Critical Hit Damage Dexterity Weapons High Damage Dexterity Rings Socket Critical Hit Damage Dexterity Rings Movement Speed up to 25% cap Dexterity Maximum Spirit (depends on build) Vitality Offense Critical Hit Chance Cooldown Reduction Area Damage Life on Hit Globe Radius 7. Gems Your armor and weapon sockets should be taken up by the highest tier Emeraldgems you can afford at the time, while the helm is best filled by a Diamond gemfor a boost to Cooldown Reduction. When you stumble upon jewelry with goodprimary stats and a socket, you should start dabbling into Legendary Gems. The Legendary Gems to consider for Monks are, in order of importance: 8. Kanai's Cube Kanai's Cube Kanai's Cube choices are highly build- and content-specific, making themhard to summarize. Generally speaking, Monks should store the powers of thefollowing items in the Cube as soon as they have the materials available: Flying Dragon, Balance, Incense Torch of the Grand Temple, The Flow of Eternity, Crystal Fist, Kyoshiro's Blade Lion's Claw, Rabid Strike, Scarbringer, The Fist of Az'Turrasq, Vengeful Wind, Won Khim Lau, In-geom, The Furnace, Envious Blade, Cindercoat, Depth Diggers, Lefebvre's Soliloquy, Bindings of the Lesser Gods, Cesar's Memento, Spirit Guards, Gungdo Gear, Nemesis Bracers, Goldwrap, Convention of Elements, Unity, Avarice Band and Ring of Royal Grandeur. The Kanai's Cube can be used for much more than simply extracting Legendary powers from items. Pleaserefer to our Kanai's Cube guide for more information. Kanai's Cube guide for more information regarding followers, we advise you to read our Follower For more information. Kanai's Cube guide for more information. gear ofyour follower. Diablo 3 Follower Guide 10. Changelog04 Jun. 2025: Reviewed for Season 32.10 Apr. 2024: Reviewed for Season 33.10 Jul. 2024: Reviewed for Season 33.10 Jul. 2024: Reviewed for Season 32.10 Apr. 2024: Reviewed for Season 34.23 Oct. 2024: Reviewed for Season 32.10 Apr. 2024: Reviewed for Season 34.23 Oct. 2024: Reviewed for Reviewed for Season 28.26 Aug. 2022: Reviewed for Season 27.14 Apr. 2022: Reviewed for Season 25.23 Jul. 2021: Reviewed for Season 25.23 Jul. 2020: Reviewed for Season 25.23 Jul. 2020: Reviewed for Season 26.10 Dec. 2021: Reviewed for Season 26.10 Dec. 2021: Reviewed for Season 27.14 Apr. 2020: Reviewed for Season 27.14 Apr. 2020: Reviewed for Season 27.14 Apr. 2021: Reviewed fo 20.22 Nov. 2019: Overhauled the guide and updated for Season 13.08 Nov. 2019: Updated for Season 14.23 Feb. 2018: Updated for Season 14.23 Feb. 2018: Updated for Season 14.23 Feb. 2018: Updated for Season 15.14 Jun. 2019: Updated for Season 15.14 Jun. 2018: Updated for Season 15.14 Jun. 2018: Updated for Season 15.18 Jun. 2019: Updated for Season 15.14 Jun. 2018: Updated for Season 15.14 Jun. 2017: Updated for patch 2.6 and season 11.31 Mar. 2017: Updated the guide with a starter build for the Season 8 free set, Uliana's Strategem.03 Aug. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the guide with a minor note on a beginner Sunwuko build.21 Oct. 2016: Updated the gu quide to include leveling, a better fresh 70 setup and Haedrig's Gift use tips. Show more Show less How to start a new season (season 4) In this guide I will be covering how to prepare for the season start, different strategies for leveling from 1-70 plus my own strategy for leveling, level 70 gearing strategies, and paragon farming. TLDR/TLDW: Prepare by writing down skills for 1-70, Level by Cursed Chest bounties, Halls of Agony Level 3 and Rifts, collect Kanais cube mats while gearing to gear faster, gear pool to gear even faster(read the post if you wanna know what that means), 2-3 xp/leech builds most efficient for farming paragon levels. Video Guide: Bounty Map: Will also leave a link to the reddit post for those interested in the questions/discussion brought up there Reddit: Links to 1-70 skill order cheat sheets/notes for all classes below. Demon Hunter notes and spread sheet version Due to many requests for spreadsheets for other classes the following spreadsheet Wizard Spreadsheet Wizard Spreadsheet Witch Doctor Spreadsheet TABLE OF CONTENTS Foreword Preparing for knowledge "original" tips, tricks, and strategies or at least ones that have been kept somewhat secret. For those interested in reading something (I hope) you have read no where else before skip to Hybrid leveling strategy and gear pooling. Preparing Preparing for the season is mostly about cutting out the time you would normally spend in game wondering what to do next, you might think it is not important but that time will start to add up if you dont prepare. So to prepare for the new season I suggest doing a few things. First of all knowing when the season will start to add up if you dont prepare for the new season I suggest doing a few things. First of all knowing when the season will start to add up if you dont prepare for the new season I suggest doing a few things. First of all knowing when the season will start to add up if you dont prepare for the new season I suggest doing a few things. your journey from 1 to 70 the second the season goes live, instead of fiddling around with that once it has already begun. Additionally you may want to form a party or pick your characters based around group synergy as well. Having a person dedicated to bunching up mobs will be nice, could be a monk, crusader, or witch doctor (however wd pull comes very late into leveling). Probably the most important thing you can do to prepare though is to write out a detailed list of what skills and keys tasks you will be doing and at the levels you need to assign those skills or do those tasks. This will help cut down a lot of time wasted checking your new skills every 5 levels and wasting time deciding what skills to change. You can check my DH notes/cheatsheet . I list out every skill and rune I will take, what level I will discuss later. Two finals things to do for the season is to know what difficulty you should be playing on and what leveling strategy you want to do, doesn't matter too much which strategy as long you know what you are going to do once you enter the game. As for the difficulty so its advised to either bump it up one above or drop one below. 1 to 70 leveling strategies There are 3 fairly well known strategies to level from 1-70 at the beginning of a season. I will also include the Key tasks that are on my list that I mentioned early when I explain my hybrid strategy. Cursed Chests Pros: High Density Completion Reward(chest, handin xp & gold) Cons: Inconsistent (dont always spawn) This method involves doing cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over and over until you reach level 70. The reasoning for this strategy is that the cursed chest bounties over an all you get the respective for the properties of the prop and bounty xp and gold. The cursed chests you will be looking for include: Cursed Chapel act IV, Cursed Bellows act I, Cursed Bellows act I, Cursed Court act I, Curse Bounty Map. So you look for the corresponding bounty (ies) in each act (only one should spawn per act as a bounty). If they spawned go complete the bounty if not remake the game and look again. Repeat until level 70. Halls of Agony Pros: Consistent, High Density, Low threat Cons: Boring, No quaranteed bonus rewards This strategy is to go to Halls of Agony level 3 in act I and clear out the entire floor leave the game and repeat. This is claimed by many to be the fastest although I think it is very debatable I think all 3 strategies are nearly equal each having its pros and cons. Pros to this strategy is its consistency since it is always there and the high density low threat mobs that Halls of Agony level 3 provides. Its packed with mostly slow moving skeletons. The con to this strategy is that it becomes boring as hell when done repeatedly for hours. So once again you just clear the entire floor back out and remake. Some people choose to do Halls of Agony levels 1 and 2 as well but they tend to have lower density. Rifts Pros: Increased Legendary droprate, Bloodshards, Hand in Bonus Cons: Random Density, Random Mobs This strategy explains itself fairly well you just do rifts back to back until 70. Reason behind doing rifts is for the increased legendary drop rate in rifts so you can upgrade your gear faster than you normally would, which can make a big difference. If you have ever gone for a couple levels without finding any major upgrades you know that feeling of the monsters becoming increasingly difficult to kill. Doing rifts should help prevent that from happening. However the drawback to rifts is the random mob types and random density which can slow things down. Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent, Bloodshards, Hand in Bonuses Cons: A lot of teleporting around Ok so I am going down, Hybrid Strategy Pros: Somewhat Consistent Proprietable Proprie Rift and start clearing as normal. Once 1 or 2 people find big upgrade getting a big power spike we will head back into the rift finish it hand it in and reset the game. Im sure someone will ask for me to define a big upgrade/power spike while it all depends on how you and your group feels so adjust the following example to something that feels right. Here is an example: If your progression is

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