

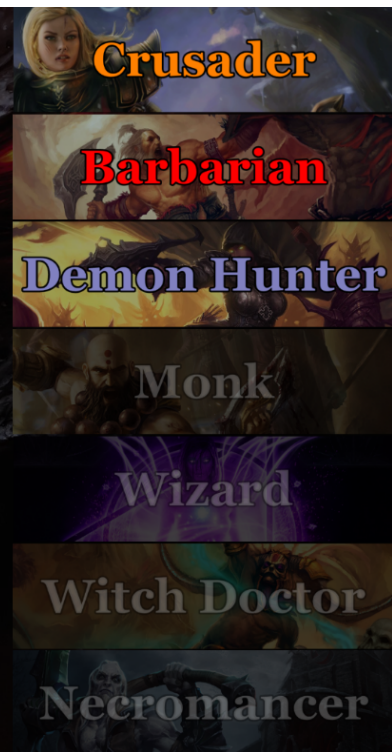
To get to a specific class build list, click on the tabs on the bottom or on the top of the page

Diablo 3 Build List: Patch 2.4.3

Overview | Barbarian | **Crusader** | Demon Hunter | Monk | Wizard | Witch Doctor | Necromancer

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Overview ▾ | Barbarian ▾ | **Crusader ▾** | Demon Hunter ▾ | Monk ▾ | Wizard ▾ | Witch Doctor ▾ | Necromancer ▾



**Buildlist for Crusaders  
in Patch 2.5.0 & Season 10  
Last Update: April 6, 2017**

**Created by Desolacer  
(BTag: Desolacer#2339)**

**\*\*\* Frequently Asked Questions (FAQ) \*\*\***

F: What means "Highest Torment Level" ?	A: It is the highest Torment Level you can play efficient with a specific build (Paragon ~800) Efficient = 5 minutes or less per rift
F: How do you define the playstyle difficulty ?	A: Basically it's defined by how many buttons you have to press, if you have to aim your skills and if you have to pay attention to buffs or debuffs. The less, the easier. (Very Easy   Easy   Medium   Hard   Very Hard)
F: How do you define the "Average rift time" ?	A: The average rift time is defined by completing 10 rifts on "Torment ????" in a row and divide the amount of time you invested by 10. "Torment ???" is the difficulty of the column "Highest Torment Level". Keep in mind, on lower Torment difficulty you are able to clear rifts much faster.

**First list contains builds for S10, Set Dungeons and Followers**

[Live Stream \(Twitch\)](#)

**Second list contains builds for Rifts & Bounties**

[Youtube](#)

**Third list contains builds for Solo & Group Greater Rifts**

[Twitter](#)

**META builds are the most efficient/powerful builds in the current Patch**

Last Update: April 6, 2017

**Any build I should add ? Let me know by private messaging me on <http://www.diablofans.com/members/58312-desolacer>**

Intention	Written Guide	Video	Note
Level 1.70 in under 4 hours (Solo) - Can be done with all classes	<a href="#">Link</a>		Solo rifts
Level 1.70 in under 3 hours (Solo) - Massacre bonus in HoA3 & FoM	<a href="#">Link</a>	<a href="#">Link</a>	Massacre bonus version
Level 1.70 in under 3 hours (Group) - Can be done with all classes	<a href="#">Link</a>		Group rifts
Greater Rift 20 build for Maedrig's Gift		<a href="#">Link</a>	
Set Dungeon: Armor of Akkhan		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Thorns of the Invoker	<a href="#">Set Dungeon tips &amp; tricks by Emphyrian (BB)</a>	<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Roland's Legacy		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Seeker of the Light		<a href="#">Link</a>	Old video guide, but still works
Followers: Templar, Scoundrel and Enchantress best setups		<a href="#">Link</a>	Follower itemization

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Highest Torment Level**	Average rift time (Solo)**	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Note: [Akkhan = Armor of Akkhan]    [Roland = Roland's Legacy]    [Invoker = Thorns of the Invoker]    [SolL = Seeker of the Light]    [LoN = Legacy of Nightmares]</b>												
2.5.0	Akkhan6p	Condemn	Holy	Very easy	Torment 10+	~4 minutes   600+db/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Blessed Shield	Fire	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Phalanx (Stampede)	Physical	Very easy	Torment 10+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Phalanx (Bowmen)	Physical	Very easy	Torment 10+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Heaven's Fury	Holy	Easy	Torment 10+	~5 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Blessed Hammer	Holy	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Akkhan6p	Fist of the Heavens	Holy	Very easy	Torment 10+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	Akkhan6p + Sage3p	[Thorns] Bombardment + Steed Charge	Physical [Thorns]	Medium	Torment 12+	~4 minutes   600+db/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Invoker6p	[Thorns] Punish	Thorns (Physical)	Very easy	Torment 12+	~6 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Roland4p & Sage3p	Shield Bash + Shield Glare	Fire	Very easy	Torment 10+	~4 minutes   600+db/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Roland4p & Akkhan4p	Shield Bash + Shield Glare	Fire	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Roland4p	Sweep Attack	Fire	Very easy	Torment 13+	~5 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	SolL6p	Blessed Hammer	Holy	Very easy	Torment 13	~5 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	LoN	[Thorns] Bombardment + Steed Charge	Physical [Thorns]	Very easy	Torment 13	~4 minutes	Solo/Group		<a href="#">Link</a>	<a href="#">Link</a>		
2.5.0	LoN	Blessed Shield	Holy	Very easy	Torment 13		Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>		
2.5.0	LoN	Blessed Shield	Fire	Very easy	Torment 13		Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>		
2.5.0	LoN	Phalanx (Bowmen)	Physical							<a href="#">Link</a>		

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Greater Rift Level	Highest GR done (based on Leaderboards Patch 2.4.2 & 2.4.3)	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Group builds</b>												
Crusaders in groups are not viable in Patch 2.5.0. If you are still interested, there are some builds that kinda work, but not on very high Greater Rifts:												
2.5.0	Roland6p	Sweep Attack + Steed Charge	[Support]	Very easy	GR95+	4-player: 102	Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	Support role
2.5.0	Seeker of the Light6p	Blessed Hammer + Falling Sword	Holy	Very easy	GR95+		Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>		DPS role
2.5.0	LoN	[Thorns] Bombardment	Physical [Thorns]	Very easy	GR90+		Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>		DPS role
<b>Solo builds</b>												
2.5.0	Invoker6p	[Thorns] Punish	Physical [Thorns]	Very easy	GR85+	SC: 97 (Paragon 2047) HC: 90 (Paragon 1659)	Solo	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	Seeker of the Light6p	Blessed Hammer + Falling Sword	Holy	Medium	GR95+	SC: 107 (Paragon 4424) HC: 97 (Paragon 1908)	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>		
META	LoN	[Thorns] Bombardment	Physical [Thorns]	Very easy	GR90+	SC: 105 (Paragon 3470) HC: 101 (Paragon 2127)	Solo/Group	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>		

**Buildlist for Barbarians  
in Patch 2.5.0 & Season 10  
Last Update: April 6, 2017**

**Created by Desolacer  
(BTag: Desolacer#2339)**

**\*\*\* Frequently Asked Questions (FAQ) \*\*\***

F: What means "Highest Torment Level" ?

A: It is the highest Torment Level you can play efficient with a specific build (Paragon ~800 Efficient = 5 minutes or less per rift)

F: How do you define the playstyle difficulty ?

A: Basically it's defined by how many buttons you have to press, if you have to aim your skills and if you have to pay attention to buffs or debuffs. The less, the easier. (Very Easy | Easy | Medium | Hard | Very Hard)

F: How do you define the "Average rift time" ?

A: The average rift time is defined by completing 10 rifts on "Torment ????" in a row and divide the amount of time you invested by 10. "Torment ???" is the difficulty of the column "Highest Torment Level". Keep in mind, on lower Torment difficulty you are able to clear rifts much faster.

First list contains builds for S10, Set Dungeons and Followers

[Live Stream \(Twitch\)](#)

Second list contains builds for Rifts & Bounties

[Youtube](#)

Third list contains builds for Solo & Group Greater Rifts

[Twitter](#)

META builds are the most efficient/powerful builds in the current Patch

Last Update: April 6, 2017

**Any build I should add ? Let me know by private messaging me on <http://www.diablofans.com/members/58312-desolacer>**

Intention	Written Guide	Video	Note
Level 1-70 in under 4 hours (Solo) - Can be done with all classes	<a href="#">Link</a>		Solo version (Classic version)
Level 1-70 in under 3 hours (Solo) - Massacre bonus in HoA3 & FoM	<a href="#">Link</a>	<a href="#">Link</a>	Solo version (Massacre Bonus)
Level 1-70 in under 3 hours (Group) - Can be done with all classes	<a href="#">Link</a>		Group version
Greater Rift 20 build for Haedrig's Gift		<a href="#">Link</a>	
Set Dungeon: Might of the Earth		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Immortal King's Call	<a href="#">Set Dungeon tips &amp; tricks by Emphyrian (BB)</a>	<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Wrath of the Wastes		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: The Legacy of Raekor		<a href="#">Link</a>	Old video guide, but still works
Followers: Templar, Scoundrel and Enchantress best setups		<a href="#">Link</a>	Follower itemization and skill setups

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Highest Torment Level**	Average rift time (solo)**	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Note: [MoE = Might of the Earth]    [IK = Immortal King's Call]    [Raekor = Legacy of Raekor]    [WoW = Wrath of the Wastes]    [LoN = Legacy of Nightmares]</b>												
2.5.0	MotE6p	Furious Charge + Avalanche [In-Geom]	Physical	Easy	Torment 11+	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	MotE6p + IK4p	Ancient Spear (Boulder Toss)	Physical	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	MotE6p + IK4p	Seismic Slam	Fire or Cold	Very easy	Torment 11+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	IK6p	Seismic Slam	Fire or Cold	Very easy	Torment 11+	~5 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	IK6p	Whirlwind	Physical	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	IK6p + Raekor4p	Furious Charge	Any	Very easy	Torment 12+	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	IK6p + Sage3p	Whirlwind	Physical	Very easy	Torment 10+	~4 minutes & 600+ DB/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Raekor6p	Seismic Slam + Furious Charge	Fire or Cold	Easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Raekor4p + Sage3p	Furious Charge [In-Geom]	Any	Very easy	Torment 10+	~3 minutes & 600+ DB/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Raekor6p + IK4p	Ancient Spear (Boulder Toss)	Physical	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	WoW6p	Whirlwind	Fire	Very easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	LoN	Whirlwind + Avalanche + Earthquake	Fire	Very easy	Torment 10+		Solo/Group	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Greater Rift Level	Highest GR done (based on Leaderboards Patch 2.4.2 & 2.4.3)	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Group builds</b>												
META	Raekor4p	Furious Charge + Ancient Spear (Rage Flip)	[Support]	Easy	105+	SC: 120 HC: 110	Group	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
<b>Solo builds</b>												
META	WoW6p	Whirlwind	Physical	Very easy	GR90+	SC: 101 (Paragon 4205)	Solo	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	Softcore version
2.5.0	WoW6p	Whirlwind	Physical	Very easy	GR85+	HC: 93 (Paragon 1816)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	Hardcore version
META	IK6p + Raekor4p	Furious Charge + Ancient Spear	Any	Medium	GR90+	SC: 100 (Paragon 4210)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	Softcore version
2.5.0	IK6p + Raekor4p	Furious Charge + Ancient Spear	Any	Medium	GR85+	HC: 92 (Paragon 3062)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	Hardcore version
2.5.0	Raekor6p + IK4p	Furious Charge + Ancient Spear (Boulder Toss)	Physical	Easy	GR85+	SC: 96 (Paragon 2383) HC: 91 (Paragon 2108)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	
META	MotE6p	Earthquake + Leap + Seismic Slam	Fire	Easy	GR90+	SC: 97 (Paragon 2570)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	Softcore version
2.5.0	MotE6p	Earthquake + Leap + Seismic Slam	Fire	Easy	GR85+	HC: 90 (Paragon 2714)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	Hardcore version
2.5.0	LoN	[Thorns] Frenzy	[Thorns]	Very easy	GR85+	SC: 96 (Paragon 4131) HC: 91 (Paragon 1711)	Solo			<a href="#">Link</a>	<a href="#">Link</a>	

**Builldlist for Demon Hunters  
in Patch 2.5.0 & Season 10  
Last Update: April 6, 2017**

**Created by Desolacer  
(BTag: Desolacer#2339)**

**\*\*\* Frequently Asked Questions (FAQ) \*\*\***

F: What means "Highest Torment Level" ?	A: It is the highest Torment Level you can play efficient with a specific build (Paragon ~800) Efficient = 4 minutes or less per rift
F: How do you define the playstyle difficulty ?	A: Basically it's defined by how many buttons you have to press, if you have to aim your skills and if you have to pay attention to buffs or debuffs. The less, the easier. (Very Easy   Easy   Medium   Hard   Very Hard)
F: How do you define the "Average rift time" ?	A: The average rift time is defined by completing 5-10 rifts on "Torment ????" in a row and divide the amount of time you invested by the amount of rifts you completed. "Torment ???" is the difficulty of the column "Highest Torment Level".

**First list contains builds for S10, Set Dungeons and Followers**

[Live Stream \(Twitch\)](#)

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Intention	Written Guide	Video	Note
Level 1-70 in under 4 hours (Solo) - Can be done with all classes	<a href="#">Link</a>		Solo rifts
Level 1-70 in under 3 hours (Solo) - Massacre bonus in HoA3 & FoM	<a href="#">Link</a>	<a href="#">Link</a>	Massacre bonus version
Level 1-70 in under 3 hours (Group) - Can be done with all classes	<a href="#">Link</a>		Group rifts
Greater Rift 20 build for Haedrig's Gift		<a href="#">Link</a>	
Set Dungeon: Shadow's Mantle		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Unhallowed Essence	<a href="#">Set Dungeon Tips &amp; Tricks by Bagstone</a>	<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Natalya's Vengeance		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Embodiment of the Marauder		<a href="#">Link</a>	Old video guide, but still works
Followers: Templar, Scoundrel and Enchantress best setups		<a href="#">Link</a>	Follower itemization

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Highest Torment Level**	Average rift time (solo)**	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Note: [Shadow = Shadow's Mantle]    [UE = Unhallowed Essence]    [Natalya = Natalya's Vengeance]    [Marauder = Embodiment of the Marauder]    [LoN = Legacy of Nightmares]</b>												
META	Shadow6p	Impale	Lightning	Easy	Torment 13	~4 minutes	Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Shadow4p + Sage3p	Impale + Fan of Knives	Physical	Medium	Torment 10+	~3 minutes   600+ DB/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Shadow4p + Sage3p	Grenades	Fire	Easy	Torment 11+	~4 minutes   900+ DB/h	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Shadow2p + UE4p	Grenades	Fire	Very Easy	Torment 13	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	UE6p	Multishot	Fire	Very Easy	Torment 13	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Multishot	Cold	Very Easy	Torment 11+	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Bola Shot, Hungering Arrow	Fire, Cold	Very Easy	Torment 11+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	UE6p	Grenades	Fire	Very Easy	Torment 13	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Elemental Arrow (Ball Lightning)	Lightning	Very Easy	Torment 11+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Elemental Arrow (Frost Arrow)	Cold	Very Easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Chakram	Physical	Very Easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Natalya6p	Vault + Rain of Vengeance + Fan of Knives	Physical	Easy	Torment 8+	~2 minutes	Solo	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Natalya6p	Strafe + Rain of Vengeance (Grenades)	Fire	Medium	Torment 12+	~5 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Natalya6p + Sage3p	Strafe + Rain of Vengeance + Fan of Knives	Lightning	Medium	Torment 10+	~4 minutes   500+ DB/hour	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Marauder6p	Sentry + Chakram	Physical	Very Easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Marauder6p	Sentry + Cluster Arrow (Rockets)	Cold	Very Easy	Torment 12+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Marauder6p	Sentry + Elemental Arrow (Lightning Bolts)	Lightning	Very Easy	Torment 11+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Marauder6p	Sentry + Elemental Arrow (Frost Arrow)	Cold	Very Easy	Torment 11+	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	Marauder6p	Sentry + Multishot (Rockets)	Fire	Very Easy	Torment 13	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
META	Marauder6p	Sentry + Multishot (Rockets) + Impale	Fire	Easy	Torment 12+	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	LoN	Strafe (Rockets)	Fire	Very Easy	Torment 10+	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	

Patch	Set	Main Skills	Element/Intention	Difficulty (Playstyle Difficulty)*	Greater Rift Level	Highest GR done (based on Leaderboards Patch 2.4.2 & 2.4.3)	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Group builds</b>												
META	Shadow6p	Impale	Lightning	Easy	GR100+		Group	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	RG Killer
2.5.0	Marauder4p + UE2p	Entangling Shot + Multishot + Sentry	[Support]	Very easy	GR85+		Group			<a href="#">Link</a>	<a href="#">Link</a>	Support role
2.5.0	UE4p	Entangling Shot + Multishot + Sentry	[Support]	Very easy	GR85+		Group			<a href="#">Link</a>	<a href="#">Link</a>	Support role
2.5.0	Marauder6p	Sentry + Cluster Arrow (Grenades)	Fire	Easy	GR90+	SC: 4p: 109 (Paragon 2540) HC: 4p: 92 (Paragon 937)	Solo/Group		<a href="#">Link</a>			DPS role
<b>Solo builds</b>												
META	Shadow6p	Impale	Lightning	Medium	GR90+		Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
META	Shadow2p + Marauder2p	Fan of Knives	Lightning	Easy	GR90+	SC: 97 (Paragon 3001) HC: 84 (Paragon 1398)	Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Multishot	Fire	Easy	GR80+	SC: 92 (Paragon 2314) HC: <	Solo			<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	UE6p	Grenades	Fire	Easy	GR85+	SC: 96 (Paragon 3066) HC: 89 (Paragon 1500)	Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Natalya6p	Strafe + Rain of Vengeance (Grenades)	Fire	Very hard	GR85+	SC: < HC: <	Solo		<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	Shi Mizu version
2.5.0	Natalya6p	Sentry + Rain of Vengeance + Ele. Arrow	Cold	Easy	GR80+	SC: < HC: >	Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
META	Marauder6p	Sentry + Cluster Arrow (Grenades)	Fire	Hard	GR90+	SC: 101 (Paragon 3373) HC: 92 (Paragon 1505)	Solo/Group	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	LoN	Strafe + Fan of Knives	Lightning	Hard	GR85+	SC: < HC: 89 (Paragon 1011)	Solo	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	Hardcore friendly
META	LoN	Strafe + Fan of Knives	Lightning	Very Hard	GR90+	SC: 102 (Paragon 3373) HC: 98 (Paragon 3296)	Solo	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	<a href="#">Link</a>	Shi Mizu version

**Buildlist for Monk  
in Patch 2.5.0 & Season 10  
Last Update: May 08, 2017**

**Created by Desolacer  
(BTag: Desolacer#2339)**

**\*\*\* Frequently Asked Questions (FAQ) \*\*\***

F: What means "Highest Torment Level" ?	A: It is the highest Torment Level you can play efficient with a specific build (Paragon ~800) Efficient = 4 minutes or less per rift
F: How do you define the playstyle difficulty ?	A: Basically it's defined by how many buttons you have to press, if you have to aim your skills and if you have to pay attention to buffs or debuffs. The less, the easier. (Very Easy   Easy   Medium   Hard   Very Hard)
F: How do you define the "Average rift time" ?	A: The average rift time is defined by completing 5-10 rifts on "Torment ????" in a row and divide the amount of time you invested by the amount of rifts you completed. "Torment ???" is the difficulty of the column "Highest Torment Level".

- First list contains builds for S10, Set Dungeons and Followers**
- Second list contains builds for Rifts & Bounties**
- Third list contains builds for Solo & Group Greater Rifts**
- META builds are the most efficient/powerful builds in the current Patch**

- [Live Stream \(Twitch\)](#)
- [Youtube](#)
- [Twitter](#)
- Last Update: May 08, 2017

**Currently WORK IN PROGRESS**

Intention	Written Guide	Video	Note
Level 1-70 in under 4 hours (Solo) - Can be done with all classes	<a href="#">Link</a>		Solo rifts
Level 1-70 in under 3 hours (Solo) - Massacre bonus in HoA3 & FoM	<a href="#">Link</a>	<a href="#">Link</a>	Massacre bonus version
Level 1-70 in under 3 hours (Group) - Can be done with all classes	<a href="#">Link</a>		Group rifts
Speed Racer (Conquest) build	<a href="#">Link</a>	<a href="#">Link</a>	
Greater Rift 20 build for Haedrig's Gift			
Set Dungeon: Uliana's Stratagem		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Raiment of a Thousand Storms	<a href="#">Set Dungeon Tips &amp; Tricks by Bagstone</a>	<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Inna's Mantra		<a href="#">Link</a>	Old video guide, but still works
Set Dungeon: Monkey King's Garb		<a href="#">Link</a>	Old video guide, but still works
Followers: Templar, Scoundrel and Enchantress best setups		<a href="#">Link</a>	Follower itemization

Patch	Set	Main Skills	Element	Difficulty (Playstyle Difficulty)*	Highest Torment Level**	Average rift time (solo)**	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Note: [Sunwuko = Monkey King's Garb]     [Inna = Inna's Mantra]     [Raiment = Raiment of a Thousand Storms]     [Uliana = Uliana's Stratagem]     [LoN = Legacy of Nightmares]</b>												
2.5.0	Sunwuko6p	Wave of Light	Fire	Easy	Torment 12*	~3 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Sunwuko6p	Lashing Tail Kick	Physical	Easy	Torment 13	~4 minutes	Solo/Group			<a href="#">Link</a>		
2.5.0	Sunwuko6p	Tempest Rush	Cold	Easy	Torment 11*	~5 minutes	Solo/Group			<a href="#">Link</a>		
2.5.0	Raiment6p	Dashing Strike	Fire	Easy	Torment 11*	~4 minutes	Solo/Group	<a href="#">Link</a>		<a href="#">Link</a>	<a href="#">Link</a>	
2.5.0	Uliana6p	Explosive Palm + Seven-Sided Strike	Cold	Easy	Torment 12*	~4 minutes	Solo/Group			<a href="#">Link</a>		

Patch	Set	Main Skills	Element/Intention	Difficulty (Playstyle Difficulty)*	Greater Rift Level	Highest GR done (based on Leaderboards Patch 2.5.0)	Solo/Group	Written Guide	Video Guide	D3 Planner Link	Gameplay (video)	Note
<b>Group builds</b>												
<b>Solo builds</b>												
2.5.0	Inna6p + Uliana4p	Seven-Sided Strike	Holy		GR90+	SC: 101 (Paragon 1685) HC:	Solo	<a href="#">Link</a>		<a href="#">Link</a>		
2.5.0	Inna6p	Mystic Ally + Explosive Palm	Cold		GR90+	SC: 103 (Paragon 2384) HC: 99 (Paragon 2518)	Solo			<a href="#">Link</a>		
2.5.0	Raiment6p	Way of the Hundred Fists + Crippling Wave	Fire		GR90+	SC: 96 (Paragon 1826)	Solo					
2.5.0	LoN	Lashing Tail Kick	Fire		GR80+	HC: 92 (Paragon 1204)	Solo					









	Main Skills	Skills, Cube, Items	Video
	Bug 1: Channeling Pylon removes life cost on skills -> you will lose Blood Cascade stacks  Feedback: Command Golem (Rune: Decay Golem): An icon to see how many corpses the golem consumed would be great. Also maybe mention in the description of the rune how many corpses he can consume at once  Feedback: - Reduce maximum amount of Blood Cascade stacks - reduce the amount of life spending per stack		
Blood Set   Build 1	Blood Nova, Blood Rush	<a href="http://imgur.com/a/1PR9l">http://imgur.com/a/1PR9l</a>	<a href="https://www.youtube.com/watch?v=ixAd0BDOFWw">https://www.youtube.com/watch?v=ixAd0BDOFWw</a>
Plague Set	Blood Lance & Blood Spear	<a href="http://imgur.com/a/cw6Bt">http://imgur.com/a/cw6Bt</a>	<a href="https://www.youtube.com/watch?v=EPcvhgMBkos">https://www.youtube.com/watch?v=EPcvhgMBkos</a>
Bone Set	Skeleton Mage & Army of the Dead	<a href="http://imgur.com/KfqSEVg">http://imgur.com/KfqSEVg</a>	
Saint Set	Grim Scythe & Bone Armor	<a href="http://imgur.com/ad6uPMs">http://imgur.com/ad6uPMs</a>	