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This Pillars of Eternity 2 Best Monk Build Guide will teach you everything you need to know to make the most insanely overpowered Monk character possible in PoE2. If you play Pillars of Eternity 2 (PoE2) as a monk, you are going to want to know as best as possible the most OP build you can make in the game so that you can breeze through history and destroy your enemies. This guide has you covered. I'll tell you everything you need to know about how to make a monk build in PoE2 that's so top powerful it can't be stronger. Race - Pillars of Eternity 2 Best Monk Build Nature Godlike is the best race for a monk by a huge margin, because he gets a power boost when affected by inspiration, not just monks suffer from inspiration constantly, their fists scale directly at the level of power. Godlike nature is capable of reaching higher power levels than any other race. Subclass - Pillars of Eternity 2 Best Monk Build You have a few options with subclasses for the monk, but this build is all about being the best monk possible, so we're going to go with Nalpacza, which generates wounds when you have drugs. This means that you have to be chugging drugs throughout the game, which is a bit of a chore. If you don't want to do this, go with a clean monk. But Plapaska, taking drugs, is undoubtedly stronger than a pure monk. The best drugs to use are Ripple Sponge (No. 3 PER, INT and RES) and Tara Turu Chu (No. 3 MIG, CON and DEX). Tara Turu Chu will hand down better, but the perception of the scales is better (especially with the monk) because it adds a crit chance, so they end up roughly equal. Multiclass or a single class? For Monk, you're definitely going to want to go with one class to increase power levels, prestige and endgame skills. Attributes - Pillars of Eternity 2 Best Monk Build If you're going to min-max your stats, it's best to use the VIUs as a stats dump. In terms of priorities, PER is the highest priority because it gives accuracy and critique a chance, followed by DEX and MIG. The name of the game is to max out PER, DEX and MIG as much as possible without harming CON or INT too much. Here's what I recommend: Might: 18Constitution: 12Dexterity: 18Perception: 18Conson: 8Resolid: 3 Last updated October 22, 2018Monks are one of the 11 classes in the pillars of eternity 2: Deadfire, and in this guide we're going to take a look at how they work to not only help you make a better monk, but also help you determine if this is the class for you. Whether you're new to the Pillars of Eternity 2 or just in need of retraining when it comes to class selection and character creation, don't worry, we've covered you! Let's start ... The monks are not only great in the hand-wringing battle, they can also use good when Multiclassing.Monk builds and how they workMonks in Eternity 2: Deadfire are a combat class that specializes in ordained unarmed fighting, making them unique (although they can use weapons if they want). Their ability, Transcendental Suffering, increases their damage, accuracy, and penetration with unarmed attacks. The Monks have an exceptional attacking speed and succeed in beating opponents with repeated punches that leave them stunned, staggered or knocked down. They make excellent Multiclass characters because of their ability to get wounds that can help many Classes.Monks have two resources that they use to buff themselves and attack enemies. First, it's mortification, and the second is wound. Killing your standard resource pool, which increases as you gain power levels, and is no different from the fury of a barbarian class or discipline fighter. It recharges after collisions and you can recharge some of them during a fight with the Empower feature. Red emphasizes the resource and the killing capabilities that you can use by spending it. Green showcases your wound resources and abilities you can use by spending it. The killing increases by gaining a power level, while wounds are repaired from impact. Wounds occur when the Monk does damage during the battle and can be spent on another subset of Abilities that are not worth the mortification. The speed with which you get wounds depends on your subclass as well as the monk's different abilities. Some monks may even get wounded from the attack, instead of causing damage. Using Empower on yourself will also provide you with some Wounds.Monks have a hard cap of 10 wounds at a time, and more got after that will be lost. This makes it important to manage your resources properly so that you don't spend them. Players also start the fight with a certain number of wounds, allowing them to use some Wound Abilities immediately. The room you start with also depends on your subclass, which leads us to the next section. You may not have more than 10 wounds at a time, regardless of your SubclassMonk Subclasses, which chooseHelwalkerHelwalkers are a high-risk high-reward version of Monk, and deal incredible damage. Because it can also increase the healing recommended that they multiclass with a class that can provide some. Bonus: Start fighting with more wounds. The Helwalker monks get The Might for every wound they have. Penalty: Helwalker monks take more damage for every wound they have. Helwalkers take a 5% increase in damage to every wound they have, in exchange for the No.1 wound at the start of the fight, and one can for the wound. This means that the longer they stay in battle, the more damage they will deal with, and the more damage they will take. Helwalkers won't you need to manage your wounds using the abilities that consume them, but also find a way to mitigate the damage, or out to heal it, or they will eventually be killed. Two good ways to go It is cCing enemies that the monk stands out for, or Multiclassing. You may also consider not taking small wounds passive, so it takes a little longer for you to get the Wounds.If you play one helwalker class you want to choose abilities that stun or knock down enemies in order to prevent them from attacking you. The strength of angst and stunning punch are both good choices here and will serve you well. You also want abilities that buff your attack speed because you will hit hard and you want to kill enemies before they kill you. When Multiclassing Helwalker is a good idea to choose a class that increases your protection, gives you heals, or both. Some solid choices of Paladin, Fighter, Priest, or Druid.These two abilities perfectly prevent enemies from attacking you. If you're a multiclass try to get a few more that do as well. Paladins have many good defensive abilities as well as healing. Many liabilities just give you direct defense and they are auras that are very effective. Retribution is also nice as it increases your damage, the more you hit, which synergies well here. Consider taking the Shields from the St. Elcga subclass to access the Lay on Hands version, which prevents you from dying within 5 seconds. Fighters have a constant recovery that heals you during the first 45 seconds of combat, which helps offset some of the increased damage you will take. On top of that they have a lot of defensive liabilities and positions that can keep you alive. Finally, the skill of Unbending will actually heal you for 50% of the damage you take. Higher damage done - high power - BIG HEALS. Note that The Monastic Unarmed Training, while usually available for fighter jets, is replaced by the Transcendent suffering monk.Since you will take more harm as a Helwalker, Unbending would mitigate some of the damage you take. Priests have many healing spells that you will be able to use with great effect because of the high power. Consider multiclassing with a priest if you want to be a more hybrid character and add some spells to your repertoire. Note that the Monastic Unarmed Teaching is also being replaced by the Monk's Transcendent. Druids can not only increase the damage they do with guns, but they have an ability called Taste Hunting, which does extremely high raw damage over time, healing you. This synergy is very good with high-might helwalkers getting from wounds because it can increase both damage and healing ability. Druids also have several other healing abilities that can benefit The monks of Might.NalpaczaNalpacza depend on drugs to succeed in battle, and take a little more control than other party members. They outnumber most other monks of the same class in combat, and can be used at range when multiclassing, but are not recommended new or or Players. Bonus: All effects of the drug last longer. Create wounds while receiving bonus drugs. Penalty: Accident punishment from drugs caused the monk to be unable to get healing. Degenerative wounds without drugs. Nalpacza Monks benefit from increasing the duration of the drug and getting one wound every 3.0 seconds when under the influence of drugs (in addition to the wounds they usually get from the damage). The downside is that they lose 1 wound every 3.0 seconds when not under the influence of drugs, and they are -100% incoming healing after it is erased (until they rest). This means that the Monks of Naplea often have to rest between most meetings, but this is not always easy to do. They will also need new drug supply as well, so that they can remain high, which can be taxed on your funds. There are no particular synergies with drug use and any other class, so those mentioned in the Helwalker section are still a good selection of multiclassing. Because ideally the monks should get hit by choosing a defensive class for Multiclass with always a smart move. However, Nalpacza Monks have the ability to multiclass with a range of classes because they can still get wounds even if they are not hit. This allows Monk to choose buffs and liabilities from Monk's Abilities and to use a range of damaging abilities of another class. Because you have such negative effects after using drugs, it is not recommended for new players or inexperienced players to use this subclass. The pillars have many complex systems and you don't need to add one more thing to control while learning the game. Shattered PillarShattered Pillar Monks trade defense for offense and must hit targets to get injured, just as the cipher has to land hits to get focus. This should be done at close range, excluding Multiclassing with a range of characters. This subclass is ideal for DPS monks who try to avoid frequent strikes. Bonus: Get wounds from melee weapons damage done. Penalty: Can't get wounds from the damage. The mandatory threshold for wounding is increased (up to 20). Max Rana's limit drops to 5.Shattered Pillar Monks favor inflicting wounds, and get them by hitting their enemies with melee attacks, making them different from other subclasses. It also takes them to double the damage to get the wound. Because the wounds they receive are based on the damage they cause, perception becomes much more important to the monks of Shattered Pillar. You won't get any wounds if you miss your goal, so be sure to take the passive that help with Accuracy.Since Shattered Pillar Monks should melee, their choice of Multiclasses Limited. Multiclassing with casting classes is not recommended since you'll be on the front line, except for the class cipher, because there is a natural synergy with Soul Blade. The classes I would offer Multiclassing with are: Fighter, robber, barbarian or Paladin.Because Shattered Pillars get one wound every 20 damage they cause, increasing their damage with weapons well. Ciphers do this passively with the ability of Soul Whip. Soul Blade ciphers must be connected to attacks to create Focus, allowing them to re-establish Credo abilities. These spells have almost instant throwing time and have a short range, making them ideal for melee. They also give a passive bonus to the damage of the weapon, helping the monk get wounds faster. The ability to destroy the soul won't hurt either. The robbers work well here because they hit hard, allowing faster wounds. They also have some defensive abilities that will help the monk avoid damage, and liabilities that help with Accuracy.Barbarians have a slaughterhouse that adds some damage to AoE in barbarian attacks, allowing additional damage to be done and wounds that will build up faster. The barbaric blow also hits very hard and can be returned in case of an upgrade. The Paladins have a Flame of Devotion ability that hits hard and gets 10 pounds of accuracy when attacking with it. This means that it will almost certainly land, giving you a wound. In addition, they also have the ability to swear the enemy, which increases the damage you inflict on the target by 20% until it is killed. Madness and carnage are good reasons to mingle with a ruined monk pillar with a barbarian and have little Ravager babies. No SubclassNo Subclass Monks are excellent for first time Monk players who want to learn class and they work well in the role of tank. Consider Multiclassing with a fighter or Paladin for the best results. Bonus: NonePenalty: NoneNo Subclass Monks have no bonuses or penalties, meaning that apart from Nalpacza monks, they are best suited to get damages. This usually puts them in the tank as role as you need to get hit in order to get the wounds. This means that you would ideally multiclass them with a fighter or Paladin not only for survival but for more enemies engaged. You can still multiclass them with Rogue, Barbarian or Cipher, they will just be a little less effective than some other subclasses. Plus, however, that you don't have to worry about them as much. In addition to Paladin's defensive abilities, The Revenant works very well with the monks because they have to be Hit.Attributes and Races the last thing we're going to cover here is the attributes and races and how they affect the monk. The game recommends might and resolve, and strongly recommends the Constitution and agility. Can increase your damage and any healing you could do. Determination helps protect you and reduce the negative impact on you. The Constitution gives you a great health pool so you can take necessary to get the wounds. And Dexterity increases the speed of action, allowing you to attack more often, exactly how many of them you should have depends on the subclass you you and I'll be making my recommendations along with the race below: Helwalker - Priorities Of the Constitution, Agility and Might. The Constitution will allow you to take many hits without dying, giving you time to heal while you are doing damage. Agility increases the speed of action, allowing you to attack more often, which helps to interrupt enemies. Can increase your damage and any healing you do. Because you get Might from the wounds, you won't need to put a lot of points here if you want super high damage. You may want to consider adding points to your intelligence if you are a multiclass with a class that could benefit from it as well. Consider a dwarf for attribute bonuses, or Moon Godlike for healing. Nalpacza - Priorities of the Constitution, agility and power. The Constitution will help save you life. Dexterity will increase the speed of attack, helping you keep enemies CCed and can increase your damage. Consider dropping points from the Constitution and add a point in perception if you're a multiclass with a range of character like Ranger or Chanter. Dwarf works well here, or Aumaua for a pure Might bonus. Fire Godlike is also a solid choice for additional armor and damage when Bloodied.Shattered Pillar - Priorities, Agility, Constitution, Perception and can in that order. Dexterity increases the speed of attack, which also helps with the acquisition of the wound. You will need high precision in order to get wounds, so perception is important. The Constitution will make sure that you do not die quickly and can increase your damage. Elves make good choices here because of the attributes they give. No subclass - Priorities of the Constitution, Agility, and can. Since you are more likely to be playing as a tank, you want high health. You also want to be able to have a decent attack speed that is hard to do in heavy armor thus agility. Can help with damage (and healing). Consider intelligence if you are a multiclass. Dwarf makes a good choice here, as do Moon Godlike.Final TipsMonks have a lot of breaks and CCs, so they work well overall. Being able to prevent enemies from casting deadly spells or hitting you with disabling attacks can often save your life. Any class can benefit from adding them to your repertoire, so consider adding a monk to your party if you are having difficulty, this may make it a little easier. Increasing your stride helps a lot as a monk because you can close the distance and interrupt the enemy easily in many cases. You will also be knocking a lot of targets back with the force of melancholy and this will allow you to get to them quickly and strike again. It also allows you to deal with enemies in the first place and prevent party members from being attacked. Increasing your step allows you to quickly reach your goals. You will yourself as a martial artist if you take this passive! Contrary to this impression, you don't have to play a monk as an unarmed unarmed You can very much use class attacks with weapons without negative consequences. You simply do not benefit from Transcendental Suffering, which increases the damage, accuracy and penetration of unarmed attacks. If you play Unarmed, however, be sure to take two style passive weapons, as this will increase your damage if you don't use Shield.You'll want to be sure to wear light or no armor, so you have the best attack speed you can get. This will allow you to attack the lightning quickly, keeping enemies disturbed or knocked down. Finally, a few of the monk's abilities reward you for not being a hit, which seems counter intuitive at first glance. However, no matter how your game is your monk, you will still get hit even if some enemies miss you. It is in your best interest to try to avoid being hit if you can, because staying alive is more important than getting injured, especially if you are a tank. Stay tuned for more Pillars of Eternity 2: Deadfire Class Guide as we cover all 11 classes as well as creating a character! What do you think of the Guide? Was it helpful? Leave your thoughts in the comments below. Below.

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