**Classes**

**Amazon**

**** The Amazon is a powerful woman warrior of the Askari, who belongs to nomadic bands who roam the plains near the South Sea. The wandering of these groups often brings them into conflict with other peoples, so the Amazon is accustomed to fighting to defend her own. This lifestyle has made her fiercely independent and able to weather severe hardship and travel. While her skill with the Bow rivals that of the Rogues, the Amazon is also adept in the use of Spears and Javelins, as well as in hand to hand combat. Amazon Weapons are items which only Amazons can equip. These are special Bows, Javelins and Spears. The Amazon is much sought after as a mercenary, in which type of service she will be loyal as long as her own ends are also served.

Specializations

|  |  |  |
| --- | --- | --- |
| Bow and Crossbow Skills | Passive and Magic Skills | Javelin and Spear Skills |
| 1. Magic Arrow 2. Fire Arrow 3. Cold Arrow 4. Multiple Shot 5. Exploding Arrow 6. Ice Arrow 7. Guided Arrow 8. Immolation Arrow 9. Strafe 10. Freezing Arrow | 1. Inner Sight 2. Critical Strike 3. Dodge 4. Slow Missiles 5. Avoid 6. Penetrate 7. Decoy 8. Evade 9. Valkyrie 10. Pierce | 1. Jab 2. Power Strike 3. Poison Javelin 4. Impale 5. Lightning Bolt 6. Charged Strike 7. Plague Javelin 8. Fend 9. Lightning Strike 10. Lightning Fury |

Amazon Bow and Crossbow Skills

These skills modify the arrows or bolts fired in magical ways; splitting them into numerous shots, making them home in on a moving target, adding elemental damage, and so forth.

Bows vs. Crossbows:

Bows fire more quickly than crossbows, but do less damage. Bows have always been much more popular (aside from the Guided Arrow bug and the Buriza during v1.09), chiefly since firing quickly is such a useful and fun talent, but it's possible to play successfully with a bow or crossbow. Bows are slightly more convenient since arrow quivers hold 350 arrows, while bolt quivers hold only 250 bolts.

Magic_Arrow_Icon.png

Magic Arrow

Required Level: 1

Prerequisites: None.

Synergies: None.

Details: This is truly a magic arrow; fired without taking one from the quiver. It can therefore be fired when you are entirely out of arrows or bolts, and is helpful if you need to finish up a few last enemies before returning to town or scavenging for more ammo. There is also a bonus to attack rating and damage.

Magic Arrow cannot be used with any of the other skills in this tree.

Since v1.09 this skill has enjoyed the added bonus of converting some % of physical damage to magical damage, thus making it useful against physical immune or resistant monsters.

This damage is taken from the total shot damage, after bonuses from the bow, dexterity, charms, etc, are calculated.

Lore: Far in the ancient past, Amazons found their glorious arboreal city of Tran Athulua under siege by the pirates of the Twin Sea. These cut-throats were determined to turn the Amazon Islands into their base of operations. The conflict lasted many months as the pirates laid in for a long siege. During the battle, supplies ran short, and the Amazon archers found themselves without ammunition. Realizing that their defense rested solely upon the ability of the archers to keep the corsairs at bay, the priests of the city prayed to Athulua to aid them. In answer, Athula infused the minds of the Amazons with the power to harness their natural spiritual energies. One by one the archers melded their determination and will into shards of physical force that they then unleashed from their bows by the thousands, firmly routing the corsairs back to sea.

C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Fire_Arrow_Icon.pngFire Arrow

Required Level: 1

Prerequisites: None.

Synergies: Points in the following skills boost the effect of Fire Arrow.

Exploding Arrow: +12% Fire Damage Per Level.

Details: Fire damage is added to the regular physical damage of the arrow, along with an accuracy bonus. Exploding Arrow and Immolation Arrow add much more fire damage, and this skill was purely a prerequisite, until some improvements were added in v1.09.Since the v1.09 patch, Fire Arrow has worked somewhat like Magic Arrow, in that it converts a % of physical damage to fire damage. This damage is taken from the total shot damage, after bonuses from the bow, dexterity, charms, etc, are calculated.

There is still physical damage, some % of it simply counts as fire. For example, with level 2 Fire Arrow and a 1000 damage arrow, 5%, or 50 points of damage would register as fire, while 95% or 950 points, registered as physical. The small fire damage bonus of this skill adds onto that.

**Lore:** Hefaetrus is the Amazonian god of fire and rebirth who lives deep within the great volcano, Mount Arnazeus, on the island of Philios. Although primarily the patron deity of farmers, from time to time he bestows his favors’ upon the warriors of the Islands, so they may keep safe his congregation. Through proper prayer and the sacrifice of many fierce enemies, an especially brave Amazon can attain the power to imbue her shots with the destructive power of fire, allowing her to rake blazing missiles from her bow.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Cold_Arrow_Icon.pngCold Arrow**

**Required Level:** 6

**Prerequisites:** None.

**Synergies:** Points in the following skills boost the effect of Cold Arrow.

**Ice Arrow:** +12% Cold Damage Per Level.

**Details:** Adds cold damage to a normal arrow shot. This skill will chill and slow monsters, and adds a bonus to accuracy as well.

Since the v1.09 patch, Cold Arrow has worked like Fire Arrow, in that it converts a % of physical damage to cold damage. This damage is taken from the total shot damage, after bonuses from the bow, dexterity, charms, etc, are calculated.

There is still physical damage; some % of it simply counts as cold. For example, with level 2 Cold Arrow and a 1000 damage arrow, 5%, or 50 points of damage would register as cold, while 95% or 950 points, registered as physical. The small cold damage bonus of this skill adds onto that as well.

**Lore:** Although winter never seems to find its way to the ever-balmy Amazon Islands, cold climates are not unheard of. The summit of Mount Karcheus on the island of Philios is covered with snow all year long. Deep within an icy cave secluded amongst its towering peaks, is the Great Hall of Mirrors where mighty Karcheus the Watcher sits upon his throne. Ever vigilant, Karcheus keeps watch over the people of the Amazons. Warriors who have trained within his temple are able to instill their shots with the power of a freezing wind.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Multiple_Shot_Icon.pngMultiple Shot**

**Required Level:** 6

**Prerequisites:** Magic Arrow

**Synergies:** None.

**Details:** Each fire arrow or bolt splits into multiple shots. This skill gives the largest potential damage in the skill tree, since each arrow can strike multiple targets, and so many can be fired so quickly.

Only one arrow from each Multiple Shot can hit a given target; you can't get up close and fire 15 shots at once into the same enemy, so per shot/per target, this skill does the least damage of any skill in the tree. Its power comes from the ability to hit numerous enemies with each shot.

The spread of the arrows is determined by how far from the Amazon the cursor is pointing when the skill is used. Aim next to the Amazon for a very wide spread. Aim near the edge of the screen for a tighter cluster.

**Lore:** Legend has it that the fabled Amazon archer, Palashia, bragged in her youth that she could best the combined skills of all her greatest rivals. Taking umbrage, her rivals gathered to challenge her outrageous boast, arranging a contest to decide the question. To preserve her honor, Palashia was to strike the targets of all her rivals before they could land a single arrow. When dawn arose on the day of the contest, Palashia stood ready with her bow. At the signal, her rivals nocked their arrows and loosed a volley towards their targets. Palashia gathered her energies, and let fly with her own, single arrow. To the amazement of onlookers, her arrow split into many, cleaving the arrows of her rivals, and moving on to strike every target directly in their centers. This mysterious technique quickly became a martial secret that only the finest archers are able to master.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Exploding_Arrow_Icon.pngExploding Arrow**

**Required Level:** 12

**Prerequisites:** Multiple Shot, Fire Arrow

**Synergies:** Points in the following skills boost the effect of Exploding Arrow.

**Fire Arrow:** +12% Fire Damage Per Level.

**Details:** Enchants arrows by adding explosive fire damage to them. The flame splashes enough to strike several monsters in a tight cluster, and there is an accuracy bonus as well.

**Lore:** Another gift of Hefaetrus, an Amazon warrior practiced in this skill can imbue the arrows that she fires with the ability to explode upon impact. The resulting detonation not only allows her to damage her intended target, but also anything caught within the explosive blast. The sight of a full battalion of Amazon archers firing a volley of such arrows is eerily beautiful. Many warriors, having witnessed good friends consumed by the flames of these arrows, vow never to fight against Amazon warriors ever again.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Ice_Arrow_Icon.pngIce Arrow**

**Required Level:** 18

**Prerequisites:** Cold Arrow

**Synergies:** Points in the following skills boost the effect of Ice Arrow.

**Cold Arrow:** +8% Cold Damage Per Level

**Freezing Arrow:** +5% Cold Length Per Level

**Details:** An upgrade to cold arrow, this skill freezes targets instead of just chilling them, and adds more cold damage and attack rating as well.

This skill does not convert any of the physical damage to cold, and is therefore largely useless in comparison to Cold Arrow, since v1.09.

Other players, bosses, and SuperUniques cannot be frozen, and will be chilled instead.

Freeze times are cut by 1/2 in Nightmare and 3/4 in Hell.

**Lore:** The second of the prizes Karcheus bestows to a true warrior, this skill enables the Amazon to instil her arrows with the glacial force of a fierce blizzard. Enemies struck by this power not only feel the icy sting of the enchanted shaft, but also the force of a chilling Arctic winds that, mysteriously, they alone can feel.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Guided_Arrow_Icon.pngGuided Arrow**

**Required Level:** 18

**Prerequisites:** Magic Arrow, Cold Arrow, Multiple Shot

**Synergies:** None.

**Details:** Guided Arrows will seek a target, changing direction and pursuing an enemy well off the visible screen. This skill adds considerable damage at higher levels, and since it always hits (bypassing defense, though it can still be blocked) it can be the best choice to kill very high defense monsters, such as Diablo and Baal.

If you do not target a monster directly, the Guided Arrows will seek the target nearest the cursor when you shoot.

Prior to v1.09 this was the best single target arrow skill, since Piercing worked with it, and allowed each arrow to hit the same target multiple times. This was a bug and no longer functions.

Guided arrows select a target based on the Amazon's line of sight. If a monster is behind a wall or other obstacle and could not be hit with a straight shot, the Guided Arrow will not acquire it, even if you aim to the side of the wall. (This sucks.)

This skill is very handy to finish off running targets, such as leapers, teleporting bosses, or other players in PVP, since once locked on, you can continue firing at them even if they are well off your visible screen.

**Lore:** Hunting and fighting during the night and in the deepest darkness is a necessary skill to any daughter of the Amazon islands. Devoted disciples of Athulua can, with great difficulty and strict discipline, train themselves to fire their arrows at targets blindly, as if the hand of Athulua herself guided the arrows. As might be imagined, this is an art that the Sisters of the Sightless Eye have long envied and yet have never replicated.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Immolation_Arrow_Icon.pngImmolation Arrow**

**Casting Delay:** 1 Second

**Required Level:** 24

**Prerequisites:** Magic Arrow, Fire Arrow, Multiple Shot, Exploding Arrow

**Synergies:** This skill is boosted by points in the following skills

**Fire Arrow:** +5% Average Fire Damage Per Second Per Level

**Exploding Arrow:** +10% Average Fire Damage Per Level

**Details:** Adds fire damage and creates a small firewall upon impact, dealing additional fire damage to any monsters who stand in or pass through the flames.

The fire damage isn't high enough to make this viable in Hell, or in larger games, but it can be a lot of fun playing solo.

Pierce works very well with Immolation Arrow, especially in narrow hallways such as the Maggot Hive.

With the casting delay, it's best to alternate some other arrow skill between Immolation Arrow shots. It can be paired nicely with Guided Arrow or Strafe, to help leech back enough mana.

**Lore:** Hefaetrus will sometimes bestow this ability to his greatest champions. These fire-instilled arrows burn with such a fierce intensity that the very earth surrounding where they impact ignites into flame. Although the fires last but a few moments, some say the effect is as if the pillars of the mighty Kingdom of Hefaetrus were reaching up through the ground to strike down the enemies who linger nearby.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Strafe_Icon.pngStrafe**

**Required Level:** 24

**Prerequisites:** Magic Arrow, Multiple Shot, Cold Arrow, Guided Arrow

**Synergies:** None.

**Details:** Strafe can turn the Amazon into a machine gun, allowing her to fire a stream of shots from a single arrow. Since the Guided Arrow/Pierce bug was fixed in v1.09, Strafe is the best single-target skill in most situations.

Use Strafe on single targets, a few targets, or numerous monsters in a tight cluster. Each arrow does more damage than Multishot, and can hit multiple targets with Pierce.

Post v1.09, high level Strafe fires all 10 arrows every time, regardless of how many targets are in range. This makes it very useful against the last few monsters in a given pack, especially if they are spread out so a single Multishot could not hit them all.

Strafe benefits greatly from Increased Attack Speed. See tables and frame breaks for that here.

While firing Strafe the Amazon can not move until all the arrows have been fired. This could be quite dangerous in earlier versions of D2, when 20 or more arrows could be fired, but now that the number is capped at 10 it's not such a consideration.

**Lore:** Once a warrior has attained this facility, she can fire a volley of arrows with amazing speed and precision, striking one target after another. Veteran mercenaries often tell a tale of a new recruit who was nearly struck down in battle because he was too distracted when first seeing an Amazon use this ability. Do not doubt his word, as he is probably referring to himself. Just smile and buy him another tankard of ale.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Freezing_Arrow_Icon.pngFreezing Arrow**

**Required Level:** 30

**Prerequisites:** Cold Arrow, Ice Arrow

**Synergies:** None.

**Details:** Adds an explosive cold blast to a arrow or bolt, freezing the target and splashing several yards to the sides, potentially freezing adjacent enemies as well.

The cold damage adds to the arrow's regular physical damage.

This cold damage is not sufficient to quickly kill physical immunes late in the game. Fire Arrow and Cold Arrow are more effective for that with their ability to convert physical damage to elemental damage, if you have a big damage bow.

Other players, bosses and Super Uniques cannot be frozen, and will be chilled by this skill.

Cold and frozen durations are 1/2 in Nightmare and 1/4 in Hell. Cold times stack from various items though, so with some charms and other mods Freezing Arrow can remain useful in Hell.

**Lore:** The greatest of the powers attained by those dedicated to Karcheus is the skill to imbue their arrows with the freezing power of a devastating avalanche. Enemies within the impact of a freezing arrow are frozen in their tracks and feel crushing pain, as if a mass of magical ice had toppled onto them.

**Amazon Passive and Magic Skills**

These skills are invaluable support abilities for Javazons, Spearazons, Bowazons, and every other build of the character. Boost damage, defense, accuracy, gain a magical tank, and more.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Inner_Sight_Icon.pngInner Sight**

**Required Level:** 1

**Prerequisites:** None

**Synergies**: None.

**Details:** A curse-like debuff skill that lowers the defense of all enemies within range.

Monsters under this spell's effect glow with a sparkling white light that can be a helpful aid to spotting them in dark areas.

The spell's radius goes out from the Amazon herself, not from the cursor. It can therefore not be targeted or cast on enemies at the edge of the screen.

**Lore:** The lush canopy of trees covering the Amazon homeland allows little sunlight to reach the ground. To better adapt to their environment, the Amazons have developed a technique whereby they can attune themselves to the life forces in the surrounding area and transfer these energies into a source of luminescence. This enables the Amazon and her companions to see her enemies in shadow and darkness.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Critical_Strike_Icon.pngCritical Strike**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None.

**Details:** This extremely powerful skill gives a chance to deal a critical strike, doubling the physical damage of an attack with any sort of weapon. Loading up the points in this skill is almost mandatory for every Amazon build.

Critical Strike does not boost elemental damage, such as from the various lightning spear skills, but it boosts the physical damage components of those skills, and the fire/cold bow skills as well.

**Lore:** Among the arsenal of techniques employed by the Amazon warrior is her ability to study opponents carefully and detect any weaknesses. She can then use these deficiencies in her adversary to strike at precisely those areas that will cause the greatest injuries.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Dodge_Icon.pngDodge**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None.

**Details:** Allows the Amazon to dodge melee attacks while standing still or attacking. This is a very powerful skill, especially for melee-fighting Amazons, who generally want at least 50% in it.

The Dodge animation is nifty, but only displays when the attacking animation is not in effect. The skill works constantly; not just when you see the animation trigger.

**Lore:** To anyone familiar with their natural agility, it should come as no surprise that the training regimen of an Amazon warrior includes exercises specifically designed to avoid potentially devastating blows in combat.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Slow_Missiles_Icon.pngSlow Missiles**

**Required Level:** 12

**Prerequisites:** Inner Sight

**Synergies:** None.

**Details:** A curse-like debuff skill that slows the missles of all monsters within the skill's range. This skill works like a curse; affecting the archers, mages, etc themselves. It does not slow down missiles in the air when it's cast; it just makes the cursed monsters shoot very slowly for the duration.

Monsters under this spell's effect glow with a sparkling white light that can be a helpful aid to spotting them in dark areas.

The spell's radius goes out from the Amazon herself, not from the cursor. It can therefore not be targeted or cast on enemies at the edge of the screen. This is tricky when you want to slow the shots of a Lightning Enchanted boss, since you may have to run closer to Slow it, then retreat to fire your arrows from a safe distance.

Slow Missile does not affect the casting or firing speed of the Hydras cast by the High Council.

Slowed Meteors from Dark Lords are quite amusing, since the casting animation works like normal, but the rocks don't fall for quite a while.

Slow Missile can be quite effective in PVP, and funny as well. Spells like Frozen Orb and Blessed Hammer will move at a snail's pace, stacking up dozens of casts in essentially the same spot.

**Lore:** Through strict martial discipline and focus, an Amazon warrior can attune herself to her environment and the dangers around her, allowing her to react to these hazards with superhuman agility. One aspect of this ability is her knack for avoiding missile fire. Just as the Amazon must master the bow and javelin, she must also learn to defend herself from these same weapons. When an Amazon uses this ability, incoming projectiles appear to move slower than normal, enabling her to avoid them.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Avoid_Icon.pngAvoid**

**Required Level:** 12

**Prerequisites:** Dodge

**Synergies:** None.

**Details:** This skill allows the Amazon to avoid ranged attacks while standing still or attacking. It's less useful than Dodge since ranged attacks aren't as damaging, you're usually running when they come in (Avoid doesn't help when you're moving), and skillful use of Valkyrie, Decoy, and Slow Missiles should cut the danger of ranged attacks anyway.

Avoid works against the charged bolts from a Lightning Enchanted monster. In earlier versions of the game LE bosses and Diablo's pink flame throwing attack could create an Avoid-lock, where movement became impossible as the dodging animation repeated endlessly, but this was fixed in v1.09.

Avoid can dodge Meteors, but the area effect fire damage the Meteor leaves will still hurt.

**Lore:** This ability hones the natural defensive ability of an Amazon. If she stands still, she can predict incoming missile attacks and elude them before they reach her. Most Amazon people can do this if all of their thoughts to the task, but only a warrior trained in this skill can do this even whilst caught unaware.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Penetrate_Icon.pngPenetrate**

**Required Level:** 18

**Prerequisites:** Critical Strike

**Synergies:** None.

**Details:** This skill passively boosts the Amazon's Attack Rating. The use of this skill varies by Amazon build. Some skills have huge AR bonuses, or function as "always hits" attacks, so don't need much Penetrate. Some Bowazons may not use Penetrate very much simply because their dexterity is so high they don't need it.

Penetrate only adds half the AR bonus to melee attacks. The full bonus is applied to ranged attacks.

**Lore:** The warriors of the Amazon Islands are legendary for their ability to strike their mark. Warriors with this skill are more likely to hit targets.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Decoy_Icon.pngDecoy**

**Required Level:** 24

**Prerequisites:** Inner Sight, Slow Missiles

**Synergies:** None.

**Details:** This skill creates an exact duplicate of the Amazon wherever the cursor points. It will draw the attention of any monster nearer the decoy than the Amazon (or Valkyrie).

Only one Decoy can exist at once; casting a second will dispel the first.

Decoys exactly mirror the Amazon who cast them. If she changes equipment, the Decoy will instantly change appearance as well.

Decoy's hit points are based on the hit points of the Amazon who casts them. They last for the duration of the spell, or until their hit points are exhausted. They cannot be healed.

Decoys will take a step or seem to stumble if hit repeatedly. They will also sometimes trigger Dodge and Avoid.

In earlier versions of the game, a Decoy's presence would allow the Amazon to fire an additional shot with Strafe. This is no longer the case post-v1.09.

Decoys do not receive the Amazon's equipment stats; just her hit points.

Decoys have no armor, but some resistance, by the following formula: Resistance = level \* 4, capped at 85.

**Lore:** Amazons derive another benefit while learning to fight in the rainforests of their homeland. They learn, through misdirection and deception, to fool attacking forces into thinking there is another Amazon nearby. This subterfuge causes enemies to waste time and energy hunting down false prey while the Amazon moves in for the kill.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Evade_Icon.pngEvade**

**Required Level:** 24

**Prerequisites:** Dodge, Avoid

**Synergies:** None.

**Details:** This skill gives the Amazon a chance to avoid melee or ranged attacks while walking or running. (Dodge and Avoid only work while standing still or attacking; not at all while walking or running.)

Evade is more useful for melee Amazons than ranged attackers, since melee fighters will often run up to monsters, or try to dodge incoming projectiles. It's generally less useful than Dodge or Avoid, though.

Evade lock was a problem prior to v1.09, when Amazons would sometimes get stuck in the Evade animation and be unable to run away from a ranged attack. This was most often seen with Diablo's pink flamethrower attack. The bug was corrected in v1.09.

**Lore:** A warrior skilled in Dodge and Avoid may eventually learn this additional ability. Once an Amazon has sharpened her defensive concentration to this level, she will eventually be able to dodge blows and other attacks while moving. This skill can also help keep the Amazon from harm as she moves out of the way of an exploding siege engine or avoids the wrath of an enraged Sorceress!

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Valkyrie_Icon.pngValkyrie**

**Required Level:** 30

**Prerequisites:** Inner Sight, Dodge, Slow Missiles, Avoid, Decoy, Evade

**Synergies:** Valkyries receive bonuses from points spent in the following skills:

**Decoy:** +20% Life Per Level

**Penetrate:** +40 Attack Rating Per Level

**Critical Strike**

**Dodge**

**Avoid**

**Evade**

**Details:** Valkyries are powerful magical tanks. They spawn with high defense and hit points, and can stand up to a tremendous amount of damage. Their attacks aren't generally very powerful, but in v1.11 they can kill weaker monsters, plus they spawn with random equipment that changes the colour of their armor. Some Valkyries can spawn with very useful mods, such as "% chance to cast Frost Nova" on armor, or or "% chance to cast Amplify Damage" on their spears, for instance. See Discussion page for details.

Valkyries regenerate health at a good rate. They can also be healed by NPCs in town, or the Paladin's prayer aura. Recasting is also an option, but their equipment will be rerolled randomly, and it's sometimes worth making an effort to preserve a Valkyrie with helpful modifiers.

Valks receive the same benefit from the Dodge/Avoid/Evade skills as the Amazon. They never display the animation, but they will make the sound sometimes, and their stats are helped. More details below.

**Hidden Valkyrie Stats Only found in v1.10+.**

Resistances: The Valkyries' resistances are equal to their level \* 2, to a max of 85. So a level 10 Valkyrie will have +20 Resist All. Valkyries also get a hidden synergy bonus from Decoy, where every physical point in Decoy will add +2 Resist All. The whole formula comes out as = (Valkyrie level + Base Decoy Level ) \* 2

Magic Level: The equipment that a Valkyrie is spawned with is based on her Magic Level, i.e. the ilvl that her equipment is spawned with, therefore denoting which mods can be spawned. The Magic Level of any Valkyrie is equal to a base of 25 at level 1, and increases by 3 for each level.

Dexterity: Valkyries receive a bonus of Dexterity of +12 per level. A level 12 Valkyrie will have 144 dexterity points. Valks gain bonuses of attack rating and defense much like any character, but this is not reflected in their skill description.

Valkyrie Health = 440 \* (1 + 0.2 \* (Valkyrie level + Decoy Level - 1))

**Lore:** When a warrior has proven her devotion to Athulua through her brave deeds and exceptional skill in battle, the Goddess shows her favour by granting a spiritual emissary to aid the Amazon. These emissaries of Athulua are called Valkyrie, and they are the spirits of the greatest heroes from the Amazon people. The power to summon a Valkyrie is the greatest honour that an Amazon warrior can receive. It is believed this gift is a sign that your place beside the Goddess is assured when you pass from this world-perhaps even as a Valkyrie.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Pierce_Icon.pngPierce**

**Required Level:** 30

**Prerequisites:** Critical Strike, Penetrate

**Synergies:** None

**Details:** This skill gives the Amazon's projectiles, javelins, bolts, or arrows, a chance to pass through a target and continue on, possibly hitting a second (or third, or fourth) enemy. Each target takes the full damage of the attack, including all possible skill bonuses, elemental hits, etc.

Pierce is most noticeable when monsters are in a tight cluster or a long row, such as in narrow hallways.

Pierce pairs very well with Lightning Fury, but helps a lot on all of the bow skills (especially Strafe) and other ranged attacks as well.

Pierce's true power is revealed with a look at the odds of hitting multiple targets. More points don't make that big a difference in the odds of hitting two enemies, but the odds are compounded when figuring if a given shot will hit three or four or five enemies. This makes a huge difference when using a skill that triggers on each hit, such as Lightning Fury or Immolation Arrow.

**Lore:** After long hours of training, an Amazon warrior's bow arm can develop tremendous strength. With this strength, and some additional training, the Amazon is able to maximize the power of her bow, enabling her to penetrate multiple targets with a single arrow.

**Amazon Javelin and Spear Skills**

The Amazon's Javelin and Spear skills cover a variety of melee and ranged attacks, adding damage, elemental attacks, speed, and more to the character's combat repertoire.

All of the skills in this tree require a javelin or spear equipped. None of them can be used with other types of weapons, not even the melee attacks, much to the chagrin of various sword-wielding variants.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Jab_Icon.pngJab**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Jab is a rapid triple attack to the same monster. The low mana cost and high accuracy of this make it a very useful melee skill. It works well with spears or javelins. Even with the initial damage penalty it's still quite a bit better than a plain attack for the speed bonus. Lots of points in Jab are not recommended unless it will be your main skill, since the damage increases are so low per point.

In early versions of the game, weapon speed was ignored with this skill, and it was devastating early on with any pike. Weapon speed is now factored in and a fast weapon is essential.

**Lore:** Hunting in the dense rain forests of the Isles Amazon Islands is fraught with many obstacles. Confining overgrowth and fierce indigenous animals conspire to make combat difficult, if not impossible. Early in training, Amazon spear-women must learn to overcome these conditions. By honing their hunting techniques to the point where they are able to deliver many powerful spear thrusts in rapid succession, they learn to finish off one opponent before turning to slay another. The Jab is the most basic of the skills designed to accomplish this tactic.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Power_Strike_Icon.pngPower Strike**

**Required Level:** 6

**Prerequisites:** Jab

**Requires:** A spear or javelin equipped.

**Synergies:** Points in the following skills increase Power Strike's damage.

**Lightning Bolt:** +10% Lightning Damage Per Level

**Charged Strike:** +10% Lightning Damage Per Level

**Lightning Strike:** +10% Lightning Damage Per Level

**Lightning Fury:** +10% Lightning Damage Per Level

**Details:** Power Strike is a melee strike that deals big lightning damage to a single target. There is a considerably attack rating bonus as well.

This skill was useless before v1.10. Now in v1.11 it's got potential thanks to all of the synergies, though most Spearazons prefer Charged Strike since it can damage multiple targets as well as kill a single monster.

**Lore:** Zerae is the bride of Hefaetrus, and her dominion is vengeance and storms. If an Amazon warrior is on a mission to right a great wrong and has proven herself worthy, the goddess will empower her with the ability to add the electrical power of the mighty hurricanes of the Southern Seas to her stabbing spear attacks.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Poison_Javelin_Icon.pngPoison Javelin**

**Casting Delay:** 0.5 Seconds

**Required Level:** 6

**Synergies:** Plague Javelin+12% Poison Damage Per Level

**Prerequisites**: None

**Details:** This skill turns a thrown javelin into a poison delivery system, dealing poison damage to the target and leaving a cloud of poisonous gas behind the javelin that will sicken monsters that walk through it.

The high damage numbers are deceptive, since they work over such a long time that the damage per second is not at all impressive.

**Lore:** Amazon healers have long since ascertained the potent toxicity of their native flora. Any Amazon warrior devoted to this study is able to recognize particularly lethal strains of plant life, even while travelling in foreign lands. This knowledge allows her to create weapons from particularly virulent woods.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Impale_Icon.pngImpale**

**Required Level:** 12

**Prerequisites:** Jab

**Synergies:** None.

**Details:** Impale is a single-hit melee attack with very high damage and attack rating bonuses. On the downside, it is a very slow strike, can be interrupted, and causes huge durability loss to the weapon.

**Lore:** Although deftness and superior hand-eye coordination are the hallmarks of the Amazon warrior, they are also well known for the ferocity of their attacks. An experienced warrior is able to focus her fury and deliver blows so powerful that they have been known to shatter their weapon in the process.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Lightning_Bolt_Icon.pngLightning Bolt**

**Required Level:** 12

**Prerequisites:** Poison Javelin

**Synergies:** Points in these skills boost the damage of Lightning Bolt:

**Power Strike:** +3% Lightning Damage Per Level

**Charged Strike:** +3% Lightning Damage Per Level

**Lightning Strike:** +3% Lightning Damage Per Level

**Lightning Fury:** +3% Lightning Damage Per Level

**Details:** This throwing skill turns a javelin into a sizzling bolt of lightning.

This skill initially added a bit of lightning damage to the usual javelin damage. It's since been modified, and now converts 100% of physical damage to lightning damage, plus the listed lightning damage. It can be useful to deal with physical immune monsters.

**Lore:** If an Amazon warrior has proven herself worthy, the goddess Zerae can empower her with the ability to strike down enemies by hurling javelins charged with power as if she had snatched lighting from the heavens.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Charged_Strike_Icon.pngCharged Strike**

**Required Level:** 18

**Prerequisites:** Jab, Poison Javelin, Power Strike, Lightning Bolt

**Synergies:** Points in the following skills add substantially to Charged Strike's damage.

**Power Strike:** +10% Lightning Damage Per Level

**Lightning Bolt:** +10% Lightning Damage Per Level

**Lightning Strike:** +10% Lightning Damage Per Level

**Lightning Fury:** +10% Lightning Damage Per Level

**Details:** A melee attack that sends out Charged Bolts. This skill is deceptively powerful, just like the Sorceress' Charged Bolt skill, since while the damage of each bolt isn't much, the skill sends out a tremendous number of them at higher levels. (Many more than the description would lead you to believe.)

**Lore:** An Amazon devoted to the path of Zerae will be able to harness the forces of vengeance and storms. During Rites of Vengeance, Zerae will confer to the Amazon attacks that unleash a wild burst of electrical energy, striking down nearby enemies. A grizzled veteran of the Time of Troubles once said: "Spear-women walking the 'Path of Zerae' are best given wide berth, for they can be as violent and indiscriminate as the storms on the Twin Seas".

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Plague_Javelin_Icon.pngPlague Javelin**

**Casting Delay:** 4 Seconds

**Required Level:** 18

**Prerequisites:** Poison Javelin, Lightning Bolt

**Synergies:** Poison Javelin+10% Poison Damage Per Level

**Details:** Plague Javelin adds poison damage to thrown javelins. The projectile leaves a trail of poison gas behind it, and successful hits create a huge exploding cloud of smoke that will poison every monster that moves through it.

An awesomely fun skill to use when playing solo, especially on crowds; the poison damage isn't sufficient to kill quickly in larger games.

**Lore:** Practiced and cunning warriors are able to incorporate poisonous vegetation into the organs of wildlife, creating highly infectious and deadly bladders that the Amazons affix to their javelins. These javelins strike a target and explode into noxious and putrescent clouds. Entire armies of creatures and of men have been slaughtered by the ingenious use of these biological agents. The choking cloud created by a plague javelin will incapacitate even the strongest foes.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Fend_Icon.pngFend**

**Required Level:** 24

**Prerequisites:** Jab, Impale

**Synergies:** None.

**Details:** Rapidly strikes several close targets.

**Lore:** Once an Amazon warrior has attained mastery over the spear, she can engage and destroy multiple enemies in close quarter battle. Many of those enemies will be lucky to be alive after the vicious onslaughts of these attacks have ended. Grand Mistress Celestia was able to demonstrate this ability to the Initiates of Athulua by striking down a dozen experienced warriors in the space of an arrow's flight.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Lightning_Strike_Icon.pngLightning Strike**

**Required Level:** 30

**Prerequisites:** Jab, Poison Javelin, Power Strike, Lightning Bolt, Charged Strike

**Synergies:** Points in the following skills will boost the lightning damage of this skill.

**Power** **Strike:** +8% Lightning Damage Per Level

**Lightning Bolt:** +8% Lightning Damage Per Level

**Charged Strike:** +8% Lightning Damage Per Level

**Lightning Fury:** +8% Lightning Damage Per Level

**Details:** A melee attack that sends out a shot of Chain Lightning that can bounce back and forth between multiple targets.

This skill is extremely powerful against mid-sized groups of monsters, but less useful against huge mobs. It's almost useless against single targets.

**Lore:** Through focus and intense devotion to Zerae, an experienced warrior can harness Zerae's gift of lighting to great effect. Such a warrior is able to call upon the Goddess' might to destroy her enemies, unleashing a bolt of lightning that arcs from foe to foe.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Amazon\Lightning_Fury_Icon.pngLightning Fury**

**Required Level:** 30

**Prerequisites:** Poison Javelin, Lightning Bolt, Plague Javelin

**Synergies:** Points in the following skills will boost the lightning damage of this skill:

**Power Strike:** +1% Lightning Damage Per Level

**Lightning Bolt:** +1% Lightning Damage Per Level

**Charged Strike:** +1% Lightning Damage Per Level

**Lightning Strike:** +1% Lightning Damage Per Level

**Details:** Lightning Fury enchants a thrown javelin to release multiple bolts of lightning, one at each monster in range, when the javelin strikes a monster. This is the most powerful skill in the entire game, when used against a large mob of monsters. The more targets in range, the stronger Lightning Fury is.

Pierce works wonderfully with LF, since the spell will trigger each time it hits a target, or hits a solid object (such as a wall) after passing through a target. A very high level of Pierce is highly recommended for Javazons using this skill.

**Lore:** Possibly the most devastating, and certainly the most spectacular, of all the techniques learned by an Amazon warrior is Lightning Fury. The High Priestess of Zerae will teach select Amazons the secret of focusing the power of the goddess, consecrating a javelin to become the ultimate weapon of vengeance. The energy contained within the javelin is so powerful that its electrical energy explodes from its stricken target, releasing bolts of lightning that strike down hapless foes nearby. Swift and powerful is the justice administered by an eminent Amazon.