**Classes**

**Barbarian**



The Diablo II Barbarian is a master of melee and physical combat. Powerful in melee combat, the Barbarian boasts very high damage and hit points, natural abilities that raise his resistance and defense, and the ability to share powerful bonuses with his party members through the use of warcries.

In the game story, the Barbarian tribes are powerful, nomadic, and misunderstood. Previously seen as savages by most peoples, the Barbarians' culture has become known and respected, even as the Barbarians remain a people apart, living on the fringe of civilization and refusing the influence of those they see as soft and weak.



Specializations

|  |  |  |
| --- | --- | --- |
| Combat Skills | Combat Masteries Skills | Warcry Skills |
| Bash  Leap  Double Swing  Stun  Double Throw  Leap Attack  Concentrate  Frenzy  Whirlwind  Berserk | Sword Mastery  Axe Mastery  Mace Mastery  Polearm Mastery  Throwing Mastery  Spear Mastery  Increased Stamina  Iron Skin  Increased Speed  Natural Resistance | Howl  Find Potion  Taunt  Shout  Find Item  Battle Cry  Battle Orders  Grim Ward  War Cry  Battle Command |

**Barbarian Combat Skills**

The Barbarian's Combat Skills are his main techniques in battle. Most players specialize in Whirlwind or Frenzy since these skills can strike multiple targets per use, and supplement those with other support skills. However, it is possible to play successfully just using single target attacks like Bash, Concentrate, and Stun, or to try your hand as a throwing barbarian.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Bash_Icon.pngBash**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Receives the following bonuses from

**Stun:** +5% Damage Per Level

**Concentrate:** +5% Attack Rating Per Level

**Details:** Bash adds damage and to/hit, plus a knockback effect that works on most monsters.

**Lore:** The immense physical strength of the Barbarian people is widely known, so it should come as no surprise that this is one of the first skills that they develop as a warrior. Summoning up their renowned brute strength a Barbarian can deliver a powerful and painful blow that staggers an enemy from its feet, knocking them back.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Leap_Icon.pngLeap**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Leap allows Barbarians to jump over some obstacles, and creates a knockback effect on landing.

**Lore:** Because of his great strength, a trained barbarian warrior is able to perform great leaps. These jumps are noteworthy, enabling the Barbarian to spring free of dangerous swarms of enemies, and landing with an impact that sends them reeling.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Double_Swing_Icon.pngDouble Swing**

**Required Level:** 6

**Prerequisites:** Bash

**Synergies:**

**Bash:** +10% Damage Per Level

**Details:** Double Swing only works when two weapons are equipped. This skill quickly swings each weapon once. Both will hit the same target if only one monster is in range; otherwise the second weapon will semi-randomly target an adjacent foe.

**Lore:** A Barbarian warrior learns to fight with a weapon in each hand, for after all, are not two weapons better than one? A young Barbarian learns to use both hands independently of each other, striking simultaneous blows at separate targets. As his talent grows in this skill, he attacks with increasing control and accuracy.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Stun_Icon.pngStun**

**Required Level:** 12

**Prerequisites:** Bash

**Synergies:** Receives the following bonuses from

**Bash:** +8% Damage Per Level

**Concentrate:** +5% Attack Rating Per Level

**War Cry**: +5% Duration Per Level

**Details:** Stun leaves a monster standing motionless, a spinning circle over their head, for some time.

**Lore:** An experienced Barbarian can learn to strike an opponent in areas that promote the maximum effect. By putting enough strength behind a well-placed blow, he can leave an opponent dazed and unable to strike back or flee.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Double_Throw_Icon.pngDouble Throw**

**Required Level:** 12

**Prerequisites:** Bash, Double Swing

**Synergies:** Receives the following bonuses from

**Double Swing:** +8% Damage Per Level

**Details:** This skill allows the Barbarian to dual wield throwing weapons, and hurl them with either hand, launching about 50% more projectiles per second than he could throwing from just one stack. The barbarian alternates which hand throws, and damage is calculated depending on which weapon is used.

**Lore:** To a Barbarian, fighting with two weapons is considered a fairly simple feat. Not so simple is mastering the art of throwing two weapons simultaneously and accurately. Many young Barbarians are eager to learn this skill, for they will tell you it is concrete proof that they have risen to greatness as a warrior. In truth, they use this skill in tavern games almost as often as they do in battle, winning wagers from unsuspecting drunkards.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Leap_Attack_Icon.pngLeap Attack**

**Required Level:** 18

**Prerequisites:** Leap

**Synergies**: Receives the following bonuses from

**Leap:** +10% Damage Per Level.

**Details:** Leap Attack targets a single monster and jumps at it, striking just that monster for substantial damage. Leap Attack is a useful homing skill, and will help the Barbarian finish off fast moving monsters such as Sand Leapers or teleporting bosses.

**Lore:** A young treasure hunter once sought his fortune in a raid for Barbarian gold on Mount Arreat. Hearing tales of the Barbarian people's expertise in close combat, he hired a phalanx of mercenary spearmen to accompany him, thinking their long spears would force the Barbarian warriors to fight from a distance. He soon learned his mistake as a single Barbarian warrior was enough to slaughter his entire party. Ambushing the raiding party from a patch of scrub grass, the Barbarian leapt over them, slaying one whilst airborne, and skewering two more as he landed. Before the would-be thief could draw a single breath, all of his hired lancers had been dispatched. It was a long walk home.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Concentrate_Icon.pngConcentrate**

**Required Level:** 18

**Prerequisites:** Bash, Stun

**Synergies:** Receives the following bonuses from

**Bash:** +5% Damage Per Level

**Battle Orders:** +10% Damage Per Level

**Berserk:** +1% Magic Damage Per Level

**Details:** Concentrate is most useful for its interruptible nature. Use this to be sure your hits land, even if you are chilled, swarmed by a pack, fighting a monster with a very fast attack, etc.

**Lore:** Sometimes a series of blows is not nearly as effective as a single, concentrated strike. A Barbarian trained in this skill learns how to focus his strength into a single blow that cuts through the guard of an enemy and slices through their armor. This technique also puts the warrior in a superior defensive position.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Frenzy_Icon.pngFrenzy**

**Required Level:** 24

**Prerequisites:** Bash, Double Swing, Double Throw

**Synergies:** Receives the following bonuses from

**Double Swing:** +8% Damage Per Level

**Taunt:** +8% Damage Per Level

**Berserk:** +1% Magic Damage Per Level

**Details:** Frenzy allows the Barbarian to strike and move much faster, with any skill. Use Frenzy to speed up, and then switch to other skills for a hyper fast attack.

**Lore:** Although a Barbarian is capable of calculated blows and tactical fighting techniques, it is his fierce passion for battle that distinguishes him in battle. While using this skill, a Barbarian drives more and more force into each successive blow as his anger and bloodlust mounts.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Whirlwind_Icon.pngWhirlwind**

**Required Level:** 30

**Prerequisites:** Bash, Leap, Stun, Concentrate, Leap Attack

**Synergies:** None

**Details:** Whirlwind is the Tasmanian Devil of Barbarian skills, turning the character into a spinning death-dealer, capable of passing through huge mobs and hitting dozens of targets with a single use of the skill. There are dangers as well, and a great many details to grasp in order to use this skill expertly

**Lore:** Of the Barbarian people, the Tribe of Thunder was the first to draw upon the primal forces of the weather. Tornadoes would ravage their plains as summer turned to the harvest season. The shaman of the tribe would interpret the tornadoes as an omen of evil during times of peace, and as a harbinger of great victory during wartime. Observing the strength of the whirlwind, these Barbarians learned to emulate the swirling mיlange of the cyclone in their attacks. As time went on and the tribes intermingled, the ability to attack in the manner of the whirlwind was passed down to all of the Barbarian people.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Berserk_Icon.pngBerserk**

**Required Level:** 30

**Prerequisites:** Bash, Stun, Concentrate

Details: Berserk gives the Barbarian a way to deal a huge amount of magical (non-physical) damage with a melee attack, saving him from needing to use elemental damage weapons to kill Stone Skin and Physical Immune monsters.

**Synergies:** Receives the following bonuses from

**Howl:** +10% Magic Damage Per Level

**Shout:** +10% Magic Damage Per Level

**Lore:** There is a fine line between passion and rage, something the Barbarian warrior knows well. A Barbarian must learn to tread this line while separating one from the other and drawing strength from both. One of the most powerful combat skills a Barbarian can learn is to cross that line into rage, expending the sum of his energy and slaying everything without regard for consequences. When you have slain all of your enemies, what is left to fear?

**Barbarian Combat Masteries**

The Barbarian's Combat Masteries are essential skills for every Barbarian. Maximizing one of the six types of weapon mastery is standard practice, for the added damage, to/hit, and critical hits. The other four passive bonuses are all quite useful as well, though most players are content with just a few points in them. Before 1.13 came out the Barbarian use to put 1 point into each of its masteries allowing an unfair advantage in PvP this was known as the nvstates crash.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Sword_Mastery_Icon.pngSword Mastery**

**Required Level:** 1

**Prerequisites:** None

**Details:** This skill's bonuses only apply when a Barbarian has a sword equipped. Be sure you know the difference between swords and daggers! Daggers, whether melee or throwing, receive no bonus from Sword Mastery.

**Lore:** Although there are many gifts from the Great and Ancient King Bul-Kathos, the greatest of these is the secret of steel. Raw iron is hardened and made resilient, forged into weapons of honor and power. Most mortal swords are patterned after the blade first wielded by Bul-Kathos himself. Balancing offense with defense, it is the perfect weapon for the defense of Mount Arreat in the coming apocalypse. All Barbarian warriors learn the secrets of steel at an early age, yet few truly master the deadly elegance of the sword. Those few who do, often disdain all other weapons.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Axe_Mastery_Icon.pngAxe Mastery**

**Required Level:** 1

**Prerequisites:** None

**Details:** Bonuses only apply when a Barbarian has an axe equipped. Both types of throwing axes receive bonuses from Axe Mastery when used for melee combat, but not when thrown. (Throwing Mastery applies then.)

**Lore:** Barbarian warriors of the Shadow Wolf Tribe are masters of the axe. Through the axe, they sought to match the swiping claws and the biting teeth of the wolves with which they lived and fought beside. These first axes were but crude stones mounted on wooden shafts, and after learning the secret of steel and swords from Bul-Kathos, the axe soon fell into disfavor. Recently, however, warriors and smiths from the Steppes have perfected the axe as a weapon equal to or greater than the sword. The Wolf Tribe once again teaches the swift and terrible power of the axe to those who wish to learn how to cull the weak from the herd and to protect their pack from the legions of Hell.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Mace_Mastery_Icon.pngMace Mastery**

**Required Level:** 1

**Prerequisites:** None

**Details:** Bonuses only apply when a Barbarian has a mace-type weapon equipped.

**Lore:** Barbarians who have quested with the mighty Bear Tribe are masters of the Mace. From simple wooden clubs to the contemporary, armor-defeating flanged mace, warrior masters wield these weapons to devastating effect. As the Bear shaman, Koth, said to those who favor the sword and axe, "When you are beset by hordes of the walking dead, do not come weeping to me if you have turned away from the wisdom of Bear."

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Polearm_Mastery_Icon.pngPolearm Mastery**

**Required Level:** 6

**Prerequisites:** None

**Details:** Bonuses only apply when the Barbarian has a polearm equipped. All polearms are two-handed weapons, and tend to have high damage and long range, but slow attack speed, so an effective build must take these factors into consideration.

**Lore:** Members of the Crane Tribe value distance, grace and a single overwhelming blow over the close grappling form advocated by the Bear Tribe. Though the two clans were wary of one another for many generations, recently the nomadic peoples have commingled and now share their powerful techniques with all that would learn. Crane warriors evolved their pole arm technique from dealing with mounted raiders and fighting in the shallow river waters found in the steppes. A master of the pole arm avoids physical contact with his opponent until he can land a single killing blow.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Throwing_Mastery_Icon.pngThrowing Mastery**

**Required Level:** 6

**Prerequisites:** None

**Details:** Damage bonuses apply only to thrown weapons. Not to throwing weapons used for melee.

**Lore:** Although not as well known for their use of bows and other such ranged weapons, hunters from the Steppes have practiced the use of thrown weapons since earliest times. The open grasslands of their native soil are well suited for taking down game with swift and accurate blows from a hurled blade. It seems a natural evolution and a simple matter for them to have transferred this skill to combat.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Spear_Mastery_Icon.pngSpear Mastery**

**Required Level:** 6

**Prerequisites:** None

**Details:** Bonuses only apply when a Barbarian has a spear equipped. Javelins are a type of spear, and this skill will boost their damage when used for melee, but not when thrown. Throwing Mastery comes into effect then.

**Lore:** Warriors of the Snake Tribe, who favor the spear and are known for their cold eyes and sibilant battle chants. Only seasoned warriors may apply to the spear the techniques of the Snake-a patient teacher that reminds us that all foes can be defeated in time. These are lessons learned from the many dangerous pit vipers that breed among the steppes surrounding Mount Arreat.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Increased_Stamina_Icon.pngIncreased Stamina**

**Required Level:** 12

**Prerequisites:** None

**Details:** A prerequisite for the all-but-mandatory Increased Speed, few Barbarians spend more than one point in this skill, since Barbarians tend to add a lot of points to Vitality, and that adds to stamina as well.

**Lore:** The tribes of the northern Barbarians are a nomadic people, roaming the vast open plains of the Northern Steppes. Being raised in this environment has strengthened the Barbarian people. Simply by looking at a member of the northern clans, you can tell that they are more hale and hearty than the average person. Such is their vigor! Through strict conditioning, the Barbarian warriors can train their bodies to endure tremendous physical exertions, and at a moment’s notice can be ready for battle.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Iron_Skin_Icon.pngIron Skin**

**Required Level:** 18

**Prerequisites:** None

**Details:** Iron Skin greatly increases the Barbarian's defense, and is a prerequisite for the extremely-useful Natural Resistance. Most barbarians are fine with just a few points in this skill, but builds that require high defense will want to max it, and pair it with high level Shout for the utmost defensive capacity.

**Lore:** The harsh grasslands of their homeland offer the Barbarian people little refuge from the elements. Constant prolonged exposure to the sun, wind, rain and other elements has toughened their skin to the resilience of natural leather.

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**Required Level:** 24

**Prerequisites:** Increased Stamina

**Details**: A very popular skill, simply for the convenience and fun of running much more quickly.

**Lore:** It is a fatal assumption that the Barbarian warrior is slow and ponderous. His great bulk belies a very agile individual. A lifetime of patrolling the vast plains of his native soil, where it is often necessary to cover great distances in very little time, has empowered the Barbarian warriors with the ability to walk and run at surprising rates of speed.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Natural_Resistance_Icon.pngNatural Resistance**

**Required Level:** 30

**Prerequisites:** Iron Skin

**Details:** One of the most powerful passive skills in the game, Natural Resistance allows Barbarians to go with much more offensive equipment, since this skill can add as much resistance as a good shield.

**Lore:** In order to survive the unforgiving lands of the north, the people of the Barbarian tribes have developed hardy resistances to the common elements. Heat and cold alike are something they endure often. Since food is scarce while foraging, they have learned to consume species of plants that would slay normal men. Through additional training, a warrior can further fortify himself against these dangers, allowing him to better survive while traveling to unfamiliar lands and battling unknown foes.

**Barbarian Warcries**

The Barbarian's Warcries are among the most powerful support skills in the game. Virtually all Barbarians max out Battle Orders for the huge hit point bonus, and Shout is very useful as well. Warcries can be used as attacks as well, either to damage monsters or to weaken them.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Howl_Icon.pngHowl**

**Required Level:** 1

**Prerequisites:** None

**Synergies**: None

**Details:** Howling will cause affected monsters to cease attacking and retreat as a green 'rain' drizzles down on them. The effect of this skill is the same thing as "Hit Causes Monster to Flee" and the Necromancer's Terror curse, though the odds of it working are different.

**Lore:** A Barbarian warrior in battle is a fearsome enough sight. They cover their bodies with strange markings and the fire in their eyes can be seen from across a battlefield. Early in his training a warrior must learn how to tap the primal energies around him and utter a howl in battle-a bellow so fierce that it will send even the battalions of the Burning Hells running in fear.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Find_Potion_Icon.pngFind Potion**

**Required Level**: 1

**Prerequisites:** None

**Synergies:** None

**Details:** Formerly "Find Health Potion" this skill now finds health, mana, and rejuvenation potions. A corpse that has had Find Potion used on it cannot be raised by a necromancer, nor used by your own Find Item or Grim Ward.

**Lore:** When a warrior is injured while out in the field, he must find ways to effectively heal wounds. By picking among the glands and entrails of the recently dead, a Barbarian warrior can sometimes scavenge enough ingredients to make a powerful healing elixir. Some Barbarians are skillful and fortunate enough to find ingredients for a potion that restores not only their health but their spirit as well.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Taunt_Icon.pngTaunt**

**Required Level:** 6

**Prerequisites:** Howl

**Synergies:** None

**Details:** Taunt is set up to get those pesky fleeing monsters to come to you. When you have a monster strike and flee, instead of chasing, use taunt and they will walk directly to you for killing. This works even on those monsters that strike and knock you back. An excellent application is to Taunt ranged attackers or shamans. Once taunted, an enemy will march towards.

**Lore:** Pinpointing an opponent's physical weakness is not the only talent a warrior of the Steppes possesses. He can often ascertain what emotional weakness might allow the barbarian to goad an opponent into a fight. A Barbarian taunting an opponent into a blind rage hopes to capitalize on the mistakes enemies may make while so angered. It is this ability that causes Barbarians to have a poor reputation as drinking partners.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Shout_Icon.pngShout**

**Required Level:** 6

**Prerequisites:** Howl

**Synergies:** Receives the following bonuses from

**Battle Orders:** +5 Seconds Per Level

**Battle Command:** +5 Seconds Per Level

**Details:** "Alert your party of impending danger, raising your and their defense ratings". This war cry provides an Aura-like defense bonus to any friendly character or minion in range.

**Lore:** Barbarian warriors are born to command in battle. When a warrior learns this skill he can raise his voice above the din of combat to shout warnings of impending blows to his comrades in arms. This will alert them in time to allow them to guard against the incoming attack.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Find_Item_Icon.pngFind Item**

**Required Level:** 12

**Prerequisites:** Find Potion

**Synergies:** None

**Details:** Operates like Find Potion but will harvest an item of some sort from a corpse. An extremely powerful skill, especially with good “Magic Find” on the Barbarian and half a dozen or more points in the skill.

**Lore:** To most people, searching the bodies of the recently slain is a distasteful chore. Quite happy with procuring whatever items are readily visible and moving on, most people often miss useful items. The Barbarian people have never had the luxury of abundance, and their harsh existence has taught them to scavenge every part of the dead for the items they need to survive. What use do the dead have of gold?

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Battle_Cry_Icon.pngBattle Cry**

**Required Level:** 18

**Prerequisites:** Howl, Taunt.

**Synergies:** None

**Details:** This one frightens nearby monster reducing their AC and damage. A skill not used much in the later game, but one that's very good in situations. This warcry substantially lowers the target's defense and damage for the duration, and for a very low mana cost. The radius of the Warcry is small, so it's not of much use to WW Barbarians, but Dual Wielders often use this to practically guarantee they'll hit their target, and take much less damage during the fight.

**Lore:** Gifted Barbarian warriors can benefit from their connection to their totem animals to exploit the primal fears of their opponents. Once a Barbarian unleashes the Battle Cry, even the legions of the dead will become so distracted that they falter in their quest for victory. This permits the warrior an easy kill.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Battle_Orders_Icon.pngBattle Orders**

**Required Level:** 24

**Prerequisites:** Howl, Shout

**Synergies:** Receives the following bonuses from

**Shout:** +5 Seconds Per Level

**Battle Command:** +5 Seconds Per Level

**Details:** Casting Battle Orders greatly increases Life, Mana, and Stamina. If either Life or Mana are not full at the moment of skill being cast, it sets the current Life and Mana to same percentage as before skill activation.

**Lore:** Although skillful in single combat, the Barbarian warrior also has a talent for group tactics. It is this ability that makes him a natural leader in combat. An experienced warrior can use this skill to better array his forces in battle, enhancing their ability to overcome the enemy.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Grim_Ward_Icon.pngGrim Ward**

**Required Level:** 24

**Prerequisites:** Find Potion, Find Item

**Synergies:** None

**Details:** This skill erects a gruesome, bone and gristle scarecrow from the corpse of a targeted monster that casts the Terror curse on any monsters that draw near it causing them to run away. This is one of the coolest and most clever skills in the game, but has hardly any practical use since few Barbarians are weak enough to want monsters to run away from them. Has some corpse-recovery utility, but few players will spend a skill point in it for just that purpose.

**Lore:** This skill allows the Barbarian to fashion a totem out of the carcass of his slain enemies. The resulting talisman serves as a grave warning to all of the minions of the Prime Evils. The mere sight of the Totem causes monsters to flee in terror. With additional training the warrior can increase the potency of the ward.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\War_Cry_Icon.pngWar Cry**

**Required Level:** 30

**Prerequisites:** Howl, Taunt, Shout, Battle Cry, Battle Orders.

**Synergies:** Receives the following bonuses from

**Howl:** +6% Damage Per Level

**Taunt:** +6% Damage Per Level

**Battle Cry:** +6% Damage Per Level

**Details:** War Cry's Stun ability makes it a useful spell to create opportunities for the user. Being an Area of Effect skill, this is especially powerful when surrounded on all sides.

**Lore:** Summoning the ancient powers known to his people, a Barbarian warrior can call on his spirit animal and lash out at his enemies with a cry that halts them in their tracks-a powerful anguish rising to burn the depths of their being. It is this skill that gives rise to the legends of Barbarians being able to sap the life from a creature with a single word.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Barbarian\Battle_Command_Icon.pngBattle Command**

**Required Level:** 30

**Prerequisites:** Howl, Shout, Battle Orders.

**Synergies:** Receives the following bonuses from

**Shout:** +5 Seconds Per Level

**Battle Orders:** +5 Seconds Per Level

**Details:** Battle Command benefits all those affected by increasing all their skills by one. Placing additional points into Battle Commands only lengthens its duration.

**Lore:** Using this skill a Barbarian can examine the abilities of his companions and, during battle, determine how best the group should apply their various skills. It is this skill as well as their natural abilities as leaders that are gradually shedding the long held stereotype that the Barbarian people are merely ignorant savages.