**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

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

**Synergies:**

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

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

**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

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

**Synergies:** None

**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

**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.

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

**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

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

**Synergies:**

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

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

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

**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

**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.

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

**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

**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.

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

**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

**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.

**Synergies:**

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

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

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

**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

**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.

**Synergies:**

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

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

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

**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

**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

**Synergies:** None

**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:**

**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.

**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.)

**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.

**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.

**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.

**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.

**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.

**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.

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

**Required Level:** 24

**Prerequisites:** Increased Stamina

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

**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.

**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

**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.

**Synergies**: None

**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

**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.

**Synergies:** None

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

**Required Level:** 6

**Prerequisites:** Howl

**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.

**Synergies:** None

**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

**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.

**Synergies:** Receives the following bonuses from

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

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

**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

**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.

**Synergies:** None

**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.

**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.

**Synergies:** None

**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

**Details:** Improve party member’s life, mana and stamina.

**Synergies:** Receives the following bonuses from

**Shout:** +5 Seconds Per Level

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

**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

**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.

**Synergies:** None

**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.

**Details:** Damages and stuns all monsters in range.

**Synergies:** Receives the following bonuses from

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

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

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

**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.

**Details:** Battle Command adds a +1 to all of the Barbarian's skills, and does the same for all characters and minions in his party.

**Synergies:** Receives the following bonuses from

**Shout:** +5 Seconds Per Level

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