**Classes**

**Necromancer**

The Necromancer is a mage with the strongest summoning abilities. Unlike the Sorceress with her powerful elemental skills, the Necromancer's killing power comes through indirect means; he uses the demons' strengths against them, relying on his powerful minions and Curses to control the battlefield.

The necromancer represents mastery of the 'dark arts'; his specialties are resurrecting fallen enemies into his service, cursing the enemies in a variety of ways and inflicting the enemies with poisons and diseases which reduce their ability to fight.



Specializations

|  |  |  |
| --- | --- | --- |
| Curse Skills | Poison & Bones Skills | Summoning Skills |
| Amplify Damage  Dim Vision  Weaken  Iron Maiden  Terror  Confuse  Life Tap  Attract  Decrepify  Lower Resist | Teeth  Bone Armor  Poison Dagger  Corpse Explosion  Bone Wall  Poison Explosion  Bone Spear  Bone Prison  Poison Nova  Bone Spirit | Raise Skeleton  Skeleton Mastery  Clay Golem  Golem Mastery  Raise Skeletal Mage  Blood Golem  Summon Resist  Iron Golem  Fire Golem  Revive |

**Necromancer Curses**

The Necromancer's Curses are powerful magical skills that must be used cleverly to come to their full effect. Curses do not do direct damage, but are cast on monsters to increase the damage they take, slow them, blind them, and so on. Using the right curse in the right situation is what makes a Necromancer powerful, and the fact that almost no curses stack makes the choice and timing of which to use, and when to use it, quite important.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Amplify_Damage_Icon.pngAmplify Damage**

**Required Level:** 1

**Prerequisites:** None

**Details:** Amplify damage greatly increases the physical damage taken by any afflicted target. Use this on monsters that are being beaten on by minions or other players. It's of less use for the Necromancer himself since his melee and bow attacks are so weak. (Some rare melee Necromancer builds notwithstanding.)

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Dim_Vision_Icon.pngDim Vision**

**Required Level:** 6

**Prerequisites:** None

**Details:** Monsters that have had their vision dimmed no longer see their enemies. They will stand still, or randomly move in short distances, but will fight back against melee attackers.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Weaken_Icon.pngWeaken**

**Required Level:** 6

**Prerequisites:** Amplify Damage

**Details:** Lowers the physical damage the target inflicts by 33%.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Iron_Maiden_Icon.pngIron Maiden**

**Required Level:** 12

**Prerequisites:** Amplify Damage

**Details:** Causes the physical, melee damage inflicted by the target to reflect back to themselves. Does not affect non-physical damage, or non-melee attacks.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Terror_Icon.pngTerror**

**Required Level:** 12

**Prerequisites:** Amplify Damage, Weaken

**Details:** Cursed monsters run away at very high speed.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Confuse_Icon.pngConfuse**

**Required Level:** 18

**Prerequisites:** Dim Vision

**Details:** Confused monsters attack whatever target is nearest them, including other monsters. Use other curses, such as Amplify Damage or Decrepify, to help the confused monster kill more quickly, or use Iron Maiden on the other monsters so they kill themselves fighting back.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Life_Tap_Icon.pngLife Tap**

**Required Level:** 18

**Prerequisites:** Amplify Damage, Iron Maiden

**Details:** Life Tap causes huge life leech to flow to any physical damage attacker. One monster so afflicted will essentially provide full rejuvenations to anything that strikes it. (simply put, it adds life steal for some physical based attacks)

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Attract_Icon.pngAttract**

**Required Level:** 24

**Prerequisites:** Dim Vision, Confuse

**Details:** A monster with Attract cast on it becomes the target of aggression to all other monsters in the vicinity. This skill does not change the monster's AI, it just makes all the other monsters hate it.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Decrepify_Icon.pngDecrepify**

**Required Level:** 24

**Prerequisites:** Amplify Damage, Weaken, Terror

**Details:** This powerful curse lowers movement, attack speed, damage and physical resistance by 50%.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Lower_Resist_Icon.pngLower Resist**

**Required Level:** 30

**Prerequisites:** Weaken, Amplify Damage, Terror, Iron Maiden, Life Tap, Decrepify.

**Details:** Lowers the target's resistance to cold, fire, lightning, and poison damage the listed amount.

**Necromancer Poison and Bone**

**Poison Spells**

Poison damage in Diablo II is listed as damage over time, and the actual damage done per second can be virtually impossible to calculate with the damage stacking from skills, weapons, charms, etc. Poison damage does not stack with multiple attacks, but resets each time to the most recent poison-based attack. Poison damage can kill, but it's not especially useful for that in large games, or past normal difficulty. It is very useful to keep monsters from regenerating hit points, since they will not heal while poisoned.

**Bone Spells**

Bone spells (Teeth, Bone Spear, Bone Spirit) deal magical damage. There is are fewer than a handful of items that raise resistance against magic, making these deceptively effective in PVP combat. Items that absorb magical damage do work against magical damage.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Teeth_Icon.pngTeeth**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Teeth becomes much more effective if a Necromancer specializes heavily in the related skills:

**Bone Wall:** +15% Magic Damage Per Level

**Bone Spear:** +15% Magic Damage Per Level

**Bone Prison:** +15% Magic Damage Per Level

**Bone Spirit:** +15% Magic Damage Per Level

**Details:** Each casting of this skill fires out multiple wriggling projectiles in a fan pattern. The targeting works just like the Amazon's Multiple Shot; spreading wider when targeted nearer the Necromancer, spreading less when aimed further away.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Bone_Armor_Icon.pngBone Armor**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Bone Armor is boosted by points in the following skills:

**Bone Wall:** +15 Damage Absorbed Per Level

**Bone Prison:** +15 Damage Absorbed Per Level

**Details:** An orbiting shield that absorbs a set amount of physical damage before vanishing.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Poison_Dagger_Icon.pngPoison Dagger**

**Required Level:** 6

**Prerequisites:** None

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

**Poison Explosion:** +20% Poison Damage Per Level

**Poison Nova:** +20% Poison Damage Per Level

**Details:** Adds huge poison damage to melee attacks. Since poison damage attacks don't stack, and this one lasts a very long time, it's best used with minions to hide behind, or paired with curses such as Dim Vision or Terror.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Corpse_Explosion_Icon.pngCorpse Explosion**

**Required Level:** 6

**Prerequisites:** Teeth

**Synergies:** None.

**Details:** One of the messiest and most fun skills in the game, Corpse Explosion detonates fallen monster corpses in messy sprays of bone and blood, striking all nearby enemies for substantial fire and physical damage.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Bone_Wall_Icon.pngBone Wall**

**Required Level:** 12

**Prerequisites:** Bone Armor

**Synergies:** Bone Wall is boosted by points in the following skills:

**Bone Armor:** +10% Life Per Level

**Bone Prison:** +10% Life Per Level

**Details:** This skill calls a durable wall of bone up out of the ground. The wall serves as a barrier, and will draw monsters to attack it, killing themselves if they're cursed by Iron Maiden.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Bone_Spear_Icon.pngBone Spear**

**Required Level:** 18

**Prerequisites:** Teeth, Corpse Explosion

**Synergies:** Bone Spear receives substantial damage bonuses from points in various other skills.

**Teeth:** +7% Magic Damage Per Level

**Bone Wall:** +7% Magic Damage Per Level

**Bone Prison:** +7% Magic Damage Per Level

**Bone Spirit:** +7% Magic Damage Per Level

**Details:** Bone Spear fires a straight shot of magical damage bone that can pass through any number of targets. It does less damage to each target than Bone Spirit (until very high levels), but can hit multiple enemies, and is very effective against large mobs, or in narrow hallways, such as inside the Maggot Lair. Their damage is magical so only by raise skill levels can you increase it.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Bone_Prison_Icon.pngBone Prison**

**Required Level:** 24

**Prerequisites:** Teeth, Bone Armor, Corpse Explosion, Bone Wall, Bone Spear

**Synergies:** Bone Prison is boosted by points in the following skills:

**Bone Armor:** +8% Life Per Level

**Bone Wall:** +8% Life Per Level

**Details:** Bone Prison functions like Bone Wall, but creates a small circle of bone posts, instead of a long, straight wall. This skill can be targeted at a monster, imprisoning it within the prison. Monsters will target the walls and beat them into splinters, but only if they can not get to the Necromancer or his minions without destroying the bone obstacle first.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Poison_Nova_Icon.pngPoison Nova**

**Required Level:** 30

**Prerequisites:** Poison Dagger, Teeth, Corpse Explosion, Poison Explosion

**Synergies:** Poison Nova's damage is boosted by points in the following skills:

**Poison Dagger:** +10% Poison Damage Per Level

**Poison Explosion:** +10% Poison Damage Per Level

**Details:** Poison Nova sends out an expanding circle of toxic bolts, poisoning everything within range, and virtually everything on the screen. The damage of this skill is inflicted over just two seconds, so it can be fairly powerful, but must be used repeatedly, and is not useful just to poison everything in sight to keep them from healing over the course of a long battle.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Bone_Spirit_Icon.pngBone Spirit**

**Required Level:** 30

**Prerequisites:** Teeth, Corpse Explosion, Bone Spear

**Synergies:** The damage of each Bone Spirit is boosted by points in the following skills:

**Teeth:** +6% Magic Damage Per Level

**Bone Wall:** +6% Magic Damage Per Level

**Bone Spear:** +6% Magic Damage Per Level

**Bone Prison:** +6% Magic Damage Per Level

**Details:** Bone Spirits are slow-moving, homing missiles that will track targets for quite a distance off the screen. Their damage is magical so only by raise skill levels can you increase it.

**Necromancer Summoning**

**Golems**

Only one golem, of any type, may be active. If you cast another golem, the first one will be dispelled. Golems do not require a monster corpse to summon, though Iron Golems require a metal item to be created. Golems have a fixed defense. The Hit Points and Damage of Golems increase on Nightmare, and again on Hell Difficulty.

**Skeletons and Skeletal Mages**

In earlier versions of the game, one skeleton warrior or mage was summoned for each point in the skill. Since v1.10 you only gain one skeleton for every three points beyond the first three, but each one is much more effective. (And the screen is much less crowded.)

The attack ratings for summoned creatures are based on the Necromancer's level, and can not be raised with equipment or more points in the skills.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Raise_Skeleton_Icon.pngRaise Skeleton**

**Required Level:** 1

**Prerequisites:** None

**Requires:** Valid monster corpse.

**Synergies:** Raised Skeletons are made more effective by points in:

**Skeleton Mastery**

**Summon Resist**

**Details:** The Necromancer targets a monster's corpse and casts this spell, causing a humanoid skeleton to emerge. Raised skeletons are melee fighters who spawn with semi-random equipment. Skeleton AI is about the same as a Mercenary. Meaning, they will pursue enemies that they see and otherwise stay near their owner, but can sometimes get stuck behind walls or around corners. If they get lost too far away from their owner, they will teleport to somewhere onscreen.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Skeleton_Mastery_Icon.pngSkeleton Mastery**

**Required Level:** 1

**Prerequisites:** Raise Skeleton

**Synergies:** None.

**Details:** Increases the hit points and damage dealt by Skeletons, Skeleton Mages, and Revived.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Clay_Golem_Icon.pngClay Golem**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Clay Golems benefit from points spent in the following skills.

**Golem Mastery**

**Summon Resist**

**Blood Golem:** +5% Life Per Level

**Iron Golem:** +35 Defense Per Level

**Fire Golem:** +6% Damage Per Level

**Details:** Raises a Golem from the earth to fight for you. Before spending more than one point into Clay Golem consider that you will probably want upgrade to Blood Golem (at 18), Iron Golem (24), or Fire Golem (30), all of which replace the Clay Golem.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Golem_Mastery_Icon.pngGolem Mastery**

**Required Level:** 12

**Prerequisites:** Clay Golem

**Details:** This skill provides a passive bonus to the speed and hit points of all golems. Enhances speed and life of Golems. Golem Mastery adds more Hit Points to the Golem's Original Base Life, not the Life shown with more than one point into a Golem skill.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Skeletal_Mage_Icon.pngRaise Skeletal Mage**

**Required Level:** 12

**Prerequisites:** Raise Skeleton

**Requires:** A valid monster corpse.

**Synergies:** Skeletal Mages gain bonuses from points spent in:

**Skeleton Mastery**

**Summon Resist**

**Details:** Summons a skeletal mage from a monster corpse. Skeleton mages occur randomly in four types; fire, lightning, cold, and poison. Keep summoning new ones and unsummoning individuals if you wish to get all poison, or no cold, etc.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Blood_Golem_Icon.pngBlood Golem**

**Required Level:** 18

**Prerequisites:** Clay Golem

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

**Golem Mastery**

**Summon Resist**

**Clay Golem:** +20 Attack Rating Per Level

**Iron Golem:** +35 Defense Per Level

**Fire Golem:** +6% Damage Per Level

**Details:** Blood Golems are linked to the Necromancer who casts them. As the Blood Golem damages the target it leeches life, and shares this with the Necromancer. Before v1.13, the Necromancer would also lose life as the golem took damage, but this is no longer the case.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Summon_Resist_Icon.pngSummon Resist**

**Required Level:** 24

**Prerequisites:** Clay Golem, Golem Mastery

**Details:** This skill passively raises the elemental (not physical) resistances of all the Necromancer's minions, skeletons, golems, and revives.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Iron_Golem_Icon.pngIron Golem**

**Required Level:** 24

**Prerequisites:** Clay Golem, Blood Golem

**Requirements:** A metal item. Iron Golems cannot be created from Clubs, Wands, Crystal Swords, Gloves, Belts, Throwing Weapons, Staves, Bows, Crossbows, Quest Items, Jewelry, Leather Armor and Leather Boots.

**Synergies:** Iron Golems benefit from points in the following skills:

**Golem Mastery**

**Summon Resist**

**Clay Golem:** +20 Attack Rating Per Level

**Blood Golem:** +5% Life Per Level

**Fire Golem:** +6% Damage Per Level

**Details:** This golem is created from the item, and takes on properties of the item. This feature was underutilized in earlier versions of D2, with little more than some defense, or a type of damage transferring to the golem's stats.

Since v1.09, the item used has become far more important, with most of the item properties showing up in the golem itself. It's worth it to most Necromancers to save nice items for future Iron Golems, rather than simply selling them.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Fire_Golem_Icon.pngFire Golem**

**Required Level:** 30

**Prerequisites:** Clay Golem, Blood Golem, Iron Golem

**Synergies:** Fire Golems benefit from points added to the following skills:

**Golem Mastery**

**Summon Resist**

**Clay Golem:** +20 Attack Rating Per Level

**Blood Golem:** +5% Life Per Level

**Iron Golem:** +35 Defense Per Level

**Details:** Fire Golems are beings of flame. They deal fire damage, heal from fire damage, and have a Holy Fire Aura.

**C:\Users\cyber\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Necromancer\Revive_Icon.pngRevive**

**Required Level:** 30

**Prerequisites:** Raise Skeleton, Clay Golem, Raise Skeletal Mage, Blood Golem, Iron Golem.

**Requires:** A valid monster corpse. (It will highlight when targeted with this skill active.) Bosses, Super Uniques, leapers, undead mages and some other monsters cannot be Revived.

**Synergies:** Points spent in Skeleton Mastery, and Summon Resist boost Revives.

**Details:** Revives the dead monster, raising it up in its living form, but colored dark gray. Revived monsters retain most of their attributes from life, and deal the same damage, type of damage, attack speed, foot speed, and more. Revives gain a bonus to their hit points, damage, and resistances.