**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.)

**Lore:** This deceptively potent curse rapidly advances the age and putridity of any wound. Ordinary blows will cut through flesh and carve particularly vicious wounds that fester and seethe.

**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.

**Lore:** Damning an enemy to the darkness of their own evil, this curse surrounds the afflicted in a sphere of perfect darkness and silence, blinding them. This allows a Necromancer and his party to slip by unnoticed or maneuver close for a more effective attack.

**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:** Decreases the damage dealt by enemies caught inside the curse by lowering the physical damage to the target by 33%.

**Lore:** This bane allows the Necromancer to sap the strength from his enemy. Enemies are enfeebled to the point that their blows become highly ineffective.

**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.

**Lore:** This spell curses a creature, condemning them to receive whatever pains they inflict upon others. The greater the skill of the Necromancer, the greater the magnitude of torment the victim receives for his wrongdoings.

**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:** Causes monsters to run away in fear.

**Lore:** This curse causes its victim to hallucinate, conjuring their greatest fear in corporeal form before their eyes. They believe these apparitions are real and run from them as long as the curse affects them.

**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.

**Lore:** Necromancers can tap into the spirit realm, channeling bitter and mischievous spirits into the minds of nearby enemies. The victims are bombarded with the gibbering of the dead, which, indistinguishable from their own thoughts, urge them to strike at friend and foe alike. The discordant wailing of these spirits builds to a crescendo, eventually driving the victim mad.

**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.

**Lore:** This skill allows the Necromancer to literally suck the life from their victims. The Necromancer is able to reach into the wellspring of mortality and siphon off its essence, consuming it to replace his own. There is a danger, however, in using the spell too often.

**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.

**Lore:** This hex causes hallucinations in enemies which force them to stop whatever activity they were engaged in and aid the Necromancer in his attacks. Battling their former allies with an unnatural ferocity, this is a vastly demoralizing turn of events for the enemy.

**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%.

**Lore:** This curse gives the victim a glimpse of his own mortality, briefly aging the victim. Imagining itself with an infirm body of advanced age, the afflicted believes it is no longer capable of youthful exertions.

**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.

**Lore:** Simply put, this skill increases an enemy's susceptibility to the harsh effects of the elements and elemental magic’s. Skin burns like paper, chills cut to the bone, and lightning is drawn to the victim as if they were an iron bar in a rainstorm.

**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.

**Lore:** One of the first gifts of Rathma, this skill allows the Necromancer to summon forth the Den'Trang, or Teeth of the Dragon Trang'Oul. The Necromancers believe that Trang'Oul is the beast on whose back the world lies. In the balance of all things, it is thought that Trang'Oul is the fulcrum point. He is the closest thing the cult of Rathma has to a deity and this spell is the manner in which he protects his chosen.

**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.

**Lore:** This spell summons a barrier created from the bones of fallen warriors. The armor revolves around the Necromancer, protecting him against all attacks. Although enchanted, the armor does take damage and will eventually crumble.

**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.

**Lore:** The apothecary skills of the Necromancer lay fundamentally in the studies of venoms, toxins and other poisonous substances. Not only can a skilled Necromancer identify the various strains of poison that he might come across, but he also maintains a ready supply of samples. Rarely does he shy from their use. In a common application of this skill, the Necromancer paints his dagger with a thin coat of virulent poison. The greater his ability, the more potent the poison.

**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.

**Lore:** Every corpse created as a result of a violent death carries with it the anguish of its final moments. With this spell the Necromancer is able to call upon those energies and focus them into a single violent force. This force then expels itself from the carcass with such power that it causes a dramatic explosion.

**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 them self’s if they're cursed by Iron Maiden.

**Lore:** This spell enables the Necromancer to call upon the remnants of the spirits of all the creatures who have ever died in the area. It accumulates their fossilized remains and summons forth from the ground a barrier of dense, fossilized bone. This spell is an effective method for keeping adversaries from reaching a Necromancer, while allowing him to attack from range or make his escape.

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

**Required Level:** 18

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

**Synergies:** Poison Explosion receives substantial damage bonuses from the following skills.

**Poison Dagger:** +15% Poison damage per level

**Poison Nova:** +15% Poison damage per level

**Details:** Poison Explosion is the second poison-related skill the Necromancer gains. It is an improvement over Poison Dagger as it's a ranged skill that generally deals more poison damage over an area rather than a single target. The only downside is that it needs a corpse to activate, which could be put to better use for Corpse Explosion or a summoning skill.

**Lore:** This spell permits the Necromancer to accelerate the decomposition of a corpse to an alarming degree. So rapidly does the corpse putrefy, that the toxic gases, normally accumulated in dead tissue over time, explode forth from the carcass in a cloud of poisonous vapors.

**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.

**Lore:** Also known as the Talon of Trang'Oul, this spell summons a long shaft of bone tissuing forth from the caster and piercing any opponents in its path. Since the force of this projectile is mystical as well as physical it can pass through one opponent and carry on to the next, rending and tearing through whatever is in its path.

**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.

**Lore:** Similar to the Bone Wall, a Necromancer with this skill can summon a spirit wall of bone in the form of an enclosing ring. This prison traps all enemies within its circumference. Imprisoned within a cage of bone, the captives are held helpless until they can summon the strength to break through its skeletal confines or the Necromancer loses his hold over the spirits.

**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

**Lore:** This spell befouls the atmosphere surrounding the caster. With an arcane chant, the Necromancer corrupts the very air we breathe and causes it to erupt in all directions. It is from years of investigation and preparation that the Necromancer can choose a poisonous gas that is toxic to the minions of evil, yet harmless to himself and his companions.

**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.

**Lore:** This powerful spell briefly summons the spirit of a vengeful revenant. This skeletal specter immediately seeks out its objective, ripping free a portion of the target's soul and carrying it away to the plane of the dead. This is not a true summoning spell, however, as the Necromancers have not yet determined how to control these wraiths. For now, it is enough that they are able to shield themselves and their companions from their wrath!

**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.

**Lore:** Early on, Necromancers learn to control the skeletal remains of deceased creatures. Invoking this skill causes a nightmarish jumble of animated bones to rise from a fresh corpse. Animated partially through their own will and partially through the summoned spirits of ancient warriors, Necromancers often maintain a small host of these reanimated soldiers to do their bidding.

**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.

**Lore:** As the Necromancer's knowledge of the undead improves, he is able to harness and divert more powerful spirits to inhabit the corpses of the recently dead. A Necromancer who possesses this skill is able to raise skeletons and skeletal mages of a much more powerful variety.

**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.

**Lore:** While it is fairly simple for a Necromancer to animate dead tissue, it is another matter entirely to instill the spark of life into inanimate objects. The Clay Golem is the simplest form of this complex art, creating a servant directly from the earth to serve the Necromancer. The intense drain this places on the psyche of the caster only allows him to maintain a single Golem of any type at a time.

**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.

**Lore:** Developing this skill permits the Necromancer to divert more of his will and energies into his artificial creations. This allows the Necromancer to create more robust golems and control them with greater finesse.

**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.

**Lore:** Dead warriors are not the only heroes that a Necromancer may summon to inhabit his creations. Many a Necromancer regales in raising the corpses of long dead wizards and bending them to his will. The priests of Rathma feel that this is the proof of the dominance of their particular branch of the mystic arts.

**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.

**Lore:** Utilizing a small quantity of his own blood, the Necromancer is able to give life to a creature neither living nor dead, yet formed of human tissue. This homunculus gains nourishment from the fresh blood of its slain enemies, from which it replenishes its strength. Tied to the Necromancer through the mage's own blood, the Blood Golem is able to share this stolen life force with his master. It once flowed both ways, and any damage taken by the Golem was also transmitted to the caster. The Necromancer has since gained mastery over its homunculus, sacrificing it over his own life.

**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.

**Lore:** Powerful heat, freezing cold and intense electrical attacks can take a serious toll on the bound servants of any Necromancer. By developing this skill, a Necromancer can permeate his summoned minions with a protective energy that strengthens their protection to the natural and mystical elements alike.

**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 Diablo II, 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.

**Lore:** While many mages spend their lives devoted to studying the transmutation of base metals into gold, the Necromancers have always had a somewhat different approach to transforming metals. Through complicated arcane rituals and great mental concentration, a Necromancer can summon forth a Golem from common base metals. The construct takes on the properties of the original source material, including any magical effects or other properties the original metal might have possessed.

**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.

**Lore:** It is believed that all life was forged when fire, earth, iron and flesh were combined. A Necromancer learned in this art can summon a Golem constructed entirely from living flame. The Necromancer summons the Golem through accelerating particles of the air at an ever increasing pace. These particles then ignite and the Golem crackles into existence, seemingly out of thin air.

**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.

**Lore:** The ultimate goal of a Priest of Rathma is the perfect reanimation and control of a dead creature, maintaining the purity and properties of its body while releasing its soul to allow the Necromancer full control. When a Necromancer at long last gains this ability, he can truly claim mastery of the Great Cycle of Being.