**Classes**

**Paladin**



The Paladin is a battle-ready warrior for whom faith is a shield, and fights for what he believes to be right. His steadfastness gives him powers to bestow blessings to his friends and wreak cruel justice on foes. There are those who call the Paladin an overwrought zealot, but others recognize in him the strength and goodness of the Light.



Specializations

|  |  |  |
| --- | --- | --- |
| Defensive Auras | Offensive Auras | Combat Skills |
| 1. Prayer 2. Resist Fire 3. Defiance 4. Resist Cold 5. Cleansing 6. Resist Lightning 7. Vigor 8. Meditation 9. Redemption 10. Salvation | 1. Might 2. Holy Fire 3. Thorns 4. Blessed Aim 5. Concentration 6. Holy Freeze 7. Holy Shock 8. Sanctuary 9. Fanaticism 10. Conviction | 1. Sacrifice 2. Smite 3. Holy Bolt 4. Zeal 5. Charge 6. Vengeance 7. Blessed Hammer 8. Conversion 9. Holy Shield 10. Fist of the Heavens |

**Defensive Auras**

Defensive Auras is the Second of the Paladin's Skill Trees, and encompasses a number of skills, each with its own specific protective effect. As the name suggests, the skills contained therein are primarily defensive, though some have a healing/regenerating effect, such as Meditation or Prayer.

For the Paladin, the Defensive Auras are of great importance in multiplayer games because of their ability to protect/affect other party members. As with the Offensive Auras, the Defensive Auras are great in single-player, but really shine when they can be applied to a team.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Prayer_Icon.pngPrayer

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Prayer is one of three skills the Paladin has that provides healing. Holy Bolt can heal party members, and Redemption can heal the Paladin himself.

**Lore:** Chaste is the Paladin in the face of all temptations. Pure in body and spirit, he trusts to the splendor of the Light to rid him of all impurities. A Knight of the Faith shall neither be tainted, nor corrupted.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Resist_Fire_Icon.pngResist Fire

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Resist Fire increases the Paladin's fire resist. It also gives a passive bonus. For every two hard points invested into Fire Resist, the Paladin gets a passive +1 to maximum fire resist that is active at all times .

**Lore:** Shrouding himself in his devotions, the fervent servant of the Light can walk a lake of fire and feel only the comforting warmth of his convictions. A Paladin can withstand the might of a fierce conflagration if his piety is strong enough.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Defiance_Icon.pngDefiance

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Defiance increases the defense of both the Paladin and his allies within the radius equally.

**Lore:** Shielding himself and nearby companions within a glow of holy light, the Paladin girds himself to face the unjust in combat. By standing resolute and earnest in the face of opposition, his faith is his shield against harm.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Resist_Cold_Icon.pngResist Cold

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Resist Cold increases the Paladin's cold resist. It also gives a passive bonus. For every two hard points invested into Cold Resist, the Paladin gets a passive +1 to maximum cold resist that is active at all times .

**Lore:** The splendor of absolute devotion is all the warmth and comfort a Paladin requires. Embraced deep within the shelter of this aura, the faithful need never fear the frost.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Cleansing_Icon.pngCleansing

**Required Level:** 12

**Prerequisites:** Prayer

**Synergies:** Prayer

**Details:** Cleansing acts a lot like poison resist but instead it reduces poison duration.

**Lore:** Chaste is the Paladin in the face of all temptations. Pure in body and spirit, he trusts to the splendor of the Light to rid him of all impurities. A Knight of the Faith shall neither be tainted, nor corrupted.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Resist_Lightning_Icon.pngResist Lightning

**Required Level:** 12

**Prerequisites:** None

**Synergies:** None

**Details:** Resist Lightning increases the Paladin's lightning resist. It also gives a passive bonus. For every two hard points invested into Lightning Resist, the Paladin gets a passive +1 to maximum lightning resist that is active at all times.

**Lore:** Even the elements of nature must yield before the glory of the Light. When a knight of Zakarum has manifested this aura, he and his allies undergo a lessening of their body's natural conductivity, protecting them from attacks empowered by electricity.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Vigor_Icon.pngVigor

**Required Level:** 18

**Prerequisites:** Prayer, Defiance, Cleansing

**Synergies:** None

**Details:** Vigor increases the movement speed of the Paladin and his party members.

**Lore:** A noble knight of Zakarum feels the rapture of his salvation at all times. In his need, the weight of the world lifts from his shoulders, allowing him to march forth without heed to the lamentations of his body.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Meditation_Icon.pngMeditation

**Required Level:** 24

**Prerequisites:** Prayer, Cleansing

**Synergies:** Prayer

**Details:** Meditation drastically increases the Paladin's ability to regenerate mana.

**Lore:** With the observance of this aura, the Paladin supplicates himself to the Light with silent utterances of prayers. It is in these times of silent worship that the Paladin is rejuvenated in spirit.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Redemption_Icon.pngRedemption

**Required Level:** 30

**Prerequisites:** Prayer, Defiance, Cleansing, Vigor

**Synergies:** None

**Details:** Redemption when used heals and restores mana to the Paladin by consuming the corpses of fallen enemies nearby.

**Lore:** A Paladin must be true to his duty and belief that all souls are worthy of attempted salvation. With this aura, the Paladin shares the glory of the Light with his vanquished enemies. With each administration of these final rites, the Paladin is redeemed physically as well as spiritually.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Salvation_Icon.pngSalvation

**Required Level:** 30

**Prerequisites:** None

**Synergies:** None

**Details:** Salvation increases elemental resistances for both the Paladin and any allies in its radius; however it does not affect Poison or Magic resistance.

**Lore:** Trust in the glory of the Light, for its authority super cedes all power in the mortal world. With this aura, the Paladin calls upon the Light to protect his allies from elemental attacks.

**Offensive Auras**

The Offensive Auras Skill Tree is primarily aimed at improving existing combat skills, but also provides some unique attributes that wreak havoc with the enemies. For example, Holy Fire will periodically hit any nearby enemies with a blast of fire, while Thorns returns damage to the monster inflicting it on you. Where Offensive Auras really shine, however, is in multiplayer action. A multiplayer team without a Paladin versed in these skills will be at a considerable disadvantage.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Might_Icon.pngMight

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Might is the first aura a Paladin is likely to use. It offers a nice damage boost in the early levels, and will help the Paladin during the early stages of the game.

**Lore:** Caught up in the fervor of battle, the Paladin calls upon the power of righteousness and the strength of justice to add force to the attacks of his party. What would be glancing blows now strike their mark, and otherwise deflected strikes rend through armor to bite flesh.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Holy_Fire_Icon.pngHoly Fire

**Required Level:** 6

**Prerequisites:** Might

**Synergies:** Resist Fire, Salvation

**Details:** Holy Fire is the first of several offensive auras that deal damage. As the name suggests, this aura deals fire damage to all nearby enemies.

**Lore:** With a hint of brimstone in the air, the noble Paladin strides into battle encased in this holy aura. All those within its range are burnt with the fires of divine virtue. Beware, Beasts of Hell! The fire of purification is upon you!

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Thorns_Icon.pngThorns

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Thorns is capable of being quite a powerful skill in Normal Difficulty. The damage returned gets insane at higher skill levels, and it is a perfectly viable strategy to use to complete the entire game.

**Lore:** An eye for an eye is sometimes not enough. Those who would strike the emissaries of the Light had best take warning, for retribution shall be swift and certain. The might of your blows shall be felt a hundred fold unto you!

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**Skill Name:** Blessed Aim

**Required Level:** 12

**Prerequisites:** Might

**Synergies:** None

**Details:** Blessed Aim increases the attack rating of both the Paladin and his party members.

**Lore:** The spirits of the Light are ever vigilant, and in times of great need, have been known to aid their loyal disciples in subtle ways. When this aura is enabled, these spirits work to guide the hand of the Paladin and his companions, striking true where blows would normally miss.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Concentration_Icon.pngConcentration

**Required Level:** 18

**Prerequisites:** Might, Blessed Aim

**Synergies:** None

**Details:** Concentration is the second of the Paladin's three damage enhancing auras, the other two being Might and Fanaticism. Compared to Might, Concentration is superior in every way: it provides more damage per skill point invested, and gives the added bonus of making 20% of all attacks done by the Paladin and his allies to be uninterruptable.

**Lore:** Those within the sphere of influence of this skill gain the gift of clarity. A serene sense of lucidity eases the minds of those within, giving them the freedom to focus on individual tasks despite the chaos and distractions of battle. This sense of tranquility allows the Paladin and his comrades to strike calculated and devastating blows.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Holy_Freeze_Icon.pngHoly Freeze

**Required Level:** 18

**Prerequisites:** Might, Holy Fire

**Synergies:** Resist Cold, Salvation

**Details:** Holy Freeze is a useful aura. It constantly slows down and freezes enemies all around the Paladin.

**Lore:** Using this aura, the Paladin causes the temperature of the air around him to drop drastically, freezing the flesh of his enemies. Those so affected will find their movement drastically hindered and are easily dispatched back to the Hells from whence they spawned.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Holy_Shock_Icon.pngHoly Shock

**Required Level:** 24

**Prerequisites:** Might, Holy Fire, Holy Freeze

**Synergies:** Resist Lightning, Salvation

**Details:** Holy Shock is the last of the three elemental damage auras. It is relatively high in the skill tree, and because of this has the greatest damage potential of the three auras.

**Lore:** A Paladin blessed with the power of this aura calls upon the power of the Light to strike forth at all enemies surrounding him. Divine bolts spring from the earth to smite the Paladin's enemies.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Sanctuary_Icon.pngSanctuary

**Required Level:** 24

**Prerequisites:** Might, Thorns, Holy Fire, Holy Freeze

**Synergies:** Cleansing

**Details:** Sanctuary is a damage aura, but in the spirit of the Paladin, it only works against Undead.

**Lore:** This aura causes the Paladin to shine with an inner, holy light. This light is an anathema to the undead, summoned as they are through the machinations of the Prime Evils. The aura carries with it the essence of life and the strength and purity of the Paladin's convictions.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Fanaticism_Icon.pngFanaticism

**Required Level:** 30

**Prerequisites:** Might, Blessed Aim, Concentration

**Synergies:** None

**Details:** Fanaticism is one of the most potent Offensive Auras the Paladin has in his arsenal.

**Lore:** True faith can cause its believers to perform fantastic feats. With this aura the Paladin, and all those allied with his cause, carry them with a zealous fervor, allowing them to strike down their foes as swiftly as the scythe reaps the harvest.

**Skill Name:**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Conviction_Icon.png Conviction

**Required Level:** 30

**Prerequisites:** Might, Thorns, Holy Fire, Holy Freeze, Sanctuary

**Synergies:** None

**Details:** Conviction reduces the defense of nearby monsters, but it is almost exclusively used for it's ability to also lower the Fire, Cold and Lightning resistance of monsters as well.

**Lore:** It is fearsome enough to behold the power of a Paladin, let alone a Paladin aglow with the aura of Conviction. This halo of righteousness demonstrates, with force, the grim determination of those who shine within its brilliance. Any who stand against the Paladin and his allies will understand the meaning of folly.

**Combat Skills**

Combat Skills is one of the three Paladin Skill Trees, and serves to augment his physical strength with a number of magical attacks. While most of the skills contained here are meant to cause harm, some have unusual side-effects as well; Holy Bolt provides a good example of such a side-effect.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Sacrifice_Icon.pngSacrifice

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Redemption, Fanaticism

**Details:** Sacrifice is an interesting skill. It doesn't cost any mana, but instead uses the Paladin's life. Each strike the Paladin lands on an enemy removes 8% of the damage inflicted from the Paladin as well.

**Lore:** At what price glory? By sanctifying his weapon with some of his own blood, a Paladin of Zakarum is able to increase his efficiency in combat by forfeiting a portion of his own physical essence. This sacrifice is a symbol of faith that even the lowliest Paladin must submit before the Light, in order that he may prove himself worthy of victory.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Smite_Icon.pngSmite

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Smite is the only attack in the game that uses the shield as a weapon. As such, it has several special aspects that make it both limited and highly useful depending on the situation.

**Lore:** The sword of a Paladin represents the might of righteousness and his shield symbolizes the strength of his faith. Both are tools he uses to mete out justice. Just as righteousness can give his spirit the fortitude to overcome the attacks of the unjust, so too can faith be a weapon to strike back at those who work to defeat him. To this end, the Paladin has developed several combat techniques that use the shield not only for defense, but also as an offensive weapon.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Holy_Bolt_Icon.pngHoly Bolt

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Blessed Hammer, Fist of the Heavens, Prayer

**Details:** Holy Bolt is the only direct-heal spell in the entire game. This could in theory make the Paladin viable as a party healer.

**Lore:** The Paladin can learn to summon bolts formed of pure, righteous energies. These projectiles are vessels of life, bane to the undead, and succor to the faithful. At the battle of Taelohn Bridge, the villagers feared the day was lost when an army of the walking dead besieged them. Just as the battered militia was about to be overwhelmed, a small band of Paladins appeared. Wading through the rotting carcasses of the living dead and hurling spheres of pure Light that expelled the evil controlling the battling corpses while renewing the strength of the remaining villagers.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Zeal_Icon.pngZeal

**Required Level:** 12

**Prerequisites:** Sacrifice

**Synergies:** Sacrifice

**Details:** Zeal is the standard attack skill of most Paladins. It is quite powerful in its own right, as if hits much faster than regular attacks, something which doesn't appear in the skill statistics. A Paladin using this skill is referred to as a Zealer or Zealadin (not to be confused with Zakarum Zealot, a monster in Act III).

**Lore:** A noble Paladin, fervent in his dedication to righteousness, can draw upon the spirit of that dedication to perform seemingly impossible tasks. When surrounded by his enemies, a Paladin versed in this skill sets upon his adversaries with the zealous fervor of many times his number.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Charge_Icon.pngCharge

**Required Level:** 12

**Prerequisites:** Smite

**Synergies:** Vigor, Might

**Details:** Charge is a unique skill. It does exactly what the name implies, the Paladin rushes into his target and deals damage.

**Lore:** In showing fear, a Paladin displays his lack of faith, and a faithless Paladin is less than a man - let alone a knight. This is vital in that when all else fails, it is faith that will carry the Paladin through to victory. Warriors of faith never shirk from combat, but rush forward with heads down and shields up, allowing their glory to carry them into the thick of battle to deliver the first blow.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Vengeance_Icon.pngVengeance

**Required Level:** 18

**Prerequisites:** Sacrifice, Zeal

**Synergies:** Resist Fire, Resist, Resist Lightning, Salvation

**Details:** Vengeance at first look seems quite impressive, adding lots of damage. It suffers from a major drawback however, and that is its mana cost.

**Lore:** When a Paladin undertakes a crusade to banish evil, he is permitted to call upon the just souls of past crusades. Thus summoned, the spirits of the honorably vanquished manifest themselves and lend their energies to the weapons of the Paladin.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Blessed_Hammer_Icon.pngBlessed Hammer

**Required Level:** 18

**Prerequisites:** Holy Bolt

**Synergies:** Blessed Aim, Vigor

**Details:** This sends out a little glowing Hammer. The Hammer spins around you making a wider and wider turn until it disappears. Blessed Hammer has the ability to damage multiple enemies if it hits them.

**Lore:** The Visions of Akarat tell of a hopeless battle. Legions of the undead had laid siege to a small convent of nuns who were the keepers of a sacred relic, the Hammer of Ghrab Thaar. Suspended over a fiery chasm within the convent, the sisters knew the Hammer to be a powerful vessel of the Light and vowed never to allow it to fall into the hands of evil. With no weapons of their own, and no one to defend them, the nuns sacrificed themselves to destroy the hammer. Rather than let the undead despoil the church and the relic, they took the hammer and plunged themselves into the fiery chasm. At that moment, a powerful force of Light washed over the undead legion, striking them down where they stood. Since that time a well-trained Paladin is able to tap the remnants of this released energy, whirling a magical hammer to strike down his adversaries, especially the forces of the walking dead.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Conversion_Icon.pngConversion

**Required Level:** 24

**Prerequisites:** Sacrifice, Zeal, Vengeance

**Synergies:** None

**Details:** Conversion converts an enemy monster as you strike it. The skill has some uses, but is severely limited. Like all crowd control skills, it doesn't work on other players, and neither does it work on bosses, Super Uniques or Champion monsters. So you can't convert Andariel and have her fight for you.

**Lore:** Through force of will and strength of steel, a noble Paladin with this skill is able to blind his enemies with the glory of the Light. After trading blows with the Paladin and facing the fire of righteousness burning in his eyes, an enemy will sometimes be struck with a divine epiphany and momentarily repent his past undertakings. So complete is the transformation, that the converted will turn to slay its former comrades.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Holy_Shield_Icon.pngHoly Shield

**Required Level:** 24

**Prerequisites:** Smite, Holy Bolt, Charge, Blessed Hammer

**Synergies:** Defiance

**Details:** Holy Shield is one of the Paladin's most useful skills. It starts out modestly, but quickly provides a massive increase in both defense and blocking. No Paladin should ever (unless of course they do not use a shield) be without this skill in their arsenal.

**Lore:** To a Paladin, the shield is a symbol of his faith. Particularly devout Paladins can channel their faith into their shields, bolstering its defensive value with holy energy. The purer the faith, the greater the defense.

**Skill Name:** C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Paladin\Fist_of_the_Heavens_Icon.pngFist of the Heavens

**Required Level:** 30

**Prerequisites:** Smite, Holy Bolt, Zeal, Vengeance, Blessed Hammer, Conversion

**Synergies:** Holy Bolt, Holy Shock

**Details:** Fist of the Heavens is the last skill in the Paladin's Combat Skill tree, and it differs from the others. It is more similar to a Sorceress spell rather than the Paladin's other melee-oriented attacks.

**Lore:** This spell allows the Paladin to summon the power of holy vengeance, manifest as lightning from the heavens. These bolts rain down from the sky, exploding into a thousand shafts of light that radiate outwards to banish the evil from the battlefield.