**Classes**

**Sorceress**

Sorceresses are of the Zann Esu Clan. Athletic, affable, and self-assured, Sorceresses hardly seem like scholarly bibliophiles hidden away from civilization. They possess many of the same skills as the male members of the Mage Clans, but excel at the use of elemental magic. Like most mages, they consider melee combat vulgar, and use magic almost exclusively to fight their enemies.



Specializations

|  |  |  |
| --- | --- | --- |
| Cold Skills | Lightning Skills | Fire Skills |
| 1. Ice Bolt 2. Frozen Armor 3. Frost Nova 4. Ice Blast 5. Shiver Armor 6. Glacial Spike 7. Blizzard 8. Chilling Armor 9. Frozen Orb 10. Cold Mastery | 1. Charged Bolt 2. Telekinesis 3. Static Field 4. Lightning 5. Nova 6. Chain Lightning 7. Teleport 8. Thunder Storm 9. Energy Shield 10. Lightning Mastery | 1. Fire Bolt 2. Warmth 3. Inferno 4. Blaze 5. Fireball 6. Fire Wall 7. Enchant 8. Meteor 9. Fire Mastery 10. Hydra |

**Cold Skills**

The Cold spells have less raw damage than fire or lightning, but add the bonus effect of chilling or freezing the target, and thanks to Cold Mastery's ability to lower resistances, these spells can be the strongest in the game, despite their lower total damage numbers.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Ice_Bolt_Icon.pngIce Bolt**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Frost Nova, Ice Blast, Glacial Spike, Blizzard, Frozen Orb

**Details:** This spell shoots a small snowball that damages and slows the target. There is no splash, the spell slows rather than freezes, and the damage isn't high enough to use it long term, even with the huge cluster of synergies added in recent patches.

**Lore:** One of the first spells a novice of the frigid elements learns is the power to summon crystals of pure freezing energy. When hurled at her enemies, these bolts subject their targets to freezing pain and impaired movement.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Frozen_Armor_Icon.pngFrozen Armor**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Shiver Armor, Chilling Armor

**Details:** Provides a defense bonus and freezes any melee attackers that strike the Sorceress. Only one of the Frozen Armor, Shiver Armor, Chilling Armor defensive spells may be active at once.

**Lore:** This defensive spell is a useful tool for protecting the novice from the dangers of combat. This icy shield both protects the Sorceress and impairs the progress of all who would attack her with blade or club.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Frost_Nova_Icon.pngFrost Nova**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Blizzard, Frozen Orb

**Details:** Creates and expanding ring of ice that damages enemies with cold damage and slows enemies. The radius is the same as that of Nova, about 2/3 of the visible screen.

**Lore:** Like the Lightning Nova, this spell is effective against large groups of swarming melee attackers. Although less damaging than its electrical kin, the immobilizing effects of the cold can convey other advantages.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Ice_Blast_Icon.pngIce Blast**

**Required Level:** 6

**Prerequisites:** Ice Bolt

**Synergies:** Ice Bolt, Glacial Spike, Blizzard, Frozen Orb

**Details:** Shoots a large snowball that hits with cold damage, freezing the target. Damage scales up extremely quickly as you place points in this skill.

**Lore:** The freezing damage of this spell can shatter an opponent into icy shards, leaving enemy spell casters little material with which to resurrect their minions. In this way the Sorceress can make quick work of those who would use the dead against her.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Shiver_Armor_Icon.pngShiver Armor**

**Required Level:** 12

**Prerequisites:** Frozen Armor, Ice Bolt, Ice Blast

**Synergies:** Frozen Armor, Chilling Armor

**Details:** Provides a larger defensive bonus than Frozen Armor, and damages melee attackers. It chills, rather than freezes, as Frozen Armor does.

**Lore:** A significant upgrade from frozen armor, this defensive shield deals an icy blast to any attackers, numbing them with cold, searing pain.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Glacial_Spike_Icon.pngGlacial Spike**

**Required Level:** 18

**Prerequisites**" Ice Bolt, Ice Blast

**Synergies:** Ice Bolt, Ice Blast, Blizzard, Frozen Orb

**Details:** Shoots a large snowball that hits with substantial damage and a large splash effect, freezing the targeted monster and anything within 2.6 yards.

**Lore:** More powerful than an Ice Blast, this is the offensive spell of choice for a higher-level Sorceress seeking a quick deathblow. The Sorceress who wields this spell will find herself often treading over the shattered and frozen remains of her opponents.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Blizzard_Icon.pngBlizzard**

**Required Level:** 24

**Prerequisites:** Ice Bolt, Ice Blast, Frost Nova, Glacial Spike

**Synergies:** Ice Bolt, Ice Blast, Glacial Spike

**Details:** Blizzard is an area effect spell, calling down an icy storm that chills and cold damages everything over a wide area. Targets are chilled, not frozen, and the damage is dealt over time instead of all in one blast, but the total damage dealt is the highest of any spell in this tree.

**Lore:** This is the most effective offensive spell that this discipline has to offer. With the invocation of this spell, entire hordes of enemies are left chilled or dead, drowned in a hail of ice. Wretched survivors of this wintry storm can do little but crawl and lament their fallen kin before they, too, succumb to the cold.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Chilling_Armor_Icon.pngChilling Armor**

**Required Level:** 24

**Prerequisites:** Frozen Armor, Ice Bolt, Ice Blast, Shiver Armor

**Synergies:** Frozen Armor, Shiver Armor

**Details:** Chilling Armor provides a slightly smaller defensive bonus than Shiver Armor (but larger than Frozen Armor). While the other two boost special effects against melee attackers, this one reacts to incoming projectiles by firing an Ice Bolt back in the direction of the missile.

**Lore:** The best defensive spell available to a Sorceress is manifest in this formidable armor. The spell actually defends against ranged attacks, turning aside arrow and bolt. Those seeking to engage the Sorceress shall soon feel the icy bite of their folly.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Frozen_Orb_Icon.pngFrozen Orb**

**Required Level:** 30

**Prerequisites:** Ice Bolt, Ice Blast, Frost Nova, Glacial Spike, Blizzard

**Synergies:** Ice Bolt

**Details:** One of the more awesome spells in the game, Frozen Orb fires out a glowing orb of ice that spins across most of the visible screen, emitting dozens of tiny Ice Bolts in all directions.

**Lore:** An intimidating sight that strikes fear into the hearts of her opponents, the Frozen Orb is an awesome spectacle to behold. The Orb coalesces from the air, unleashing freezing bolts at all nearby, and wreaking havoc, seemingly at random, before bursting into a brilliant explosion of frigid destruction.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Cold_Mastery_Icon.pngCold Mastery**

**Required Level:** 30

**Prerequisites:** None

**Synergies:** None

**Details:** Cold Mastery provides a constant passive bonus by lowering the resistance of all the targets of her spells.

**Lore:** Once mastery over this powerful elemental force is attained, a Sorceress achieves perfect command over this school of magic. Her freezing spells are now of such potency that those adversaries formerly impervious to their effects soon find themselves the surprised victims of a vicious, chilly assault.

**Lightning Skills**

The Sorceress' lightning spells tend to feature the lowest and highest possible damages, so it's important that you average out your true killing power. Many of these skills are not hugely damaging, but they are meant to be used repeatedly and very quickly, and can be devastating when employed with speed and skill. Higher mana regeneration and especially faster cast modifiers are very useful to Lightning Sorceresses.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Charged_Bolt_Icon.pngCharged Bolt**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Lightning

**Details:** Charged bolt is one of the first skills a sorceress can learn, and is one of the few level 1 skills that scales well end game.

**Lore:** By charging the ions in the air surrounding her, the Sorceress discharges bursts of electrical energy. These missiles flit about randomly, chasing down her opponents and shocking them to the core.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Telekinesis_Icon.pngTelekinesis**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Telekinesis can be used to pick up objects, activate triggers, or to strike enemies, stunning and knocking them back with some minor damage.

**Lore:** With this skill a Sorceress can reach out with her mind and manipulate distant objects. By manipulating the Ether that permeates the world, she is even able to retrieve items out of her reach, or send her attacks to distant enemies. Useful to a cunning Sorceress, this spell rewards quick thinking to make the most of opportunities when they present themselves.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Static_Field_Icon.pngStatic Field**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Static Field hits every monster in range, instantly chopping 25% off of their current hit points (similar to crushing blow).

**Lore:** A devastating spell of limited range, Static Field instantly removes a good portion of the health of nearby enemies. Thusly injured, enemies are easy prey to the follow-up attacks of the Sorceress or her party members. Subsequent castings do less damage, but in combination with other spells or a decisive melee attack, a Sorceress can rely on this powerful ability to quickly dispatch even the strongest of foes.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Lightning_Icon.pngLightning**

**Required Level:** 12

**Prerequisites:** Charged Bolt

**Synergies:** Charged Bolt, Nova, Chain Lightning

**Details:** The Lightning skill fires a long stream of concentrated shockage, passing through every target in a straight line. Lightning is best used against mobs, or in narrow corridors, so multiple monsters can be hit with each cast.

**Lore:** This spell allows a Sorceress to summon the very power of the heavens and emit a tremendous surge of electrical energy. Creating a channel of lightning directed at her target, she cuts a swath through her opponents with pinpoint accuracy.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Nova_Icon.pngNova**

**Required Level**: 12

**Prerequisites:** Static Field

**Synergies:** None.

**Details:** Nova casts an expanding ring of lightning that strikes everything in its path, extending nearly to the edge of the screen. Nova is one of the most powerful skills in the game, but must be used wisely to be effective. It's best against mobs, ideally ones that are all around the Sorceress, when it will hit dozens of monsters per use.

**Lore:** With this attack the Sorceress creates a wave of electrical energy radiating from her fingertips, bathing all nearby enemies with its destructive force. This spell is ideal for defeating melee opponents who swarm too closely.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Chain_Lightning_Icon.pngChain Lightning**

**Required Level:** 18

**Prerequisites:** Charged Bolt, Lightning

**Synergies:** Charged Bolt, Nova, Lightning

**Details:** Chain Lightning jumps from target to target, and can be quite impressive when cast on a cluster of enemies. It's much less effective against single targets, and is slower to hit enemies than Lightning, which passes straight through as quickly as the Sorceress casts it.

**Lore:** An improved and more complicated version of the Lightning spell, Chain Lightning arcs from foe to foe, branching out until all of its energy is dissipated. The stench of burnt flesh and ozone is often all that remains after this spell is cast.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Teleport_Icon.pngTeleport**

**Required Level:** 18

**Prerequisites:** Telekinesis.

**Synergies:** None.

**Details:** Teleport moves the Sorceress instantly to any valid location she can point her cursor at. This skill will pop her over creeks, past any number of monsters, through walls, etc.

**Lore:** A Sorceress trained in this arcane skill has the ability to traverse the Ether, instantly rematerializing in another location. Without the aid of waypoints or portals, she may teleport anywhere within her immediate vicinity. Though not suitable for larger distances, a Sorceress can make good use of this spell for evading capture, or to reach otherwise inaccessible areas.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Thunder_Storm_Icon.pngThunder Storm**

**Required Level:** 24

**Prerequisites:** Charged Bolt, Static Field, Lightning, Nova, Chain Lightning

**Synergies:** None.

**Details:** Thunder Storm shoots down a single bolt of lightning every second, hitting a randomly-selected monsters. It cannot be aimed or controlled, and works in a passive fashion for as long as it's active. The damage is not substantial, but this is a very convenient spell since it works by itself and always hits, making it quite helpful to finish off running monsters, to add damage to a boss, etc.

**Lore:** Weather manipulation is the most impressive form of elemental magic a Sorceress may attain. A Sorceress learned in this skill may manifest a tempest of dark storm clouds that follow her wherever she travels. Any who approach the canopy of her storm are subject to the full force of the gale and bolts of powerful lightning!

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Energy_Shield_Icon.pngEnergy Shield**

**Required Level:** 24

**Prerequisites:** Charged Bolt, Telekinesis, Lightning, Teleport, Chain Lightning

**Synergies:** Telekinesis

**Details:** Energy Shield allows the Sorceress to redirect damage from life to mana. Instead of attacks costing her life, some % of them (increasing with more points in the skill) will subtract from her mana instead.

**Lore:** Sheathing herself in pure energy, the Sorceress walks fearlessly into the fray. So long as she can maintain her concentration over this magical buffer, she diverts harmful magical energies and absorbs physical harm into her store of Mana.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Lightning_Mastery_Icon.pngLightning Mastery**

**Required Level:** 30

**Prerequisites:** None

**Synergies**: None.

**Details:** Lightning Mastery works just like Fire Mastery; by substantially boosting the damage of every skill in the skill tree. Maxing this one out is a priority for most Lightning Sorceresses.

**Lore:** The final step in mastering the destructive powers of the firmament, this skill gives a Sorceress finer control and mastery over her powers. Once she has reached this point in her studies, she can begin to rival the powers of the Heavens themselves.

**Fire Skills**

The Sorceress' fire spells provide the highest total damage of any of her skill trees, but tend to be slower to use and to require more exact positioning and aim to use to their greatest effect.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Fire_Bolt_Icon.pngFire Bolt**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Fire Ball, Meteor

**Details:** Shoots a small ball of fire. Fire Bolts hit only one target and have no splash damage.

**Lore:** The Fire Bolt is among the first cantrips a young Sorceress must learn before traveling out into the known world. Gathering a small amount of elemental energies, the Sorceress hurls darts of pure fire at those who would seek to injure her.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Warmth_Icon.pngWarmth**

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None.

**Details:** Warmth increases the Sorceress' mana regeneration rate. A mandatory skill for all Sorceresses, the only question with Warmth is how much is enough.

**Lore:** If a Sorceress wishes to truly become a formidable spellcaster, she will pursue this talent. By collecting the essence of the ambient heat in the surrounding air, she can convert this energy into the mystical force that powers her spells. In this way, she recovers more quickly from her magical exertions.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Inferno_Icon.pngInferno**

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Warmth

**Details:** Inferno turns a Sorceress into a human flamethrower, capable of emitting a massive spout of flame for as long as the spell is kept active.

**Lore:** Using this spell, a Sorceress can reach into the depths of her being and issue forth a gout of fire, incinerating any opponents standing within its reach.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Blaze_Icon.pngBlaze**

**Required Level**: 12

**Prerequisites:** Inferno

**Synergies:** None.

**Details:** Blaze leaves a trail of fire behind the Sorceress as she walks or runs along, for as long as she keeps the spell active.

**Lore:** Using this spell, the Sorceress ignites the very ground she walks upon, leaving behind a blazing wall of flame.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Fire_Ball_Icon.pngFireball**

**Required Level**: 12

**Prerequisites:** Fire Bolt

**Synergies:** Fire Bolt, Meteor

**Details:** A substantial upgrade from Firebolt, Fireballs are larger and more damaging, and they hit with splash damage, burning the target and any nearby monsters too.

**Lore:** Once she has learned the basic incantation of this spell, the Sorceress can collect a large amount of elemental fire and contain it within a globe of energy. Discharging it toward her enemy, those energies are released in a devastating explosion upon impact. This spell of mass destruction is ideal for bombarding the encampments of her enemies.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Fire_Wall_Icon.pngFire Wall**

**Required Level:** 18

**Prerequisites:** Inferno, Blaze

**Synergies:** None.

**Details:** A wall of flame springs up in both directions from the spot the Sorceress targets for ignition.

**Lore:** This skill allows the Sorceress to raise a barrier of flame to block her flanks from attack, creating a tactical advantage for both herself and her allies. Any creature unwitting enough to attempt to cross the barrier will feel the full force of these flames as they advance to their ruin.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Enchant_Icon.pngEnchant**

**Required Level:** 18

**Prerequisites:** Fire Bolt, Warmth, Fireball

**Synergies:** Warmth

**Details:** Temporarily grants bonus fire damage and boosts the Attack Rating of any friendly player or minion. Enchant must be cast directly on the recipient.

**Lore:** Upon learning this skill, an experienced Sorceress has the ability to imbue a weapon with the power of fire. The renowned Sorceress, Habacalva, once assaulted the elemental planes themselves wielding such an enchanted mace. Her enemies soon came to fear the mention of the weapon as much as her name.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Meteor_Icon.pngMeteor**

**Required Level:** 24

**Prerequisites:** Fire Bolt, Inferno, Blaze, Fire Wall, Fireball

**Synergies:** Fire Bolt, Fire Ball, Inferno

**Details:** A flaming ball of rock is called down from above, dealing explosive damage to the target and leaving a patch of fiery burning earth behind.

**Lore:** Reaching out to the heavens, the Sorceress calls down a falling star to strike her adversaries. This is one of the strongest of her spells, capable of reducing large areas to cinders. During the Vactayan uprising, a Sorceress by the name of Hepsheeba took pity on the plight of the revolutionaries, and joined their cause. During the final battle of the conflict she cast this spell to great effect, single-handedly destroying the entirety of Lord Bareen's troops and delivering the Vactayans from his tyranny.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Hydra_Icon.pngHydra**

**Required Level:** 30

**Prerequisites:** Fire Bolt, Warmth, Fireball, Enchant

**Synergies:** Fire Bolt, Fire Ball

**Details:** Hydras are three-headed dragons composed of pure flame. The heads each fire a constant stream of Fire Bolts, dealing damage to the target, but not splashing to the sides. The Hydra causes no damage itself; there's no area of effect damage simply from the flaming dragon, it has to shoot targets to hurt them.

**Lore:** This skill enables the Sorceress to summon a beast of pure flame from the core of the world. The Hydra have been allies of the Zann Esu women for generations, owing their freedom in ancient times to the actions of the renowned Sorceress, Habacalva. They never fail to answer a call from a proven Sorceress, and stand ready to spit bolts of scorching magma at her enemies.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Sorceress\Fire_Mastery_Icon.pngFire Mastery**

**Required Level:** 30

**Prerequisites:** None

**Synergies:** None

**Details:** This skill passively raises the damage of all the Sorceress' fire skills, and is an essential skill for any fire sorceress.

**Lore:** Even for the Sorceress, the destructive powers of the flame can prove uncooperative at times. The very unpredictability of elemental flame poses a danger to those unskilled in its usage. Sisters of the flame must take this last step to complete their training in the use of fire, and to maximize its effects.