**Expansion Classes**

**Assassin**

The Order of Mage Slayers was formed after the Vizjerei survived the tragedy brought on by Bartuc and Horazon. Their purpose was to watch for rogue magi that may become corrupted by the forces of Evil. To be effective at this task they were trained in abilities that were not conducive to Demonic corruption. Living as rumor and myth to the general population, even other magi knew very little about this mysterious order. Their reputation was shrouded in mystery and the simple fear of their retribution almost ensured steadfast vigilance against corruption amongst those who knew they were real.

Assassins do not employ the magical arts directly; rather, they use enchanted items that mimic elemental powers and can be used autonomously. To further avoid potential corruption, they focus on the natural abilities of the mortal body - powers of the mind and unarmed combat.



**Specializations**

|  |  |  |
| --- | --- | --- |
| Martial Arts | Shadow Disciplines | Traps |
| 1. Tiger Strike 2. Dragon Talon 3. Fists of Fire 4. Dragon Claw 5. Cobra Strike 6. Claws of Thunder 7. Dragon Tail 8. Blades of Ice 9. Dragon Flight 10. Phoenix Strike | 1. Claw Mastery 2. Psychic Hammer 3. Burst of Speed 4. Weapon Block 5. Cloak of Shadows 6. Fade 7. Shadow Warrior 8. Mind Blast 9. Venom 10. Shadow Master | 1. Fire Blast 2. Shock Web 3. Blade Sentinel 4. Charged Bolt Sentry 5. Wake of Fire 6. Blade Fury 7. Lightning Sentry 8. Wake of Inferno 9. Death Sentry 10. Blade Shield |

**Martial Arts**

Intrinsic to the Assassin's arsenal of abilities is her incredible prowess in the mysterious Martial Arts style of the Viz-Jaq'taar. Martial Arts skills come in two forms, Charge-up Skills and Finishing Moves. A Charge-up Skill is an attack that adds a "charge" for each successive hit within a short time frame. While each Charge-up attack deals normal damage, the charges continue to accumulate until triggered or until the time limit runs out. To trigger the accumulated charges, strike a monster with either a normal attack or one of the Finishing Moves. A Finishing Move doesn't just trigger the release of the accumulated charges-it also adds a powerful effect of its own. Furthermore, by building up a succession of different Charge-up Skills, Assassins can generate a potent combination of effects. Assassins are specially trained in the use of exotic Claw-class weaponry, and some of their skills can be used only when armed with these weapons.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Tiger_Strike_Icon.pngSkill Name:** Tiger Strike

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** This skill is good for single targets. Each of the successive charges magnifies the damage potential, so that with 3 charges going the damage, when released, can become quite impressive.

**Lore:** Through extensive training in human, animal, and demonic anatomies, Assassins have developed the ability to perceive natural points of weakness in their foes and target these locations for especially devastating attacks.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Dragon_Talon_Icon.pngSkill Name:** Dragon Talon

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** For this skill, an initial kick is what you get with one point, progressive skill levels will grant a follow up of multiple kicks.

**Lore:** An Assassin is taught to utilize her entire body as a weapon using this skill; she lets loose a powerful kick to send her opponents flying.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Fists_of_Fire_Icon.pngSkill Name:** Fists of Fire

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Phoenix Strike

**Details:** Releasing one charge of Fist of Fire results in a small fire damage explosion effect. Releasing two charges of Fist of Fire results in a short lived aoe group of explosions. Releasing three charges of Fist of Fire results in an aoe of 9 patches of fire that remain on the ground for approximately 3 seconds.

**Lore:** Combining her powerful Martial Arts abilities with her psychic training, an Assassin can charge her own fists with pyrokinetic energies, scorching her opponents when the charge is released.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Dragon_Claw_Icon.pngSkill Name:** Dragon Claw

**Required Level:** 6

**Prerequisites:** Dragon Talon

**Synergies:** Claw Mastery

**Details:** Dragon Claw works with Assassin weapons only and simply adds bonus damage with increased accuracy.

**Lore:** This skill allows the Assassin to try to finish her opponent off with a rending double claw attack.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Cobra_Strike_Icon.pngSkill Name:** Cobra Strike

**Required Level:** 12

**Prerequisites:** Tiger Strike

**Synergies:** None

**Details:** Cobra Strike is a charge up that allows the assassin to lifesteal with the one charge, lifesteal and manasteal with two charges, and lifesteal and manasteal more so with three charges.

**Lore:** A properly trained Assassin can focus her mind to draw upon the ambient energies surrounding her. Using this skill, she can drain her adversary of life and spiritual essence.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Claws_of_Thunder_Icon.pngSkill Name:** Claws of Thunder

**Required Level:** 18

**Prerequisites:** Fist of Fire

**Synergies:** Phoenix Strike

**Details:** Releasing one charge of Claws of Thunder produces lightning damage delivered to a single target. Releasing two charges of Claws of Thunder produces a nova Releasing three charges of Claws of thunder produces the same nova and 14 charged bolts that radiate out from the target that the charges were released on.

**Lore:** Using her weapon's metal blades as conductors, an Assassin charges the ions surrounding her and delivers a devastating lightning attack to any who dare challenge her.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Dragon_Tail_Icon.pngSkill Name:** Dragon Tail

**Required Level:** 18

**Prerequisites:** Dragon Talon, Dragon Claw

**Synergies:** None

**Details:** This ability adds fire damage based on the user's physical damage (on top of the existing physical damage). Kicking physical immune enemy results in an explosion that deals 0 damage. This skill will also inflict knockback in the area of effect.**Lore:** The experienced Assassin can deliver a kick so powerful it actually causes an explosion on impact, sending any nearby victims sprawling.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Blades_of_Ice_Icon.pngSkill Name:** Blades of Ice

**Required Level:** 24

**Prerequisites:** Fist of Fire, Claws of Thunder

**Synergies:** Phoenix Strike

**Details:** Releasing one charge of Blades of Ice results in a cold damage. Releasing two charges of Blades of Ice results in cold damage and a short lived ice patch Releasing three charges of Blades of Ice results in cold damage, ice patch, and freezes the current target.

**Lore:** Charging the ether around her claw blades, the trained Assassin can chill opponents with a vicious rake of her razors.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Dragon_Flight_Icon.pngSkill Name:** Dragon Flight

**Required Level:** 24

**Prerequisites:** Dragon Talon, Dragon Claw, Dragon Tail

**Synergies:** None

**Details:** Dragon flight allows you to teleport to mobs that are in your line of site. You can't teleport through walls; however you can teleport across rivers or over some other physical boundaries (stairs or other levels of a structure) as long as there is a mob there that you have site of.

**Lore:** After years of disciplined physical conditioning, an Assassin can develop the ability to move faster than the eye can follow in one quick burst. Using this skill, she lunges at her target and delivers a devastating kick.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Phoenix_Strike_Icon.pngSkill Name:** Phoenix Strike

**Required Level:** 30

**Prerequisites:** Tiger Strike, Fists of Fire, Cobra Strike, Claws of Thunder, Blades of Ice

**Synergies:** Fist of Fire, Claws of Thunder, Blades of Ice

**Details:** Releasing one charge of Phoenix Strike results in a meteor strike. Releasing two charges of Phoenix Strike results in a chain lightning attack. Releasing three charges results in the release of 15 chaos bolts

**Lore:** This mighty skill allows the Assassin trained in its arts to prepare an attack that gives off powerful elemental energies.

**Shadow Disciplines**

To remain protected from exposure to the potential corruption of magic, Assassins must defeat their sorcerer’s opponents without actually using spells themselves. To this end, they have mastered the clandestine talents, as well as the arts of obfuscation, and honed their latent psychic abilities to develop the Shadow Disciplines. These skills represent the end result of generations of strict mental conditioning and intensive stealth training.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Claw_Mastery_Icon.pngSkill Name:** Claw Mastery

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** This skill is very useful for any Assassin focused on Martial Arts skills. Combining the Attack Rating and Damage bonuses of the Charge-up Skills, Finishing Move, and Claw Mastery adds up to a lot of bonuses. It covers all Katars, not just actual Claws.

**Lore:** Well-disciplined training in this skill improves the artistry with which an Assassin wields her unique Claw-class weapons.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Psychic_Hammer_Icon.pngSkill Name:** Psychic Hammer

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Like Telekinesis, this ability is most useful for the knockback effect. It also auto-targets. The damage is negligible, and grows very slowly with skill level; therefore it may not be worth putting more than one point into this skill as a pre-requisite for other abilities.

**Lore:** By utilizing her intense mental prowess, an Assassin creates a powerful force of mental energies and directs it towards a hostile creature, blasting it backwards.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Burst_of_Speed_Icon.pngSkill Name:** Burst of Speed

**Required Level:** 6

**Prerequisites:** Claw Mastery

**Synergies:** None

**Details:** Burst of Speed increases movement speed and attack speed, and therefore allows to attack very quickly, chase down monsters that may flee, or escape when trouble arises.

**Lore:** Tapping into her psychokinetic energies, an Assassin temporarily increases the speed of her movements and attacks.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Weapon_Block_Icon.pngSkill Name:** Weapon Block

**Required Level:** 12

**Prerequisites:** Claw Mastery

**Synergies:** None

**Details:** This skill allows Assassins wielding two Claw-class weapons to use her blades to deflect incoming attacks, thus giving herself a defensive edge without using a shield. The benefits diminish severely after a few points.

**Lore:** After developing this skill, an Assassin wielding two Claw-class weapons can use her blades to deflect incoming attacks, thus giving herself a defensive edge without using a shield.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Cloak_of_Shadows_Icon.pngSkill Name:** Cloak of Shadows

**Required Level:** 12

**Prerequisites:** Psychic Hammer

**Synergies:** None

**Details:** Cloak of Shadows causes the sky to become dark for all players. In addition to the darkness, enemy Defense is reduced.

**Lore:** Moving through the darkness, unseen by her foes, the enshrouded Assassin can steal past opponents or ambush her unsuspecting victims with devastating attacks.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Fade_Icon.pngSkill Name:** Fade

**Required Level:** 18

**Prerequisites:** Claw Mastery, Burst of Speed

**Synergies:** None

**Details:** This skill grants the user partial immunity to curses and increased resistances. The Curse duration decrease also affects Shrines. To avoid this use Burst of Speed before using a shrine, then reapply Fade after the shrine's effects are no longer needed or run out. Fade and Burst of Speed do not stack. Casting one overrides the other.

**Lore:** An Assassin can will her physical being to shift partially into the astral planes. As her body becomes less substantial, she becomes less susceptible to the effects of elemental attacks, reduces poison attacks, increases poison resistance and reduces the effect of magical curses.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Shadow_Warrior_Icon.pngSkill Name:** Shadow Warrior

**Required Level:** 18

**Prerequisites:** Claw Mastery, Psychic Hammer, Weapon Block, Cloak of Shadows

**Synergies:** None

**Details:** With this skill, one can summon a copy of themselves that can use the two abilities assigned to the left and right mouse buttons at any given time while the Shadow Warrior is alive (though it cannot cast Shadow Warrior or Shadow Master).

**Lore:** The Assassin trained in this discipline has the ability to project a "shadow" of herself. The Shadow Warrior makes use of normal attack and the two skills the Assassin has readied for herself.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Mind_Blast_Icon.pngSkill Name:** Mind Blast

**Required Level:** 24

**Prerequisites:** Psychic Hammer, Cloak of Shadows

**Synergies:** None

**Details:** Mind Blast stuns and damages enemies in the targeted area. It also has a chance to temporarily make victim fight other monsters.

**Lore:** Focusing her anima, an Assassin using this potent ability can crush the will of a group of enemies, stunning them and confusing the feebleminded into attacking their comrades.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Venom_Icon.pngSkill Name:** Venom

**Required Level:** 30

**Prerequisites:** Claw Mastery, Burst of Speed, Fade

**Synergies:** None

**Details:** Venom is a highly lethal poison that is short lived lasting not even a second' at this point the poison acts more like enhanced damage that last on the target for no more than 0.4 seconds.

**Lore:** Poison use is another technique an Assassin has to help even the odds when battling demons and their ilk. An Assassin who has mastered this skill secretly coats her weapons with vile toxins.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Shadow_Master_Icon.pngSkill Name:** Shadow Master

**Required Level:** 30

**Prerequisites:** Claw Mastery, Psychic Hammer, Weapon Block, Cloak of Shadows, Shadow Warrior

**Synergies:** None

**Details:** The Shadow Master has greater resistance than the Shadow Warrior. Most players choose the Shadow Master for play past level 30 although the Shadow Warrior offers more control over which skills and spells she casts.

**Lore:** This discipline allows an Assassin to project an even more powerful shadow avatar. The Shadow Master has access to all of the Assassin skills.

**Traps**

To supplement her array of tools and abilities, the Assassin has access to an ingenious group of devices. These mechanisms, engineered by Viz-Jaq'taari sages, have been perfected over many years of use. They range from simple thrown missiles and bombs to more complex proximity-triggered sentries.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Fire_Blast_Icon.pngSkill Name:** Fire Blast

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Shock Web, Charged Bolt Sentry, Wake of Fire, Wake of Inferno, Lightning Sentry, Death Sentry

**Details:** Fire Blast is one of the first Traps, allowing the user to toss a grenade-like projectile that explodes upon impact. Though the damage is low, it is still useful at low levels, and somewhat at higher levels due to the huge amount of skills that synergize with it.

**Lore:** This skill gives an Assassin the ability to manufacture and throw a small incendiary device. This ordinance explodes on impact, damaging any foe within its small blast radius.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Shock_Web_Icon.pngSkill Name:** Shock Web

**Required Level:** 6

**Prerequisites:** Fire Blast

**Synergies:** Fire Blast, Charged Bolt Sentry, Lightning Sentry, Death Sentry

**Details:** This skill causes the assassin to drop an array of small traps that shoot lightning between each other or anything that walks in between them. Enemies that stay within the trap's area of effect take continual damage.

**Lore:** These traps comprise a collection of small conductive components that arc electricity between one another, damaging any opponents who tread upon them.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Blade_Sentinel_Icon.pngSkill Name:** Blade Sentinel

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Throws a razor sharp blade that flies back and forth between the Assassin and her target.

**Lore:** This skill allows the Assassin to throw a razor-sharp device that flies back and forth between the Assassin and its target, slicing any hostile creatures in its path.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Charged_Bolt_Sentry_Icon.pngSkill Name:** Charged Bolt Sentry

**Required Level:** 12

**Prerequisites:** Fire Blast, Shock Web

**Synergies:** Shock Web, Lightning Sentry, Fire Blast, Death Sentry

**Details:** Fires multiple long range charged bolts which are destroyed upon impact with a single target. Since bolts disperse as they travel further away and a target can be hit by multiple bolts, best positioned as close to a target as possible.

**Lore:** This small device, once cast upon the ground, emits charges of electricity that shock any adversary who strays too close.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Wake_of_Inferno_Icon.pngSkill Name:** Wake of Fire

**Required Level:** 12

**Prerequisites:** Fire Blast

**Synergies:** Fire Blast, Wake of Inferno

**Details:** Wake of Fire blankets a relatively small area in rapid waves of fire. It only fires 5 times as opposed to the 10 times that lightning sentry fires.

**Lore:** Once erected, this trap releases waves of flame that incinerate any opponents within its path.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Blade_Fury_Icon.pngSkill Name:** Blade Fury

**Required Level:** 18

**Prerequisites:** Fire Blast, Blade Sentinel, Wake of Fire

**Synergies:** None

**Details:** This trap is very different from most other skills in the tab. Instead of setting up some sort of automatically-firing turret device, this skill causes the Assassin to actively damage enemies by throwing blades.

**Lore:** Using this skill, the Assassin throws several small blades, shredding her enemies with a barrage of metal.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Lightning_Sentry_Icon.pngSkill Name:** Lightning Sentry

**Required Level:** 24

**Prerequisites:** Fire Blast, Shock Web, Charged Bolt Sentry

**Synergies:** Fire Blast, Shock Web, Charged Bolt Sentry, Death Sentry

**Details:** Lightning Sentry shoots Lightning at targets, which acts just like the spell when used by Sorceresses: piercing enemies and traveling in a straight line.

**Lore:** This device discharges great bolts of electricity, frying assailants when they come near.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Wake_of_Inferno_Icon.pngSkill Name:** Wake of Inferno

**Required Level:** 24

**Prerequisites:** Fire Blast, Wake of Fire

**Synergies:** Wake of Fire, Fire Blast, Death Sentry

**Details:** Fires an inferno barrage of fire up to 10 times incinerating anything in its path.

**Lore:** Once an Assassin throws it to the ground, this trap expels a large spout of fire at any opponent who moves within its range.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Death_Sentry_Icon.pngSkill Name:** Death Sentry

**Required Level:** 30

**Prerequisites:** Fire Blast, Shock Web, Charged Bolt Sentry, Lightning Sentry

**Synergies:** Fire Blast, Lightning Sentry, Shock Web, Charged Bolt Sentry, Wake of Inferno

**Details:** Death Sentry deals slightly less damage than Lightning Sentry and shoots fewer times, but with Corpse Explosion this trap deals much more total damage in combat with non-boss foes.

**Lore:** This trap emits projectiles laden with a potent chemical catalyst, detonating the exposed cadavers of slain enemies.

**C:\Users\cyber\Desktop\Folder of Folders\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Assassin\Blade_Shield_Icon.pngSkill Name:** Blade Shield

**Required Level:** 30

**Prerequisites:** Fire Blast, Blade Sentinel, Wake of Fire, Blade Fury

**Synergies:** None

**Details:** Using blade shield causes S-shaped blades to rotate in close proximity around the assassin. Two paths of four blades each circle in paths at about 30 degree angles relative to the vertical axis of the assassin.

**Lore:** This contrivance releases several small razors and uses magnetic forces to set them spinning about the Assassin, inflicting grievous wounds on any foe that approaches her too closely.