**Expansion Classes**

**Druid**

The Druid is one of the two expansion characters introduced in Diablo II: Lord of Destruction. Masters of nature, the druids were originally the same people as the barbarians until they left their tribesmen during the time of Bul-Kathos. Since then the druids have been living in the northern woods of Scosglen, secluding themselves more against from the world around them than even the barbarians did prior to the events of Diablo II.



**Specializations**

|  |  |  |
| --- | --- | --- |
| Elemental | Shape Shifting | Summoning |
| 1. Firestorm 2. Molten Boulder 3. Arctic Blast 4. Fissure 5. Cyclone Armor 6. Twister 7. Volcano 8. Tornado 9. Hurricane 10. Armageddon | 1. Werewolf 2. Lycanthropy 3. Werebear 4. Feral Rage 5. Maul 6. Rabies 7. Fire Claws 8. Hunger 9. Shock Wave 10. Fury | 1. Raven 2. Poison Creeper 3. Oak Sage 4. Summon Spirit Wolf 5. Carrion Vine 6. Heart of Wolverine 7. Summon Dire Wolf 8. Solar Creeper 9. Spirit of Barbs 10. Summon Grizzly |

**Elemental**

Years of study and a life lived in harmony with nature have provided Druids with a unique empathy with the world around them. These Elemental skills represent the druid's ability to influence the forces of nature. Expertise in these skills allows them to strike at enemies from a distance, assault whole groups of enemies at once, and even protect themselves from the elemental attacks of others.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Firestorm_Icon.pngSkill Name:** Firestorm

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Molten Boulder, Fissure, Armageddon, Fire Claws

**Details:** Firestorm not to be confused with Diablo's Firewall aka (Firestorm), Has the same ground attack much like Diablo's but is smaller in size and does more damage then Diablo's Firewall attack.

**Lore:** Wielding this ability, the Druid projects waves of molten earth that spread outward and burn a wide swath of destruction through his foes.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Molten_Boulder_Icon.pngSkill Name:** Molten Boulder

**Required Level:** 6

**Prerequisites:** Firestorm

**Synergies:** Volcano, Firestorm, Armageddon, Fire Claws

**Details:** A rolling boulder of molten stone is herald at your enemies causing a knockback effect leaving a fire trail and a burning patch of fire when the Molten Boulder explodes, dealing fire damage to a small area for some time.

**Lore:** By virtue of this talent, a Druid can summon forth a huge, rolling mass of magma, bowling over smaller enemies in its path before bursting into fiery shards.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Arctic_Blast_Icon.pngSkill Name:** Arctic Blast

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Hurricane, Cyclone Armor

**Details:** This spell functions like a freezing Inferno, a sort of icy flamethrower that chills and damages anything it strikes.

**Lore:** Aided by the will of the North Winds, the Druid conjures up a chilling torrent of frost that incapacitates all caught within the frozen blast.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Cyclone_Armor_Icon.pngSkill Name:** Cyclone Armor

**Required Level:** 12

**Prerequisites:** Arctic Blast

**Synergies:** Twister, Tornado, Hurricane, Arctic Blast

**Details:** This shielding spell is essentially an elemental version of the Necromancer's Bone Shield. It absorbs a set amount of elemental damage instead of physical damage.

**Lore:** This skill allows the Druid to sheath himself in a swirling mass of charged particles that absorbs damage from fire-, cold-, and lightning-based attacks.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Fissure_Icon.pngSkill Name:** Fissure

**Required Level:** 12

**Prerequisites:** Firestorm, Molten Boulder

**Synergies:** Firestorm, Volcano, Armageddon, Fire Claws

**Details:** This spell creates rends in the earth, allowing molten stone to seep to the surface and burning anything in the vicinity.

**Lore:** Sending his plea to the very core of the earth, the Druid rends the Earth's very crust, tearing open volcanic vents beneath the feet of his adversaries, charring them to the bone.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Twister_Icon.pngSkill Name:** Twister

**Required Level:** 18

**Prerequisites:** Arctic Blast, Cyclone Armor

**Synergies:** Tornado, Hurricane, Cyclone Armor

**Details:** Each cast of Twister sets up a small tornado that stuns and deals physical damage to any enemies in the area.

**Lore:** Calling to the winds, the Druid sends small whirlwinds advancing into the midst of his enemies, buffeting and stunning them as they go.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Volcano_Icon.pngSkill Name:** Volcano

**Required Level:** 24

**Prerequisites:** Firestorm, Molten Boulder, Fissure

**Synergies:** Molten Boulder, Fissure, Armageddon, Fire Claws

**Details:** A more powerful version of Fissure, the Volcano erupts from one point and deals substantial fire damage to everything in the vicinity.

**Lore:** A Druid trained in this ability possesses the power to summon from the bowels of the earth a violent eruption, raining molten rock down upon all nearby foes.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Tornado_Icon.pngSkill Name:** Tornado

**Required Level:** 24

**Prerequisites:** Arctic Blast, Cyclone Armor, Twister

**Synergies:** Cyclone Armor, Twister, Hurricane

**Details:** An upgraded version of Twister, a Tornado is much larger and more powerful, but lacks the stunning effect of the smaller Twisters.

**Lore:** Manipulating the great winds into a fearsome cyclone, the Druid sends this force of destruction into a throng of opponents, crushing into them and leaving devastation in its wake.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Hurricane_Icon.pngSkill Name:** Hurricane

**Required Level:** 30

**Prerequisites:** Arctic Blast, Cyclone Armor, Twister, Tornado

**Synergies:** Cyclone Armor, Twister, Tornado, Arctic Blast

**Details:** A howling storm is created around the Druid, dealing damage to anything nearby.

**Lore:** Particularly talented Druids can summon this most potent gale of devastation. A fierce storm wreaks havoc around him, while the Druid stays cradled within the gentle calm of its eye.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Armageddon_Icon.pngSkill Name:** Armageddon

**Required Level:** 30

**Prerequisites:** Firestorm, Molten Boulder, Fissure, Volcano, Arctic Blast, Cyclone Armor, Twister, Tornado, Hurricane

**Synergies:** Fissure, Firestorm, Molten Boulder, Volcano

**Details:** A bit like Volcano crossed with Hurricane, Armageddon is focused on the Druid and follows him around the screen, raining down fire damage similar to that of the Sorceress Meteor but with out the fire patch..

**Lore:** This terrible force of nature's vengeance rains down flaming stones around the Druid who cast it, pummeling any opponents foolish enough to be caught in its fury.

**Shape Shifting**

This is perhaps the most astonishing of all the talents granted to the Druid. Shape Shifting allows the Druid to manipulate their own flesh and form, taking on characteristics and capabilities of the beasts they have sworn to protect. Druidic warriors follow two paths: the path of the Bear, and the path of the Wolf. Some Shape Shifting skills are available only to a single animal form, while others are common to both Wolf and Bear forms.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Werewolf_Icon.pngSkill Name:** Werewolf

**Required Level:** 1

**Prerequisites:** None

**Synergies:** Lycanthorpy

**Details:** Transforms the Druid into a Werewolf. Adds substantial attack speed, attack rating, life, and stamina.

**Lore:** This ability allows an enlightened Druid to take on the form of a wolf, imparting to him quicker reflexes and heightened combat facilities.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Lycanthropy_Icon.pngSkill Name:** Lycanthorpy

**Required Level:** 1

**Prerequisites:** Werewolf

**Synergies:** None

**Details:** The Druid has the ability to change from his human form into two different forms, each with their own advantages and disadvantages.

**Lore:** Changing shape is quite a taxing ordeal for a Druid, and he can only assume animal forms for a limited time. This skill enhances his constitution while in animal form, thereby increasing the amount of time he can remain transformed.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Werebear_Icon.pngSkill Name:** Werebear

**Required Level:** 6

**Prerequisites:** None

**Synergies:** Lycanthorpy

**Details:** This skill enables the Druid to transform into a Werebear. It includes substantial bonuses to his defense, damage, and life.

**Lore:** This skill empowers the Druid with the capacity to assume the form of a savage bear, granting him great strength and fortitude.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Maul_Icon.pngSkill Name:** Maul

**Required Level:** 12

**Prerequisites:** Werebear

**Synergies:** None

**Details:** This skill adds a damage bonus that increases with consecutive hits of the skill. An orbiting, glowing orb grows in size to indicate the degree to which this skill is charged up.

**Lore:** A Druid in Werebear form uses his mighty paws to rend brutal gashes in the flesh of his enemies. Using this ability, the fury of his assault increases with every opponent he kills.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Feral_Rage_Icon.pngSkill Name:** Feral Rage

**Required Level:** 12

**Prerequisites:** Werewolf

**Synergies:** None

**Details:** This skill enables life steal, and adds substantial bonuses to damage, attack rating, and movement speed, while active.

**Lore:** When in wolf form, the Druid using this ability enters a frenzied rage, viciously tearing into foes and becoming heartier with each consecutive attack.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Fire_Claws_Icon.pngSkill Name:** Fire Claws

**Required Level:** 18

**Prerequisites:** Werewolf, Werebear, Feral Rage, Maul

**Synergies:** Firestorm, Molten Boulder, Fissure, Volcano

**Details:** Unlike other similar skills, Fire Claws may be used in both Werewolf and Werebear form.

**Lore:** While in his animal form, a Druid can use his affinity with the natural elements in order to supplement his attacks with a blazing assault.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Rabies_Icon.pngSkill Name:** Rabies

**Required Level:** 18

**Prerequisites:** Werewolf, Feral Rage

**Synergies:** Poison Creeper

**Details:** The Rabies spreads to other enemies from the initial target, and therefore effectively cannot be dispelled as long as target is within certain range of other infected foes.

**Lore:** When a Druid utilizes this ability, he toxifies his own saliva and attacks his enemies with a vicious bite, spreading a contagious disease that wracks the flesh of his infected opponents.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Shock_Wave_Icon.pngSkill Name:** Shock Wave

**Required Level:** 24

**Prerequisites:** Werebear, Maul

**Synergies:** Maul

**Details:** This skill splashes a sort of energy wave, dealing minor damage and major stun to anything it strikes.

**Lore:** With a tremendous roar, the Druid shakes the earth, stunning any enemies in the surrounding area with the resultant tremor.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Hunger_Icon.pngSkill Name:** Hunger

**Required Level:** 24

**Prerequisites:** Werewolf, Werebear, Feral Rage, Maul, Fire Claws

**Synergies:** None

**Details:** This attack leeches massive amounts of life and mana, but lowers your damage significantly to make up for it.

**Lore:** Nature gives life, but it can also snatch it back. When a Druid using this ability to bite an opponent, he drains some of his victim's vital essence, replenishing his own.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Fury_Icon.pngSkill Name:** Fury

**Required Level:** 30

**Prerequisites:** Werewolf, Feral Rage, Rabies

**Synergies:** None

**Details:** Similar to Zeal and Fend this ability will cause you to attack nearby enemies, dividing the number of attacks between multiple foes if possible or hitting the same target more than once.

**Lore:** The use of this skill drives the Druid into a bloodthirsty frenzy, attacking many foes with a raging fervor.

**Summoning**

This Summoning skills enables the Druid to summon aid from the plant, spirit, and animal kingdoms in his quest against evil. Summoning skills provide invaluable means to protect against Health and Mana loss, and create a formidable force of creatures to fight in your stead.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Raven_Icon.pngSkill Name:** Raven

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Summon Ravens to peck out the eyes of your enemies.

**Lore:** Ravens peck out the eyes of their targets, aiding the Druid and allowing him a quick stealthy attack.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Poison_Creeper_Icon.pngSkill Name:** Poison Creeper

**Required Level:** 1

**Prerequisites:** None

**Synergies:** None

**Details:** Poison Creeper vines tunnel through the earth and pop up beside monsters, hitting them for poison damage.

**Lore:** A more subtle ally, these intelligent vines travel through the ground

and use their cruel thorns to poison any opponents they contact.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Oak_Sage_Icon.pngSkill Name:** Oak Sage

**Required Level:** 6

**Prerequisites:** None

**Synergies:** None

**Details:** Summons a spirit of Nature to enhance the life of the druid and his allies.

**Lore:** The Wisp of Life floats around, radiating a life enhancing aura to the Druid and his allies.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Summon_Spirit_Wolf_Icon.pngSkill Name:** Spirit Wolf

**Required Level:** 6

**Prerequisites:** Raven

**Synergies:** Dire Wolf, Grizzly

**Details:** Summons wolves to fight for the Druid.

**Lore:** This gift of Nature allows the Druid to conjure forth one or more wolf allies who, with their mystical powers, provide the Druid a potent and ferocious colleague.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Carrion_Vine_Icon.pngSkill Name:** Carrion Vine

**Required Level:** 12

**Prerequisites:** Poison Creeper

**Synergies:** None

**Details:** Summons a vine that drags corpses into the ground, giving their life energies to the Druid.

**Lore:** The Emerald Forest provides the Druid with the vine of life. When the Druid is in need of healing he calls forth this vine to aid him.

C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Heart_of_Wolverine_Icon.png

**Skill Name:** Heart of Wolverine

**Required Level:** 18

**Prerequisites:** Oak Sage

**Synergies:** None

**Details:** Summon into being a spirit that increases battle proficiency with its aura.

**Lore:** The Wisp of Courage floats around, radiating battle proficiency enhancing aura to the Druid and his allies.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Summon_Dire_Wolf_Icon.pngSkill Name:** Dire Wolf

**Required Level:** 18

**Prerequisites:** Raven, Spirit Wolf

**Synergies:** Spirit Wolf, Grizzly

**Details:** Summons wolves more fierce and powerful than the weaker spirit wolves.

**Lore:** This gift of Nature allows the Druid to conjure up 3 mystical beast of Cerebus to aid him on his journey.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Solar_Creeper_Icon.pngSkill Name:** Solar Creeper

**Required Level:** 24

**Prerequisites:** Poison Creeper, Carrion Vine

**Synergies:** None

**Details:** This skill conjures forth an intelligent plant that draws the enemy's dead deep into the earth,

where it drains their spiritual essences and bestows them upon the Druid who summoned it.

**Lore:** The Emerald Forest provides the Druid with the vine of energy. When the Druid is in need of energy he calls forth this vine to aid him.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Spirit_of_Barbs_Icon.pngSkill Name:** Spirit of Barbs

**Required Level:** 30

**Prerequisites:** Oak Sage, Heart of Wolverine

**Synergies:** None

**Details:** Summons a spirit that provides a damage reflect aura.

**Lore:** The Wisp of Cerebus provides a damage reflecting aura to the Druid and his allies.

**C:\Users\velenious\Desktop\Diablo II The Community Guide\Diablo II The Community Guide - Work Folder\Diablo II Artwork\Druid\Summon_Grizzly_Icon.pngSkill Name:** Grizzly

**Required Level:** 30

**Prerequisites:** Raven, Spirit Wolf, Dire Wolf

**Synergies:** Spirit Wolf, Dire Wolf

**Details:** This bear grants the Druid the aid of a tremendous wild bear with huge claws and great

fangs that fights ferociously alongside him with terrible strength and unmatched fury.

**Lore:** The Druids of Scosglen have befriended one of its most dangerous beast the Grizzly, the Grizzly is willing to fight along side these Druids when called upon.