



Necromancer Summoning Spells

Minions

Minions, such as Golems, Skeletons, Skeletal Mages, Revives, and Hirelings, may disappear or no longer be under your power if you allow them to get too far away from you. Check the Automap and make sure you stay with your Minions. You can use a Town Portal, Dungeon Door, or Waypoint to collect your Minions. Sometimes Minions may warp in around you if you get too far away from them, although this does not always happen.

Golems

You can only have one Golem of any type at any time. Once you summon a new Golem, the old one will immediately disappear.

You do not need a monster corpse to summon Golems although the Iron Golem requires an item.

Golems have a fixed defense.

The Hit Points and Damage of Golems increase on Nightmare, and again on Hell Difficulty.

Skeletons and Skeletal Mages

The number of Skeletons or Skeletal Mages you can have is only limited by the number of skill points you have. Wearing a magic item that raises Skill levels or using a Skill Boost Shrine also increases the number of Skeletons and Skeletal Mages you can raise. When the Skill Boost Shrine effect wears off the extra Skeletons disintegrate.

Skeleton's and Skeletal Mage's Life increases on Nightmare Difficulty and again on Hell Difficulty.

What are the Attack Ratings for Golems, Skeletons, and Skeletal Mages?

The Attack Ratings don't change but these monsters are generated at the caster's level, and level plays an important part in the "to hit" formula.



Raise Skeleton

Required Level: 1
Prerequisites: None



Effect: Cast on the corpse of a slain monster. This raises a skeleton warrior that fights for you.

Skeletons can work great throughout Normal Difficulty especially with points into Skeleton Mastery (or a point and +Skill Items). Once you hit Nightmare and Hell difficulty, generally Skeletons will die very quickly. You may wish to, once you hit Level 30, upgrade to Revived Monsters and switch to Revived Monsters and Skeletal Mages.

Skeletons, when created, have a 5% chance to spawn with a shield. This shield functions to allow the skeleton to block, although skeletons only have a 3% chance to block

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
# of Skeletons	1	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
Mana Cost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Damage	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2	1 - 2	2 - 4	4 - 5	6 - 7	8 - 9	10 - 11	12 - 14	14 - 16	17 - 19	21 - 23	26 - 28	31 - 33	37 - 39
Attack Bonus	20	35	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305
Defense	20	35	50	65	80	95	110	125	140	155	170	185	200	215	230	245	260	275	290	305
Life	21	21	21	31	42	52	63	73	84	94	105	115	126	136	147	157	168	178	189	199

Raise Skeleton Receives Synergy Bonuses from: **Skeleton Mastery**
Summon Resist



Skeleton Mastery

Required Level: 1

Prerequisites: **Raise Skeleton** [1]

Passive Effect: Improves the quality of your raised Skeletons, Magi, and Revived.

Gives Synergy Bonuses to: **Raise Skeleton, Skeletal Mage:** (See Chart)

Rather than investing in a lot of Skeletons, invest points into Skeleton Mastery which will increase Skeleton Hit Points and Damage. Points in Skeleton Mastery will also pay off later on if you use Revive. Your Revived Monsters will also have increased Hit Points and Damage.

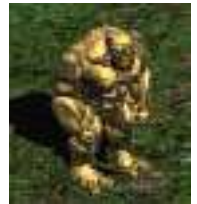
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton Life	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160
Skeleton Damage	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40
Monster Life +%	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
Monster Damage +%	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Improved Missile Damage past Level 2																				



Clay Golem

Required Level: 6

Prerequisites: None



Effect: Raises a Golem from the earth to fight for you.

Gives Synergy Bonuses to: **Blood Golem:** +20 Attack Rating Per Level

Iron Golem: +20 Attack Rating Per Level

Fire Golem: +20 Attack Rating Per Level

Before spending more than one point into Clay Golem consider that you will probably want upgrade to Blood Golem (at lvl 18), Iron Golem (lvl 24), or Fire Golem (lvl 30), all of which replace the Clay Golem.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60	63	66	69	72
Damage	2-5	2-6	3-8	4-10	4-12	5-13	6-15	6-17	7-19	8-20	9-22	9-24	10-26	11-27	11-29	12-31	13-33	13-34	14-36	15-38
Hit Points	100	135	170	205	240	275	310	345	380	415	450	485	520	555	590	625	660	695	730	765
Attack Bonus	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	440	440
Slows Enemies %	11	20	27	33	37	41	44	46	49	51	53	54	56	57	58	60	60	61	62	63
Defense	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Heal Themselves Automatically																				

Clay Golem Receives Synergy Bonuses from:

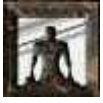
Golem Mastery

Summon Resist

Blood Golem: +5% Life Per Level

Iron Golem: +35 Defense Per Level

Fire Golem: +6% Damage Per Level



Golem Mastery

Required Level: 12

Prerequisites: **Clay Golem** [6]

Passive Effect: Enhances speed and life of Golems.

Gives Synergy Bonuses to: **Clay Golem, Blood Golem, Iron Golem, Fire Golem:** (See Chart)

Golem Mastery adds more Hit Points to the Golem's Original Base Life, not the Life shown with more than one point into a Golem skill.
Clay Golem: 100 HP, Blood Golem: 201 HP, Iron Golem: 306, Fire Golem: 313

Before placing more than a few points, or more than one point (with +Skills Items), look at the speed of the Golem. If he keeps up with you, that's probably enough points in Golem Mastery. The speed benefit is nice to allow the Golem to keep up with you, especially if you have Fastest Run/Walk boots. Another benefit of his increased speed is to allow him to reach his targets more quickly. However if he's able to do both fine at his current speed, additional points for speed reasons are not necessary.

Another benefit of Golem Mastery is to allow your Golem to survive longer. However, if your Golem dies, you can simply make another one. If your Golem is not dying a lot and/or Mana is not a problem, and speed is not a problem, you'll receive no real benefit for having additional points in Golem Mastery.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hit Points +%	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400
Velocity Increase +%	6	10	14	17	20	22	23	24	26	27	28	29	30	30	31	32	32	32	33	33
Attack Bonus +X	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500



Skeletal Mage

Required Level: 12

Prerequisites: **Raise Skeleton** [1]



Effect: Raises a Skeletal Mage that fights for you with an elemental attack.

You cannot set what type of elemental attack a Skeletal Mage will have. You can keep raising a new Skeletal Mage until you get the type of Mage you want. Skeletal Mages have a high resistance to Magical Attacks, especially when they have the same elemental attack as the monster or player attacking them.

Skeletal Magi are useful throughout the game on all difficulty levels. At the minimum, they provide additional targets for monsters to attack. This is good because you want the monsters to attack your Minions instead of yourself. Skeletal Magi work great with Iron Maiden because melee monsters kill themselves on the Skeletal Magi.

Skeletal Magi are also helpful in "breaking in" to a new area, such as when you first join the game. For those Necromancers that specialize in Revive, their goal is to get together a group of Revived Monsters so that they can start to do damage, take them elsewhere, or feel more secure. At first you will have your Golem and you'll either have to kill the monsters to create bodies yourself or use your Golem (a Curse helps too), to get some good Revive candidates created. Once a body is created, make a Skeletal Mage if the body can't be Revived such as Leapers in the Outer Steppes of Act IV. Next cast Iron Maiden on the monsters. They will kill themselves on your Skeletal Mages allowing you to create more Skeletal Mages or Revive those monsters. Skeletal Magi are very helpful in this situation, especially in the first area of the Outer Steppes.

Cold Damage Skeletal Magi can be a pain. Monsters, when chilled, may explode leaving no corpse. Necromancers need corpses for Corpse Explosion and for creating Minions. But, Cold Damage Skeletal Magi can be very helpful also if you don't wish to have monsters leave a corpse. While you can't decide what Skeletal Magi elemental type is used, you can Unsummon those offending Skeletal Magi when you see them.

Skeleton Mastery can raise the damage of their attack.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
# of Skeletal Mages	1	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
Mana Cost	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Defense Bonus +X	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
Hit Points	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61	61

Skeletal Mage Receives Synergy Bonuses From: **Skeleton Mastery**
Summon Resist

Additional Skeletal Mage Info:

To calculate the Necromages' damage we need to know the relative skill level of their missiles. This can be done by looking in the following table.

Raise Skel. Mage Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skeleton Mastery Level	Relative Skill Level																			
1	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
2	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
3	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12
4	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13
5	5	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14
6	6	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
7	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16
8	8	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
9	9	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18
10	10	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19
11	11	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
12	12	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21
13	13	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22
14	14	14	14	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23
15	15	15	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24
16	16	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25
17	17	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26
18	18	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27
19	19	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28
20	20	20	20	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29

If your Skeleton Mastery and Raise Skeletal Mage level is above 20, use the following formula to calculate your relative skill level: $(\text{'Skeleton Mastery'}.lvl) + ((lvl < 4)?0:((lvl-2)/2))$.

This means: to calculate relative skill level we take Skeleton Mastery level as base for the calculation ('Skeleton Mastery'.lvl), then we add (Raise Skeletal Mage Skill Level-2)/2 provided that Raise Skeletal Mage level is equal or above level 4. If it's on level 3 or less we do not add anything ((lvl < 4)?0).

Below is the table of necromage missile's damage according to the relative skill level listed in the above table. Level 59 in this table corresponds to level 40 Skeleton Mastery and level 40 Raise Skeletal Mage $40+((40-2)/2) = 59$.

Relative Skill Level	Poison Damage	Poison Duration (Sec)	Cold Damage	Cold Duration (Sec)*	Fire Damage	Lightning Damage
1	6	20	1-4	1	2-6	1-7
2	7	30	2-5	2	4-8	2-10
3	8	40	3-6	3	6-10	3-13
4	9	50	4-7	4	8-12	4-16
5	10	60	5-8	5	10-14	5-19
6	11	70	6-9	6	12-16	6-21
7	12	80	7-10	7	14-18	7-24
8	13	90	8-11	8	16-20	8-27
9	15	100	10-13	9	19-23	9-32
10	17	110	12-15	10	22-26	10-37
11	19	120	14-17	11	25-29	11-42
12	21	130	16-19	12	28-32	12-47
13	23	140	18-21	13	31-35	13-52

Relative Skill Level	Poison Damage	Poison Duration (Sec)	Cold Damage	Cold Duration (Sec)*	Fire Damage	Lightning Damage
14	25	150	20-23	14	34-38	14-57
15	27	160	22-25	15	37-41	15-62
16	31	170	25-28	16	42-46	16-70
17	35	180	28-31	17	47-51	17-78
18	39	190	31-34	18	52-56	18-86
19	43	200	34-37	19	57-61	19-94
20	47	210	37-40	20	62-66	20-102
21	51	220	40-43	21	67-71	21-110
22	55	230	43-46	22	72-76	22-118
23	61	240	47-50	23	79-83	23-129
24	67	250	51-54	24	86-90	24-140
25	73	260	55-58	25	93-97	25-151
26	79	270	59-62	26	100-104	26-162
27	85	280	63-66	27	107-111	27-173
28	91	290	67-70	28	114-118	28-184
29	97	300	71-74	29	121-125	29-195
30	105	310	76-79	30	130-134	30-209
31	113	320	81-84	31	139-143	31-223
32	121	330	86-89	32	148-152	32-237
33	129	340	91-94	33	157-161	33-251
34	137	350	96-99	34	166-170	34-265
35	145	360	101-104	35	175-179	35-279
36	153	370	106-109	36	184-188	36-293
37	161	380	111-114	37	193-197	37-307
38	169	390	116-119	38	202-206	38-321
39	177	400	121-124	39	211-215	39-335
40	185	410	126-129	40	220-224	40-349
41	193	420	131-134	41	229-233	41-363
42	201	430	136-139	42	238-242	42-377
43	209	440	141-144	43	247-251	43-391
44	217	450	146-149	44	256-260	44-405
45	225	460	151-154	45	265-269	45-419
46	233	470	156-159	46	274-278	46-433
47	241	480	161-164	47	283-287	47-447
48	249	490	166-169	48	292-296	48-461
49	257	500	171-174	49	301-305	49-475
50	265	510	176-179	50	310-314	50-489
51	273	520	181-184	51	319-323	51-503
52	281	530	186-189	52	328-332	52-517
53	289	540	191-194	53	337-341	53-531
54	297	550	196-199	54	346-350	54-545
55	305	560	201-204	55	355-359	55-559
56	313	570	206-209	56	364-368	56-573
57	321	580	211-214	57	373-377	57-587
58	329	590	216-219	58	382-386	58-601
59	337	600	221-224	59	391-395	59-615

* Note: Freezing is cut 1/2 in Nightmare and 3/4 in Hell.



Blood Golem

Required Level: 18

Prerequisites: **Clay Golem** [6]



Effect: [Summons a Golem that is linked to the caster's health.](#)

Gives Synergy Bonuses to: **Clay Golem:** +5% Life Per Level
Iron Golem: +5% Life Per Level
Fire Golem: +5% Life Per Level

The Blood Golem steals the listed percentage of the current hit points of the target. For example, Level 1 Blood Golem (steals 86%), attacking a 500 Hit Point monster would steal 430 Hit Points. As monster Hit Points go up on higher difficulty levels, and as more people join a game, the Blood Golem steals more life.

Hit Points stolen by the Blood Golem are not subtracted from the target.

The Golem gains 70% of the health it steals while the player gains 30%. If the current life + stolen life > maximum life of the Blood Golem, the Hit Point overflow goes to the Necromancer. If the current life + stolen life > maximum life of the Necromancer, the Hit Point overflow returns to the Golem up to the maximum life for each target.

The Curse Iron Maiden and the Paladin Thorns aura works very well with the Blood Golem because each time it's triggered, it counts as an attack from the Golem. The percentage damage returned doesn't affect how much it steals, but since the Blood Golem's life steal doesn't deduct from the enemy Hit Points, higher percentages kill off the monster faster.

Necromancers can't be killed by a Blood Golem taking too much damage, however, your health may be lowered to a point where other monsters may easily kill you.

When a Blood Golem is hit when the Necromancer has Bone Armor on, damage is directly taken from health skipping Bone Armor.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	29	33	37	41	45	49	53	57	61	65	69	73	77	81	85	89	93	97	101
Damage	6-16	8-21	10-27	12-32	14-38	16-44	18-49	20-55	22-60	24-66	27-72	29-77	31-83	33-88	35-94	37-100	39-105	41-111	43-116	45-122
Heal Convert Damage to Life %	86	95	102	108	112	116	119	121	124	126	128	129	131	132	133	135	135	136	137	138
Hit Points	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201	201
Defense	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80

Blood Golem Receives Synergy Bonuses From:

Golem Mastery
Summon Resist
Clay Golem: +20 Attack Rating Per Level
Iron Golem: +35% Defense Per Level
Fire Golem: +6% Damage Per Level



Summon Resist

Required Level: 24

Prerequisites: **Clay Golem** [6], **Golem Mastery** [12]

Passive Effect: [Raises elemental resistances of your Minions.](#)

Gives Synergy Bonuses to: **Raise Skeleton, Clay Golem, Blood Golem, Iron Golem, Fire Golem, Skeletal Mage:** (See Chart)

Summon Resist helps minions survive against spells, and this becomes vital in the later acts when Zakarum Priests are calling down Blizzard and Lightning on their heads. These resistances are helpful for keeping pets that were difficult or expensive to get, such as a strong monster you Revived or a powerful Iron Golem for which you sacrificed a good item.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Resist All %	28	34	39	44	47	50	52	54	56	57	59	60	61	62	62	64	64	65	65	66



Iron Golem

Required Level: 24

Prerequisites: **Clay Golem** [6], **Blood Golem** [18]



Effect: Summon a Golem from a metal item. The golem gains properties of the item.

Gives Synergy Bonuses to: **Clay Golem:** +35 Defense Per Level
Blood Golem: +35 Defense Per Level
Fire Golem: +35 Defense Per Level

The Iron Golem's strength lies in his Thorn Damage. This Golem is very powerful against Melee attackers.

Iron Golems can be constructed from non magical items. You will receive the additional Damage listed on weapons, or the Defense listed on Armor. Currently you do not receive the damage benefit for using two-handed weapons.

Save powerful Rare and Magical Items you don't wish to sell, use or trade to create Iron Golems. Some magical item properties are not transferred to the Iron Golem such as "Chance to find Magical Items", and "Mana Steal".

You can only create Iron Golems from metal items, and you cannot make them from Clubs, Wands, Crystal Swords, Gloves, Belts, Throwing Weapons, Staves, Bows, Crossbows, Quest Items, Jewelry, Leather Armor and Leather Boots.

Iron Golems can gain the abilities of Socketed Gem weapons.

When you create an Iron Golem out of an Ethereal Item the Iron Golem is translucent.

How does Iron Golem work with Iron Maiden? Both damages are applied separately.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thorns %	150	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420
Attack	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
Defense	190	225	260	295	330	365	400	435	470	505	540	575	610	645	680	715	750	785	820	840
+ Any Defense from the item that created it																				
Defense Bonus	35	70	105	140	175	210	245	280	315	350	385	420	455	490	525	560	595	630	665	700
Mana Cost:	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35	35
Damage 7-19 / 11-30 / 12-33																				
Hit Points	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321	321

Iron Golem Receives Synergy Bonuses From:

Golem Mastery, Summon Resist

Clay Golem: +20 Attack Rating Per Level

Blood Golem: +5% Life Per Level

Fire Golem: +6% Damage Per Level



Fire Golem

Required Level: 30

Prerequisites: **Clay Golem** [6], **Blood Golem** [18], **Iron Golem** [24]



Effect: A Golem of fire that uses fire damage to heal itself.

Gives Synergy Bonuses to: **Clay Golem:** +6% Damage Per Level
Blood Golem: +6% Damage Per Level
Iron Golem: +6% Damage Per Level

The Fire Golem causes massive fire splash damage similar to the Paladin's Holy Fire Aura, causing monsters in the area to become hit by fire.

When the Fire Golem is summoned, and dies, it causes fire splash damage. You can continue to summon a Fire Golem over and over next to monsters to cause fire splash damage to them.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230	240
Fire Damage	44 - 90	59 - 106	74 - 122	89 - 138	104 - 154	119 - 170	134 - 186	149 - 202	165 - 219	187 - 242	203 - 259	225 - 282	241 - 299	263 - 322	279 - 339	307 - 368	330 - 392	359 - 422	382 - 446	411 - 476
Holy Fire	4 - 6	5 - 7	6 - 8	7 - 9	8 - 10	9 - 11	10 - 12	11 - 13	12 - 14	14 - 16	15 - 17	17 - 19	18 - 20	20 - 22	21 - 23	24 - 26	26 - 28	29 - 31	31 - 33	34 - 36
Absorbs Fire Damage to Hit Point %	36	45	52	58	62	66	69	71	74	76	78	79	81	82	83	85	85	86	87	88
Hit Points: 328 (Norm) / 643 (Night) / 1063 (Hell)																				
Defense	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235	235
Attack Rating	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140	140

Fire Golem Receives Synergy Bonuses From:

Golem Mastery

Summon Resist

Clay Golem: +20 Attack Rating Per Level

Blood Golem: +5% Life Per Level

Iron Golem: +35% Defense Per Level



Revive

Required Level: 30

Prerequisites: **Raise Skeleton** [1], **Clay Golem** [6], **Raise Skeletal Mage** [12], **Blood Golem** [18], **Iron Golem** [24]

Effect: Resurrects a monster to fight for you.

While Skeletons, and Skeletal Mages are great early on, Revived Monsters are the ultimate Minions (ignoring Golems). Once you've created a corpse, revive a monster and it will be back in action with more Hit Points and fighting on your side. Quickly the monsters will find themselves outnumbered as you raise more and more Monsters during the battle to use against them. You can increase the Monster Hit Points and damage of Revived Monsters by putting points into Skeleton Mastery. You can increase their resistances with Summon Resist.

Revived Monsters will do their normal and skilled attacks but they will not raise other monsters. Some monsters have special attacks such as Lightning, Fire Balls, Meteors, Blizzards, and more. Once you convert these Monsters, they will use their special attacks against their former friends.

Revived Monsters will pick up any Auras or any other party friendly spells, which will further increase their power.

One thing you'll notice about Revived Monsters is that they may not be as "smart" as your other Minions. While you now have control of these Revived Monsters, they still retain much of their original thoughts and tendencies. So a Revived Monster is somewhat different from your minions in that they sort of have their own will but fight on your side. You will have to take extra care when moving Revived Monsters around. You can create new Revived Monsters to replace those that have headed off on their own path. You'll find that their abilities in battle will more than outweigh their stupidity in following your commands.

You can't revive Bosses, Super Unique monsters, Leapers, Undead Mages, and some other monsters. You will know which monster cannot be revived if you are unable to select their corpse when attempting to cast Revive.

Revive continued...

Revived Monsters will often "disappear" when you get too far away from them. Generally it's a good idea to keep them on the Automap. Watch your Automap and if you notice they are getting too far away or disappearing from the Automap, stop and wait for them. Sometimes you have no choice but to leave them behind, but other times you can slow yourself down allowing them to keep up. If you notice big chunks of Revived Monsters disappearing, this usually means you got too far away from them to command them. Also keep in mind that Revived Monsters also disappear after 3 minutes.

If you don't like what monsters are available to Revive in a area you are playing in, go to another area and get the monsters you like, then take them to the new area. This is really helpful especially when taking on Bosses or when certain monsters would be very good against other types of monsters.

Figure out what Monsters are the best to Revive for the situation. In cases where it may be difficult to lead a group of ground based Revived Monsters around (Arcane Sanctuary, River of Flame), choose flying monsters to Revive such as Wraiths and Finger Mages. Some monsters are really great to have such as Abyss Knights, Willowisps, so you might want to pick them (or whatever your favorite is) over other monsters. Making good decisions about which Monsters to Revive can be really helpful.

Before spending many points in Revive or maxing it out (at 20), take a look at how many Revived you can support at a time. Try an additional point, see if you can keep your Revived at max while you're playing. If you're unable to keep the maximum number of Revived active, don't spend any more points. For each point in Revive you're only being allowed to create 1 additional monster so unless you're always at max, placing additional points in Revive is not worth it.

Do Necromancer Revived Monsters stay under the Necromancer's power until they die?

Yes. But they naturally expire after 3 minutes.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45	45
# of Monsters	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP (Original Creature +200%)																				
Duration Seconds	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180	180

Necromancer Poison and Bone Spells

Poison Damage

Poison Damage listed is total poison damage over X seconds, not Poison Damage per second.

Bone Spear vs Bone Spirit

Bone Spear will pass through multiple enemies in a line. Bone Spear is very good for getting rid of a lot of enemies. At higher levels Bone Spirit does more damage than Bone Spear but Bone Spirit can only hit one monster at a time. Bone Spirit is easier to aim and hit enemies because it will track a target. Bone Spirit will, however, only hit a monster that is targeted when the spell is fired, so you can't just fire Bone Spirits in an area off screen where you think monsters are coming from like you can do with Bone Spear. If you want to clear large areas of monsters, use Bone Spear. If you want to add additional damage to help out your Minions and Golems use Bone Spirit. You can use both spells but should you decide to specialize in just one, note the advantages of both spells and pick one that best fits your playing style. Many high level Necromancers choose Bone Spirit to max for it's high damage, target locking ability, and because it takes less casts per target.

Bone Spear:

- * About Half Damage (as Bone Spirit), About Half Mana, Hits multiple targets
- * Doesn't need to be targeted on an enemy, you can fire in their direction

Bone Spirit:

- * About Double the Damage (as Bone Spear), About Double the Mana, Hits one Target
- * Easier to hit Monsters
- * Less Casting per Monster
- * Better for Player vs Player Combat

Is there any way to counter Necromancer: Bone spells?

No. The only way to avoid taking damage from Bone Spear and Bone Spirit is to dodge the spells when cast. This is an issue in player vs player combat and when dealing with Oblivion Knights which cast Bone Spirits.



Teeth

Required Level: 1
Prerequisites: None



Effect: [Summons multiple projectiles that damage enemies.](#)

Gives Synergy Bonuses to: **Bone Spear:** +7% Magic Damage Per Level
Bone Spirit: +6% Magic Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5
Damage	2-4	3-5	4-6	5-7	6-8	7-9	8-10	9-11	10-12	11-14	12-15	13-17	14-18	15-20	16-21	17-23	18-25	20-27	21-29	23-31
# of Teeth	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Teeth Receives Synergy Bonuses From:

Bone Wall: +15% Magic Damage Per Level
Bone Spear: +15% Magic Damage Per Level
Bone Prison: +15% Magic Damage Per Level
Bone Spirit: +15% Magic Damage Per Level



Bone Armor

Required Level: 1
Prerequisites: None



Effect: A protective shield that absorbs damage.

Gives Synergy Bonuses to: **Bone Wall:** +10% Life Per Level
Bone Prison: +8% Life Per Level

Bone Armor only protects the Necromancer from Physical Damage.

Bone Armor can be extremely helpful in absorbing Physical Damage, preventing attacks from reaching your Life. If you have points to spare, spend some on Bone Armor. If monsters hit you, and Mana is not a problem, recast your Bone Armor so it will be at maximum again.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Damage Shield	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210

Bone Armor Receives Synergy Bonuses From:

Bone Wall: +15 Damage Absorbed Per Level
Bone Prison: +15 Damage Absorbed Per Level



Poison Dagger

Required Level: 6
Prerequisites: None



Effect: Adds poison damage to a dagger.

Gives Synergy Bonuses to: **Poison Explosion:** +15% Poison Damage Per Level
Poison Nova: +10% Poison Damage Per Level

Poison Dagger can be extremely deadly should you focus on it. The Poison Dagger Spell is designed to offer Necromancers the option to effectively use another weapon type should he choose that path to follow. There are some rare, high-level, Necromancer oriented daggers in the game that will be desired by any poisonous player.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	3.0	3.2	3.5	3.7	4.0	4.2	4.5	4.7	5.0	5.2	5.5	5.7	6.0	6.2	6.5	6.7	7.0	7.2	7.5	7.7
Poison Damage	7-15	13-23	20-32	30-43	40-56	53-70	67-85	82-103	104-126	129-153	155-181	185-212	216-245	250-281	286-319	325-359	374-410	426-464	481-521	540-581
Over X sec.	2.0	2.4	2.8	3.2	3.6	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6
Attack Rating Bonus %	30	50	70	90	110	130	150	170	190	210	230	250	270	290	310	330	350	370	390	410

Poison Dagger Receives Synergy Bonuses From:

Poison Explosion: +20% Poison Damage Per Level
Poison Nova: +20% Poison Damage Per Level



Corpse Explosion

Required Level: 6

Prerequisites: **Teeth** [1]



Effect: The targeted corpse explodes, damaging all nearby enemies.

If you want to make a big mess, Corpse Explosion is the skill for you. Once dubbed "The Best Skill of All Time" by Blizzard Employees, Corpse Explosion is a favorite among many. Corpse Explosion is great for clearing out crowds of monsters very quickly. All you need to destroy large groups of monsters is a body, and to lead that group of monster near that body. Explode the corpse to create a new corpse, continue to use Corpse Explosion until there is nothing left. Minions and Bone Spells can help you create an initial corpse to use, then you just have to lead the monsters near the bodies when you cause them to explode. As you put more points into Corpse Explosion you can hit monsters further away from the corpse. Be warned that as you put many points into Corpse Explosion you start to get less of a return so don't over spend in Corpse Explosion. Often a few points will get the job done. Try Wands that give +1-3 to Corpse Explosion to see what you'll get from more skill points before spending them.

Corpse Explosion does 50% Physical damage and 50% Fire damage. Monsters that are resistant to Fire will take less damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Radius (yards)	2.6	3	3.3	3.6	4	4.3	4.6	5	5.3	5.6	6	6.3	6.6	7	7.3	7.6	8	8.3	8.6	9
60-100% of Corpse Hit Points																				



Bone Wall

Required Level: 12

Prerequisites: **Bone Armor** [1]



Effect: Creates a barrier of bone.

Gives Synergy Bonuses to:

- Teeth:** +15% Magic Damage Per Level
- Bone Armor:** +15 Damage Absorbed Per Level
- Bone Spear:** +7% Magic Damage Per Level
- Bone Prison:** +8% Life Per Level
- Bone Spirit:** +6% Magic Damage Per Level

Nightmare/Hell: The stats shown below are only for **Normal** difficulty. The Bone Wall hit points increase for Nightmare, and again for Hell Difficulty.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17
Normal Hit Points	20	25	30	35	39	44	49	54	58	63	68	73	77	82	87	92	96	101	106	111
Duration (seconds)	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24

Bone Wall Receives Synergy Bonuses From:

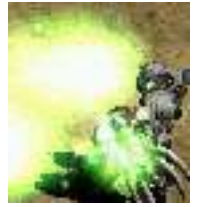
- Bone Armor:** +10% Life Per Level
- Bone Prison:** +10% Life Per Level



Poison Explosion

Required Level: 18

Prerequisites: **Teeth** [1], **Corpse Explosion** [6], **Poison Dagger** [6]



Effect: Releases a cloud of poisonous gas from a corpse.

Gives Synergy Bonuses to: **Poison Dagger:** +20% Poison Damage Per Level
Poison Nova: +10% Poison Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Poison Damage	28-86	43-112	60-140	80-172	103-206	129-244	158-284	189-327	242-392	301-462	366-539	436-620	512-708	594-801	682-901	775-1006	905-1146	1043-1295	1189-1454	1345-1620
Over X sec.	2.0	2.4	2.8	3.2	3.6	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6

Poison Explosion Receives Synergy Bonuses From: **Poison Dagger:** +15% Poison Damage Per Level
Poison Nova: +15% Poison Damage Per Level



Bone Spear

Required Level: 18

Prerequisites: **Teeth** [1], **Corpse Explosion** [6]



Effect: Summons a magical missile of bone.

Gives Synergy Bonuses to: **Teeth:** +15% Magic Damage Per Level
Bone Spirit: +6% Magic Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	7.0	7.2	7.5	7.7	8.0	8.2	8.5	8.7	9.0	9.2	9.5	9.7	10.0	10.2	10.5	10.7	11.0	11.2	11.5	11.7
Damage	17-25	25-34	34-42	42-51	51-59	59-68	68-77	77-85	86-95	96-104	105-114	115-124	125-133	134-143	144-153	154-162	166-176	179-190	192-204	205-218

Bone Spear Receives Synergy Bonuses From: **Teeth:** +7% Magic Damage Per Level
Bone Wall: +7% Magic Damage Per Level
Bone Prison: +7% Magic Damage Per Level
Bone Spirit: +7% Magic Damage Per Level



Bone Prison

Required Level: 24

Prerequisites: **Teeth** [1], **Bone Armor** [1], **Corpse Explosion** [6], **Bone Wall** [12], **Bone Spear** [18]



Effect: Summons a ring of bone to surround a target.

Gives Synergy Bonuses to: **Teeth:** +15% Magic Damage Per Level
Bone Armor: +15 Damage Absorbed Per Level
Bone Wall: +10% Life Per Level
Bone Spear: +7% Magic Damage Per Level
Bone Spirit: +6% Magic Damage Per Level

Player vs Player: You can use Bone Prison on other players.

Cast Bone Prisons on bosses or players and curse them with Iron Maiden. If they try to escape the Bone Prison they will harm themselves. You can also summon a Golem inside the Bone Prison to fight whatever is inside. Cast spells such as Bone Spear or Bone Spirit at the enemies inside the Bone Prison.

Note, this is not the same Bone Prison that Diablo uses. Diablo has his own Bone Prison type spell that no player can use.

Nightmare/Hell: The stats shown below are only for Normal difficulty. The Bone Prison hit points increase for Nightmare, and again for Hell Difficulty.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Normal Hit Points	22	26	31	36	41	45	50	55	60	64	69	74	79	83	88	93	98	102	107	112
Duration (seconds): 24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24

Bone Prison Receives Synergy Bonuses From:

Bone Armor: +8% Life Per Level

Bone Wall: +8% Life Per Level



Poison Nova

Required Level: 30

Prerequisites: **Poison Dagger** [1], **Teeth** [1] **Corpse Explosion** [6], **Poison Explosion** [18]



Effect: A ring of poison explodes from the Necromancer.

Gives Synergy Bonuses to: **Poison Dagger:** +20% Poison Damage Per Level
Poison Explosion: +15% Poison Damage Per Level

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
Poison Damage	52-93	67-108	82-123	97-138	112-153	127-168	142-183	157-198	176-217	194-236	213-254	232-273	251-292	269-311	288-329	307-348	337-378	367-408	397-438	427-468
Over x Seconds	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

Poison Nova Receives Synergy Bonuses From:

Poison Dagger: +10% Poison Damage Per Level

Poison Explosion: +10% Poison Damage Per Level



Bone Spirit

Required Level: 30

Prerequisites: **Teeth** [1], **Corpse Explosion** [6], **Bone Spear** [18]



Effect: Spirit tracks down a target, or finds one of its own.

Gives Synergy Bonuses to: **Teeth:** +15% Magic Damage Per Level
Bone Spear: +7% Magic Damage Per Level

Player vs Player: You can cast Bone Spirit at someone trapped in a Bone Prison and it won't damage the Bone Prison.

In addition to doing a lot of damage, Bone Spirit follows a target making it easy to aim. You can also fire off several bone spirits at once insuring a target will be destroyed.

Bone Spirit will hit the nearest monster if it is launched with no target. If the monsters are too far away from you, the Bone Spirit will continue on without hitting anything. If you select a target and fire more than one Bone Spirit and the first Bone Spirit kills the Monster, the other Bone Spirits will continue on without hitting anything. So select no monsters if you don't care which monster is hit. Select a monster if you want the Bone Spirit to hit them specifically but be warned additional shots after they die will be wasted.

Oblivion Knights in The Chaos Sanctuary of Act IV also cast Bone Spirits.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	12.0	12.5	13.0	13.5	14.0	14.5	15.0	15.5	16.0	16.5	17.0	17.5	18.0	18.5	19.0	19.5	20.0	20.5	21.0	21.5
Damage	22-33	40-52	58-71	76-90	94-109	112-128	129-147	147-166	166-187	185-207	204-227	224-247	243-267	262-287	281-308	300-328	320-349	340-370	360-392	380-413

Bone Spirit Receives Synergy Bonuses From:

Teeth: +6% Magic Damage Per Level
Bone Wall: +6% Magic Damage Per Level
Bone Spear: +6% Magic Damage Per Level
Bone Prison: +6% Magic Damage Per Level

Necromancer Curses

Notes:

Generally only one Curse can affect a monster at a time. Most Curses do not stack, even when using multiple Necromancers.



Amplify Damage

Required Level: 1
Prerequisites: None



Effect: Increases the amount of damage received.

Amplify Damage lowers monster Physical Resistances by 100%. It will also remove the Immune to Physical on Monsters.

Amplify Damage allows you to quickly finish enemies off. You find Amplify Damage useful on any monsters you or your minions want to kill FAST such as Unique Bosses, Champions, Monsters that raise other Monsters such as Mummies, or any monsters that might give you a hard time.

Use Amplify Damage in parties with other players and in situations where you're doing more damage to the enemy than they are doing to you.

Amplify Damage does not work on spell damage, only physical damage.

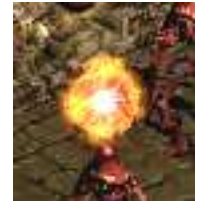
Amplify Damage works partially with Corpse Explosion. CE does 50% Physical damage and 50% Fire damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Radius (yards)	2.0	2.6	3.3	4.0	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6
Duration (seconds)	8	11	14	17	20	23	26	29	32	35	38	41	44	47	50	53	56	59	62	65
Damage Taken +%	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100



Dim Vision

Required Level: 6
Prerequisites: None



Effect: Decreases radius of awareness.

Player vs Player: This curse will not work on other players.

This will not work on Super Unique Monsters and Bosses.

Dim Vision is useful against Ranged Attackers such as Dark Archers or spell casters with dangerous ranged spell attacks. Dim Vision will prevent monsters from seeing you which will allow you to attack them from a distance, but they will be unable to hit you back. It's also useful to cast on a monster to limit their ability to follow you so that you can escape.

Dim Vision will not overwrite a monster Cursed with Attract or Confuse (but can be overwritten by them).

Dim Vision will not prevent a monster from moving. If a Monster is blinded when moving it will continue on toward the spot where he last saw you. If you move, he won't be able to see where you went.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
Radius (yards)	2.6	3.3	4.0	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3
Duration (seconds)	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45



Weaken

Required Level: 6
Prerequisites: None



Effect: Decreases the damage the target can do.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Radius (yards)	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3	16.0	16.6	17.3	18.0	18.6
Duration (seconds)	14.0	16.4	18.8	21.2	23.6	26.0	28.4	30.8	33.2	35.6	38.0	40.4	42.8	45.2	47.6	50.0	52.4	54.8	57.2	59.6
Target's Damage minus X %	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33	33



Iron Maiden

Required Level: 12
Prerequisites: **Amplify Damage** [1]



Effect: Damage dealt is damage received.

This only works on melee monsters.

When casted on melee monsters, any damage to you or your Minions will be reflected back to them only more so. Monsters will kill themselves by attacking you and your Minions. As more points are placed in Iron Maiden, the damage monsters receive back increases. Sometimes a monster will kill themselves by attacking in only one hit.

Iron Maiden makes Skeletons and Skeletal Mages very useful, even at high levels. For this spell to work, all you need is something for the monsters to hit. Skeletons, Skeletal Mages, your Golem, Revived attract the monsters, they hit them, and are killed due to the damage received back with the Iron Maiden curse.

Remember Iron Maiden will not work against ranged attackers. Switch to Amplify damage against spell casters and any non melee attacking monster.

Iron Maiden only affects physical damage dealt. The damage returned is also purely Physical (not, for example, magic). Physical Resistance is fully effective against it.

-Iron Maiden makes quick work of Hephasto the Armorer and the Smith.

-Iron Maiden works against the Flayer's blow gun darts.

-Iron Maiden becomes less effective on Nightmare and Hell Difficulty.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
% Damage Returned	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550	575	600	625	650	675
Duration (seconds)	12.0	14.4	16.8	19.2	21.6	24.0	26.4	28.8	31.2	33.6	36.0	38.4	40.8	43.2	45.6	48.0	50.4	52.8	55.2	57.6
Radius (yards)	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6	4.6



Terror

Required Level: 12
Prerequisites: **Weaken** [6]



Effect: Cursed monsters run in fear.

Player vs Player: This will not work on other Players.

This will not work on Super Unique Monsters and Bosses.

Terror is good for crowd control and when combined with Poison spells. You can Poison a monster, then cast Terror on them to make them run away while the Poison is working.

Monsters cursed with Terror flee until the curse expires or they get stuck. Casting another Curse on Terror will not clear it.

Monsters will always flee in the opposite direction of where Terror was cast. This can be used to herd Monsters in certain directions.

Monsters that have different walk/run speeds will often run away at their fastest speed. If you Terrorize a monster multiple times, the speed change can stack making monsters run away very fast.

Speed changes from Terror will be reset when Terror wears off and the monster stops or changes walk/run speeds.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Duration (seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	27
Radius (yards)	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6	2.6



Confuse

Required Level: 18
Prerequisites: **Dim Vision** [6]



Effect: Cursed monsters attack randomly.

Player vs Player: This will not work on other Players.

Confuse will not work on Super Unique Monsters and Bosses.

You receive experience from monsters that are killed by monsters that are Cursed with Confuse.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13	13
Radius (yards)	4.0	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3	16.0	16.6	16.6
Duration (seconds)	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	48



Life Tap

Required Level: 18

Prerequisites: **Amplify Damage** [1], **Iron Maiden** [12]



Effect: Attacking a cursed soul gives you health.

When Cursed are damaged, the attacker gets healed 50% of attack damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9
Radius (yards)	2.6	3.3	4.0	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3
Duration (seconds)	16.0	18.4	20.8	23.2	25.6	28.0	30.4	32.8	35.2	37.6	40.0	42.4	44.8	47.2	49.6	52.0	54.4	56.8	59.2	61.6
Attacker gets Healed 50% of Attack Damage																				



Attract

Required Level: 24

Prerequisites: **Dim Vision** [6], **Confuse** [18]



Effect: Causes other monsters to target your enemy.

Player vs Player: This will not work on other Players.

Attract will not work on Super Unique Monsters and Bosses.

The Attract curse, handy for turning monsters on one another, but cannot be cast on a boss or any super Uniques. This is great for creating your own monster battles. Watch the monsters fight it out among themselves!

You receive experience from monsters that are killed by monsters that are Cursed with Attract.

Attract will not overwrite Confuse.

Attracted Monsters can still be damaged (unlike Paladin Conversion) and will still attack the Necromancer or other players.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17	17
Duration (seconds)	12.0	15.6	19.2	22.8	26.4	30.0	33.6	37.2	40.8	44.4	48.0	51.6	55.2	58.8	62.4	66.0	69.6	73.2	76.8	80.4
Radius (yards)	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6



Decrepify

Required Level: 24

Prerequisites: **Weaken** [6], **Terror** [12]



Effect: Target's Speed, Damage and Physical Resistance -50%

Decrepify also slows the attack (except missiles from monsters), reduces the damage output of monsters and makes monsters more susceptible to physical damage.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11	11
Duration (seconds)	4.0	4.6	5.2	5.8	6.4	7.0	7.6	8.2	8.8	9.4	10.0	10.6	11.2	11.8	12.4	13.0	13.6	14.2	14.8	15.4
Radius (yards)	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4



Lower Resist

Required Level: 30

Prerequisites: **Weaken** [6], **Amplify Damage** [1], **Terror** [12], **Iron Maiden** [12]
Life Tap [18], **Decrepify** [24]



Effect: Elemental attacks do more damage to the cursed monster.

Lower Resist is highly effective in a multiplayer setting where you are helping your allies' weapons and spells do more damage. This also helps the summonable creatures that use elemental attacks, such as the Skeleton Mages or the Fire Golem, not to mention any Revived monster you may control.

Lower Resist lowers Poison, Fire, Lightning, and Cold Resistances. It does not lower Physical Resistance.

Monsters Resistances can be lowered into negatives. When a monster with 0 Lightning Resistance is cursed with level 20 Lower Resist (-62 to All Resistances), the monster will now have -62 Lightning Resistance. The damage taken from Lightning attacks would increase by 62%.

If the Necromancer uses Lower Resist (Level 1: 31%) on a monster with 31% resistance to Fire, would the monster now have 0% resistance to Fire?

Yes: 0%

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Mana Cost	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22	22
Radius (yards)	4.6	5.3	6.0	6.6	7.3	8.0	8.6	9.3	10.0	10.6	11.3	12.0	12.6	13.3	14.0	14.6	15.3	16.0	16.6	17.3	
Duration (seconds)	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	
Resist All -%	31	37	41	44	47	49	51	52	54	55	56	57	58	59	60	61	61	61	62	62	

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