

Sorceress Cold Spells

NOTES:

The Sorceress' area attacks, such as the Blizzard spell, can stack up every time she (or another player) casts it. Two or three Blizzards overlapping will do the damage equal to two or three Blizzards. Note that this applies to monsters casting area spells as well.

Frozen vs Slowed (Chilled) Monsters

Frozen monsters do not suffer a Defensive Rating decrease when frozen, as Stone Cursed monsters did. In addition, not all chilled (slowed) monsters shatter into fragments upon death, only a percentage of them. All frozen monsters will shatter, however.

Frozen Armor vs Shiver Armor vs Chilling Armor

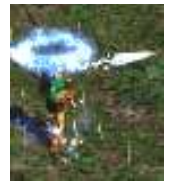
Only one type of cold armor can be active at one time. You can, however, use one cold armor, with Energy Shield, Enchant, and Thunderstorm at the same time. Frozen Armor Freezes a Melee Monster that attacks you. For some players Frozen Armor is the most desirable because it Freezes the monster, which will give you time to move out of the way. Frozen Armor however offers the least Defense Bonuses. Shiver Armor does not freeze but does Cold Damage to a Melee Monster that attacks you. Chilling Armor only works against Ranged Attackers, it will not respond to Melee attacks but will still provide a Defense Bonus. Because you cannot have all three active at once, it's best to decide which one you will use. You can however switch between Chilling Armor and Shiver/Frozen Armor when dealing with Ranged vs Melee Monsters. This will, however, require intense micromanagement.

Before placing more than one point into the Cold Armor spells (and using +Skills to boost them), keep in mind that at higher difficulty levels you may have to be constantly running to avoid death. When you're running your Defense is "0" since you will always be hit when monsters are in range. Also, Cold Lengths are reduced by 1/2 in Nightmare, and 3/4 in Hell difficulty.



Ice Bolt

Required Level: 1
Prerequisites None



Effect: Shoots a bolt of ice that damages and slows your victim.

Gives Synergy Bonuses to:

- Ice Blast:** +8% Cold Damage Per Level
- Glacial Spike:** +5% Cold Damage Per Level
- Blizzard:** +5% Cold Damage Per Level
- Frozen Orb:** +2% Cold Damage Per Level

A great early level spell useful for chilling monsters. Before placing more than one point into in Ice Bolt, keep in mind that Ice Blast is available at level 6. You can find an Ice Bolt staff to raise yourself up until you can get to higher level spells. Ice Blast will freeze monsters and blast them into pieces making it impossible for other Monsters to raise them.

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	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Damage	3-5	4-6	5-8	6-9	7-11	8-12	9-14	10-15	12-18	14-20	16-23	18-25	20-28	22-30	24-33	26-36	29-39	32-42	35-46	38-49	
Cold Length (seconds)	6.0	7.4	8.8	10.2	11.6	13.0	14.4	15.8	17.2	18.6	20.0	21.0	22.8	24.2	25.6	27.0	28.4	29.8	31.2	32.6	

Ice Bolt Receives Synergy Bonuses from:

- Frost Nova:** +15% Cold Damage Per Level
- Ice Blast:** +15% Cold Damage Per Level
- Glacial Spike:** +15% Cold Damage Per Level
- Blizzard:** +15% Cold Damage Per Level
- Frozen Orb:** +15% Cold Damage Per Level



Frozen Armor

Required Level: 1
Prerequisites None



Effect: Gives a defense bonus and freezes any melee attacker that hits you.

Gives Synergy Bonuses to: **Shiver Armor:** +10 Seconds and +9% Cold Damage Per Level
Frozen Armor: +10 Seconds and +7% Cold Damage Per Level

Player vs Player - Other players will be Chilled instead of being Frozen.

Before specializing too heavily in Frozen Armor, consider that Cold Lengths are reduced to 1/2 in Nightmare and by 3/4 in Hell. At level 20, **Frozen Armor will only freeze for less than a second in 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:	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Defense Bonus %	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
Duration (seconds)	120	132	144	156	168	180	192	204	216	228	240	252	264	276	288	300	312	324	336	348
Freeze Length (seconds)	1.2	1.3	1.4	1.5	1.6	1.8	1.9	2.0	2.1	2.2	2.4	2.5	2.6	2.7	2.8	3.0	3.1	3.2	3.3	3.4

Frozen Armor Receives Synergy Bonuses from:

Shiver Armor: +10 Seconds and +5% Freeze Length Per Level
Chilling Armor: +10 Seconds and +5% Freeze Length Per Level



Frost Nova

Required Level: 6
Prerequisites None



Effect: Creates an expanding ring of ice and frost that damages and slows enemies.

Gives Synergy Bonuses to: **Ice Bolt:** +15% Cold Damage Per Level

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.

Player vs Player - Other players will be Chilled instead of being Frozen.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Cold Damage	2-4	4-6	6-9	8-11	10-14	12-16	14-19	16-21	19-25	22-28	25-32	28-35	31-39	34-42	37-46	40-49	44-54	48-58	52-63	56-67
Cold Length (seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Frost Nova Receives Synergy Bonuses from:

Blizzard: +10% Cold Damage Per Level
Frozen Orb: +10% Cold Damage Per Level



Ice Blast

Required Level: 6

Prerequisites: **Ice Bolt** [1]



Effect: Creates a bolt of ice that completely freezes a target.

Gives Synergy Bonuses to: **Glacial Spike:** +5% Cold Damage Per Level
Blizzard: +5% Cold Damage Per Level
Ice Bolt: +15% Cold Damage Per Level

The freezing damage of this spell can shatter an opponent into icy shards, leaving enemy spellcasters little material with which to resurrect their minions.

Player vs Player - Other players will be Chilled instead of being Frozen.

An upgrade to Ice Bolt, Ice Blast will Freeze a monster in place. The monster will be frozen and unable to attack until it thaws out. If you continue to attack the Monster while frozen it will shatter into pieces making it impossible to raise by other monsters. This is handy to use against Fallen Shaman, Greater Mummies and anything else that will raise monsters. Ice Blast can quickly immobilize a big army making them easy to take one by one. This is a very party friendly spell. You can freeze the monsters while a Paladin or Barbarian shatters them for example.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.0	13.0	13.0	14.0	14.0	15.0	15.0
Cold Damage	8-12	16-21	23-29	31-37	38-45	46-53	54-61	61-69	76-85	91-100	106-116	122-132	137-147	152-163	167-179	182-194	205-218	227-241	250-264	273-287
Freeze Length (seconds)	3.0	3.2	3.4	3.6	3.8	4.0	4.2	4.4	4.6	4.8	5.0	5.2	5.4	5.6	5.8	6.0	6.2	6.4	6.6	6.8

Ice Blast Receives Synergy Bonuses from: **Ice Bolt:** +8% Cold Damage Per Level
Glacial Spike: +10% Freeze Length Per Level
Blizzard: +8% Cold Damage Per Level
Frozen Orb: +8% Cold Damage Per Level



Shiver Armor

Required Level: 12

Prerequisites: **Frozen Armor** [1], **Ice Bolt** [1], **Ice Blast** [6]



Effect: Defense bonus, plus any melee attacker that hits you takes damage and is slowed.

Gives Synergy Bonuses to: **Frozen Armor:** +10 Seconds and +5% Freeze Length Per Level
Chilling Armor: +10 Seconds and +7% Cold Damage Per Level

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

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
Defense Bonus %	45	51	57	63	69	75	81	87	93	99	105	111	117	123	129	135	141	147	153	159
Damage	6-8	8-11	10-14	13-16	15-19	17-22	19-25	21-27	25-31	28-35	31-39	34-43	38-46	41-50	44-54	47-58	52-63	56-68	61-73	65-77
Duration (seconds)	130	142	154	166	178	190	202	214	226	238	250	262	274	286	298	310	322	334	346	358
Cold Length Seconds	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

Shiver Armor Receives Synergy Bonuses from: **Frozen Armor:** +10 Seconds and +9% Cold Damage Per Level
Chilling Armor: +10 Seconds and +9% Cold Damage Per Level



Glacial Spike

Required Level: 18

Prerequisites: **Ice Bolt** [1], **Ice Blast** [6]



Effect: A shard of ice that inflicts massive cold damage and explodes to freeze nearby enemies.

Gives Synergy Bonuses to: **Blizzard:** +5% Cold Damage Per Level
Ice Bolt: +15% Cold Damage Per Level
Ice Blast: +10% Freeze Length Per Level

More powerful than an Ice Blast, this is the offensive spell of choice for a higher-level Sorceress seeking a quick deathblow. Glacial Spike fires much faster than Ice Blast, and does an area Freeze attack that **Freezes monsters within a radius of 2.6 yards.**

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	10.0	10.5	11.0	11.5	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
Damage	17-26	25-34	33-42	40-51	48-59	56-67	63-75	71-84	85-99	100-113	114-128	128-143	143-158	157-173	171-188	185-202	201-218	216-234	232-250	247-266
Freeze Length (seconds)	2.0	2.1	2.2	2.3	2.4	2.6	2.7	2.8	2.9	3.0	3.2	3.3	3.4	3.5	3.6	3.8	3.9	4.0	4.1	4.2

Glacial Spike Receives Synergy Bonuses from:

Ice Bolt: +5% Cold Damage Per Level
Ice Blast: +5% Cold Damage Per Level
Blizzard: +3% Freeze Length Per Level
Frozen Orb: +5% Cold Damage Per Level



Blizzard

Casting Delay: 1.8 Seconds

Required Level: 24

Prerequisites **Ice Bolt** [1], **Ice Blast** [6], **Frost Nova** [6], **Glacial Spike** [18]



Effect: Summons an ice storm to rain cold death onto your enemies.

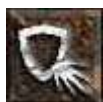
Gives Synergy Bonuses to: **Ice Bolt:** +15% Cold Damage Per Level
Frost Nova: +10% Cold Damage Per Level
Glacial Spike: +3% Freeze Length Per Level

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.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Damage per Second	51-86	69-104	86-123	103-141	120-159	138-178	155-196	172-215	207-250	241-286	276-322	310-357	345-393	379-428	414-464	448-500	500-553	552-606	603-658	655-711
Duration Seconds	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

Blizzard Receives Synergy Bonuses from:

Ice Bolt: +5% Cold Damage Per Level
Ice Blast: +5% Cold Damage Per Level
Glacial Spike: +5% Cold Damage Per Level



Chilling Armor

Required Level: 24

Prerequisites **Frozen Armor** [1], **Ice Bolt** [1], **Ice Blast** [6], **Shiver Armor** [12]



Effect: Confers a defense bonus and launches an ice bolt against ranged attackers.

Gives Synergy Bonuses to: **Frozen Armor:** +10 Seconds and +5% Freeze Length Per Level

Shiver Armor: +10 Seconds and +9% Cold Damage Per Level

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.

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
Defense Bonus %	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
Damage	4-6	5-8	6-10	7-11	9-13	10-15	11-17	12-18	14-21	17-24	19-27	21-30	22-33	26-35	28-38	30-41	34-45	37-49	41-53	44-57
Duration (seconds)	164	170	176	182	188	194	200	206	212	218	224	230	236	242	248	254	260	266	272	278

Chilling Armor Receives Synergy Bonuses from:

Frozen Armor: +10 Seconds and +7% Cold Damage Per Level

Shiver Armor: +10 Seconds and +7% Cold Damage Per Level



Frozen Orb

Casting Delay: 1 Second

Required Level: 30

Prerequisites **Ice Bolt** [1], **Ice Blast** [6], **Frost Nova** [6], **Glacial Spike** [18], **Blizzard** [24]



Effect: A pulsating orb that shreds an area with ice bolts.

Gives Synergy Bonuses to: **Glacial Spike:** +5% Cold Damage Per Level

Ice Blast: +8% Cold Damage Per Level

Frost Nova: +10% Cold Damage Per Level

Ice Bolt: +15% Cold Damage Per Level

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.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	25	26	26	27	27	28	28	29	29	30	30	31	31	32	32	33	33	34	34
Cold Damage	40-45	50-55	60-65	70-75	80-85	90-95	100-105	110-115	122-127	134-139	146-151	158-163	170-175	182-187	194-199	206-211	220-225	234-239	248-253	262-267
Cold Length (seconds)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Frozen Orb Receives Synergy Bonuses from:

Ice Bolt: +2% Cold Damage Per Level



Cold Mastery

Required Level: 30

Prerequisites: None

Passive Effect - Pierces the cold resistance of your enemies.

Player vs Player - This will cut other Player's Cold Resistances, even when maxed.

Cold Mastery will only lower the resistance of monsters that are hit by the Sorceress, this bonus cannot be shared with party members. Cold Mastery will not work against monsters that are Immune to Cold. So even if you have Enemy Resistance -105%, they will still be Cold Immune and you will still be unable to damage them. So what's the point of 100%+ you might ask? Well if they are NOT Cold Immune, it will lower their Cold Resistance down below 0% which essentially means they will take more damage. It's just like when *you* have negative resistances in Nightmare/Hell difficulty.

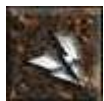
If a target has 75% Cold Resistance and you use Skill Level 1 Cold Mastery, the target's resistance will be 75% - 20% = 55%.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Enemy Resistance -%	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115

Sorceress Lightning Spells

NOTE:

Lightning Spells will not work against Lightning Immune monsters. Don't bother trying.



Charged Bolt

Required Level: 1
Prerequisites None



Effect: Fires multiple, jumping bolts of electricity that seek their targets.

Gives Synergy Bonuses to: **Chain Lightning:** +4% Lightning Damage Per Level

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.

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	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.0
Damage	2-4	2-4	3-5	3-5	4-6	4-6	5-7	5-7	6-8	6-8	7-9	7-9	8-10	8-10	9-11	9-11	10-12	11-13	12-14	13-15
# of Bolts	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

Charged Bolt Receives Synergy Bonuses from: **Lightning:** +6% Lightning Damage Per Level



Telekinesis

Required Level: 6
Prerequisites None



Effect: Allows you to pick up items, trigger objects, and attack others at a distance.

Gives Synergy Bonuses to: **Energy Shield:** +6.25% effectiveness per level

Useful to a cunning Sorceress, this spell rewards quick thinking to make the most of opportunities when they present themselves.

Knockback and Stun disabled when used against Super Unique Monsters and Bosses.

Telekinesis can be used to activate the Seals in The Chaos Sanctuary.

Telekinesis can be used to open chests and to quickly grab the contents which will be placed in your inventory if there is room. Telekinesis will only pick up scrolls, potions, keys, gold, arrows and bolts.

Use Telekinesis to stun enemies and shove them away. At low levels you will find Telekinesis is useful for killing enemies but as you take on more powerful enemies you will find that you will have to cast it many times to finish off an enemy by yourself.

You can use Telekinesis to activate Shrines. This saves the time of walking to a Shrine to touch it and also can be used to beat other players to the most desired Shrines.

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
Damage	1-2	2-3	3-4	4-5	5-6	6-7	7-8	8-9	9-10	10-11	11-12	12-13	13-14	14-15	15-16	16-17	17-18	18-19	19-20	20-21



Static Field

Required Level: 6
Prerequisites None



Effect: Every enemy in a radius around you lose 25% of their current health.

A devastating spell of limited range, Static Field instantly removes a good portion of the health of nearby enemies.

Player vs Player: Static Field has a limited effect against other Players.

Static Field is a very important Skill for the Sorceress. Use Static Field on highly magic resistant bosses and Unique Monsters, that the Sorceress would otherwise have problems fighting when using her Fire, Cold and other Lightning Spells. Additional points into Static Field only increases the radius of the spell's effect so at some point, you will no longer receive a large benefit from additional points. You can rely on items that give bonus skill points to all skills to build up Static Field without having to place too many points to start it off.

The Benefits of Static field decrease rapidly so cast Static Field a few times to bring the Monster's Hit Points down then combine with another spell to finish them off. This spell works very well in combination with other party member attacks.

Static Field is Lightning damage, and can be resisted through Lightning Resistance.

Static Field is not affected by Conviction and Lower Resist.

Static Field will not take a monster below 33% health in Nightmare and 50% in Hell.

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)	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	16.0
Damage -%	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25



Lightning

Required Level: 12
Prerequisites **Charged Bolt** [1]



Effect: Casts a bolt of lightning.

Gives Synergy Bonuses to: **Chain Lightning:** +4% Lightning 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	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.0	13.0	13.0	14.0	14.0	15.0	15.0	16.0	16.0	17.0	17.0
Damage	1-40	1-48	1-56	1-64	1-72	1-80	1-88	1-96	1-108	1-120	1-132	1-144	1-156	1-168	1-180	1-192	1-212	1-232	1-252	1-272

Lightning Receives Synergy Bonuses from: **Charged Bolt:** +8% Lightning Damage Per Level

Nova: +8% Lightning Damage Per Level

Chain Lightning: +8% Lightning Damage Per Level



Nova

Required Level: 12
Prerequisites: **Static Field** [6]



Effect: Creates an expanding ring of electricity that does massive damage.

Gives Synergy Bonuses to: **Chain Lightning:** +4% Lightning 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	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Lightning Damage	1-20	7-28	13-36	19-44	25-52	31-60	37-68	43-76	50-85	57-94	64-103	71-112	78-121	85-130	92-139	99-148	107-158	115-168	123-178	131-188



Chain Lightning

Required Level: 18

Prerequisites: **Charged Bolt** [1], **Lightning** [12]



Effect: Casts a lightning bolt that jumps through multiple targets.

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.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Damage	1-40	1-51	1-62	1-73	1-84	1-95	1-106	1-117	1-130	1-143	1-156	1-169	1-182	1-195	1-208	1-221	1-236	1-251	1-266	1-281
Hits # Targets	5	5	5	5	6	6	6	6	6	7	7	7	7	7	8	8	8	8	8	9

Chain Lightning Receives Synergy Bonuses from:

Charged Bolt: +4% Lightning Damage Per Level

Nova: +4% Lightning Damage Per Level

Lightning: +4% Lightning Damage Per Level



Teleport

Required Level: 18

Prerequisites: **Telekinesis** [6]



Effect: Instantly transports you between two points.

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.

Teleport should be a favorite skill of every Sorceress because it can be used to escape danger and to save time.

Note that additional points in Teleport **only** give a reduction in mana cost. You probably do not want to put all your points into Teleport. You can gain additional points in Teleport with items that give +1-2 to all Sorceress Skills or as a bonus stat on your Staff.

Teleport is a good way to recollect your Hireling. Your Hireling Teleports with you! You can use this to Teleport your Hireling onto monster as well. Just Teleport right next to a Monster and your Hireling will be pushed right into them. Using this method you can have much better control over which target your Hireling fights. If your Hireling gets stuck or lost, Teleport to bring them back to your side.

Escape from Battle - The Sorceress is naturally weak against Melee or hand to hand attacks. When surrounded by Monsters, use Teleport to quickly escape to a clear area where you can blast the enemy from a distance. An item that gives Faster Hit Recovery will help in this situation, giving you more time to cast Teleport when under heavy attack.

Take Short Cuts - By far the most fun use of Teleport is to take Shortcuts. Rather than walking across the bridge or climbing stairs, just Teleport to the other side of an obstacle. You can Teleport through many things which you might not think is possible. Try it out!

Race other People - Use Teleport to quickly get a long distance away from combat or other players or use it to beat another player to another area location or back to town. It's always funny to see another member of the party start with a huge head start and the Sorceress catches up and passes that player using Teleport.

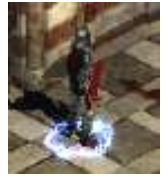
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5



Thunder Storm

Required Level: 24

Prerequisites: **Charged Bolt** [1], **Static Field** [6], **Lightning** [12], **Nova** [12], **Chain Lightning** [18]



Effect: Summons a thunderstorm that periodically blasts a nearby enemy with a bolt of lightning.

Thunder Storm is a popular Sorceress spell. It automatically hits monsters so there's no need to aim. Once you've spent the mana to cast it, it will stay active on your character for the duration of the spell which will depend on how many skill points you have in Thunder Storm. Simply recast it when it wears off. With more points, and combined with Lightning Mastery and +Skills Items, Thunder Storm can do significant damage, often killing monsters in one hit. Thunder Storm is great for taking care of monsters that are difficult to catch. Thunder Storm is excellent for finishing off monsters or for softening them up before you use your main spells. If you use Thunder Storm, Lightning Mastery is recommended.

You can even use Thunder Storm in combination with the Cold Armor series of spells, Energy Shield and Enchant.

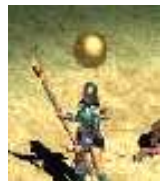
Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19	19
Damage	1-100	11-110	21-120	31-130	41-140	51-150	61-160	71-170	81-180	91-190	101-200	111-210	121-220	131-230	141-240	151-250	162-261	173-272	184-283	195-294
Duration (seconds)	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184



Energy Shield

Required Level: 24

Prerequisites: **Charged Bolt** [1], **Telekinesis** [6], **Lightning** [12], **Teleport** [18], **Chain Lightning** [18]



Effect: Absorbs magical and some physical damage to Mana instead of Life.

Typically the Sorceress has a lot more Mana than Hit Points. Energy Shield can allow the Sorceress to redirect some of the damage she takes from hit points to mana giving her a better chance to survive battles. This can be especially helpful on Nightmare and Hell Difficulty. The amount of damage absorbed will depend on how many skill points you have in Energy Shield. The only concern when using Energy Shield is that it will eat up mana which is necessary for the Sorceress to cast her spells. If it becomes an issue, wait until you have enough Mana or fast Mana Regeneration to support Energy Shield.

Each point in Telekinesis makes Energy Shield's damage absorption more effective. By default, for each point of damage absorbed by Energy Shield, 2 mana points are deducted - a 200% ratio. Each hard skill point in Telekinesis makes Energy Shield 6.25% more effective. For example, with 8 points in Telekinesis, 1.5 mana points are deducted for each point of damage absorbed - a 150% ratio. With 16 points in Telekinesis, one point of damage absorbed equals one point of mana loss - a 100% ratio.

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
Absorbs % Damage	20	25	30	35	40	45	50	55	57	59	61	63	65	67	69	71	72	73	74	75
Duration (seconds)	144	204	264	324	384	444	504	564	624	684	744	804	864	924	984	1044	1104	1164	1224	1284

Energy Shield Receives Synergy Bonuses from: **Telekinesis** +6.25% effectiveness per level



Lightning Mastery

Required Level: 30

Prerequisites: None

Passive Effect: Increases the damage of lightning spells.

Place points into Lightning Mastery to increase the damage of your Lightning Spells.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Lightning Damage +%	50	62	74	86	98	110	122	134	146	158	170	182	194	206	218	230	242	254	266	278

Sorceress Fire Spells

NOTES: Fire Spells will not damage Fire Immune monsters. They will have no effect.
The Spells Meteor, Firewall, Blaze, and Hydra will immediately disappear/cancel after you use a Town Portal or Waypoint to return to Town. So they will not be doing damage while you're back in town via Town Portal.



Fire Bolt

Required Level: 1
Prerequisites: None

Effect: Creates a bolt of fire.

Gives Synergy Bonuses to: **Fireball:** +14% Fire Damage Per Level
Meteor: +5% Fire Damage Per Level
Hydra: +3% Fire Damage Per Level

A great early level skill. The Sorceress starts off with a +1 to Fire Bolt Staff so it's easy to start into Fire Bolt. Keep in mind that Fire Ball is available at level 12 before sinking too many points into Fire bolt.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost:	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5
Damage	3-6	4-7	6-9	7-10	9-12	10-13	12-15	13-16	15-19	17-22	19-25	21-28	23-31	25-34	27-37	29-40	33-45	37-50	41-55	45-60

Fire Bolt Receives Synergy Bonuses from: **Fire Ball:** +16% Fire Damage Per Level
Meteor: +16% Fire Damage Per Level



Warmth

Required Level: 1
Prerequisites: None

Passive Effect: Increases your Mana recovery rate.

Gives Synergy Bonuses to: **Inferno:** +13% Fire Damage Per Level
Enchant: +9% Fire Damage Per Level

Warmth can be a very important skill for the Sorceress. Because almost all of the Sorceress' skills require Mana, faster Mana Recovery Rate will allow for less downtime between fights and will allow you to use less Mana Potions to recover Mana. Keep in mind that having more Mana (with +Mana Items, More Energy, Frostburns, Stone of Jordan), can also make your mana regenerate faster so you may not have to maximize Warmth to get the desired rate of Mana Regeneration. However if you have extra points, and don't have a place to spend them, why not spend them in Warmth. Critics disagree as to how much is enough Warmth. Some say maximize the Warmth skill, while others say having lots of Mana, and using Mana Potions is enough. All agree that at least one point in Warmth is worth it. You can make the decision for yourself.

Warmth + Regeneration Items: How does an item with Mana Regeneration work with Warmth?
In this case the formula is: (BaseRegenrate*Warmth)+item.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
%	30	42	54	66	78	90	102	114	126	138	150	162	174	186	198	210	222	234	246	258



Inferno

Required Level: 6
Prerequisites: None



Effect: A spout of flame that burns your enemies.

Gives Synergy Bonuses to: **Meteor:** +3% Average Fire Damage Per Second 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	7	7	7	7	8	8	8	8	8	8	9	9	9	9	9	10	10	10	10
Damage (per sec)	12-25	21-34	31-43	40-53	50-62	59-71	68-81	78-90	88-101	98-111	108-122	118-132	128-143	139-153	149-164	159-175	170-186	181-197	192-208	203-220
Range (yards)	3.3	3.3	4.0	4.6	5.3	5.3	6.0	6.6	7.3	7.3	8.0	8.6	9.3	9.3	10.0	10.6	11.3	11.3	12.0	12.6

Inferno Receives Synergy Bonuses from: **Warmth:** +13% Fire Damage Per Level



Blaze

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



Effect: Leave a wall of fire in your footsteps.

Using this spell, the Sorceress ignites the very ground she walks upon, leaving behind a blazing wall of flame. Many of the dumber creatures (undead especially) will follow you even to the point of smoking in the wake of your Blaze.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	11	11.5	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20	20
Damage	18-37	28-46	37-56	46-65	56-75	65-84	75-93	84-103	98-117	112-131	126-145	140-159	154-173	168-187	182-201	196-215	215-234	234-253	253-271	271-290
Duration (seconds)	4.6	5.6	6.6	7.6	8.6	9.6	10.6	11.6	12.6	13.6	14.6	15.6	16.6	17.6	18.6	19.6	20.6	21.6	22.6	23.6



Fireball

Required Level: 12
Prerequisites: **Fire Bolt** [1]

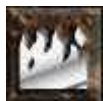


Effect: Creates a ball of fire that explodes on impact.

Gives Synergy Bonuses to: **Meteor:** +5% Fire Damage Per Level
Hydra: +3% Fire 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	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	14.5
Damage	6-15	14-24	21-33	29-41	36-50	43-58	51-67	58-75	71-90	84-104	98-118	111-132	124-147	137-161	150-175	163-189	179-206	195-224	211-241	227-258
Radius (yards)	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Fire Ball Receives Synergy Bonuses from: **Fire Bolt:** +14% Fire Damage Per Level
Meteor: +14% Fire Damage Per Level



Fire Wall

Casting Delay: 1.4 Seconds

Required Level: 18

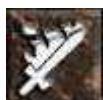
Prerequisites: **Inferno** [6], **Blaze** [12]



Effect: Creates a wall of fire.

The best thing about Fire Wall is that the damage stacks. Use Fire Wall on the other side of valleys, and rivers when monsters are unable to reach you. Lay down some Fire Walls, then lead Monsters into it. Run in circles around the areas of Fire Wall, until the Monsters within die. You can combine with Static Field to bring then monsters' hit points down while the Fire Wall is also working on them. You can even throw some Meteors on top of that as well. When in parties, cast a Fire Wall around any Melee attacker in your party. This works especially well with something like a Golem which attracts monsters. While the monsters attack the Golem, the Fire Wall around will finish these monsters off. When a fallguy isn't available, move up close to a monster and let them attack you while you keep them standing in a Fire Wall. Some monsters are smart and will try to avoid the Fire Wall.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
Damage per Second	70-93	112-135	154-178	196-220	239-262	281-304	323-346	365-389	431-454	496-520	562-585	628-651	693-717	759-782	825-848	890-914	989-1012	1087-1110	1185-1209	1284-1307
Radius (yards)	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30
Duration Seconds	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6	3.6



Enchant

Required Level: 18

Prerequisites: **Fire Bolt** [1], **Warmth** [1], **Fireball** [12]



Effect: Temporarily adds Fire damage to a weapon.

Upon learning this skill, an experienced Sorceress has the ability to imbue a weapon with the power of fire.

Enchant can be cast on other party members, Minions and Hirelings. Once active, you can switch between weapons and they will all have additional fire damage. Enchant will even work to improve Arrows, so cast it on Amazons.

Enchant works very well with Hirelings, especially Act II and Act V Hirelings. Find an Orb or Staff with +1-3 to Enchant and place it in your alternate Weapon Tab. Switch to that weapon, cast Enchant on your Hireling, then switch back to your main Weapon Tab. You can tell when Enchant has worn off by opening your Hireling Screen and noting the damage for the Hireling. If it's not red, Enchant has worn off. Using Enchant you can significantly increase the damage of your Hireling. You can place "real" points into Enchant or use + Skills/Skill Tab Items to further enhanced Enchant on your Hireling.

Using Enchant on ranged weapons boosts the damage a variable amount.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mana Cost	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Damage	8-10	10-13	11-16	13-19	15-21	16-24	18-27	20-29	23-34	27-39	31-44	35-49	39-54	43-59	46-64	50-69	56-76	62-83	68-90	74-97
Duration (seconds)	144	168	192	216	240	264	288	312	336	360	384	408	432	456	480	504	528	552	576	600
Attack Rating +%	20	29	38	47	56	65	74	83	92	101	110	119	128	137	146	155	164	173	182	191

Enchant Receives Synergy Bonuses from: **Warmth:** +9% Fire Damage Per Level



Meteor

Casting Delay: 1.2 Seconds

Required Level: 24

Prerequisites: **Fire Bolt** [1], **Inferno** [6], **Blaze** [12], **Fire Wall** [18], **Fireball** [12]



Effect: Draws down a meteor from the heavens to smash your enemies.

Meteor takes some skill to use. Meteors take a bit of time to land, and the radius is fixed at 4 yards. This makes it easy to miss monsters when you are retreating from them yourself or when they are moving around. When by yourself, walk in a straight line, and cast a Meteor up ahead of your path. Walk forward into the Meteor as it lands, leading the Monsters behind you into it's impact point. With some practice you can get this down. If you're able to take some hits, cast a lot of Meteors on yourself, stop, and let the monsters come up to attack you, which will set them up for a storm of Meteors. When in parties with melee party members, cast Meteors on top of them as they fight. This will allow them to quickly finish a monster off. Whenever possible cast Meteors on monsters across valleys or rivers.

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	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25	25	26	26
Fire Damage	88-110	113-137	138-165	163-192	189-220	214-247	239-275	265-302	308-347	350-392	393-437	436-482	479-528	522-573	565-618	608-663	696-752	782-841	869-930	955-1019
Fire Damage per second	35-60	44-70	56-79	65-89	75-100	84-110	93-119	105-128	117-140	128-154	140-166	154-178	166-189	178-203	189-215	203-227	217-241	232-257	248-271	262-285
Radius yards	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

Meteor Receives Synergy Bonuses from:

Fire Bolt: +5% Fire Damage Per Level

Fire Ball: +5% Fire Damage Per Level

Inferno: +3% Average Fire Damage Per Second Per Level



Fire Mastery

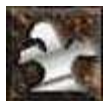
Required Level: 30

Prerequisites: None

Passive Effect: Increases the damage done by your fire spells.

Fire Mastery is very important if you focus in Fire Spells. This can quickly raise the damage of your Fire Skills to unbelievable levels.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Fire Damage Increase %	30	37	44	51	58	65	72	79	86	93	100	107	114	121	128	135	142	149	156	163



Hydra

Casting Delay: 2 Seconds

Required Level: 30

Prerequisites: **Fire Bolt** [1], **Warmth** [1], **Fireball** [12], **Enchant** [18]



Effect: Creates a multi-headed beast that attacks your enemies with bolts of fire.

Place points in Fire Mastery to increase the damage of Hydra.

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	21	21	22	22	23	23	24	24	25	25	26	26	27	27	28	28	29	29
Damage	12-17	17-23	22-29	26-35	31-40	36-46	40-52	45-58	52-66	59-74	66-81	72-89	79-97	86-105	93-113	100-121	109-131	118-141	127-151	135-161
Duration Seconds	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10

Hydra Receives Synergy Bonuses from:

Fire Bolt: +3% Fire Damage Per Level

Fire Ball: +3% Fire Damage Per Level

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