

DIABLO II - PATCH 1.15E

Skill changelog

Most recent changes highlighted in red. (includes 1.15d and e)

Barbarian

Find Potion

Find Potion will now always drop potions of Rejuvenation

Leap Attack

Synergy increased to 40% per level

Increased Stamina

Has been replaced with a new skill 'Empowered Impact'

Empowered Impact

New passive skill

Gives the Barbarian 11% Crushing Blow and gains +1% per level invested

Whirlwind

Now starts at +5% damage, gaining 10% per level. Up from -50% and 8%

Now attacks twice per damage tick, up from once

Paladin

Thorns

Now begins at 500% and gains **75%** per level, up from 250% and 40%

Charge

Base damage increased from 100% to 180%

Damage per level from 25% to 40%

Increased synergy from Vigor and Might to 30% from 20%

Sacrifice

Base damage increased from 180 to 350%

Damage per level increased from 15 to 30%.

Self-damage increased from 8 to 10%

Fist of the Heavens

Base damage 2.5x

Damage scaling increased by 50% from level 1-27. Above 27 scaling increased by 200%.

Blessed Hammer

Synergies are now 9% down from 14% and total damage is decreased by 10%

Necromancer

Teeth

Teeth now fire 4 missiles at level 1.

Level 1 damage is doubled, scaling increased by +1 damage per level from level 1-16, scales rapidly beyond level 16

Bone Spear

Base damage 1.8x

Bone Spirit

Base damage 2.5x

Amplify damage

Enemies now have their physical resistance reduced by 75%, down from 100%

Iron Maiden

Enemies now take 500% damage reflected, increasing by 50% per level

Corpse Explosion

Health converted to damage is now 40-60%

Poison Dagger

Now has a duration of 1.1 seconds at level 20

Base damage increased by 30% and damage, damage gained per level now increases per level

Poison Explosion

Base damage increased 2.5x

Synergies increased from 15% to 25%

Poison Nova

Base damage increased 1.5x

Synergies increased from 10% to 18%

Skeleton Mastery

Base damage increase 2x (applies to all summons)

Now have higher chance to spawn with a shield (25%).

Max hard skill points now at 25.

Raise Skeletal Mage

Max hard skill points now at 25.

Now only summons Cold and Poison mages.

Fire Golems

Damage per level doubled.

Base damage 1.5x.

Holy Fire begins at level 30, up from level 8.

Revive

Monster HP increased to 450%

Monsters last until they either die or wander outside range

Monster velocity bonus increased from 50% to 75%

Amazon

Guided Arrow

Guided Arrow can once again pierce*. Maximum of 4 pierces per arrow.

**synergises amazingly when paired with knockback!*

Strafe

Looks cooler!

Immolation Arrow

Level 1 base explosion damage increased 2x, scaling per level increased by 1.5x.

Fire damage over time unchanged.

Valkyrie

No longer requires Evade as a prerequisite

Inner Sight

Defence reduced per level is doubled, starting value unchanged

Slow Missiles

Now slows missiles by 66%, radius increased to 26 yards, up from 33% and 13 yards

Jab

Now begins at 25% increased damage, up from -15%.

Gains 5% damage per level, up from 3%

Impale

Now begins at 650% weapon damage

Maximum possible chance to degrade the weapon is now 70%, up from 50%

Plague Javelin

Now deals 2.5x poison damage over the duration

Now only gains 3% from synergies, down from 10%

Charged Strike

Now gives off 2 bolts instead of 3 at level 1 and caps at 2 less than the usual max, level dependant.

Lightning Fury

Maximum bolts are now 1 less, bolts have 20% less seeking range and do 20% less damage.

Sorceress

Frost Nova

Base damage increased by 1.5x.

Damage scales higher after level 17, up to 5x at level 27 and above.

Nova

Base damage increased by 2x

Damage scales higher after level 17, up to 5x at level 27 and above.

Teleport

Now maxes at 1 skill point

Costs no mana

Can now be used in Town

Has a cooldown of 1 second.

Static Field

Now caps at 45% monster health on all difficulties

Meteor

Base explosion radius decreased by 50%, now gains 0.65 yards per level.

Meteor damage reduced by 1/8th.

Chain Lightning

Chain Lightning can now leap to enemies up to 50% further away

Blaze

Damage increased 4x

Inferno

Inferno synergy gains increased to 22%.

Base range increased by 50%. Base damage and scaling increased 2.4x

Firewall

Base damage increased 2x

Hydra

Base damage increased 1.5x, now gains 2 seconds of duration per level, synergies increased from 3% to 12%

Thunderstorm

Thunderstorm is now unique among lightning skills as it deals equal minimum and maximum damage. Gains +10 damage per level from levels 2-8, +20 at 9-16, +30 at 17-22, +40 23-28 and +75 for levels above 28.

Blizzard

Synergies are now down to 4% from 5% and total damage is decreased by 10%

Frozen orb

Synergies are now 1% down from 2%

Druid

Summon Dire Wolf

Duration of the corpse-consume buff is now 120 seconds and gives 20% increased effect.

Base Dire Wolf damage increased by approx. **1.90x**, damage increases scaling now **2.7x** at level 1-23, **4.5x** at 24-27 and **6.3x** beyond level 28

Maximum of 3

Fissure

Total damage decreased by 1/5th.

Rabies

Base damage and damage gained per level increased 2x

Synergy from Poison Creeper now gives 25%, up from 18% per level

Fire Claws

Base damage and damage per level increased 1.25x

Arctic Blast

Arctic Blast synergy damage increased from 15 to 22%. Base damage and scaling increased 2x

Poison Creeper

Base damage 3x

Damage from levels 1-22 3x, 5x for level 23-27 and 8x above level 27

Summon Raven

Now has a maximum number of 2 Ravens with 30 hits, gaining 2 per level

Increased base damage to 4-8

Increased damage per level at +4 from skill levels 2-8, +8 from 9-16, +25 from 17-22, +40 from 23-28 and +100 above level 28. **cough* Ravenlore *cough**

Armageddon

Now gains 2 seconds of duration per level

Radius increased by 50%

Time between falling rocks decreased by 40%

Assassin

Venom

Base damage increased by 3x.

Damage per level increased 3x at level 17 and beyond.

Dragon Claw, Fists of Fire, Claws of Thunder and Blades of Ice

Synergies 2x

Base damage 2x

Phoenix Strike

Meteor explosion radius increased by 50% and fire burns 50% longer

Chain Lightning jumps up to 12 times

Frozen Orb gives off 25% more Ice Bolts

Psychic Hammer

Physical damage 1.8x

Magic damage 2.1x