

Witch Doctor is a perfect choice for Diablo 3 players who like to summon creatures and animals. In addition to invoke creatures, wizards can attack enemies with curses, exploding clouds of poison and skulls. They are new characters in Diablo 3 and they are spiritual warriors who can communicate with the doctors hexagons spirits. Witch use the curses, creatures, attacks and control basic field of battle to destroy their enemies.

Witch Doctor animals assignments that are fighting for it until they are killed. These animals include bats, spiders, zombies, fetishes and other dogs. Basic attacks are highly destructive and they can kill several enemies with likes of flame, the swarms of grasshoppers and clouds. Acid hexes and curses are used to slow down or weaken enemies. These skills do not destroy enemies, but they make them smaller and easier to destroy. After the enemies are cursed, party members and the sorcerer animals can easily attack [d3 gold for sale](#) and kill them. Control of the battlefield skills can cause enemies to flee in fear or attack their own allies.

There are 22 available for wizards in Diablo 3 skills. These are the three types of competences: physical Kingdom skills include creatures invocation, like spiders, zombies, frogs and bats. Summons attack all Kingdom skills close enemies. Spirit deal an amount of damage to enemies at the time or an action or utilities skills skills. Support are a combination of the debuffs, lovers and summons. These skills include Big Bad Voodoo that increases casting speed, attack and moving your allies by twenty per cent for twenty second doctors. Witch can use a maximum of six slots of skills at the same time. At the beginning, it has only a single location of available [diablo 3 gold](#) skills. All skills from other locations are unblocked at levels 2, 6, 12, 18 and 24. Passive skills are unlocked at levels 10 and 20.

Invocation Zombie Dogs jurisdiction is unlocked at level four. You can invoke three zombies dogs who will fight for you. These animals are very powerful and they can destroy the enemies quickly. You can not control, they just look for enemies and attack them. You can treat your dogs health globes with zombies, making them difficult to kill. Firebats skill unlocks at level 5. It releases a large number of fire bats who attack your enemies to 150 percent per second weapon damage. This competence cost 122 mana and this is the only weakness, because you can not use it very often. Plague of toads is unlocked at level 11. It releases large numbers of toads that deal 130% weapon damage to all enemies that come in contact with toads. Poison toads damage dealing with enemies. You can not control the toads and they will simply jump to the enemies.

As all other Diablo 3 characters, Witch Doctor can equip a passive skill at level 10. You can choose between the Jungle Force and Circle of Life. Spiritual alignment is unlocked at level 13. Macabre feast is unlocked at level 16. When you reach level 20, you will unlock a new skill passive slot. Passive skills need not be discarded, but they give a lot of advantages to your Witch Doctor.