



## Diablo 4 finally recognizes necromancers just want a skeleton posse and sprinkles buffs on our boys in bone

### Description

The game, Diablo 4, has a necromancer character. Sadly, this character class does not pass the needed test of commanding a force of strong skeletons. Right now, the minions in Diablo 4 are weaker than the spider pet everyone gets for free in the game's third season. The minions are so weak that even if you get all the minion-based skills, you'll create more damage by [not summoning them at all](#).

This might change in the next update for Diablo 4 next Tuesday. The game developers are making the necromancer's skeletons stronger. Plus, related abilities, such as Corpse Explosion, will also be improved. The guys in charge of the game, Blizzard, said in a live stream that these updates are the first step for more changes to the minions in the game's fourth season.

The third season showed the problems with the necromancer compared to the other four classes. The new updates seem to address these problems directly. For instance, the necromancer lacked good minions and had no way to increase their speed. But now, the passive skill, Death's Approach (previously named Death's Reach), will be enhanced to increase your movement speed before any equipment boosts it further.

Here's a list of the main changes in the update:

- Minions will at last be stronger and live longer.
- Corpse Explosion will be stronger, fitting into more tactics.
- Spiked Armor gets a new bonus, letting you equip more offensive gear.
- Improved passives make defensive skills less crucial.
- Blight and Sever's enhancements break Bone Spears' dominance in mid-to-long-range tactics.

With these changes, several necromancer builds should have a smoother gameplay and better damage. The real challenge will be the Gauntlet, coming out on the same day as the patch. It rewards players with special items for beating its set times each week, attracting both casual and competitive players. Necromancers may not top the leaderboard, but the gap between them and other classes might be less than expected.

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## Vocabulary List:

1. **Necromancer** // (noun): A person who practices necromancy a sorcerer or magician.
2. **Minion** // (noun): A follower or underling of a powerful person especially a servile or unimportant one.
3. **Skeleton** // (noun): A type of undead creature typically depicted as a human skeleton.
4. **Corpse Explosion** // (noun): A destructive magical explosion triggered by a corpse.
5. **Passive** // (adjective): Inactive not participating actively.
6. **Enhancements** // (noun): Improvements or additions that make something better or more valuable.

## Vocabulary quizzes

### Multiple Choice ( Select the Correct answer for each question. )

1. What type of character in fantasy games can raise the dead?  
Option: Wizard  
Option: Necromancer  
Option: Warrior  
Option: Assassin
2. What term refers to the interaction between living organisms and their environment?  
Option: Habitat  
Option: Population  
Option: Ecosystem  
Option: Species
3. Which feature of a character in a game is often customizable?



- Option: Facial
- Option: Visual
- Option: Performance
- Option: Mode

4. What term describes finding something previously unknown?

- Option: Creativity
- Option: Dedication
- Option: Discovery
- Option: Challenge

5. What term refers to the interaction where the combined effect is greater than the sum of individual effects?

- Option: Correlation
- Option: Synergy
- Option: Material
- Option: Feature

6. In a larger game what type of smaller game is often included for extra entertainment?

- Option: Enhancements
- Option: Minigame
- Option: Challenge
- Option: Boosted

7. What term describes an increase in performance or abilities?

- Option: Admiration
- Option: Boosted
- Option: Challenge
- Option: Creativity

8. Which term is used to describe an animal that preys on others?

- Option: Occurrence
- Option: Nutrients
- Option: Solitary
- Option: Predator

9. What term refers to a distinctive attribute or aspect of something?

- Option: Patch
- Option: Visual Quality
- Option: Feature
- Option: Performance Mode

10. What term describes the arrangement or organization of parts within a whole?



- Option: Structure
- Option: Electron
- Option: Correlation
- Option: Material

**Gap-Fill ( Fill in the blanks with the correct word from the vocabulary list. )**

11. Game developers often release \_\_\_\_\_ to improve gameplay and fix bugs.
12. Some characters in games have a \_\_\_\_\_ ability that activates automatically.
13. Writing code in \_\_\_\_\_ allows programmers to have more control over hardware.
14. The \_\_\_\_\_ of a rare event can add excitement to a game.
15. Players may need to consider \_\_\_\_\_ their base to a safer location in strategy games.
16. Modern games often focus on achieving high \_\_\_\_\_ to immerse players in the experience.
17. Game data analysts look for patterns and \_\_\_\_\_ between player actions and outcomes.
18. Players may express \_\_\_\_\_ for skilled gamers who achieve impressive results.
19. Exploring hidden areas in a game can lead to exciting \_\_\_\_\_ of new items or clues.
20. Increasing the difficulty level provides a greater \_\_\_\_\_ for experienced players.

**Matching Sentences ( Match each definition to the correct word from the vocabulary list. )**

21. A is the internal framework of the body on which the body's tissues and organs are constructed.
22. Switching to _____ in games can enhance graphics and frame rates for a smoother experience.
23. The developer's _____ to creating a realistic game world is evident in the attention to detail.
24. _____ in games often requires gathering specific _____ to create new items or structures.



25. A loyal follower or servile underling in games is often referred to as a of the main character.
26. Game developers release a to address issues and introduce new content.
27. Adding visual and performance can make a game more enjoyable for players.
28. Some games offer a experience where players can explore alone without interaction from others.
29. In games an is a subatomic particle that can determine the behavior of virtual elements.
30. Using power-ups or special items can give players a advantage in challenges.

## Answer

**Multiple Choice:** 1. Necromancer 2. Ecosystem 3. Facial 4. Discovery 5. Synergy 6. Minigame 7. Boosted 8. Predator 9. Feature 10. Structure

**Gap-Fill:** 11. Enhancements 12. Passive 13. Assembly Language 14. Occurrence 15. Relocating 16. Visual Quality 17. Correlation 18. Admiration 19. Discovery 20. Challenge

**Matching sentence:** 1. Skeleton 2. Performance Mode 3. Dedication 4. Material 5. Minion 6. Patch 7. Enhancements 8. Solitary 9. Electron 10. Boosted

## CATEGORY

1. Sci/Tech - LEVEL3

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