

In Guild Wars 2, the Necromancer is one of the most versatile and powerful professions you can choose at the start of the game. It is a great choice to use with multiple builds because of its history of being a top contender in the Meta scene due to its condition-slinging, damage-tanking, and hard-to-kill nature. The Necromancer can do it all, from DPS to Support. Here are some of the most powerful and effective Necromancer builds you should try.5. Vanilla Core Necromancer - PvP Never underestimate core Necromancer is the master of inflicting debilitating conditions on enemies. Despite condition damage falling off the current Meta, it is still a worthy foe in the arena, especially if enemies underestimate its frightening power. Even if it isnt as powerful as its elite specializations, it can still hold its own in the arena. Why Core Necromancer is greatThe build features some unblockable attacks like the marks the staff uses in its weapon skills to apply pressure in an area and can deal middle to long-range conditions that can sway the tide to your favor. While on the defensive, their core Shroud form can act as a second life bar, protecting you until the life force meter is fully drained. Choose this build if...You dont have any of the expansion packs but still want a viable PvP profession with a history of making it to the top. You can prove that core Necromancer can still go toe-to-toe against its elite specialization brethren.Full build detailsTraits and Major PerksCurses - Plague Sending, Terror, Weakening ShroudBlood Magic - Quickening Thirst, Vampiric Presence, Unholy MartyrSoul Reaping - Soul Marks, Fear of Death, DhuumfireEquipmentPvP Amulet with Carrion stats (condition damage + power + vitality)Superior Runes of Orr (increase in condition damage while reducing incoming condition duration)Main hand scepter and offhand dagger with Superior Sigil Doom (after swapping from staff, next attacks will inflict Vulnerability debuff) Switch to main hand two-handed staff with Superior Sigil of Energy (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, your next three attacks will be critical hits)ConsumablesUtility SkillsHeal Slot - Consume Conditions on top of additional healing you get from the skill. Inflicts Vulnerability debuff on you, however.Skill 1 Spectral Ring - A Spectral skill that drops a ring to protect allies while inflicting Fear debuff on enemies. Skil 2 - Summon Flesh Wurm - A Minion skill that summons an undead minion that functions as a stationary turret. When you activate it, you can use it to teleport to its location up to a certain range. Skill 3 - Spectral Walk - A Spectral skill that breaks you out of a stun while taking a spectral form temporarily to consume debuffs on yourself for life force. Use the skill again to go back to where you used the skill. Elite Skill - Lich Form - A core Spectral elite skill that transforms you into a Lich, giving you a new weapon kit temporarily and gaining Stability boons and increased precision and vitality. For more information on this build, click this link: Metabattle.com4. Necromancer Leveling build is a great place to begin. A Levelling build is a lways helpful for players looking to create a brand new Necromancer from scratch. The build focuses on teaching players how to use the various mechanics of Necromancers and how to properly use Death Shroud. It can be considered an open-world PvE easy mode since the profession is innately hard to kill. Why Necromancer Levelling Build is greatIt teaches the core mechanics of Necromancers and how to properly use Death Shroud. It can be considered an open-world PvE easy mode since the profession is innately hard to kill. Death Shroud, the Necromancer tends to be very tanky, even while it is still being leveled up.Despite being relatively slow, the build if...You are looking to become a Necromancer-main and want to have a beginner-friendly build you can use while leveling up.You dont mind not being the strongest as long as you can survive in the open world.You know that every player has to start somewhere, and you are willing to work to enhance your Necromancer.Full build detailsTraits and Major PerksSpite - Spiteful Talisman, Signets of Suffering, Close to DeathSoul Reaping - Unyielding Blast, Soul Barbs, Death PerceptionBlood Magic - Quickening Thirst, Vampiric Presence, Blood BankEquipmentArmor with Berserker stats (power + precision + ferocity)Superior Runes of Vampirism (increases power, vitality, maximum health, and heals you minimally whenever you kill an enemy)Main hand Berserker stat axe and off-hand focus with Superior Sigils of Energy (after swapping from axe/warhorn, gain some Endurance) and Hydromancy (after swapping from axe/warhorn while in combat, inflict Chill debuff while damaging opponents)Switch to main-hand Berserker stats ConsumablesNot applicable for leveling builds.Utility SkillsHeal Slot - Signet of Vampirism - A core Signet skill that passively steals health from enemies, and upon activated.Skill 1 - Summon Bone Fiend - A Minion skill that summons a bone fiend that inflicts ranged attacks that periodically immobilizes enemies. Skil 2 - Signet of Undeath - A core Signet skill that provides life force for your shroud. Activate it again to return to your starting area. Elite Skill - Summon Flesh Golem - A core Minion elite skill that summons a Flesh Golem that can a crowd control charge to its defiance bar. For more information on this build, click this link: GuildJen.com3. Core Minion Necromancer - PvE The Core Minion Necromancer build lets you hang out with the gang and make quick work of most of the content in open-world PvE. Minion Master Necromancers have been a mainstay for the game modes, but they have always found their place in PvE. They let their minions do all the work for them while the Necromancer steps back and chills. In some circles, the Minion Master build can also be called a Low-Intensity Build due to its simplicity and lack of need for input. Why Core Minion Necromancer is great for players with limitations in their movement since they dont have to use area-of-effects skills much apart from their weapon skills. The minions can easily make short work of most enemies and can be a very chill build. The innate tankiness of Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Core Minion Master Necromancers plus the minions and shrouds make the Necromancers plus the minions and shrouds alternative. You are looking for another nice variation to Minion Master builds but have no expansion packs. Full build details Traits and Major PerksCurses - Insidious Disruption, Terror, Lingering CurseDeath Magic - Flesh of the Master, Necromantic Corruption, Corruptors FervorSoul Reaping - Unyielding Blast, Soul Barbs, DhuumfireEquipmentArmor with Viper stats (power + condition damage + precision + expertise)Superior Runes of the Nightmare (increases condition damage, outgoing Fear and Condition damage, outgoing Fear and Condition damage, outgoing Fear and Condition debuffs, and deliver a blinding attack whenever you use your elite skill)Main hand Viperstat scepter and dagger with Superior Sigil of Demons (increases outgoing Torment debuff duration)) and Bursting (increases condition damage)Switch to off-hand warhorn with Superior Sigil of Demons. Trinkets with Viper statsConsumablesFood - Bowl of Orrian Truffle and Meat Stew (gain Feline Fury for you and revived ally while increasing experience from killing enemies and a boost to Magic Find)Utility SkillsHeal Slot - Summon Blood Fiend - A minion skill that summons a minion that transfers health to you whenever it attacks. Activate it again to activate it again to activate Taste of Death to sacrifice your Blood Fiend - A minion skill that summons a minion skill that summon shadow Fiend - A minion skill that summons a minion to deal damage. Activate Haunt to teleport the minion toward an enemy, inflicting conditions. Skil 2 - Summon Bone Minions that deal damage and can cause Cripple debuff. Activate Putrid Explosion to explode a bone minion one at a time. Skill 3 - Summon Bone Fiend - A minion skill that summons a minion that deals ranged condition damage. Activate Rigor Mortis to inflict Immobilize on both your minion skill that summons a Flesh Golem that deals damage. Activate Rigor Mortis to inflict Immobilize on both your minion skill that summons a flesh Golem that deals damage. knock them down or launch them. It also grants the Necromancer Stability buffs. For more information on this build, click this link: Metabattle.com2. Core Power Curses - World versus World You have no power here, invaders. The CPC build makes sure to keep your enemies boonless. No matter the game mode, the Necromancer will always be there to wreck their opponents. In a zerg, the Core Power Curses Necromancer will make their enemies feel naked when they realize their boons get stolen as your team hails heavy damage upon them. They are experts in dealing condition damage over a wide area and in WvW, that is a big deal. Why Condition Power Curses Necro is greatThe CPC Necromancer can strip their opponents boons, leaving them wide open for attacks. Despite being a bit underpowered unlike its elite expansion brethren, it can still deal constant condition damage from a far. It becomes hilarious when a CPC Necromancer can effectively take away the boons off of enemies with elite specializations and then get stomped on by your team. Choose this build if... You preferably have the Warclaw mount so you can keep with the zerg. You are an experienced in World vs World and are used to fighting in a zerg or are knowledgeable with the maps so you can be proactive in dealing with certain objectives. You are confident in your ability to take strip the boons off of enemies efficiently.Full build detailsTraits and Major PerksSpite - Spiteful Talisman, Signets of Suffering, Spiteful SpiritCurses - Plague Sending, Path of Corruption, Lingering CurseSoul Reaping - Speed of Shadows, Soul Barbs, Death PerceptionEquipmentArmor with Marauder stats (power + precision + ferocity + vitality))Superior Runes of the Scholar (increases power, ferocity, and outgoing strike damage while over 90% health) Main hand Marauder stat axe and off-hand focus with a CC, steal boons from them) and Energy (after swapping from specter/dagger, gain some Endurance) Switch to main hand scepter and off-hand dagger with Superior Sigils of Absorption and Bloodlust (whenever you kill a foe, gain a charge that increases your power with a maximum capacity of 25 charges) Trinkets with Marauder statsConsumablesFood - Fried Oyster Sandwich (decreases incoming damage, increases power and experience gained from killing foes)) Utility - Superior Sharpening Stone (increases power based on your precision and ferocity, and experience gained from killing foes)Utility SkillsHeal Slot - Signet of Vampirism - A core Signet skill that passively steals health from enemies, and upon activation will mark a foe that lets you siphon health from enemies whenever you attack them. It also grants additional healing when activated.Skill 1 - Well of Suffering - A core Well skill that drops an AoE that pulses damage and Vulnerability debuffs.Skil 2 - Well of Corruption - A core Signet skill that passively increases your movement speed, and when activated, strikes nearby opponents to remove their boons and heal yourself for every boon removed. Elite Skill - Lich Form - An elite Spectral skill that transforms you into a Lich and grants you new weapon skills temporarily along with other powerful benefits. For more information on this build, click this link: Metabattle.com1. Condi Minion Master - Structured PvP It's always more fun to play with friends, even if they are the undead who are willing to do your bidding. The core Necromancer has tons of fun in PvP, so it decides to bring along its Minion buddies along to enjoy some action. The Condi Minion Master keeps things simple: let the minions do their thing while you drop enemies with additional condition damage. It is a simple build that is quite effective for a basic core profession. Why Condi Minion Master is greatIt is very similar to Core Minions, but replaces one of them depending on what you need for the current battle. It is an old favorite from early Guild Wars 2 PvP and is still played today. Just because tons of people play it, it doesn't mean it isn't good. Minion Master Necromancers tend to be highly tanky, making them great bunkers for protecting nodes. You arent too keen on facing too many opponents head-on and know when to just run.You are confident in your defensive abilities and can hold your own in a fight.Full build detailsTraits and Major PerksCurses - Plague Sending, Path of Corruption, Death NovaEquipmentPvP Amulet with Carrionstats (condition damage + power + vitality)Superior Runes of Orr (increases outgoing condition damage, maximum health, and decreases incoming condition) and Exposure (after swapping from staff, your next attack inflicts Vulnerability debuff). Switch to offhand staff with Superior Sigils of Energy (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intelligence (after swapping from scepter/dagger, gain some Endurance) and Intel that summons a minion that transfers health to you whenever it attacks. Activate it again to activate Taste of Death to sacrifice your Blood Fiend for health. Skill 1 - Optional - Depending on what you need, use whatever skill here. Skil 2 - Summon Bone Minions - A minion skill that summons 2 small minions that deal damage and can cause Cripple debuff. Activate Putrid Explosion to explode a bone minion one at a time. Skill 3 - Summon Shadow Fiend - A minion skill that summons a minion to deal damage. Activate Haunt to teleport the minion toward an enemy, inflicting conditions. Elite Skill - Summon Flesh Golem - A core elite minion skill that summons a Flesh Golem that deals damage. Activate Charge to make the Flesh Golem charge at enemies and knock them down or launch them. It also grants the Necromancer Stability buffs. For more information on this build, click this link: Metabattle.comClosing ThoughtsThe core Necromancer Stability buffs. mode. What it lacks in power and utility, it makes up for with its ingenuity and tankiness. Know of any other core Necromancer builds that we haven't mentioned? Let us know so we may do a follow-up in the future. You may also be interested in: Email us about this article? Use the necromancer builds that we haven't mentioned? Let us know so we may do a follow-up in the future. You may also be interested in: Email us about this article? three Scholar professions and another one of my favorite classes to play. Hence, why were going over how to build the Necromancer and what makes it such a fun (and powerful) class to play. Knowing what makes The Necromancer tick is also important when designing and tweaking your build to match your gameplay. The Necromancer is primarily a ranged class focused on applying conditions and stealing boons. As the name suggests they can also summon undead pets that can tank and deal damage. However, the Necromancer is a little bit different than your average magic user. First off, they have a higher health pool compared their counterparts, the Mesmer and Elementalist. Mainly because their signature class skill, Shroud is a transformation into a shadowy form of themselves and one of the strongest signature skills in Guild Wars 2. In Shroud, Necromancers gain new empowered skills fueled by the Life Force they steal from enemies. Necromancers are able to deal tons of damage while being incredibly tough to kill. If that sounds like the perfect class for you then continue reading for the best Necromancers are able to deal tons of damage while being incredibly tough to kill. Necromancer.Image: ArenaNet via HGG / Tyler LockeFor the free-to-play enjoyers out there, the default Core Necromancer is perfectly viable in most of the content in vanilla GW2. Youll fall behind your elite specializations, but you can still get the job done. The best build for Core Necromancer utilizes undead minions to keep enemies busy and deal plenty of damage. Additionally, with the Death Magic spec, our minions will reduce the damage we take by a lot. While we have a choice between Power and Condi for our damage, lets stick with Power. A Power build is easier to make and will be easier to play while you are leveling or exploring the open world. So instead of applying tons of conditions to enemies, we will be applying Vulnerability to deal high damage during Shroud.Lets get into what makes this build work. For the Power, Precision, Ferocity Marauder Power, Precision, Vitality, Ferocity Soldier Power, Toughness, Vitality Berserkers will give the highest amount of Power, Precision, and Ferocity out of the other choices for maximum damage output. Berserker gear is also easier to find compared to Berserkers. Soldier is also an alternative gear choice. It will give you plenty of survivability but at the loss of crit chance and damage. If you do go for Soldier, I recommend a couple of pieces of Soldier then have the rest of your gear be Berserker or Marauder.Image: ArenaNet via HGG / Tyler LockeThe specializations we want are Death Magic, Soul Reaping, and Spite. Death Magic will keep us alive through Deaths Carapace. Carapace is a passive that increases our Toughness per stack, reducing the damage we take. With the trait, Flesh of the Master, each minion will give us 2 stacks of Carapace, so we will always be at 10 stacks or above. This trait will automatically trigger the trait Beyond the Veil which gives us an addition 10% condition damage reduction. As for Soul Reaping and Spite, these two specializations will increase our overall strike damage and empower our Shroud. The traits Soul Barbs and Awaken the Pain will give us over a 10% damage increase for just entering Shroud. These specializations combined will promote a playstyle of cycling between Shroud and regular skills to get the most damage. Image: ArenaNet via HGG / Tyler LockeFor our weapon of choice, we will use the Axe along with the Focus. With the Axe, Ghastly Claws (2) will be your highest damage skill and a great source of Life Force. Be sure to use it when the enemy has Vulnerability, as it deals bonus damage. Your auto-attacks inflict Vulnerability, but your main source will be from Soul Grasp and each apply 5 stacks of Vulnerability. This will be your opening skill. Our utility skills will summon all the undead minions we need. So, grab Blood Fiend (6), Shadow Fiend (7), Bone Fiend (8), Bone Minions (9), and Flesh Golem (0). Each of these minions stay until they die, so you dont have to worry about constantly summoning them again. Image: ArenaNet via HGG / Tyler LockeSince Shroud replaces all of our skills, I thought it would be good for you to see and know what Shroud skills are important. The best skills to use are Life Blast (1), Life Transfer (4), and Tainted Shackles (5). These will be your highest damage Shroud skills. Some things to note. Life Blast travels in a straight line and pierces targets so be sure to position yourself to hit each enemy. While Life Transfer does tons of damage, it also steals Life Force for more time in Shroud. If you can hit multiple targets, youll recover tons of Life Force. Now lets get into the rotation. The rotation is fairly simple and keeps you at a safe distance from the enemy. Axe Rotation1. Soul Grasp (4) for Vulnerability stacks1. Tainted Shackles (5)2. Spinal Shivers (5)2. Life Transfer (4)3. Ghastly Claws (2)3. Life Blast (1) for a couple of seconds4. Shroud (F1)4. Back to AxeBasically, your goal is to stay in Shroud for at least 10 seconds before switching back and forth will constantly trigger Soul Barbs, practically giving you a permanent damage increase. Spinal Shivers also removes boons, so if you know your enemy will buff themselves, skip step 2 and delay Spinal Shivers until they buff. Additionally, if you need some CC, you can activate Flesh Golems and Bone Fiends abilities to knock up and immobilize enemies. Following this Core Necromancer build will get you through most of the content vanilla Guild Wars 2 has to offer. Check out this link to customize this build further. However, if you wanted to check out the elite specs, lets look at the first elite specialization for the Necromancer. On release, this spec was a bit of a problem especially for PVP. While its the Reaper is still a very strong Necromancer spec and perfectly viable for every bit of content in GW2. The Reaper is able to use a new weapon, the Greatsword. This turns the Necromancer into a melee class with a bunch of cleave to hit multiple targets. Likewise, the Reapers Shroud is changed from a range actual Reaper, complete with a scythe for melee combat. In practice, youll find that the Reaper can easily deal with groups of enemies and single targets alike. Along with Shroud and innate life steal, the Reaper will be incredibly tough to kill. Youll be able to solo just about anything and have no problem learning any of the endgame group content or with falling behind in damage. To get this build started lets look at what stats we want on our gear. Much like Core Necromancer, Reaper is going to go full Power for those big damage numbers. So, our options are: Berserker Power, Precision, Ferocity Marauder Power, Precision, Vitality, Ferocity Again, Berserker is our best choice for the most damage. Luckily, its easy to find gear with Berserkers or you can easily buy a full Exotic set for less than 4 gold on the trade post. If you need more health, then give Marauders a try. You will have a slight damage decrease so I recommend only a few pieces of Marauder gear. Image: ArenaNet via HGG / Tyler LockeMuch like our Core Necromancer build we will grab Spite, Soul Reaping, and of course Reaper as our specializations. Awaken the Pain and Soul Barbs from Spite and Soul Reaping are too good to pass up. considering we will be in and out of Shroud. Additionally, Spite will give us just about a 30% damage increase with the traits, Spiteful Talisman and Close to Death. At the same time Soul Reaping will make sure we have enough Life Force at all times with the traits, Gluttony and Soul Battery. As for the Reaper spec, Soul Eater will give us a huge damage towards Chilled enemies by 15%. Luckily, we will be able to inflict Chill consistently with our weapon and skill choices. Image: ArenaNet via HGG / Tyler LockeThe Greatsword is pretty simple. We will use every one of its skills during our rotation. The only skill you need to be aware of is Gravedigger (2). Normally it has an 8 second cooldown, but when the target is at 50% or lower, it has no cooldown. So, you can replace the auto-attack chain with Gravedigger for more damage. As for our utility skills, our two must-haves are Well of Suffering (8) and Well of Darkness (9). These are extremely useful for Vulnerability and Chill stacks for more damage. While it isnt mandatory, grab the elite skill Chilled to the Bone (5) for more Chill stacks and Might/Fury. In the end, everything is all up to personal choice. Image: ArenaNet via HGG / Tyler LockeShroud will be a big portion of our damage attacks while the enemy is above 50% health. Infusing Terror (3) is useful for Stability and damage reduction. You can even use it during your rotation as it has no cast time. Lastly, Executioners Scythe (5) should be used when the enemy is below 50% health for maximum damage. Until then only use it if you need some crowd control. The rotation for Power Reaper is a little bit more complex than Core Necromancer but still very easy. The goal is to switch between Shroud and Greatsword while keeping Chill stacks on the target for maximum damage. OpenerShroud RotationGreatsword Rotation1. Nightfall (4)1. Reapers Shroud (F1)1. Death Spiral (3) 2. Grasping Darkness (5)2. Deaths Charge (2)2. Gravedigger (2)3. Well of Suffering (8)3. Soul Spiral (4)3. Auto-attack chain x24. Well of Darkness (9)4. Auto-attack chain4. Repeat 5. Deaths Charge (2)6. Auto-attack chain7. Deaths Charge (2)8. Auto-attack chain9. Exit Shroud The opening rotation deals tons of damage. To avoid running out of Life Force, we exit Shroud to gain more Life Force, so we can do it again. When your target is at 50% health, add Executioners Scythe (5) to the second step of the Shroud rotation. Likewise, Gravedigger (2) can replace your auto-attacks in the Greatsword rotation, since it has no cooldown. Follow this build and youll rarely have trouble. To see a more interactive build that you can customize, click on this link here. If you want to play a support/DPS hybrid, then check out the Scourge Image: ArenaNet via HGG / Tyler LockeScourge is the Path of Fire expansion elite specialization for the Necromancers become a support/DPS hybrid, capable of high Condi damage and great healing. Scourges also gain access to the off-hand Torch to burn their enemies and support allies.Like the Reaper, Shroud also changes with the Scourge specialization. This time around, the Necromancer loses Shroud all together and instead uses Life Force to summon Sand Shades can constantly heal and apply Barrier to their allies. Additionally, they can revive multiple allies with just a push of a button. Check out our Best Support Classes in Guild Wars 2 for the best support Classes in Guild. This time, we will cover a DPS Scourge build. When built for damage, Scourge focuses on applying as many Conditions as possible. When played right, you can slowly melt through any boss. You also retain some of your support capabilities just in case your team needs it. Lets get into it. This Scourge build is going full Condi, so we need as much Condition Damage as we can get. Vipers Power, Precision, Condition Damage as we can get. Damage, VitalityLike every Condi build, Vipers is the best stat spread for our gear. It gives us plenty of Condition and Strike damage while increasing the duration of conditions with Expertise. However, Vipers is a bit hard to get at first so Sinister is a decent alternative. You could also go for Carrion if you need more health. Just be aware, unlike other Necromancer specs, Scourges Shroud does not scale off of Vitality.Image: ArenaNet via HGG / Tyler LockeFor Condi Scourge, our specialization choices are Curses, Soul Reaping, and Scourge. In Curses, Target the Weak and Lingering Curse will increase all of our Condition Damage by a decent amount. Additionally, Plague Sending lets us transfer conditions from ourselves to the enemy. Next, we will take Soul Reaping so we can take advantage of more Life Force from Gluttony and Sand Sage. More importantly, Demonic Lore gives a 25% damage increase for any Torment we inflict, and Torment will inflict Burning as well. Image: ArenaNet via HGG / Tyler LockeTo deal as much damage as we can, our weapons of choice are Scepter/Torch. With the Scepter/Torch. With the Scepter/Torch combo, the Scourge can apply tons of Bleed, Torment and Burning. We will be aiming to use all skills off cooldown to keep a consistent string of conditions. As for utility skills, the two-must have skills are up to you. Signet of Vampirism (6). Using these two skills are up to you. can increase your damage output, but if you need more healing, Well of Blood can heal you and allies. If you find yourself running low on Life Force, keep Signet of Undeath (9) for passive Life Force, keep Signet of Undeath (9) for passive Life Force regen and a revive. summon Sand Shades. Make sure you always have 3 shades out at a time during the fight and be sure to put them near the boss. Desert Shroud (F5) will always be used after Blood is Power and Plaguelands. Desert Shroud (F3) gives Barrier to allies as long as they are near Shades. And if you need crowd control, Garish Pillar will fear all enemies near Shades. Like the rest of the Necromancer builds in GW2, the Scourge rotation is pretty simple. First start out with the opener then continue with the opener then continue with the main loop: OpenerRotation Loop1. Manifest Sand Shade (F1) x31. Devouring Darkness (3)2. Plaguelands (0)2. Harrowing Wave (4)3. Blood is Power (7)3. Grasping Dead (2)4. Desert Shroud (F5)8. Blood is Power (7)The goal is to basically use skills off cooldown, making sure to keep your Might stacks up with Blood is Power. Your Sand Shades last 20 seconds which, coincidentally, line up with Desert Shroud and Blood is Power coming off cooldown at the same time. Use that as your sign to summon more Shades, then activate Desert Shroud and Blood is Power coming off cooldown at the same time. build that can moonlight as a support with Condi Scourge in GW2. If you want to see more numbers, click here for the build that you can customize. For a pure glass cannon class, look no further than the Harbringer. Image: ArenaNet via HGG / Tyler LockeHarbringer is the End of Dragons expansion elite specialization for the Necromancer. As a Harbringer, you turn from the usual mage into a gunslinging alchemist, complete with a main hand pistol and throwable elixirs. But thats not all. This Necromancer build is one of the biggest glass cannons in GW2. Harbringer loses Shrouds defensive health pool and actively reduces its own maximum health through inflicting themselves with Blight. In return, they deal increasing damage through each stack of Blight. While some try to make Power builds for Harbringer, the best builds focus on Condition Damage. The Condi Harbringer loves long fights on stationary targets to get the full benefit from Torment. Additionally, they can keep full stacks of Vulnerability on a target, so everyone can deal as much damage as possible. Lets look at the stats needed to turn the Harbringer into a DPS monster. Like any Condition Damage and duration for our conditions. So we want: Vipers Power, Precision, Condition Damage and duration for our conditions. spread is the best for any Condi build. No other stat spread gives us Expertise plus Condition Damage with the added bonus of Power and Precision. However, only crafting or specific items can obtain Vipers. Until you can grab Viper gear, Sinister is a great alternative. make up for it. Image: ArenaNet via HGG / Tyler LockeOur specialization choices will look very similar to Scourges. We will take Curses, Soul Reaping and Harbringer. First, Curses will be a big boost to our damage. With Target the Weak, Furious Demise, and Barbed Precision, we will get tons of crit chance and crits will apply Bleeding. Instead of Plague Sending, we will take Insidious Disruption for more Torment and use something else for condition transfer. Lastly, Lingering Curse will give a big Condition Damage boost. Soul Barbs will reward going in and out of Shroud with a 10% damage boost. Likewise, Unyielding Blast makes Shroud skill 1 inflict Vulnerability, leading to constant full stack. And finally, Harbringer has Septic Corruption which increases Condition Damage for each stack of Blight (about a 13% increase at max). It also has Doom Approaches which gives another big Condition Damage boost.Image: ArenaNet via HGG / Tyler LockeThe Pistol will be our main source of Torment when we arent in Shroud. Weeping Shots (2) will be our highest damage skill plus it pierces multiple enemies and inflicts Vulnerability. Just as useful, Vile Blast, has a small AOE stun which triggers Insidious Disruption for more Torment. We take the Dagger as our offhand weapon, since we wont be using Plague Sending. Instead, we can use Deathly Swarm (4) for transferring conditions on ourselves to the enemy. Our utility skills are pretty set in stone. Each Elixir (6-8) grant buffs but more importantly are easy ways to stack Blight and maintain it. Likewise, Blood is Power (9) and Plaguelands (0) are vitaled. to the damage rotation for buffs and self-inflicting conditions to transfer. Image: ArenaNet via HGG / Tyler LockeWhile it doesnt protect us anymore, Shroud still gives new skills. Harbringer Shroud still gives new skills are unique due to the way they interact with Blight stacks. Tainted Bolts (1) and Dark Barrage (2) dont generate Blight stacks but are still affected by the damage boost. The other two skills Devouring Cut (3) and Voracious Arc (4) are affected by the amount of Blight respectively, these skills will deal double damage and inflict Torment. Using them will also consume those Blight respectively, these skills will deal double damage and inflict Torment. Life Force from each enemy hit. This skill isnt mentioned in the rotation, but you can insert it anywhere without any damage loss. Some of this rotation will be pretty similar to Scourges. The goal is to self-inflict conditions, transfer them then use our hardest hitting abilities off cooldown. OpenerShroud Rotation will be pretty similar to Scourges. (6-8)1. Dark Barrage (2)1. Weeping Shots (2)2. Plaguelands (0)2. Voracious Arc (4)2. Elixirs if up3. Blood is Power (9)3. Devouring Cut (3)3. Blood is Power (9)5. Dark Barrage (2) 5. Vile Blast (3)6. Deathly Swarm (4)6. Tainted Bolts (1) until Arc is up6. Enfeebling Blood (5)7. Weeping Shots (2)7. Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)8. 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Enter Shroud (F1)Always make sure to use Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)7. Weeping Shots (2)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to use Voracious Arc (4)8. Enter Shroud (F1)Always make sure to u Blight is naturally increased during Shroud and with every Elixir used. Use Elixirs off cooldown to keep up your Blight stacks and the multiple buffs they bring. Try to throw them on yourself and the enemy for more damage but remember you only get the benefits if the Elixirs hit you. Follow this Harbringer guide and youll have one of the highest damage Necromancer builds in Guild Wars 2. Just try not to get one shot. If you want to look at the build, click this link. That wraps up the best Necromancer builds in Guild Wars 2. Thanks for reading! If you have any comments, questions, or suggestions leave a comment. Follow our newsletter, so youll never miss out on any of your favorite gaming content. And as always, take the High Ground! This build was last updated on February 03, 2025 and is up to date for the April 15, 2025 patch. Power build for the core necromancer class. It deals decent damage, has good utility, can remove conditions from itself and boons from enemies with ease, and is easy to play. This build can be played while the other weapon set, Dagger + Dagger + Dagger + Dagger is decent, but other options can be considered. Staff - good AoE, long range, and utility, but low damage. Good for tagging mobs in groups. Warhorn - very weak damage, but good crowd control. Players with Weaponmaster Training and Expanded Weapon Proficiency with the Secrets of the Obscure expansion should use Greatsword and Sword+ Sword.Skill VariantWell of Darkness provides good damage and Vulnerability application, try to not remove it.Well of Suffering is another great damage option, but can be swapped for some utility. using:Spectral Grasp - pull enemies to you to cleave them down.Summon Flesh Wurm - useful for teleporting to places you normally can't reach with its active skill Necrotic Traversal.Signet of Spite - alternative, passive DPS option.Summon Shadow Fiend - summon with medium damage and decent HP.Corrosive Poison Cloud - destroys projectiles.Spectral Walk - alternative stun break that also removes conditions. Specializations The choice of third specializations in this order: Spite, Soul Reaping, and Curses. EquipmentAscended gear and stat infusions are not required. This build uses gear similar to Build:Reaper_-_Power_DPS, making it ideal for general PVE. Other relics you can consider include: Relic of Fireworks for burst damage when using a long cooldown skill, Relic of Zakiros to trade a minor amount of damage for sustain, Relic of the Cavalier to start combat with boons, or Relic of Durability for a little extra defense. Note that some of these relics require certain expansions. For defense, equip the highest tier Jade Core you can afford. Use defensive food, traits, or skills if required. If necessary, use Knight trinkets. Players with Weaponmaster Training with the Secrets of the Obscure expansion should use Greatsword and Axe+ Focus and Relic of Fireworks. UsageDamageYour highest damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, which deals extra damage for each stack of Vulnerability that the enemy has; Spinal Shivers, Spin strike against enemies below 50% health. All of this together with your wells, enter shroud and use Tainted Shackles and Life Transfer, followed by shroud auto attacks Life Blast. This skill pierces enemies, so position yourself accordingly.Pull enemies together with Spectral Grasp.Go in and out of shroud periodically to trigger Soul Barbs and Awaken the Pain. Though, ideally, you would only stay out of shroud to use your high damage skills and regain some life force, before going back into shroud has a stronger autoattack.Your biggest sourcess of lifewate skills and regain some life force, before going back into shroud has a force are Ghastly Claws, Soul Grasp, and dagger auto attacks Necrotic Bite. Nearby deaths while inside shroud. You have a lot of boon removal. Prioritise using Spinal Shivers for that, due to its high damage, but know that you also have Unholy Feast and Dark Pact.Weaponmaster Training damage breakdownClick to Expand On Greatsword, use all skills. You can use Grasping Darkness to pull enemies to you. If the enemy is below 50% health, you can spam Gravedigger rather than using auto-attacks. Go in and out of shroud periodically to trigger Soul Barbs and Awaken the Pain. Though, ideally, you would only stay out of shroud to use your high damage skills and regain some life force, before going back into shroud, as Shroud has a stronger autoattack. Your biggest sourcess of life force is Ghastly Claws, Death Spiral, and Grasping Darkness. Nearby deaths also you don't gain life force from nearby deaths while inside shroud. The best defense in Guild Wars 2 is moving out of attacks or evading them. Additionally, you can:Crowd control enemies to stop them from attacking. Well of Darkness - AoE blindSpectral Armor - stunbreak + ProtectionConsume Conditions - convert all your conditions into 5 stacks of VulnerabilityWeakening Shroud - allows you to apply consistent Weakness to enemies; this is a massive damage reduction on non-defiant enemies. Crowd ControlSummon Flesh GolemDoom - fear ticks Defiance Break much more quickly than other conditions. Wail of Doom - if using warhornSoft crowd control from Dark Pact or Spinal Shivers Celestial Alacrity Hybrid DPS Quickness Support Power DPS We use cookies to provide necessary website functionality, improve your experience and analyze our traffic. By using our website, you agree to our Privacy Policy and our cookies usage. Got it! The Necromancer is one of the most versatile and beginner-friendly professions one can choose in Guild Wars 2. They can summon minions, curse their enemies, and inflict damage over time. Additionally, they can support their allies by utilizing Blood Magic. But what else should you know about the Necromancer in Guild Wars 2?Necromancer in Guild Wars specific skills. Necromancers can use life force to enhance their Death Shroud. You can see the amount of life force, you can activate the Death Shroud. The Death Shroud takes the form of a powerful state that equips the Necromancer with a new set of skills for dealing damage and provides additional crowd control abilities. Additionally, this death shroud supplies you with an extra life bar based on the life force for the Death Shroud, the Necromancer needs to use skills. You can use your basic weapon skills for direct damage, condition damage, and control. Necromancers also have Utility Skills. Here is an overview of all the skill types without getting into the nitty-gritty of each one. Necromancers also have Utility Skills. foes directly, while others remove buffs from your foes and turn them into conditions, making your enemies weaker. The Necromancer can summon Minions to deal damage and protect you. You can call forth a Shadow Fiend that helps in combat. When summoned, you can activate its skill to teleport it to your target, blinding and chilling your foe. Blinding stops their next attack, and chilling slows your foe down. You can also summon a Bone Fiend that attacks from a distance. When you use its skill again, the Bone Fiend can cripple or slow your foe down. Minions are a great choice if you want to keep your enemies at a distance. or the life force you generate. Plus, you can activate them for an immediate effect. For instance, take the Signet of Spite. It enhances your damage passively, which is pretty awesome. But you can also activate it to hit your foes with a bunch of debilitating conditions. Spectral Skills provide the Necromancer with added defensive abilities and help enhance their life force. Spectral Armor briefly reduces the damage you take. If you get hit while the Spectral Armor, but it additionally removes conditions and boosts your movement speed. If you activate Spectral Walk again, it will take you back to your original location where you first used Spectral Walk. Finally, lets talk about Corruption Skills. These skills have a downside for the Necromancer, but they hit your foes even harder. Corrupt Boon, for instance, causes poison to you, but it removes boons from your target and transforms them into harmful effects. As for Blood is Power, it inflicts bleeding on both you and your targeted foes. But it also grants might to yourself and nearby allies, increasing your outgoing damage!Now, lets touch upon the three elite specializations: The ReaperThe ScourgeThe Harbinger. A short overview is provided here, be sure to check out the dedicated professions/classes article and video. The Reaper elite specialization replaces the Necromancers Death Shroud with the Reapers Shroud. This new form empowers the Reaper to inflict more direct damage on nearby targets and gives them the ability to stun their enemies. The Reaper also gains access to the Greatsword and unlocks Shouts. enemies or enable the Reaper to summon minions on the spot. The Scourge replaces the Necromancers Death Shroud with Sand Shades. These shades can be placed at a specific location. They inflict conditions on nearby enemies and provide a protective barrier to nearby allies. and obtains Punishment skills. Punishment skills not only support your allies by granting them boons and barrier but also enhance the Scourges mobility, allowing them to swiftly reposition themselves. The Harbinger shroud equips them with strong offensive and mobility skills. However, these abilities come at a cost. The Harbinger Shroud inflicts Blight, reducing maximum health. The longer the Harbinger remains in this state, the less maximum health. The longer the Harbinger remains in this state, the less maximum health they have. toss Elixirs at enemies to deal damage, and being within the impact area also inflicts Blight on them. Now that youve learned all about the Necromancer. I played these myself and are my personal favourites. Gamemode: PvEDifficulty: EasyBuild: Necromancer build on MetabattleFor a straightforward and relaxed build suitable for Free to Play (F2P) players or the Core Necromancer, consider the Minion Master build is low in intensity and doesnt offer the highest damage output but its perfect if you want to progress through the story, level up your character or engage in open-world activities while enjoying a podcast or something similar. In this build, make use of a Scepter and a Dagger as your primary weapon set, and keep a Staff as your minions. Avoid sacrificing your minions for damage or healing unless its necessary. If youre looking for a substantial burst of damage, consider using the Lich Form. When you activate the Lich Form, you gain access to direct damage skills and additional minion skills. Its advisable to use this when facing a large group of enemies or a tough foe, given the lengthy cooldown of the Lich Form. As an alternative to the Lich Form, you can take the Flesh Golem elite skill. The Flesh Golem is one of the strongest minions in Guild Wars 2 and can take a significant amount of damage for you while also possessing a powerful crowd control ability. Gamemode: PvPDifficulty: MediumBuild: Reaper Build on HardstuckNow, lets delve into some builds that require Elite Specializations and, consequently, an expansion. If youre into PvP, consider playing the Condition Reaper build. This build provides the Necromancer with a significant amount of control over the battlefield while inflicting damage over time effects on your foes. The Condition Reaper build revides the Necromancer with a significant amount of control over the battlefield while inflicting damage over time effects on your foes. The Condition Reaper wields a Staff as their primary weapon set and a Scepter and a Dagger as their secondary weapon set. Using the skills on these weapons inflicts bleeding on your enemies, increase the damage they take, and prevent them from attacking. Always remember to use your shouts and wells to get more control over your enemies by slowing them and preventing them from attacking. Its essential to position yourself away from the centre of the battle and attack from a distance to minimise the damage you take. Gamemode: PvEDifficulty: MediumBuild: Condition Scourge on HardstuckMy personal favorite build for the Necromancer is the Condition Scourge. This build excels at inflicting condition damage, providing barrier, and granting might to your allies, enabling them to deal more damage and stay protected. The Condition Scourge build is primarily geared for End Game PvE content like Fractals of the Mists, Raids, or Strike Missions. However, when used effectively, it can also be used in Open World PvE. In this build, the Scourge utilizes a Scepter/Torch combination as their primary weapon set and a Pistol/Torch as their secondary weapon set. The core strategy of this build revolves around deploying your sand shades and keeping them near your enemies at all times. enemies, cleanses allies from conditions, and provides them with barrier. The Blood is Power skill offers you and your allies Might but also inflicts bleeding. Your auto attacks, which apply bleeding, and the final attack in your auto attack chain delivers the most damage. Combine this with Grasping Dead for more bleeding and Devouring Darkness for additional Life Force and Torment to maximize your effectiveness. Gamemode: PvEDifficulty: Medium/HardBuild: Celestial Harbinger on GuildjenThinking of giving World vs. World a shot? You might want to try out this Harbinger build. This build is designed to deal substantial condition damage to your enemies while also providing a good amount of Crowd Control. This makes it an excellent choice for roaming and for one-on-one encounters with other players. As your main weapon set, this build uses a Pistol/Warhorn combination. For your secondary set, the build uses a Dagger/Torch combination. These skills come packed with Stun, Daze, and other Crowd Control abilities. By using these skills in the right order, you can effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to them. One effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down an enemy and apply conditions to the effectively shut down enemy for about 4 seconds. In the meantime, be sure to employ Condition Skills in between the stuns to lower your targets health. Here are some gameplay tips for playing as a Necromancer: Dont hesitate to enter your Shroud. The Shroud mechanic is strong, as it can increase the Necromancers damage, help control your enemies, and, most importantly, provide an extra health pool to save you when your health is low. When using minions, use them strategically. Minions can be a valuable way to distract and damage your outgoing damage Conditions, such as Bleeding, stack their effectiveness or duration. Necromancers can provide buffs to your allies while inflicting conditions, be sure to use a skill that transfers this condition, be sure to use a skill that transfers this condition to your enemy as well. For example, use Deathly Swarm on your off-hand dagger, the Plague Signet Utility Skill, or Nefarious Favor on your Sand Shade as a Scourge. In conclusion, the Necromancer is a strong and versatile class that can be played in various ways. If youre looking for a profession that can be played in various ways. If youre looking for a profession that can be played in various ways. If youre looking for a profession that can be played in various ways. If youre looking for a profession that can be played in various ways. is up to date for the June 3, 2025 patch. Procmancer is a PvP condition Reaper build that's all about pressuring targets in teamfights with the help of various trait procs, making its burst sudden and unexpected. In this build even a simple Blind could apply 3 other conditions to a target, and no Necromancer build has better Chill uptime than this one. The build shines at constantly maintaining a wide variety of conditions on enemies while also pressuring them with AoE boon corruption at the start of burst chains. High damage, low sustain. Skill Bar Skill VariantsUtilityFor the optional slot: Spectral Ring - area denial that can save your life and the Fear has great synergy with various traits. Summon Flesh Wurm - a potentially life-saving positioning tool. Spectral Armor - stunbreak, defense against direct damage, and great skill to use against opponents who rely on blocking skills to survive like Dragonhunters or Virtuosos, but also works well against the many projectile-reflects of Tempests. Corrupt Boon - great burst CD, especially useful against targets that rely on Stability. Can be used both defensively. WeaponsScepter over Pistol - Scepter remains a viable option especially for people who don't own the Secrets of the Obscure expansion. You lose a CC but gain a boon corrupt, however Scepter is a slower weapon and the damage requires some setup which makes it less ideal under pressure. There are plenty of strong options for the off-hand slot: Torch over Dagger - while Torch is a strong weapon, it comes with several tradeoffs in this build. Torch increases your condition diversity, improves Life Force generation and adds a CC (single target), however it's going to cost you a condition transfer, Blind synergy (several traits in the build are centered around this condition) and AoE Weakness. Torch offers more damage but lowers your survivability and trades AoE soft-CC (Blind, Chill, Weakness) for single target hard-CC (a knockdown). Focus over Dagger - adds more boon removal, burst damage and Life Force management tools to the build while retaining the Chill synergy. It offers no survivability tools however. Off-hand Sword over Dagger - ranged CC, life steal and Weakness application. Solid choice both for defense but offers very little condition pressure. It's more of a utility This becomes a more attractive option when NOT playing with off-hand Dagger - losing a Blind application by taking a different weapon would weaken Chilling Darkness while Plague Sending could compensate for the loss of Dagger's condi transfer. especially in shroud. Augury of Death adds a bit of life stealing to the build for slightly higher sustain. Equipment Equipment VariantsAmulets - better defense against Power-based burst damage. Sigil of Escape over Sigil of Intelligence - improves your condition cleansing. Getting rid of several non-damaging conditions on weapon swap also increases your chances of transferring damaging conditions with Putrid Mark.RunesRune of Necromancer - offers more damage if you don't need the passive movement speed boost from Lynx.RelicsRelic of the Sunless - creates an AoE field beneath the target of your elite. Compared to Cerus it has the benefit of always spawning the pool under an enemy so you don't have to worry too much about positioning. The best thing about this relic isn't even the conditions but rather the strike damage it deals over just a few seconds. Fury can make this proc stronger. Relic of Cerus - adds a strong offensive proc whenever you use an elite skill. Enemies under the eye can get hit multiple times, so the value of this relic goes up significantly if you can stun them right under the eye with "Chilled to the Bone!".Relic of the Reaper - adds a Chill proc to every shout. Worth of endurance whenever you heal, improving your survivability. It's like a second Energy sigil. UsageGeneral Chill is the most important condition in the build. Not only because of the sustain tied to Chilling Victory. Use "Your Soul Is Mine!" as often as possible, even out of combat. This is crucial for building Life Force (LF). On top of the Stability and AoE stun "Chilled to the Bone!" also applies Quickness when it strikes an enemy target in melee range. Using this right before entering Reaper's Shroud creates the perfect setup for your hard hitting shroud skills."Chilled to the Bone!" has a very distinct animation which makes it easy to avoid, if you feel like that's going to happen then stow your weapon to cancel the channeling. This is also great for fake casting - you can use the skill, cancel it immediately with weapon stow (the whole animation's still going to finish, potentially baiting out dodges or other defensive CDs), and send it only on a CD of 5 seconds. Entering shroud procs Spiteful Spirit and Weakening Shroud, these are both defensive and offensive by nature. Being able to rip boons and apply Weakness even when you're sitting in a CC could save your life, and these are great instant offensive procs as well which could kickstart your burst chain. Quickly following up with Death's Charge to apply Blind and corrupt more boons through Path of Corruption is basically a 2 button burst combo that puts heavy pressure on every enemy around you. Entering shroud counts as a weapon swap and as such could proc Sigil of Doom and Sigil of Exposure while on Pistol/Dagger (if the sigils aren't on CD) which are instantly applied to the enemy target via Spiteful Spirit for increased burst and condition variety. Ideally try to use Death's Charge inside the field left behind by Executioner's Scythe to combo Frost Aura. Cleansing on this build is rather limited and often tied to offensive skills such as Putrid Mark and Deathly Swarm, skill #4 on both weapons. Other than that you've got Spectral Walk but depending on what 3rd utility you took this may or may not be the only stunbreak in the build so use it wisely. There's more to Spectral Walk (SW) than just being a stun breaker with a bit of LF management, this skill allows for guite a bit of creativity. For example: Activate SW jump off a cliff while being chased Spectral Recall when your enemies jump after you. Activate SW break line of sight cast "Chilled to the Bone!" teleport back at the very end of the channeling (this makes it harder to avoid and reduces the chance of getting interrupted, although the outcome is going to be a bit luck based). Activate SW Necrotic Traversal (if using Flesh Wurm) Spectral Recall when they catch up to you. This works for stomping downed enemies as well, the channeling isn't interrupted by either of these teleports!When playing with Scepter, Feast of Corruption is best used on targets that already have several conditions on them to maximize damage and LF generation."Suffer!" is a great setup for this skill, allowing you to deliver burst damage in an instant.Well of Darkness is one of the strongest skills in the build due to its synergy with various traits. It's valuable in any situation from surviving enemy focus to pressuring multiple targets. For mobility use the following sequence: Reaper's Shroud just before Death's Charge finishes (the ending of DC brings your character to a halt, which can be cancelled by dropping out of shroud early)Vile Blast is a great skill for guickly setting up other skills like Weeping Shots, "Chilled to the Bone!" or a shroud burst. On Staff try to use Putrid Mark AFTER Chillblains for a free AoE Weakness combo.Putrid Mark and Death's Charge are the best skills to use with Sigil of Intelligence. Shroud burst rotation example. to your targetTerrifyExecutioner's ScytheSoul Spiral Top Streamers Log in or register to rate this build. Ethan gave this build 4 stars November 2024 Kinda fell off as the meta changed, more damage than regular condi reaper but it pops like a balloon under pressure and it's damage is kind of gimmicky since it relys on so many procs. Most people see the proc on shroud and immediately know to focus the reaper. With a support it's still fine, but you can't rely on that as a solo q. Although it could be really good since the current meta classes are super boon dependant, like wb and cata, especially hurting cata because of its high uptime on chill. And it has the potential to corrupt wb stab into fear which is always funny if it lands. Goon gave this build 5 stars May 2023 Fantastic build in the current meta. Tankier then most reaper build due to the high vitality and low reliance on shroud autos for damage. Your damage comes packed in with debilitating conditions like blind and chill enabling you to lock down enemies and lower their ability to pressure your team. Very easy to learn though will require good positioning to survive at higher levels. I don't think it's necessary overpowered as the damage takes a long time to ramp up and being killed by this build means you have tanked multiple key skills from the reaper. However, the near permanenet chill is extremely unfun to play against. Vex gave this build 5 stars May 2023 Completely busted build that makes it nearly impossible to play support because of how hard it's spamming multiple condis at once. No build can keep up with condi removal. I'm surprised it wasn't nerfed with the may 2 patch, I hope it gets the nerfhammer in the next one. "PlzAnetBuffNecro" is full of bs, at least hide your agenda behind a better name dude. PlzAnetBuffNecro gave this build 3 stars April 2023 I dont think this build should be 5 stars. It might work in lower tier pvp, but most classes being played in the higher ranks have the instant burst to negate shroud and make you useless as well as enough condi cleanse (which has always been the case) to negate your condis as well as enough cc to interrupt your main dmg (reaper). Giving it a star. Power Reaper or Condi Harbinger still outperform this. The damage if insanely good, so is the condition variety and how quickly it can put 5+ different conditions on a target. Great chill uptime, lots of AoE boon corruption (many of them are tied to instant cast skills and procs too) and easily stacks 25 vuln in no time to help your team pressure targets. It's management, and positioning it's management, and positioning it's management, and positioning it's management. adds to the sustain in a way. This is a very solid build for rank climbing at the very least. Trini565 gave this build 5 stars December 2016 I think this build is great. You have to honestly out smart your opponent with positioning and picking the right utilities base off your opponent. IMO you can make this build stars December 2016 I think this build is great. this build and I have no problems. Qubusify gave this build 5 stars December 2016 Do not use this when soloing or without support. You will only handicap your team. VolkS7X gave this build 5 stars December 2016 This build is amazing. "Rise!" is just great at countering Mesmers and their pesky clones. Warriors and Guardians cannot out-sustain me due to the constant flow of conditions and conditions and conditions them down due to the major difference in sustainability. Only class I've really had problems with were rangers, and that's due to their also great sustain, damage and tankiness combined. This build can easily fill all three engagement distances, with Reaper form as a frontliner / tank / pure DPS. Scepter is great at mid range, makes up for the lack of mobility by taking away the enemy's mobility. Staff is fun when both other engagement distances are filled and you can comfortably sit at the back and spam heals for your team and conditions for the enemy. While this build can hold its own in most 1v1 scenarios, it does have its counters. However, the enemy must be geared in such way to counter every aspect of this build shines in teamfights. Jericho D gave this build shines in teamfights. Jericho D gave this build shines in teamfights about switching to this build because of the success (albeit squishy) of more condition-heavy builds. But I decided to give it a try. Glad I did. This build is absolutely SICK. The sustain is unreal and the damage is sufficient to 1v2 and sometimes 1v3. It takes down DHs and rangers with ease, totally slaughters thieves, engineers, and eles, and out-sustains most mesmers and warriors. In the last 5 matches I've played (consecutively) I have not died once---compared to dying 3 or 4 times with previous condi-heavy builds that relied on team support. This is a solo-ready build for pugging @ season and will be murderous in an organized team setting. I opted for "Rise!" to split incoming damage (since I solo-Q and can't rely on a team healer) and it works beautifully. I can see why this is the new meta reaper build. Excellent! Exciton gave this build 5 stars November 2016 Absolutely fall in love with the amount of damage this build 5 stars November 2016 So Spiteful talisman or Bitter chill? That 5%

damage extra doesn't appeal to me at all in comparison to the vulnerability stack. Good build regardless. Not too sure if this is a meta build though. Condi pressure from all out necro has much more presence in team fight compare to this one (and obviously they die much faster). When macebow warrior hasn't been categorized as meta in sPvP I don't really see this belongs to the meta. Sulewi gave this build 5 stars November 2016 Love it! It's insanely strong but IMO requires even more attention to good positioning compared to the old builds. Briefly said, it kills faster than the old builds at the cost of being more vulnerable. Show all ratings (9 more) Get MetaBattle Premium Enjoy an ad-free experience & support the website, for less than \$1 per month! Upgrade to Premium

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