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In Guild Wars 2, the Necromancer is one of the three Scholar professions and another one of my favorite classes to play. Hence, why we're going over how to build the Necromancer in GW2! In this next section, let's take a look at 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 scales off their maximum health. For the Necromancer, 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 also use Life Force as a second health bar while in Shroud. With Shroud, 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 Necromancer builds in GW2, starting with the Core 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. You'll 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.Let's get into what makes this build work. For the Power version, we will of course need a bunch of Power. The best stat prefixes are: Berserker – Power, Precision, Ferocity Marauder – Power, Precision, Vitality, Ferocity Soldier – Power, Toughness, Vitality Berserker's 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 others. For more Vitality and Life Force, Marauder is a great alternative but will have a slight damage decrease compared to Berserker's. 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 Death's 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. At the same time, Reaper's Might will grant a stack might with every auto-attack in 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 (4). You'll have 3 charges of 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 don't 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, you'll recover tons of Life Force. Now let's get into the rotation.The rotation is fairly simple and keeps you at a safe distance from the enemy.Axe RotationShroud 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 to use your high damage weapon skills, regain Life Force, and then go back into Shroud. 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 Golem's and Bone Fiend's 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 spec – the Reaper.Image: ArenaNet via HGG / Tyler LockeReaper is the Heart of Thorns expansion elite specialization for the Necromancer. On release, this spec was a bit of a problem especially for PVP. While it's since been nerfed, 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 Reaper's Shroud is changed from a ranged shadow into an actual Reaper, complete with a scythe for melee combat. In practice, you'll 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. You'll 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 let's 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, it's easy to find gear with Berserker's 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 Marauder's 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 boost and our innate life steal just for being within 300 meters of the enemy. Lastly, this spec has Cold Shoulder which increase our 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 isn't 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. Death's Charge (2) and Soul Spiral (4) will be our highest 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. Reaper's Shroud (F1)1. Death Spiral (3) 2. Grasping Darkness (5)2. Death's 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. Death's Charge (2)6. Auto-attack chain7. Death's Charge (2)8. Auto-attack chain9. Exit ShroudThe opening rotation applies Chill and Vulnerability to your target, so your Shroud 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 Executioner's 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 you'll 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 Necromancer. With the Scourge spec, 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. These Sand Shades come with their own abilities to damage enemies or heal and revive allies. When built for support, 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 Necromancer build. 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. Let's get into it. This Scourge build is going full Condi, so we need as much Condition Damage as we can get. Viper's – Power, Precision, Condition Damage, Expertise Sinister – Power, Precision, Condition Damage Carrion – Power, Condition Damage, Vitality Like every Condi build, Viper's 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, Viper's 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, Scourge's 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 Soul Battery. Unyielding Blast and Dhuumfire also make it so our Sand Shades inflict Vulnerability and Burning when summoned. Lastly, Scourge will give us bonus Expertise with Fell Beacon 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 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 Blood is Power (7) and Plaguelands (0). Using these two skills will self-inflict conditions that we will then transfer to enemies with the Plague Sending trait from Curses. Other utility skills are up to you. Signet of Vampirism (6) 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 regen and a revive. This time around Shroud doesn't replace weapon skills but instead uses the profession skill slots. F1, Manifest Sand Shade, will 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 will be the only way we can trigger Plague Sending to transfer conditions. If the team needs support, Sand Cascade (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 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)4. Oppressive Collapse (5)5. Auto-attack chain6. Manifest Sand Shade (F1)7. 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. You might not see huge damage numbers compared to a Reaper Power build, but you'll have an easy consistent DPS 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 that's not all.This Necromancer build is one of the biggest glass cannons in GW2. Harbringer loses Shroud's 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. Let's look at the stats needed to turn the Harbringer into a DPS monster.Like any Condi build, we mainly want Condition Damage and Expertise for max damage and duration for our conditions. So we want: Viper's – Power, Precision, Condition Damage, Expertise Sinister – Power, Precision, Condition Damage The Viper's stat 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 Viper's.Until you can grab Viper gear, Sinister is a great alternative. Your conditions won't last as long but the bonus Condition Damage will more than 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 Reaping will be just like our other builds. The extra Life Force from Soul Battery and Gluttony are too good. Additionally, 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 aren't in Shroud. Weeping Shot's (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 won't 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 vital to the damage rotation for buffs and self-inflicting conditions to transfer. Image: ArenaNet via HGG / Tyler LockeWhile it doesn't protect us anymore, Shroud still gives new skills. Harbringer Shroud skills are unique due to the way they interact with Blight stacks. Tainted Bolts (1) and Dark Barrage (2) don't 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 you have. At 5 and 10 stacks of Blight respectively, these skills will deal double damage and inflict Torment. Using them will also consume those Blight stacks.As for Vital Draw (5), this skill has a great 3 second AOE stun and siphons Life Force from each enemy hit. This skill isn't mentioned in the rotation, but you can insert it anywhere without any damage loss.Some of this rotation will be pretty similar to Scourge's. The goal is to self-inflict conditions, transfer them then use our hardest hitting abilities off cooldown.OpenerShroud RotationPistol/Dagger Rotation1. Use all Elixirs (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)4. Vile Blast (3)4. Tainted Bolts (1) until Barrage is up4. Deathly Swarm (4)5. 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. Devouring Cut (3)8. Repeat Shroud Rotation9. Dark Barrage (2)10. Exit Shroud (F1)Always make sure to use Voracious Arc and Devouring Cut when they are empowered. Make sure you have at least 15 Blight stacks before using. Remember 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 you'll 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 you'll never miss out on any of your favorite gaming content.And as always, take the High Ground! © 2025 Tribulation Systems•Legal•Contact Us This build was last updated on June 28, 2025 and is up to date for the July 18, 2025 patch. A condition based core Necromancer build for WvW roaming centered around Fear chains. Skill Bar Skill Variants Weapons To play Pistol/Sword you need to own the Secrets of the Obscure expansion. SotO's where you unlock Sword and Weaponmaster Training for the Pistol. Free-to-play players are going to have to play Scepter/Warhorn instead of Pistol/Sword. Warhorn remains a perfectly viable option even for expansion owners, offering an unblockable Fear and better mobility in exchange for longer cast times and lower Fear duration (unless traited). You can read more suggestions regarding the Warhorn variant below. Utility For the optional slot: Corrosive Poison Cloud - excellent sustain tool against both ranged and melee, it's even good at pressuring targets. Well of Corruption - great AoE pressure against groups, and could scare off melee enemies for a few moments. Summon Flesh Wurm - more mobility and a stunbreak with a bit of Life Force gain on the side. Spectral Walk - mobility, cleansing, stunbreak. Spectral Armor - medium CD stunbreak, defense against strike damage and excellent LF building. Corrupt Boon - on-demand boon removal, post-nerf this is mostly a tech-option against builds with Stability spam. You're not guaranteed to hit the right boon but it's your best bet at countering specs with high Stability uptime. Elite None of the options are that great for this build, they are just different shades of passable: Plaguelands - area denial tool that can scare off attackers, make it harder to rez downed enemies, or inflict heavy damage on targets trapped inside Spectral Ring, forcing them to either tank it or cross the ring and get feared. This skill isn't hard to avoid however outside of these niche scenarios and has a fairly high CD. Also takes quite a while for the damage to ramp up. Summon Flesh Golem - the idea here is to use a weaker elite with a low recharge time and grab Relic of the Nightmare for another source of Fear. Lich Form - this elite mostly scales with Power, a stat this build is lacking. Still it offers some minor burst damage and an AoE Fear. Template Code [&DQgnKhM/Mj6iAKIA9QB1AWwBdgGLAHcBkgAAAAAAAAAAAAAAAAAAAAAAAAAADWQA2AFoAAA==]Copy Template Code Specializations Variants Warhorn-only: Banshee's Wail lowers your survivability but makes your Warhorn skills stronger, most notably improving the Fear duration on skill #5 and the Swiftness uptime from skill #5. Variants If you feel like you're not getting enough value out of Dhuumfire in your fights because you often find yourself Life Force starved or simply don't have opportunities to use shroud autos, then consider picking up Eternal Life instead. Eternal Life is a decent defensive CD in general, especially in a build that doesn't have a lot of instant cast defensive abilities. Specialization Variants Replacing Blood Magic with Death Magic is an equally viable option. While Blood focuses more on adding new sources of damage and healing such as Life Steal, Death improves your passive stats, condition cleansing and damage mitigation: Equipment Equipment Variants Stats Use Dire instead of Trailblazer gear if you're F2P. Relics Relic of the Demon Queen - another offensive option if you can't get Relic of Agony. Relic of Speed - significantly improves your mobility (which is the biggest weakness of the build), works best with Warhorn and Banshee's Wail. The only reason we're not recommending this as the main option is due to the lack of consistency against boon removal. Necromancer lacks frequent access to Swiftness or even a decent amount of cover boons, which makes it very easy for enemies with any amount of boon removal to strip our Swiftness and render a relic like Speed ineffective. Relic of Evasion - better survivability. Sigils Sigil of Superior Sigil of Cleansing over Generosity - if you're having trouble dealing with conditions. At this point you could also consider dropping the Rabid rings for Dire for a slightly more tanky but lower damage option. Sigil of Superior Sigil of Agility over Generosity - the brief Quickness makes it easier to get a Fear off right after weapon swapping, while the Swiftness fits nicely into the Warhorn + Relic of Speed variant - adding another source of Swiftness makes you less susceptible to boon removal. Runes Rune of Superior Rune of the Traveler - the stats on this are fairly weak, but it could provide better mobility when playing with offhand Sword. Consumables Food: - passive damage mitigation and great stats. - more active damage mitigation via dodging. Utility: Budget: (found in Canned Food Crates looted from WvW Skirmish Chests) Usage General If taken Use Summon Flesh Golem before you mount up so you don't have to cast this at the start of combat right after dismounting. Consider building up your Life Force on critters and hostile NPCs before setting out to fight players. Both weapon sets have access to Fear: Reaper's Mark on Staff and either Wail of Doom or Devouring Visage on the other set. The Staff and Warhorn fears are also unblockable but the Sword one isn't. All of your marks are unblockable and generate Life Force. Tip: enemy players who block Staff skills can work against themselves. Long duration blocks such as Shield Stance give you more than enough time to land important staff skills like Chilblains with little to no risk of being avoided as blocking players normally don't dodge. Damage Fear is the strongest damaging condition in the build thanks to Terror. Pistol/Sword (or Scepter/Warhorn) is a bit more bursty while Staff is more of a utility weapon used to snare targets, transfer conditions, and CC/build Life Force from range. When playing with Scepter Feast of Corruption is a strong burst skill but only when used on targets with at least 4-5 different conditions. It also corrupts a boon which means with a little luck this could add another source of Fear to the build. On Pistol Vile Blast can be used to quickly set up a Fear chain. There are 4 sources of Fear in the build, try chaining them together when you're going for the kill on an already pressured target: Doom - Shroud #3. Wail of Doom - Warhorn #4 OR Devouring Visage - Sword #5. Reaper's Mark - Staff #5. Spectral Ring - utility skill. The ring applies Fear whenever an enemy crosses it, and you could force them to cross by using other sources of Fear on them. The duration of Fear stacks. The Scepter autoattack chain is far superior to Staff's in terms of damage, it could even apply Poison for healing reduction. Putrid Mark is a Blast finisher, you may combo this with Chillblains for AoE Weakness or Spectral Ring for AoE Chaos Armor. Life Blast with Dhuumfire is a great filler while in Shroud. Sustain Your first attack after entering and shroud removes conditions thanks to Plague Sending. The easiest and safest way to proc this quickly is to dodge for a Mark of Evasion proc. If you're Blinded, you can use this proc to get rid of it. Since dodging creates a mark, the mark could "soak" the Blind and miss. This is useful especially against Blind spamming specs, because not only does it get rid of your Blind but your odds of getting Blinded during a dodge are way lower, and you can immediately follow up with some shutdown of your own, like a Fear. Transfusion adds quite a bit of extra sustain to your Staff marks. Not only that but allies (including you) can now also trigger the marks, and each mark has a unique positive effect on top of some healing. Transfusion's effects also apply to trait procs, like the Mark of Blood you create after dodging. To get the most out of the marks, aim to hit both friend and foe with the same skill. You can technically use Staff marks on downed enemies now, as long as you're there to trigger the marks. There's a minor downside to this trait: you can no longer place marks beneath your feet preemptively! For example on other builds you could place a Reaper's Mark under yourself right before a Revenant or Thief would jump you with a teleport, interrupting their burst attempts. With Transfusion however the mark would be triggered by you the moment it's placed, leaving you open to attacks. Consume Conditions is more of a last resort option that should only be used at or below ~50% HP and when other forms of cleansing/healing won't suffice. If taken Even at maximum health you may consider activating either Spectral skills before entering shroud. The added LF generation and sustain can prolong its duration significantly. If taken Spectral Walk (SW) is great for preventing condition pressure from ramping up on you. Activating its chain skill which "ends" Spectral Walk does not stop the cleansing. This skill has many uses, for example: Activate SW ⇒ jump off a cliff while being chased ⇒ Spectral Recall when your enemies jump after you. Activate SW ⇒ Necrotic Traversal (if using Flesh Wurm) ⇒ teleport back when they catch up to you. This works for stomping downed enemies as well, the channeling isn't interrupted by either of these teleports! Log in or register to rate this build. Hanz gave this build 5 stars • February 2025 Damage and sustain are both great, no question. Mobility is average at best but utilities help. Overall a really solid duelist, but suffers from the usual necromancer problems on most terrains (easy to chase down, can't really disengage, has trouble chasing targets, could be outranged as staff isn't enough to threaten a longbow ranged for example). If you pick your location well and can use the terrain to LoS or disengage to higher ground with Flesh Wurm the weaknesses can be remedied. Stability spamming Cele specs can be rough to 1v1 though. JW update: surprisingly good in 1v1s, but can fold somewhat quickly in 1vX. Get MetaBattle Premium Enjoy an ad-free experience & support the website, for only $1 per month! Upgrade to Premium Guide Unleash your necromancer's potential with our expert leveling guide. Discover powerful builds, essential tips, and tricks to dominate Tyria. Start your journey to mastery today! Necromancers in Guild Wars 2 offer a unique blend of dark magic and minion control, making them versatile for both solo and group leveling. This guide covers efficient strategies, optimal builds, and tips to master the Necromancer's journey from level 1 to 80, emphasizing summoner builds and minion damage for a smooth leveling experience. 1.1 Overview of the Necromancer Profession The Necromancer is a dark, versatile profession in Guild Wars 2, mastering death magic to summon minions, drain life force, and unleash devastating attacks. They thrive in both PvE and PvP, offering a unique playstyle that blends summoning, survivability, and direct damage. Their ability to adapt to various roles makes them a compelling choice for players seeking a strategic challenge. 1.2 Importance of Efficient Leveling Efficient leveling ensures a smoother progression, allowing Necromancers to unlock critical traits and skills sooner. This enables better survivability, damage output, and minion control early on. By focusing on optimal builds and rotations, players can reach endgame content faster and explore advanced strategies with a well-rounded character. Efficient leveling also enhances overall gameplay enjoyment and versatility. 1.3 Brief History and Popularity of Necromancers in GW2 The Necromancer has been a cornerstone of Guild Wars 2 since its 2012 launch, captivating players with its dark, versatile mechanics. Its popularity stems from unique life force management and minion control, offering a distinct playstyle. Regular balance updates and a passionate community ensure it remains a beloved and relevant profession, especially in PvE and PvP scenarios. Best Leveling Builds for Necromancer Optimal leveling builds focus on minion damage, life force management, and survivability. Popular choices include pure summoner, hybrid DPS/summoner, and blood magic/spite synergies for efficient progression. 2.1 Pure Summoner Build The Pure Summoner Build excels at minion damage, focusing on commanding an army of undead. It uses dagger and warhorn for mobility and control, with traits in Spite, Soul Reaping, and Death Magic. Wells of Suffering and Darkness are core skills, while Life Force management ensures sustained minion summons and survivability, making it ideal for solo leveling and open-world content. The Hybrid DPS/Summoner Build balances direct damage with minion support, blending the Necromancer's offensive capabilities. It utilizes dagger and staff for adaptability, mixing Wells of Suffering and Darkness with direct spells like Blood Is Power. This build synergizes Spite and Death Magic traits, offering flexibility in both solo play and group content while maintaining a strong minion presence for sustained damage. 2.3 Blood Magic and Spite Synergies Blood Magic and Spite create a powerful synergy, enhancing the Necromancer's offensive and survivability capabilities. Blood Magic provides life force generation and self-healing, while Spite amplifies damage and crowd control through Wells of Suffering and Darkness. Together, they enable a balanced playstyle, allowing Necromancers to sustain themselves while dealing consistent damage, making them formidable in both leveling and endgame content. Trait Synergies and Philosophies Traits like Spite, Soul Reaping, and Death Magic create powerful synergies, enhancing damage, life force generation, and survivability. These traits define the Necromancer's playstyle, emphasizing minion control, sustained damage, and resource management. Proper trait selection ensures a balanced and efficient leveling experience, making the Necromancer a versatile and formidable profession in Guild Wars 2. 3.1 Spite Trait Line Benefits The Spite trait line enhances damage output, particularly through critical hits and minion attacks. It improves life force generation and grants access to powerful fear effects, boosting survivability and crowd control. Unlocking Spite first ensures a strong foundation for both summoner and DPS-focused builds, making it essential for efficient leveling and endgame preparation in Guild Wars 2. Soul Reaping focuses on life force management and minion synergy, enhancing the Necromancer's ability to sustain and control the battlefield. This trait line increases minion damage and survivability while providing consistent life force generation, making it ideal for summoner builds and ensuring a steady flow of combat effectiveness during leveling and open-world content. 3.3 Death Magic Trait Line Benefits Death Magic enhances the Necromancer's combat effectiveness by increasing power and vitality, while also improving healing power. Traits like Death's Embrace and Soul Marks provide additional damage and healing opportunities, making this line ideal for balancing offense and survivability, especially when paired with minion-focused builds during the leveling process. Weapon and Armor Recommendations Necromancers excel with dagger and warhorn for mobility and utility. Staff is ideal for PvP, while medium armor balances survivability and mobility, making it perfect for leveling. 4.1 Primary Weapons: Dagger and Warhorn The dagger offers fast attacks and critical hits, while the warhorn provides mobility and crowd control. Together, they enhance survivability and deal consistent damage. Use traits like Dark Magic with dagger for life-steal and warhorn skills like Charge and Retreat! for battlefield control, making them ideal for solo leveling and minion support. 4.2 Secondary Weapons: Staff for PvP The staff excels in PvP for its area-of-effect attacks and sustained damage output. Skills like Mark of Subduction and Chilling Victory enhance battlefield control. Pairing the staff with traits like Soul Marks and Dhuumfire creates a formidable setup, allowing Necromancers to dominate in competitive arenas while maintaining mobility and crowd control, making it a strong secondary weapon choice for PvP scenarios. Choosing the right armor is crucial for Necromancers. Medium armor provides a balance of mobility and protection, ideal for summoner builds. Heavy armor enhances survivability, making it suitable for melee-focused playstyles. Light armor offers increased mobility, beneficial for kiting and avoiding damage. Each armor type complements different builds, allowing Necromancers to adapt their survivability based on playstyle preferences and combat scenarios. Skill and Utility Rotations Necromancers rely on skill rotations that balance damage, survivability, and minion control. Key abilities like Wells of Suffering and Darkness enhance crowd control and area damage, while Life Force management ensures sustained combat effectiveness, making skill rotations crucial for optimal performance in both open-world leveling and competitive play. 5.1 Wells of Suffering and Darkness Wells of Suffering and Darkness are cornerstone abilities for Necromancers, providing area damage and crowd control. These wells enhance combat effectiveness by dealing consistent damage over time and synergizing with minion attacks, making them essential for efficient leveling and maintaining a strong offensive presence in open-world content and dynamic events. Effective life force management is crucial for Necromancers, enabling powerful abilities and maintaining minion control. By strategically using life siphon skills and corpse exploitation, players can sustain high damage output while minimizing downtime, ensuring efficient leveling and maintaining a competitive edge in both PvE and competitive play. Mastering minion skills enhances Necromancer efficiency, providing consistent damage and utility. Summoning minions like bone fiends and jagged horrors ensures steady DPS, while command skills like F1 attacks add versatility. Proper timing and placement of minions maximize their effectiveness, making them invaluable for both leveling and endgame content in Guild Wars 2. Leveling Strategies and Map Completion Exploring the world, completing hero challenges, and dynamically adjusting your level ensure efficient progression. Map completion and event participation provide valuable XP, enhancing your Necromancer's journey. 6.1 Exploring the World and Discovery Exploring Tyria's vast world is crucial for leveling your Necromancer. Discovering new areas, waypoints, and points of interest grants valuable XP. This natural progression introduces you to diverse environments and enemies, allowing you to refine your skills and minion management. Exploration complements traditional leveling methods and enhances your understanding of the game world. 6.2 Completing Hero Challenges and Hearts Completing Hero Challenges and Hearts is a rewarding way to earn XP and level your Necromancer. These activities provide substantial experience points and often introduce you to specific skills or mechanics. Hearts, in particular, offer consistent XP and help you master your abilities, while Hero Challenges test your combat prowess, enhancing your understanding of Life Force management and minion control. Dynamic Leveling Adjustments in Guild Wars 2 ensure a balanced experience by scaling content to your Necromancer's level. This feature activates when you're more than one level above the intended area, maintaining challenge and XP efficiency. Adapt your strategy by adjusting weapon sets or minion focus as you progress, ensuring smooth leveling and optimal skill utilization throughout Tyria. Transitioning to Endgame Content Dynamic Leveling Adjustments ensure content scales to your Necromancer's level, maintaining challenge and XP efficiency. This feature activates when you're more than one level above the intended area, allowing seamless progression. Adapt your strategy by adjusting weapon sets or minion focus, ensuring smooth leveling and optimal skill utilization throughout Tyria for a balanced experience. 7.1 Preparing for High-Level Content Preparing for high-level content involves refining your Necromancer's build, optimizing gear, and mastering skill rotations. Assess your equipment, focusing on stat combinations like Power, Precision, and Vitality. Refine your trait selections to enhance damage output or survivability, depending on your playstyle. Practice advanced techniques, such as managing Life Force efficiently and coordinating minion attacks with your abilities for seamless transitions into challenging endgame activities like raids and dungeons. 7.2 Gear and Stat Optimization Optimizing gear and stats is crucial for high-level content. Focus on acquiring equipment with Power, Precision, and Vitality for balanced damage and survivability. For Necromancers, stat combinations like Condition Damage or Toughness can enhance specific playstyles. Prioritize Exotic or Legendary gear from dungeons, raids, or crafting to ensure optimal performance in challenging encounters and endgame activities. 7.3 Endgame Build Variations Endgame Necromancer builds vary based on playstyle and content. The Pure Summoner excels in raids with minion-focused damage, while the Hybrid DPS/Summoner offers flexibility in fractals. Condition-based builds, utilizing traits like Spite and Death Magic, provide sustained damage for challenging encounters. Experiment with gear and traits to find the optimal setup for your preferred endgame activities and group roles. Mastery of Necromancer basics and experimentation with builds will ensure a smooth journey. Focus on efficient leveling, explore diverse strategies, and enjoy the dark magic journey! Efficient leveling relies on mastering Necromancer builds, focusing on minion control and dark magic. Prioritize Spite, Soul Reaping, and Death Magic traits, and utilize weapons like dagger and warhorn for optimal performance. Experiment with builds, explore the world, and complete challenges to ensure a smooth progression to level 80. Don't hesitate to try different weapon combinations and builds during your leveling journey. Experimentation with various minion setups and utility skills can reveal powerful synergies tailored to your playstyle, enhancing both fun and efficiency in Guild Wars 2. Explore online communities, forums, and YouTube channels for detailed guides and real-time updates on Necromancer builds. Websites like Guild Wars 2 Wiki and meta battle guides offer comprehensive insights, while Discord servers provide direct support from experienced players, ensuring you stay updated on the latest strategies and optimizations for your Necromancer. Australia Canada Guide Instructions Manuals PDF United Kingdom Necromancers are powerful. This build focuses on starting attacks from mid-range then finishing close up. Weapons: Axe/DaggerThe abilites allow for ranged hits that can spread to other nearby enemies. Once close, swap to a dagger/focus combo to increase hit damage (It also allows for a bit more control).Scourge commanders will have to work harder than other commanders. You have to balance barriers with corruption with damage with mitigation. Weapons: Scepter/Torch/StaffHeal: Sand Flare: Barrier. Self heal. Boon converter. Utility: Trail of Anguish: Punishment (Boon converter), Well of Power: Well, Sand Well: Punishment (Boon converter), Ghastly Breach : Punishment (Boon converter