

D4 Endgame Guide Minions

Summoner Necromancer Build for Diablo 4

Raise the dead and destroy endgame content with an army!



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Build Introduction

The beloved playstyle of having an army of minions destroying everything for you is the main focus of this build guide. **It is important to point out that minion-focused Necromancer currently has severe issues with keeping the army alive, so it is not recommended to switch to this build until you have started progressing the Paragon Boards to provide layers of defenses, as well as offense, for your army.**































That said, the build will require certain **Legendary Powers** to be a performing character, which is

covered in this guide. Outside of letting our minions do our damage, we will be Cursing enemies with  Decrepify and Slowing them down on top of consistent damage over time effects from both  Blight and  Blighted Corpse Explosion!

You are able to level with this build, however we would **strongly** recommend checking out the [Necromancer Leveling guide](#) for the smoothest experience going through the campaign before switching to this build.




Skill Tree Points

The following tables show the full allocation of Skill Points for the Summoner Necromancer build. The first table has the most important 48 points to start the build. The second table has the remaining 10 points that are allocated once you obtain all Skill Points from Renown.



Priority Skills	Cluster
 Decompose Level 1 (not on Skill Bar),  Enhanced Decompose	 Basic Skill
 Blight Level 1,  Enhanced Blight,  Supernatural Blight,  Hewed Flesh Level 3	 Core Skill
 Corpse Explosion Level 1,  Enhanced Corpse Explosion,  Blighted Corpse Explosion,  Skeletal Warrior Mastery Level 3,  Grim Harvest Level 3	 Corpse & Macabre Skill
 Decrepify Level 1,  Enhanced Decrepify,  Abhorrent Decrepify,  Death's Embrace Level 3,  Skeletal Mage Mastery Level 3	 Curse Skill
 Reaper's Pursuit Level 3,  Crippling Darkness Level 3,  Necrotic Carapace	 Summoning Skill
 Army of the Dead,  Prime Army of the Dead,  Supreme Army of the Dead,  Bonded in Essence Level 3,  Inspiring Leader Level 3,  Death's Defense Level 3	 Ultimate Skill
 Kalan's Edict	 Capstone Skill

Remaining Renown Points	Cluster
 Decrepify Level 2	 Curse Skill

Remaining Renown Points


-  Hellbent Commander **Level 3**,  Golem Mastery **Level 3**
-  Gloom **Level 3**

Cluster

-  Ultimate Skill
-  Summoning Skill

Book of the Dead

Since we are focusing on dealing damage with our minions we will obviously be keeping all our minions alive for this build and not sacrifice any of them.

- **Melee Skeletons; Reaper Skeletons** provides extra corpses for more  Corpse Explosion, and generating corpses for us to keep the damage buff up as well as re-summoning minions should we need it.
- **Mage Skeletons; Bone Skeletons** are the top damage dealers here by dealing damage to themselves, putting more pressure on making sure we heal them as we play.
- **Golem; Blood Golem** provides extra layers of defense for us by providing 15% of the damage we take to be absorbed by the Golem.

Paragon Board

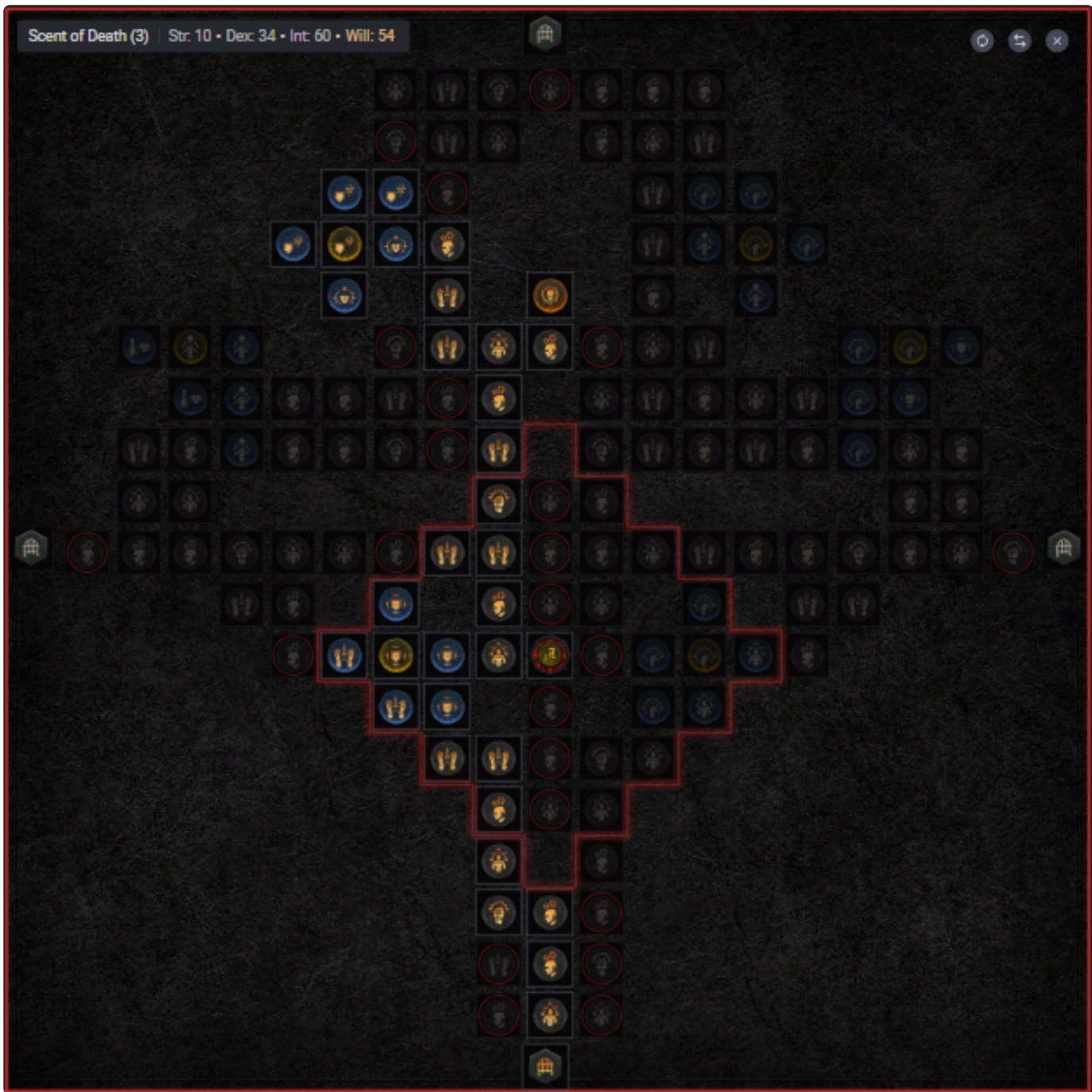
The Paragon progression system unlocks at level 50 and provides a vast amount of character power. On the Paragon Board, bonuses range from minor stats on [Magic Nodes](#) to more powerful [Rare Glyphs](#) and [Legendary Nodes](#).

As you path towards Glyph Sockets and [Legendary Nodes](#), you should prioritize Damage reduction for your minions, Minion damage and Attack Speed, Intelligence, Resistance, and Life for Normal and [Magic](#) Nodes. Glyph radius increases as you level them up. Therefore, if you cannot fulfill Additional Bonus requirements early on, skip allocating extra Nodes for now. It's also important to point out that you might not have the glyph you want when you reach your first socket; if that's the case, simply slot in any glyph providing any beneficial stats for you until you get the correct one.

Listed below are images of the pathing you should take along with the locations of the glyphs and order you should choose your Paragon Boards past the initial Starting board.



The third board is HULKING MONSTROSITY and, similarly to our previous board, we'll be rushing towards the **Legendary** Node and picking up the **Rare** and **Magic** Nodes as shown in the image above on the way. Once you reach the socket, you'll slot in the Golem Glyph and the extra Nodes around for Willpower, if the radius of the Glyph allows for it to benefit from the bonus modifier. Make sure you grab the displayed **Rare** and **Magic** nodes before you move upward to the fourth board.







The last board is Scent of Death, which we'll rotate to get the socket slot first, in which we want to use the Warrior Glyph. Similarly to our previous boards, we'll take the extra attributes if the radius allows for us to benefit from the bonus modifier. After this, we will finish our progression by getting the remaining **Rare** and **Magic** nodes.

Paragon board images courtesy of d4builds.gg.


Mechanics and Playstyle

The main focus is to make sure all your minions are alive and well. Then, you'll want to keep using the **Raise Skeleton** skill every 5 seconds to keep the damage buff and heal up on your Minions.

Outside of this, it's important you keep enemies Cursed with  Decrepify and Slowed with  Blight.

 Corpse Explosion is an effective way to regain Essence and provide extra layers of damage output. And finally the  Army of the Dead is your big boy damage cooldown for bosses or tougher elites.

The last slot on the Skill Bar is for the **Golem**.

 Decompose is **NOT** used on the Skill Bar, and simply taken because points must be allocated in the Basic cluster.

Gear Choice and Stat Priority










Prioritize a higher total damage output when it comes to your weapon, as the higher it is, the better. It should be kept in mind that if you find a higher Item Power 1-Handed weapon that it could very well be better than a 2-Handed weapon if coupled with an Off-Hand or even a Shield, as Shields scale your main-hand weapon by 80%!

Outside of this, you'll be on the look out for the following modifiers, in no particular order:

- Attack Speed;
- Minion Life;
- All damage;
- Any other damage modifier such as Damage to Distant Enemies or Close Enemies all work very well here and a healthy mix is favorable.

Legendary Aspects and Codex of Power

Listed below are all the best-in-slot Aspects found on **Legendary** Items that are important for the Summoner Necromancer build. It's important to point out that for this build to even function you will need to make sure your minions are staying alive and have high attack speed, making Aspects such as the **Hardened Bones** and **Frenzied Dead** absolutely crucial.

Gear Slot	Aspect Name	Legendary Aspect Power
Helm, Chest, Gloves, Boots, Shield, Amulet (+50%)	 Viscous Aspect	Your maximum number of Skeletal Mages is increased by 2.
Helm, Chest, Pants, Shield, Amulet (+50%)	 Protecting Aspect	When hit while not Healthy, a magical bubble is summoned around you for 3-5 seconds. While standing in the bubble players are Immune. Can only occur once ever 90 seconds.
Helm, Chest, Gloves, Boots, Shield, Amulet (+50%)	 Aspect of the Void	Blight's defiled area, when spawned, Pulls in enemies around the affected area.
Helm, Chest, Pants, Shield, Amulet (+50%)	 Aspect of Disobedience	You gain 0.25-0.5% increased armor for 4 seconds when you deal any form of damage, stacking up to 25-50%.
Helm, Chest, Gloves, Boots, Shield, Amulet (+50%)	 Blood Getter's Aspect	Your maximum number of Skeletal Warriors is increased by 2.
Gloves, Off-hand, 1H, 2H weapon (+100%), ring, amulet (+50%)	 Aspect of Frenzied Dead	Each time one of your Summoning Minions damages an enemy, they gain 10-14% Attack Speed for 3 seconds, up to 30-42%.
Helm, Chest, Pants, Shield, Amulet (+50%)	 Aspect of Hardened Bones	While you have 7 or more Minions, your Minions gain 15-20% increased Damage Reduction.
Gloves, Off-hand, 1H, 2H weapon (+100%), ring, amulet (+50%)	 Aspect of Reanimation	Your skeleton gain increased damage while alive, up to 20-30% after 10 seconds.
Gloves, Off-hand, 1H, 2H weapon (+100%), ring, amulet (+50%)	 Unyielding Commander's Aspect	While Army of the Dead is active, your Minions gain 70-100% Attack Speed and take 90% reduced damage.

Gems

Listed below are the best Gems to socket into gear for each slot type.

- Weapon: Diamond for increased +% to our Ultimate Skill Damage.

- Armor: [Sapphire](#) to increase damage reduction while Fortified.
- Jewelry: Skull for increased Armor.

Elixirs and Health Potions

To gain an edge in your adventures, head to the Alchemist in Kyovashad and craft Elixirs that enhance your stats and experience gain for 30 minutes. Remember to gather the necessary crafting materials by foraging plants. Select an Elixir that provides the resistance you need most, or try the Weak Assault Elixir to boost your Attack Speed by 7%.

Return to the Alchemist again when you reach Level 20, 30, 45, 60, 70, 80 and 90, to upgrade your potion. The extra healing is essential to survival.