

Three More New Guild Wars 2: Visions of Eternity Elite Specializations Revealed

Echoes of the Original Guild Wars Sound in Visions of Eternity's New Profession Options



Guild Wars 2: Visions of Eternity, the next expansion for the critically acclaimed MMORPG, will offer a new elite specialization for each of the game's nine professions. These new skills and gameplay mechanics give players a multitude of new options for how to build their characters in accordance with their preferred gameplay style. Today ArenaNet revealed the next three new archetypes: the Ritualist, Antiquary, and Paragon:



Ritualist (Necromancer)

Inspired by the original *Guild Wars*' Ritualist profession, the *Guild Wars 2* version enters its ritualist shroud to summon weapon spells that provide effects to nearby allies while also summoning the spirits of Anguish, Wanderlust, and Preservation to attack foes.



Antiquary (Thief)

Purveyors of rare artifacts, the Antiquary uses its Pilfer skill to call upon the thieving inclination of its skritt companion, stealing from enemies to create random improvised weapons. The Antiquary can also use its unique skills even while on cooldown... at the risk of causing detrimental effects to themselves!



Paragon (Warrior)

Spear and shield in hand, these protectors of Elona build up their motivation resource by using burst skills. They can channel this motivation into vocal shouts: chants and refrains, and commands and echoes, both of which affect the area around them, either punishing enemies or supporting allies.

The latest trailer showcasing gameplay of their new abilities can be found [here](#). On Friday August 1 at 12 PM PT, the Guild Wars 2 development will host a livestream on Twitch with more information and gameplay. For additional information, [check out the blog](#).