

ITEM

WARFRAME

WISP PRIME

OTHER WISP PRIME BUILDS



Ravenous Wraith | Nourish Wisp SP General Use and Endurance Levelcap

COPY



by [ninjase](#) — last updated a day ago

3 0

Wisp Prime's gilded splendor haunts the battlefield. Allies welcome her interdimensional beauty.



584 VOTES



16 COMMENTS

ITEM RANK

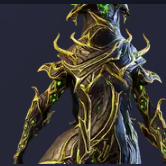
30

60 / 60

OROKIN REACTOR



APPLY CONDITIONALS



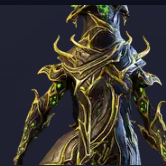
NetfliX and Chill Wisp Prime | without breaking your fingers | very flexible

vc 8

Wisp Prime guide by [THeMooN85](#)

7 FORMA

LONG GUIDE



Ravenous Wraith | Nourish Wisp SP General Use and Endurance Levelcap

vc 5

Wisp Prime guide by [ninjase](#)

3 FORMA

LONG GUIDE

LONG GUIDE

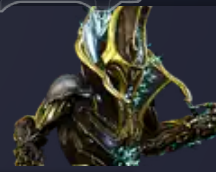


VO
14

LONG GUIDE

22

GUIDE



The Lich King
Revenant |
General
Use/Endurance
Steel Path |
Mesmer Tank
and One-shot
Reave

Revenant Prime
guide by ninjase

5 FORMA

LONG GUIDE

GUIDE

16 COMMENTS

WISP PRIME BUILDS

BUILDS BY NINJASE

Ravenous Wraith | Nourish Wisp SP General Use and Endurance Levelcap

INTRODUCTION

General Use [Wisp] build for buffing yourself, your team, crowd control with shock motes and breach surge, staying alive with Shield Gating and i-frames from Wil-O-Wisp (which scales better in endurance) and nice DPS/KPM boosts from using Breach surge and Haste mote. This can be used in general starchart, base steelpath or endurance steel path/arbitrations.

Nourish or Pillage are the best helminth options to use. Nourish applies bonus Viral damage to both weapons AND breach surge sparks while also giving energy multiplier to sustain a shield gating playstyle while at 45% efficiency. Pillage gives shield strip, armor strip and shield restore for shield gatingg.

Alternate tanking playstyle

If you prefer NOT to shield gate or be invisible and prefer passive tankiness, simply put Arcane [Guardian] for armor and [Adaptation] over one of the Augur mods for damage reduction. [Vitality] mote provides health for eHP.

VEILBREAKER UPDATE: use [Archon Stretch] for a little bonus energy from Shock Motes and [Archon Intensify] to get 60% strength after healing with motes. Use Archon Shards with 2 cast speed to replace Natural Talent.

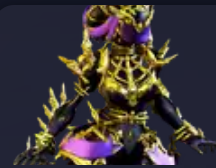
VARIANTS:

Red Crit Meme Weapon Platform (Energized Munitions):

<https://overframe.gg/build/599184/>

Pure Mote Meme Buff variant (Roar):

<https://overframe.gg/build/511107/>

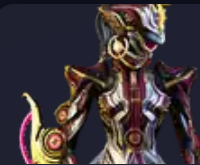


Thunderdom
Khora | Steel
Path
Endurance
Survival and
Looting

Khora Prime
guide by ninjase

3 FORMA

LONG GUIDE



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

3
FORMALONG
GUIDEVOT
139

PLAYSTYLE

1. Cycle Reservoirs by tapping 1 (unless running [\[Fused Reservoir\]](#)) and plant one of each by holding 1. Haste motes and Shock motes will be your most important ones to use. Haste motes buff your movespeed, melee speed and weapon fire rate. Shock motes are your major source of crowd control. [\[Vitality\]](#) mote is less important in Steel Path and endurance with shield gating but the healing and health buff can be useful when required, or for team setups. Remember Reservoirs have *infinite* duration so on a static map or with camping you simply lay down up to 6 reservoirs and never cast them again, just run through to pick up motes as needed.
2. Stay invisible by either jumping or tapping 2 whenever you can. Whenever your shields break, tap Wil-o-[\[Wisp\]](#) (2) once to go invisible, create a decoy and fully reset shield gate. If you are afflicted by a damaging status (e.g. toxin, heat, slash) or are surrounded by enemies and damaging AOE effects (e.g. napalm), double tap 2 to gain 3s of i-frames. You may need to repeat this to wait out the status procs (default duration 6s). This is basically [\[Rolling Guard\]](#) but without status cleanse or cooldown. With THREE augur mods on frame and TWO augur mods mod on a secondary or sentinel secondary, a single cast of Wil-o-[\[Wisp\]](#) generates 108 energy at 45% efficiency, which gives 0.8s shield gate without [\[Catalyzing Shields\]](#), while Breach Surge gives 0.92s iframes. If you add [\[Catalyzing Shields\]](#) over [\[Augur Message\]](#) or Secrets, you can gain 1.33s now from pressing either 2 or 3, without needing a pistol.
3. Cast Breach Surge to blind enemies (requires line of sight). Shoot blinded enemies (doesn't have to be in the glowing spot) to generate breach surge sparks (10% on hit and 100% on death). Each spark will take the weapon damage that caused the spark, multiply it by around 5-6x and deal that in radiation damage (with potential to headshot). Nourish will apply Viral damage to breach surge sparks. You can also teleport to motes by casting 3 on them, which will double the radius of breach surge. Casting Breach Surge while 2 is active will also duplicate breach surge at the clone location.
4. If you replace Sol Gate with Nourish/Eclipse, then simply keep Nourish/Eclipse active.

BUILD SPECIFICS

Duration

Keep duration decent (around 150% or more). Adding molt efficiency is optional but increases final Duration to 187%. This helps with uptime of Mote buffs, invisibility duration of Wil-o-Wisp and Nourish/Eclipse which are most important. The duration for Breach Surge stun is less important due to its very long base duration.

Efficiency

All of Wisp's abilities apart from Sol Gate have a relatively low cost so you can get away with negative efficiency (45-75%). You can either use [\[Primed Flow\]](#) or [\[Streamline\]](#) to slightly improve energy economy. If you run Nourish, Arcane Energize or Emergence Dissipate, you will be able to fill [\[Wisp\]](#)'s extremely large energy pool allowing you to have many more casts. You can also alternatively just run Streamline or even neither energy mods depending on your preference.

Range

Range should be positive to high (145-235%) so Breach Surge has a high stun radius (especially on open maps like Circuit), Reservoirs have a high stun radius and Nourish retaliation covers a wider area. [\[Overextended\]](#) is interchangeable with Augur Reach if you prefer more strength over range.

Strength

Strength is the main stat to build high (250-350%) for high Haste mote buff, health mote buff, Breach Surge multiplier and helminth ability multiplier.

Flexible Options

Primed Flow and Augur mods are all flexible for:

- Natural Talent - very useful for mote and breach surge cast speed, but flexible if you run Madurai and use operator alot or spend two archon shards.
- Primed Flow - can swap for Streamline (personal preference) or another flexible option
- Rolling Guard- optional for status cleanse and more i-frames
- Critical Surge - this has been buffed to now give up to 250% cc to all primary weapons based on distance traveled when teleporting via Breach Surge.
- Vigorous Swap - boosts Breach Surge damage

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

- [\[Combat Discipline\]](#): This helps with three possible things, take measured self damage so you can proc arcane avenger consistently, proc nourish AOE with forced viral status and brief stun (if subsumed) and proc Archon Intensify since it requires actual healing of lost health by health mote.
- Enemy Radar : great choice and doesn't require forma/Aura forma
- Brief Respite : only use this if you don't want to run any Augur mods but still want to shield gate.
- Growing Power: for more strength

Exilus

Completely optional/flexible:

- Power Drift for slightly more strength
- Primed Sure Footed or Handspring for knockdown (or run Unairu Poise)
- Aero Vantage to aimglide to stay invisible in air longer, and put enemies to sleep

Arcanes

Completely flexible options:

- Arcane Arachne: boosts breach surge sparks by 2.5x and double dips exodia contagion
- Molt Augmented: 60% strength after 250 kills. Good in longer missions or endurance for even bigger buffs and breach surge/eclipse multipliers.
- Arcane Avenger: flat crit +45%, can be self triggered by combat discipline
- Molt [\[Vigor\]](#): Bonus 45% strength but only on one ability cast after going into operator and using an operator ability. Can be useful to lock higher Reservoir buffs and Eclipse buff since you don't need to cast these very often.
- Molt Efficiency: Bonus 36% duration
- Arcane Energize: If you don't run Nourish and need energy.

Archon Shards

Amber Shards: 2 cast speed shards allow you to drop [\[Natural Talent\]](#), speeding up casts of all abilities

Emerald shards: 2 +corrosive shards are optional to allow full strip via corrosive (at 14 stacks) when corrosive is modded on a weapon. With Nourish, all your weapons could be modded potentially with both Corrosive and Viral. In addition, if you ever choose to keep Sol Gate, sol gate itself is able to proc corrosive to strip armor.

HELMINTH OPTIONS

- Nourish: Nourish does SO MANY THINGS:
 1. Gives around 100%+ viral damage boost to you and your teammates, which is additive to other elemental mods on your weapons. This means you can drop viral mods on many of your weapons.
 2. Gives around 100%+ viral damage boost to Breach Surge (semi double dipping it) and Breach Surge sparks now deal viral damage which further receive a 1.75x multiplier against grineer/corpus flesh
 3. Getting hit or causing self damage via [\[Combat Discipline\]](#) activates an AOE forced viral status with brief stagger (for mild crowd control) with a 2s cooldown with approximate radius of 14 to 28m.
 4. Gives approximately 3x energy multiplier from all sources which allows Archon Stretch to constantly generate 6 energy/s and makes all orbs give about 75 energy instead of 25.
- Pillage: Strips Armor/Shields, Cleanses status effects and restores shields. You either need 400% strength to [\[Reach\]](#) one cast full strip armor strip OR just 328% strength with Corrosive Projection (reachable by just adding a few strength shards or power drift in exilus).
- Eclipse: Eclipse has recently been nerfed to only 30% at base helminth strength, however, Eclipse still boosts Breach Surge sparks and also double dips melees like Glaives meaning if you want to specifically buff a [\[Glaive\]](#) setup like [\[Xoris\]](#), [\[Falcor\]](#), [\[Glaive\]](#) Prime, you could still use Eclipse. At 300% strength, Eclipse double dips Glaives for a 3.61x final damage multiplier.
- Roar: More consistent multiplier that double dips DoT effects AND applies buff to your allies, but with much lower maximum raw damage potential. At 300% str, Roar only has a 2x multiplier, meaning Breach Surge receives only a 4x multiplier. Roar also does not double dip Exodia Contagion or Glaives.
- Ensnare: Excellent grouping tool that can be spammed on multiple enemies. Grouping enemies before casting breach surge means sparks travel less distance before they hit another enemy for a much quicker and more effective

ARSENAL

WEAPONS*

[Wisp]'s passive of invisibility while airborne is broken by shooting primary and secondary weapons, but not broken by melee attacks. This includes ranged melee attacks that work well while jumping, including Glaives and Exodia Contagion. Note if using Contagion, you will want to subsume Eclipse for maximum damage.

Exodia Contagion (Grineer):

<https://overframe.gg/build/241631/>

Exodia Contagion (Corpus) :

<https://overframe.gg/build/241632/>

Glaive Prime (Grineer) - <https://overframe.gg/build/270712/>

Xoris x2 heavy spam (influence) -

<https://overframe.gg/build/618917/>

Xoris rebound and x12 tennokai (influence) -

<https://overframe.gg/build/325681/>

Falcor Rebound x12 tennokai Influence -

<https://overframe.gg/build/615306/>

Cerata - <https://overframe.gg/build/325682/>

Innodem (influence) - <https://overframe.gg/build/330439/>


When using Primary and secondary weapons with Nourish subsumed, just remember you can remove viral mods off any viral setups.

COMPANIONS

[Helios] is the best sentinel when not using an armor strip subsume. [Helios] can use [Vicious Bond] to give passive AOE armor strip as enemies get damaged by abilities and can also use Seismic Bond which gives a free 30% efficiency with near continuous uptime. Helios Build:

<https://overframe.gg/build/542050/>

OVERFRAME




Top Builds




Tier List

Player Sync

New Build



SOCIAL MEDIA



SERVICES

My Account

Support

RESOURCES

Terms of Service

Privacy Policy

MOBAFIRE NETWORK

MOBAFire.com

Leaguespy.gg

CounterStats.net

HeroesFire.com

VaingloryFire.com

MMORPG.com

WISPR-CHAMPION

BlueTracker

HearthPwn

Minecraft Forum

Minecraft Station

Overframe

MTG Salvation

DiabloFans

Teamfight Tactics


WildRiftFire.com

RuneterraFire.com

SMITEFire.com

DOTAFire.com

ArtifactFire.com



© 2024 MagicFind, Inc. All rights reserved.