





How to Use This Build

Gameplay Loop: This varies depending on the mission.
 Generally you will cast Dispensary and then set up a
 Strangledome or move to where you want to set up. Use
 Ensnare or [Epitaph] to stun enemies to charge up
 Incarnons. Get 100 kills with a primary weapon to build
 melee combo. Then cycle between Whipclaw, Dispensary,
 and Strangledome as needed. Use Ensnare on Acolytes or
 Epitaph while moving around. Vazarin and Rolling Guard
 can be used in a pinch.

Defense, Excavation, Kuva Survival, Resource Farming, and Void Armageddon. Generally, this build is very reliable and

does not rely on any one source of survivability.

 In Interception, Strangledome prevents enemies from capturing and blocking the capture of a point. This build has plenty of range so you can cast Strangledome on a point to cap it, then do the same to another point. Break all Eximus Overguard shields and kill any Arbitration Drones then kill all leftover enemies not in a dome or use Ensnare on the other two capture points. Eventually, all the enemies will be stuck in the two Strangledomes or Ensnared so you Top Builds

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Strangledome. This is the primary method of protecting objectives. Radiation status from the Epitaph can also work.

- Pilfering Strangledome works to get two Kuva Catalysts or Power Cells from one enemy, more air in survival, or more loot in general.
- Ensnare works on Steel Path Acolytes making them a nonthreat.

Abilities

- Passive Venari gives Khora a 15% speed boost affected by Ability Strength which works out to 6% on this build.
- Whipclaw This is your main way to kill groups of enemies.
 The attack will damage all enemies in the Strangledome if it hits one enemy affected by the Strangledome.
- Ensnare Excellent for grouping enemies together to charge Incarnons or incapacitate Steel Path Acolytes.
- Dispensary This makes solo interception missions very easy and allows you to recast abilities all you want because of Equilibium. This also helps stack up Arcane Blessing. This ability is replacing [Venari].
 - Normally, [Venari] can be resummoned using this ability to skip the cooldown if [Venari] dies but can only be resummoned when the cooldown reaches 0 if the [Venari Bodyguard] Augment was activated. [Venari] passively disarms enemies on [Protect] posture, snares enemies on Attack posture, and Heals allies and objectives on Heal posture. You can command [Venari] to do these by activating the ability when that posture is active. Enemies must not be in the reticle when Heal posture is activated for [Venari] to heal [Khora] on command but will passively heal [Khora] when nearby. You can mark [Venari] with a waypoint on Heal posture to make Venari stay still. This can be useful to keep Venari protected in a Strangledome.
- Strangledome With [Pilfering Strangledome], [Khora] becomes one of the best resource farmers available and is able to get additional life support from enemies in survival missions. Enemies with Overguard will still shoot at enemies stuck in the Strangledome.

Mods

 Aura - [Khora]'s abilities don't give any damage bonuses which makes Corrosive Projection good. I use Swift Momentum for the Combo Duration. Physique is decent and doesn't require a Forma.

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- Primed Flow Helps take advantage of Dispensary and Equilibrium. This also gets you above the 500 Energy threshold for the Violet Archon Shards.
- Equilibrium [Synth Fiber] used to be required on a Companion to be able to pick up Health Orbs, but that is no longer the case. Equilibrium is needed for Dispensary to be useful.
- Stretch Range
- Overextended Range
- Pilfering Strangledome This allows additional loot to drop from enemies within range of Strangledome.
- Accumulating Whipclaw This allows Whipclaw to scale very well without Ability Strength.
- Rolling Guard [Vitality] is a decent choice here too but only gives 465 Health compared to 1200 from Arcane Blessing, but I prefer this for the status cleanse.

Arcanes

- Molt Efficiency Your shields should usually be up and Ability Duration is hard to get elsewhere.
- Arcane Blessing This works well with Dispensary and [Pilfering Strangledome] giving lots of Health Orbs. Arcane Primary Charger or Arcane Fury are decent alternatives if you use Vitality over Rolling Guard.
- Magus Elevate Healing
- Magus Lockdown Provides good survivability and can hold targets in place.

Archon Shards

- 2 Amber Parkour Velocity (Tauforged is not required)
- 3 Violet Tauforged Melee Critical Damage. This gives 225% additional Melee Critical Damage for Whipclaw.

Focus Schools

- Vazarin is used most of the time for added survivability with Guardian Break and Protective Sling but the real strength of Vazarin is the instant revives and for healing various objectives.
- Naramon is decent, but isn't worth using if you have the Ceramic Dagger Incarnon Genesis which will allow you to maintain 6x Combo Multiplier indefinitely.

Weapons

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Phenmor, Felarx, and Laetum have anti-synergy with Smeeta Kavat's Critical Chance buff.

- Epitaph is hands-down the best weapon to include with this build. Radiation makes enemies fight each other which includes enemies with Overguard fighting enemies with a Radiation status effect. This is an excellent tool for staying alive. Viral allows an increase in damage against health and synergizes with Whipclaw's Slash Status. This is also a good weapon to use Secondary Dexterity because you won't be using this to deal damage.
- [Ceramic Dagger] Incarnon is also very good to include as a stat stick built for slash. The main use for this is that you can get 6x Combo Multiplier from 100 primary kills. This 6x Combo Multiplier is only reset during host migration or if you die. Going downed and being revived does not reset the effect. The total Combo Duration of this build is +5s by default, +6s from Aura, and +7.5s from Secondary Dexterity for a total of 18.5 seconds. This is plenty to maintain 12x Combo (3.75x Damage) relatively easily, but you will only drop to 6x Combo (2.25x Damage) if the duration runs out.

Companions

I use Smeeta Kavat for more loot.

Appendix

- Whipclaw will not activate Dexterity Arcanes.
- Lycanth's [Hunt] or Fractured Blast aren't bad options over Dispensary but they don't make any missions substantially easier like Dispensary does with Interception.
- Venari Prime build
- The duration of Venari Bodyguard is not affected by Ability Duration
- Tek Assault will save Venari normally, but not if Venari Bodyguard is activated.
- Only 2 Strangledomes can be active at once but they can be placed on top of each other to hold more enemies; this can be useful in interception or some type of defense objective.
 Only 26 enemies can be held in each dome.

