

OVERFRAME

Top Builds

Tier List


Player Sync

New Build

ITEM



WARFRAME

NEKROS PRIME




The Nekromancer


by THeMooN85 — last updated a year ago

 5  0

Death's new master. Featuring altered mod polarities allow for greater customization.

COPY

 2371 VOTES

 113 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

190

370

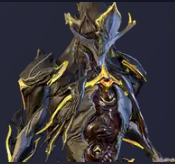
555

1.1

100%

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The Nekromancer

Nekros Prime guide by THeMooN85

5 FORMA

LONG GUIDE



Reaper of Time | Gloom Nekros | Infinite Crowd Control

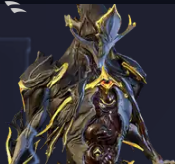
95-99% slow | Steel Path

Nekros Prime guide by ninjase

3 FORMA

LONG GUIDE

VOTE 53



Nekros Prime (Loot Collector + Vodyanoi Endo and Shedu farm HIGH RANGE)

VOT 31

EFFECTIVE HIT POINTS

1,277

Nekros Prime
guide by
ZeroX4

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FORMA
LONG
GUIDE

Desecrate
Despoil
max
range
build

Nekros
Prime guide
by vmore

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SHORT
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Carrier

Ignis Wraith
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MEDIUM
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The
Nekromancer

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5
FORMA
LONG
GUIDE

The
Bullets
Feeder

Regulators
Prime guide

The Nekromancer

Hello there,

*A wise man changes his mind,
a fool never will. Build
Updated! Once again! :)*

For all those, who liked and used, and still want to know my previous builds, here are the links: [The Edge Lord](#), [Death's Emissary & Loot King](#)

Introduction:

[Nekros]. **One of my favorite** Warframe back in the days. I used to love taking him everywhere, especially on regular starchart, to **grind resources** for my clan and for me. I'm not the type of guy who "main" one Warframe, I use (almost) all of them depending on the mood/mission/need. But [Nekros] was and still is in my **TOP 5**. Why you ask? Well, I **simply "love" summoners**. I pick them in any game if there is such option.

Playstyle:

Start the mission, activate **Desecrate**, keep it active.
Cast **Nourish** and re-cast it whenever it expires. This skill really helps to keep you going and buff your little army.
Kill some enemies (eximuses are your main targets), use **Terrify** if you have some tough units/hard to kill/armored once. Use **Terrify** whenever you need/want.
Summon your shadows (**Shadows of the Dead**) and... have fun!
Repeat until you got bored.

Attributes & Abilities:

[Nekros] need **167% Strength** (137% if one player using [Corrosive Projection]) to fully strip enemies out of their armor



The Last
Living
Bastion

Voidrig
guide by
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1

6 FORMA

LONG
GUIDE

by this ability. Any additional sources of strength simply increase the effectiveness of your shadows.

The **Duration** depends entirely on your playstyle, personally I prefer longer timings and less clicking, but it makes my shadows "live" longer which is not always a good idea (a shorter lifetime of your shadow means you will level it up more often). On the other hand, shorter **Duration** means lesser **Efficiency**, and in my build I already brought it down to the lowest level.

Oh, yes... **Efficiency**... do I have a problem maintaining my energy pool? Not at all. Will you? I don't know. Masterly manage the energy you gain, and you should have no problem with that.

Finally, I run **high Range** mostly for **Nourish's buff radius and its splash radius**. Every enemy that attack or are attacked suffer **Viral Damage**, and every ally (including shadows) are **imbued with Viral Damage** on their weapons. That makes my army unstoppable killing machines. And this is just the beginning. I can buff them even more (Arcanes, Focus Schools, Shards). High Range also help collect more loot from dead bodies, and covers a larger Terrify area. **Soul Punch's** cast range is also affected.

About that... **Soul Punch**. Underrated ability. Especially on higher level content, **Steel Path Endurance runs**, where you would actually prefer to have **an army full of eximuses**, rather than some random Shadows. It's true that he prioritizing the strongest enemy groups among those killed to summon, taken from the last 20 enemies killed by both [\[Nekros\]](#) and his Shadows, but with **Soul Punch** you can actually build your army, by choosing your enemy. If you use **Soul Punch** on chosen eximus with 25% of his health or less, you got instant Eximus Shadow (instant kill threshold). You can have up to 7 of them, or even more if the unit you just summoned is a Shadow of enemy that summon additional units, like Drahk Masters, they can summon Shadows of their respective minions.

So... it's up to you, whenever you choose to **replace [\[Nekros\]'s 1st or 4th ability with Nourish](#)**.

Aura Slot:

- **Brief Respite** - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- **Combat Discipline** - Allies gain Health on kill. Aura bearer loses Health on kill. **WARNING:** this Aura can kill bearer.
- **Corrosive Projection** - Reduces enemy armor.
- **Enemy Radar** - Pinpoints enemy locations on mini-map.
- **Growing Power** - Increases Ability Strength after Status proc.
- **Mecha Empowered** - Increases damage against marked enemies.
- **Steel Charge** - Increases melee weapon damage. The aura can potentially provide a total of 18 points, compared to most auras that provide 14.
- **Swift Momentum** - Increases Melee Combo Duration.

Exilus Slot:

Must be unlocked with an **Exilus Adapter**.

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- **Handspring** - Speeds up a Warframe's knock-down recovery rate.
- **Pain Threshold** - Increases the stagger recovery of your Warframe.
- **(Primed) Sure Footed** - Increases a Warframe's chance to resist knockdown.
Primed version is exclusive to the **Daily Tribute** system. It will become available at first at day 400. **TAKE IT!!!**
- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

Warframe Arcane Enhancements:

- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Deflection** - Passive, +102% chance to resist a Slash Damage effect.
- **Arcane Blessing** - On Health Pickup +24 Max Health. Stacks up to 50x.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.

Damage to Melee Weapons for 18s.

- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Pistoleer** - On Pistol Headshot Kill, 60% chance for +102% Ammo Efficiency for 12s.
- **Arcane Pulse** - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- **Arcane Resistance** - Passive, +102% chance to resist a Toxin Damage effect.
- **Arcane Strike** - On Hit, 15% chance for +60% Attack Speed to Melee Weapons for 18s.
- **Theorem Demulcent** - Standing in a zone created by a Residual Arcane increases weapon damage by 12%/s stacking up to 15x. The effect persists for 20s upon leaving the zone.
- **Theorem Infection** - Standing in a zone created by a Residual Arcane increases damage of Companions and summoned Allies within 90m by 24%/s stacking up to 15x. The effect persists for 20s upon leaving the zone. ⚡ **recommended if you want to use it with kitgun and buff your summons even more.**
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Reconstruct** - Heal yourself and your allies within Affinity Range 6 Health for each Energy point spent on the initial casting cost of abilities.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Archon Shards:

- **Crimson Archon Shards (RED):**
 - +25% (+37.5%) Melee Critical Damage
 - +25% (+37.5%) Primary Status Chance
 - +25% (+37.5%) Secondary Critical Chance
 - +10% (+15%) Ability Strength
 - +10% (+15%) Ability Duration
- **Amber Archon Shards (YELLOW):**
 - +30% (+45%) Maximum Energy is filled on Spawn
 - +100% (+150%) Effectiveness on Health Orbs
 - +50% (+75%) Effectiveness on Energy Orbs
 - +25% (+37.5%) Casting Speed ⚡ **at least two regular one recommended**
 - +15% (+22.5%) Parkour Velocity



Top Builds

Tier List

Player Sync

New Build



+50 (+75) Energy Max ~~⚡~~ if you struggle with maintaining your energy pool, add two or three

+150 (+225) Armor

+5 (+7.5) Health/s Regenerated

Focus School:

- **Madurai:** ~~⚡~~ recommended, but you do you
Power Transfer - 50% Casting Speed on switching to Warframe.
Sling Strength - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin:**
Void Snare - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.
Protective Sling - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.
- **Naramon:**
Power Spike - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **Unairu:**
Poise - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.
Magnetic Flare - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.
Caustic Strike - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **Zenurik:**
Energy Pulse - Energy pickups grant 50 % additional energy over 5s.
Wellspring - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.
Temporal Drag - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

Helminth Subsumable Abilities:

and their remaining damage dealt in a burst.

- **Hideous Resistance** - Grant yourself immunity to Status effects.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Petrify** - with augment **Ore Gaze**, Crowd Control, Farming.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Elemental Ward** - Support.
- **Spectrorage** - with augment **Spectrosiphon**, Crowd Control, Energy Restore.
- **Nourish** - Crowd Control, Damage Buff, Energy Restore. ⚡ **recommended, huge buff for your summons**
- **Shooting Gallery** - with augment **Muzzle Flash**, Damage Buff, Crowd Control.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Mind Control** - with augment **Mind Freak**, Crowd Control, Support, Damage.
- **Resonator** - Damage, Crowd Control.
- **Roar** - Damage Buff.
- **Gloom** - Crowd Control, Healing.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Breach Surge** - Damage, Crowd Control.
- **Xata's Whisper** - Damage Buff, Bullet Attractor.

Loadout:

- **Weapons** - use any weapon you like (I highly recommend you to use **pure Slash builds**), kitgun with **Residual Arcane** (any you like) will pair with your **Theorem Infection**, and buff your companions even further.
- **Amp** - chosen Amp parts and Arcanes.
- **Operator** - chosen Arcanes.
- **Companion** - **Your Devoted Servant** - kavat that will serve you in many ways.

Summary:

[Nekros] has been on my TOP 5 most played Warframes since its inception. I choose him when I want to farm some resources, or just play summoner, while having a very calm game, because most of it is done for me by my minions, and at that time I collect the drop and control my energy pool, and also keep an eye on the mission objective and the [Vitality] of

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