

ITEM > WARFRAME > INAROS PRIME

OTHER INAROS PRIME BUILDS



Anubis! God of Death! Immortal Jackal!

COPY



by THeMooN85 — last updated 6 months ago

👑 5 🌐 0

Rise, eternal, to cast the fear of Inaros into them. Featuring altered mod polarities for greater customization.

👍 872 VOTES 💬 59 COMMENTS

ITEM RANK 30

60 / 60

OROKIN REACTOR
APPLY CONDITIONALS

ENERGY 190
HEALTH 2,415
SHIELD 0
SPRINT SPEED 1.05



Anubis! God of Death! Immortal Jackal! ^{VC} 8
Inaros Prime guide by THeMooN85

5 FORMA
LONG GUIDE



Immortal Inaros +10.5K (Carapace Mods) No Umbral Form ^{VC} 1
Inaros Prime guide by Crowley_Z

4 FORMA
SHORT GUIDE



General Use (Tank Inaros | Tank/Grouping Strip/Priming Nuke
Inaros Prime guide by ninjase

4 FORMA LONG GUIDE



2 Umbra Forma 1.173.660 EHP UPDATED



Top Builds

Tier List

Player Sync

New Build

STRENGTH 100%

ARMOR 240

DAMAGE REDUCTION 44.4%

EFFECTIVE HIT POINTS 4,347

Weapon Guide

Inaros Prime guide by Big_Bwana_

6 FORMA

LONG GUIDE

BUILDS BY THEMOON85



Pestilence Carrier

Ignis Wraith guide by TheMooN85

4 FORMA

MEDIUM GUIDE

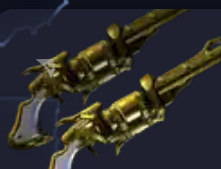


The Nekromancer

Nekros Prime guide by TheMooN85

5 FORMA

LONG GUIDE



The Bullets Feeder

Regulators Prime guide by TheMooN85

3 FORMA

SHORT GUIDE



The Last Living Bastion

6 FORMA

LONG
GUIDE

GUIDE

59 COMMENTS

INAROS PRIME BUILDS

BUILDS BY THEMOON85

Anubis! God of Death! Immortal Jackal!

Hello there,

Introduction:

The [Inaros] rework has given him a new life... in fact, [Inaros] has literally **risen from his sarcophagus** to now be... not the worst Warframe in the game... he's not a Warframe meme anymore!

Playstyle:

- start the mission, use the third skill to "protect yourself"
- find enemies, use the second skill to heal yourself
- cast **Lycath's Hunt** (Voruna's skill, substituted for his first skill)
- cast **Scarab Swarm** on the attracted enemies and... start the fun of cutting out everything that still moves on the map
- in case they do knock you down, you now have an improved passive skill that turns you into a **sand dude**, fistfighting with enemies until he fills his Sarcophagus and comes back to life

Attributes & Abilities:

When it comes to building [Inaros], not much has changed, we're still going strong on his health... but now his skills are finally doing something, and not a little, and they're finally useful. So... a little bit of Strength, Range and Duration.

His first skill has basically the same, it is still a pocket sand that opens enemies to finishers and heals... still the least useful skill of [Inaros], you can easily use something from Helminth in its place.

[Inaros] himself is immortal and heals himself! When the skill ends, enemies fall to the ground right under your feet, which means you can perform a group ground finisher (great if you want to use Arcane Crescendo). This skill is useful to heal yourself after you used his 3rd ability which was previously his 4th xD

Scarab Shell, as his skill is now called (formerly it was **Scarab Swarm**), has a built-in old augment, i.e. **resistance to statuses**, it also allows you to move while using it, and gives you **armor** that **scales with the Strength**.

Scarab Swarm is now his **NEW** ability. This skill now deals **Corrosive** damage/sec (X damage scales with **Strength + 10%** bonus damage from max [Inaros]'s health) and if it kills enemies, you will receive a **Swarm Kavat** in return, up to three, which will attack enemies and further spread the swarm of scarabs.

Suggested Aura Mod:

For best results use **Aura Forma**, so that it can be changed, when needed.

- **Mecha Empowered** - Increases damage against marked enemies.
- **Physique** - Increases maximum health.
- **Rejuvenation** - Provides constant health regeneration.
- **Stand United** - Increases armor.

Suggested Exilus Mod:

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

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- **Coaction Drift** - Increases an Aura's strength and effectiveness.
- **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.
- **Endurance Drift** - Increases Maximum Energy and parkour velocity.
- **Enemy Sense** - Displays all enemies within its radius with red markers on the mini-map.

while sprinting.

- **Speed Drift** - Increases sprint speed and casting speed.
- **Stealth Drift** - Increases enemy detection on the mini-map and Aim Glide and Wall Latch time.
- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **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.
- **Arcane Eruption** - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- **Arcane Guardian** - On Damaged, 15% chance for +900 Armor for 20s.
- **Arcane Pulse** - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- **Arcane Reaper** - On Melee Kill, +24 Heal Rate/s and +660 Armor for 10 seconds.
- **Arcane Tanker** - On Archgun Equipped, +1200 Armor for 60s.
- **Arcane Trickery** - On Finisher Kill, 15% chance to become invisible for 30s.
- **Arcane Ultimatum** - On Finisher Kill, +1200 Armor for 45s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **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.

Suggested Archon Shards (Tauforged):

- **Amber Archon Shards** (YELLOW):
 - +50% (+75%) Effectiveness on Energy Orbs
 - +25% (+37.5%) Casting Speed
- **Azure Archon Shards** (BLUE):
 - +150 (+225) Health
 - +50 (+75) Energy Max
 - +150 (+225) Armor
- **Emerald Archon Shard** (Amber + Azure) (GREEN):
 - Increase max stacks of Corrosion Status by +2 (+3)

Suggested Focus School:

- **Madurai:**
 - 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.

Suggested Helminth Subsumable Abilities:

- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Fractured Blast** - Crowd Control, Healing, Energy Restore.
- **Elemental Ward** - with augment **Everlasting Ward**, Support.
- **Wyrd Scythes** - Crowd Control, Damage.
- **Blood Altar** - Healing.
- **Wrathful Advance** - Damage Buff, Movement.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Roar** - Damage Buff, with augment **Piercing Roar**, Crowd Control, Damage.
- **Gloom** - Crowd Control, Healing.
- **Warcry** - Attack Speed Buff, Crowd Control, with augment **Eternal War**, Extends Warcry's Duration.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Breach Surge** - Damage, Crowd Control.
- **Defy** - Invulnerability, Armor Bonus, Status Cleanse.
- **Xata's Whisper** - Damage Buff, Bullet Atractor.
- **Aquablades** - Crowd Control, Damage, with augment **Surging Blades**, Increasing Damage.

Suggested Loadout:

- **Weapons** - Primary, Secondary, Melee, Parazon? Archgun?
- **Amp** - chosen **Amp Parts** and **Arcanes**.
- **Operator** - chosen **Arcanes**.
- **Companion** - Sentinel, MOA, Hound, Kubrow, Kavat, Predasite, Vulpaphyla.

Summary:

Who would have thought... [Inaros]... The Immortal God who guided you through the entire basic Starchart, and who slowly started to fail on the Steal Path, is now no longer the worst Warframe in the game! He's not the best either... but at least now choosing him for a mission won't bring shame or pity.

Enjoy!
THEMooN85



[Top Builds](#)

[Tier List](#)

[Player Sync](#)

[New Build](#)



MAGIC FIND OUR COMMUNITIES

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](#)

[MMO-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.