

ITEM &gt; WARFRAME &gt; NEKROS PRIME

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# Nekros - The Full Necromancer Experience

by [Arvenyte](#) — last updated a month ago (Patch 36.1)

3 142,920

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

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23 VOTES



1 COMMENT



ITEM RANK

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OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

541



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VOTE  
53

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

VOT

OVERFRAME

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New Build

DURATION

127.5%

EFFICIENCY

100%

RANGE

175%

STRENGTH

155%

ARMOR

135

DAMAGE REDUCTION

31%

EFFECTIVE HIT POINTS

1,277

Transient Fortitude

Primed Continuity

Stretch

Augur Reach

Primed Flow

Equilibrium

Catalyzing Shields

Shield of Shadows

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Desecrate Despoil max range build

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Panzer Vulpaphyla guide by Arvenyte

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Cloaking Buffer Shade

Shade Prime

VOTE

https://overframe.gg/build/323166/nekros-prime/nekros-the-full-necromancer-experience/

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Arcane Strike



Molt Efficiency

36.1

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1 COMMENT

NEKROS PRIME BUILDS

BUILDS BY ARVENYTE

# Nekros - The Full Necromancer Experience

ALL MY BUILDS FOCUS ON USING UNDEAD-THEMED WARFRAMES WITH WEAPONS FITTING THEIR THEMES. THEY MAY NOT BE THE ABSOLUTE BEST OPTION FOR IT, BUT I STILL MAKE SURE THEY'RE MORE THAN VIABLE ENOUGH.

[Nekros Prime] represents the [Necromancer](#), but one could also say he's a [Lich](#).

## INTRODUCTION

The main focus of this build is to make use of [Nekros Prime]'s full arsenal, being able to collect as much loot as possible while also helping our shadows not die in high level content. To do so we follow these steps:

1. Cast [Desecrate](#) and keep it active, then wait for [Molt Efficiency](#) to max out before switching to your operator and doing chained slings for +40% ability strength. Then cast [Gloom](#) for a 73.5% slow.
2. Kill a few enemies fast, using [Terrify](#) if you need to get rid of armour or shield gate.
3. Cast [Shadows of the Dead](#) when you killed some enemies to get stagger, knockdown, and status immunity along with some damage reduction. If you kill at least 7 and do chained slings before casting you get 88.2% damage reduction from [Shield Of Shadows]. Your shields have 50% damage reduction and your armour gives your health 31% damage reduction, so that makes it 94.1% damage reduction on your shields and 91.86% damage reduction on your health. If you use your [Grimoire] you'll get to the max of 90% DR, which means 95% shield damage reduction and 93.1% health damage reduction. If you wanted to tank with [Adaptation] instead of using [Catalyzing Shields] at lower



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the ability strength of the original cast, so you can keep max DR without needing to trigger any conditionals again.

4. When you find a large enough group of enemies do your alt fire with your [Grimoire](#) for +60% ability strength, then do chained slings and cast [Gloom](#) to bring the slow up to 94.5%.
5. Keep killing enemies, re-casting [Shadows of the Dead](#) whenever needed, and casting [Terrify](#) whenever you need armour strip or de-aggroing.

## BUILD SPECIFICS

### FOCUS SCHOOL

We use [Madurai](#) for this build. The nodes we care most about are:

- **Phoenix Talons:** This gives us a little bit more damage, but more importantly it also gives out shadows extra damage.
- **Power Transfer:** This gives us +50% cast speed when we switch in and out of our operator. This is perfect for casting [Shadows of the Dead](#).
- **Void Strike:** This gives us +1000% damage to our amp and weapons for 8 seconds, making things trivial if you're fast enough. Sadly it has a 40 second cooldown. It's best to use when you've just started the mission and don't have any galvanized or arcane stacks up, or when wanting to destroy a boss or acolyte.
- **Void Fuel:** This gives us a 40% chance to not consume ammo while [Void Strike](#) is active, while helps quite a bit for sustained damage.
- **Sling Strength:** This gives us +40% ability strength for 20 seconds after consecutive chained void slings. Perfect for buffing [Shadows of the Dead](#) for 94.1%/91.86% damage reduction on shields and health without any other conditionals. It is also necessary to get as close to [Gloom](#)'s slow cap as possible.

### ARCHON SHARDS

- **Crimson Archon Shard:**  
**+15% Ability Strength x1.** This is to get to 100% armour strip from the get go. While we can slowly build up ability strength with [Molt Augmented](#) to get 90% damage

possible. We could use 2 shards to get to the 95% cap, but I don't find it worth it to slow one extra shard just for a 0.5% increase.

- **Amber Archon Shard:**  
**+37.5% Casting Speed x2.** Both [Terrify](#) and [Shadows of the Dead](#) benefit greatly from this, so the more casting speed you can get, the better. We don't need more than two since we already get +50% cast speed from [Power Transfer](#).

The last two shard slots are a free choice. Here's some options:

- **Crimson Archon Shards (+15% Ability Duration x2):** This reduces [Gloom](#)'s max drain from 4.59 to 3.88 energy per second, while also making the health drain on our shadows slower and having [terrify](#) last for 7.5 more seconds.
- **Amber Archon Shards (+45% Energy Filled on Spawn x2):** This frees up your exilus slot, letting you use mods like [Cunning Drift](#) for more range or [Rush](#) for a huge boost on sprinting speed.
- **Amber Archon Shards (+22.5% Parkour Velocity x2):** Movement boosts are some of the best quality of life around, so we might as well take them if we got nothing else you wanna use the slots for.
- **Azure Archon Shards (+75 Energy Max x2):** 150 extra energy is a nice safety net just in case, but easily the least useful out of all these options.
- **Violet Archon Shards (+37.5% Melee Critical Damage x2):** This is actually doubled since we have over 500 energy, so it's actually +150% critical damage total. It boosts our melee weapon considerably if we decide to use it as our main damage dealer.

## STATS:

- **STRENGTH:** We use [Transient Fortitude](#), [Vome Invocation](#) on our secondary, and an archon shard. With this we'll get to 170% ability strength from the get-go. With [Sling Strength](#) we get a 73.5% slow from [Gloom](#) and a 94.1% damage reduction on your shields and 91.86% damage reduction on your health from [Shadows of the Dead](#) which we actually don't care much about since this build is more focused on shield gating than tanking. If we wanted to tank we can change some mods and arcanes we'll mention on the survivability section.  
If we find enough enemies a single alt fire from our

All our abilities besides [Desecrate](#) benefit from duration. At 163.5% ability duration [Gloom](#)'s max drain per second is 4.59 energy, and [Terrify](#) would last 40.9 seconds, while [Shadows of the Dead](#) would have a 1.84% health drain.

- RANGE:** We use [\[Stretch\]](#) and [\[Augur Reach\]](#). All of our abilities benefit from ability range.  
[Gloom](#)'s range is one of its most important features, since it'd be worthless if it can't affect as many enemies at possible. 28 meters is a comfy enough radius.  
[Terrify](#) affects a large amount of enemies with our current ability strength, but it'd mean nothing if it doesn't have a big AoE. At 175% ability range you'll be just over the 25 meter mark, but we sadly can't add more range mods.  
[Desecrate](#) lives and dies by its range, so increasing it is always optimal. 43.8 meters seems to be enough for most occasions.  
[Shadows of the Dead](#) doesn't benefit directly from range, but the links from [\[Shield Of Shadows\]](#) do. At 175% ability range the links have a radius of 87.5 meters, making it so you don't have to recast [Shadows of the Dead](#) to bring them close to you as often.
- EFFICIENCY/ENERGY:** We use [\[Preparation\]](#), [\[Primed Flow\]](#), and [\[Equilibrium\]](#). With how much energy we get because of [Gloom](#) a bigger energy pool tends to be better than less energy per cast, which is why we chose [\[Primed Flow\]](#) over [\[Streamline\]](#) or [\[Fleeting Expertise\]](#). [Desecrate](#) is up at all times, and it ends up creating a massive amount of energy and health orbs. Because of that we make the most out of it by putting [\[Equilibrium\]](#) on our [\[Nekros Prime\]](#), effectively filling up our energy at all times. Energy regeneration doesn't work whenever [Gloom](#) is active and slowing enemies, so our only other choice is to run things like [\[Netra Invocation\]](#) to make all of our other abilities consume way less energy.  
 As for Preparation... why use it when you can generate energy with energy orbs and health orbs non-stop? Well while it's true you won't need it when you got your run going, I've always found the hardest part of starting a high level run as [\[Nekros Prime\]](#) to be the very start when you can't cast lots of abilities. On top of that since we're not running [\[Despoil\]](#) both [Gloom](#) and [Desecrate](#) are running on the same pool. While it won't be noticeable most of the time, sometimes your energy can drain rather fast if you kill too many enemies at once. This gets rid of that issue, giving you more than enough energy to cast and use [Desecrate](#),


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Base Starting Energy + (5 x Mod Capacity Left) + (Total Energy x [\[Preparation\]](#) Multiplier).  
[\[Nekros Prime\]](#) starts with 75 energy and [\[Preparation\]](#) gives us an 82% multiplier and leaves us with three capacity left. That'd make our calculation be:  
 $75 + (5 \times 3) + (541 \times 82\%) = 533.62$ . which is more than enough.

## LOADOUT:

- **PRIMARY:** We use the [Kuva Bramma](#). This is a great damage dealer in general, and mostly used for dealing with crowds from time to time. It's also great for hitting venomous eximus from a distance so that their toxin damage doesn't affect us. It's lich element is toxin to deal with corpus units while [\[Hunter Munitions\]](#) easily deals with armoured enemies if we don't bother to armour strip. That said, it's not our main weapon, and is mostly used to clear rooms when we don't want to focus on farming resources. I chose this weapon thematically because you literally get it from a Lich, and it's one of the few Lich-exclusive weapons. It's also a bow instead of a gun, which fits a more fantasy themed being like a necromancer.
- **SECONDARY:** We use the [Grimoire](#). This is a great support weapon. While [\[Nekros Prime\]' Terrify](#) can definitely help you kill enemies with it, the most important thing about it is its support ability. depending on the invocation mod you put on you can easily get +60% ability strength, duration, or efficiency. You could also get +10 energy per second, but [Gloom](#) prevents energy regeneraton from working, so it won't be useful there. I chose the +60% ability strength tome to free up my arcane and get near max [Gloom](#) slow without having to kill 250 enemies. I chose this weapon thematically because a necromancer is a dark magic caster that revives people as undead, so of course they'd have their own grimoire or necronomicon.
- **MELEE:** We use the [Hate](#). This is perfect for group 1-shooting with its heavy attack, dealing incredibly strong bleed procs. It now has an incarnon mode which, along with the tennokai, make this weapon fully viable for a light attack build. I use [Arcane Strike](#) on this build to slot in more damage mods on my melee. Because this weapon deals mostly slash damage and can kill pretty much anything easily this is our main damage dealer, using it to slice up enemies, one-shot heavy units like eximus and acolytes,

about necromancy and undead the grim reaper tends to come to mind. When not casting spells you can only see them using either a scythe or a sickle.

- **COMPANION:** We use the [Panzer Vulvaphyla](#). A necromancer should have an immortal pet, shouldn't they? Besides spreading even more viral this companion makes sure you have even more crit damage and fire rate, while also providing health gating in the off chance you receive fatal damage. You could also use a [Smeeta Kavat](#) for the chance at double drops if you wish, but you lose on the fire rate and melee combo buffs along with the extra viral stacks and health gate, so I don't think it's worth it.

## GAMEPLAY ELEMENTS:

- **SHIELD GATING:** We use [\[Brief Respite\]](#) and [\[Augur Reach\]](#). Because of [\[Catalyzing Shields\]](#) your shields will get reduced to 20% of their total, which is 111 shields for [\[Nekros Prime\]](#). the mods we use give us  $150 + 40 = 190\%$  of the energy we used as shields. The ability we'll use for this is [Terrify](#), which is our most spamable ability. At 75 energy per cast it'd be  $75 \times 190\% = 142.5$ , effectively filling up our shields entirely no matter what. The reason why we want low max shields is because of how shield gating works with [\[Catalyzing Shields\]](#). when your shields are depleted you gain 1.3 seconds of invulnerability. If your shield starts regenerating and goes down again before it can fill up fully, however, the invulnerability will only last 0.3 seconds. With these mods we make sure to always fill up our shields to get max invulnerability time.
- **AUGMENTS:** We use [\[Shield Of Shadows\]](#). [\[Shield Of Shadows\]](#) provides survivability by giving 90% damage reduction and drawing fire away from you, while also giving stagger, knockdown, and status immunity, saving us from having to use [\[Primed Sure Footed\]](#) and [\[Rolling Guard\]](#) respectively. the immunities are the most important parts, since at higher level damage reduction becomes less and less useful and things like slash, heat, and toxin status procs become even more dangerous. We don't run [\[Despoil\]](#) because of how incredibly easy it is to keep your energy filled up, but if you ever wanted to the only mod you could replace is Augur Reach.
- **SURVIVABILITY:** We use [\[Shield Of Shadows\]](#) and [\[Martyr Symbiosis\]](#) on our companion. As stated above, [Shield of](#)

prevents us from dying completely with the only exception being pure toxin damage, which is rare in on itself. For those situations [\[Martyr Symbiosis\]](#) health gates us, saving us from a single hit and letting us kill the enemy that tried to down us.

Now, if we wanted to tank we can replace our first arcane slot with [Arcane Blessing](#) and change [\[Catalyzing Shields\]](#) to either [\[Adaptation\]](#), or [\[Health Conversion\]](#). The former gives an overall better buff to damage reduction, but takes a few hits to fully trigger. The second is instant and stays up at all times since we get health orbs non-stop, but it doesn't affect shields.

## BONUS BUILD - 0 FORMA OPTION



### 0 FORMA GLOOM NEKROS

0 55,290

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



ITEM RANK	30
4 / 67	
OROKIN REACTOR	
APPLY CONDITIONALS	
ENERGY	380
HEALTH	370
SHIELD	555
SPRINT SPEED	1.1
DURATION	102.5%
EFFICIENCY	100%
RANGE	175%
STRENGTH	155%
ARMOR	135
DAMAGE REDUCTION	31%
EFFECTIVE HIT POINTS	1,277



So, if you want to test this build but are too worried that you won't like it and will waste forma on it, here's a 0 forma version of the build for you to test. 0 Forma builds always have to make some compromises, but I try to make them as close to the original to give an accurate representation when testing.

### MOD CHANGES:

- Preparation removed: We just cannot, in any way, shape, or form, add this mod with the amount of polarities we have.
- [\[Primed Continuity\]](#) to [\[Continuity\]](#): Due to the lack of an aura polarity among other things we're pretty tight when it

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capacity at all, so we'll have to work with less max energy than usual.

And that's it! Besides downgrading two mods and removing the exilus all the mods are exactly the same, just in different spots since we can't change polarity positions with 0 forma. While it's a bit harder to start the run due to the lack of [\[Preparation\]](#) and smaller energy pool, it should still be more or less the same.

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