

ITEM

WARFRAME

WUKONG PRIME

## OTHER WUKONG PRIME BUILDS



# Celestial Monkey Wukong | Shield Gate, Clone/Team Buff + Crowd Control

COPY



by [ninjase](#) — last updated 3 months ago



4



0

The trickster-warrior ascends to his ultimate incarnation.



332 VOTES



11 COMMENTS

ITEM RANK

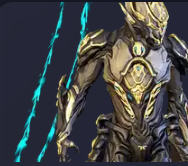
30

60 / 60

OROKIN REACTOR



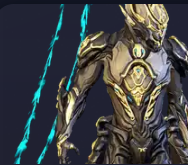
APPLY CONDITIONALS



Mei  
Houwang  
-  
Handsome  
Monkey  
King

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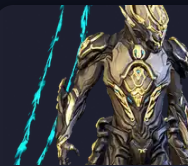
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Celestial  
Monkey  
Wukong |  
Shield  
Gate,  
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Control

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4 FORMA

LONG GUIDE



Lazy  
Monkey  
King |  
Clone  
Buff,  
Health  
Tank,  
Speedrun  
Wukong

Wukong  
Prime

VOT  
30

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

SPRINT SPEED

1.05

DURATION

100%

EFFICIENCY

100%

RANGE

100%

STRENGTH

100%

ARMOR

290

DAMAGE REDUCTION

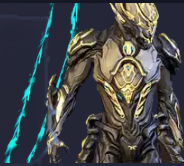
49.2%

EFFECTIVE HIT POINTS

1,685

FORMA

LONG GUIDE



200k+ crits

Gladiator Synergy


4 guide set

Wukong Prime guide by corgigoro

3 FORMA

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BUILDS BY NINJASE




The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

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The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank

<https://overframe.gg/build/203180/wukong-prime/celestial-monkey-wukong-shield-gate-clone-team-buff-crowd-control/>

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[Revenant Prime guide by ninjase](#)

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GUIDE

11 COMMENTS

WUKONG PRIME BUILDS

BUILDS BY WUKONG PRIME

# Celestial Monkey Wukong | Shield Gate, Clone/Team Buff + Crowd Control

## INTRODUCTION

This is a more active steel path viable build focused around [\[Wukong\]](#)'s Celestial Twin and giving it both increased damage and crowd control utility. Buffs such as Nourish, Eclipse with [\[Total Eclipse\]](#) or Roar can apply damage buffs to both you and the Celestial Twin. [\[Enveloping Cloud\]](#) is used to make Celestial Twin invisible, which allows it to survive very high levels. [\[Celestial Stomp\]](#) gives very wide range crowd control. Survivability comes from crowd control, shield gating, invulnerability from cloudwalker/defy and wukong's passive rather than the normal health/armor tanking route. Defy is an infinite scaling nuke that scales with enemy level since it reflects current enemy damage.

## UPDATE JULY 2024

[\[Wukong\]](#) Slam Spam is now a very popular style of lazy gameplay, where you basically spam slams with a hammer such as [\[Magistar\]](#) Incarnon, [\[Arca Titron\]](#) or [\[Fragor Prime\]](#). This is because [\[Wukong\]](#)'s Cloudwalker allows you to initiate a heavy slam without jumping as well as allowing you to skip the recovery animation after a heavy slam and become both mobile and invulnerable immediately after a slam. To maximise slam DPS, swap [\[Primed Sure Footed\]](#) and [\[Celestial Stomp\]](#) out for [\[Nira's Anguish\]](#) and [\[Nira's Hatred\]](#), as well as one of the arcanes for Arcane [\[Fury\]](#).

There are two ways to run Slam, x2 to x4 initial combo with Melee Exposure for quick missions, or x12 combo with Melee Crescendo for longer missions. Melee Crescendo requires you to perform 37 finisher kills (at rank 5 crescendo), which Cloudwalker helps initiate.

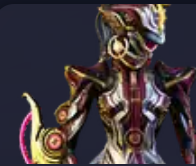


Thunderdomo  
Khora | Steel  
Path  
Endurance  
Survival and  
Looting

[Khora Prime guide by ninjase](#)

3 FORMA

LONG GUIDE



Octavia  
General  
Use |  
AFK  
Steel  
Path

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VOT

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

Alternate Wukong builds:

Stomp and Pillage with Iron staff:

<https://overframe.gg/build/382149/>

Lazy Tank Monkey:

<https://overframe.gg/build/217329/wukong-prime/lazy-monkey-king-clone-buff-health-tank-speedrun-wukong/>

## BUILD SPECIFICS

### Duration

Positive duration benefits all abilities, predominantly [\[Celestial Stomp\]](#) stun duration and Eclipse duration.

### Efficiency

This stat must be minimum for reliable shield gating since 1, 2 and 4 are all too cheap to cast (39 energy). At 45% efficiency with [\[Brief Respite\]](#) AND TWO augur mods (need ONE extra augur mod on your pistol or burst rifle sentinel), using [\[Celestial Stomp\]](#) or cloudwalker generates 89.7 shield, which is enough for max shield [\[Regen\]](#) with [\[Catalyzing Shields\]](#) (max shields dropped to 89) giving 1.33s iframes when it breaks. Alternatively you can also press Defy to turn invulnerable and fully restore shields.

### Range

Range gives a [\[Celestial Stomp\]](#) a high range, increases Enveloping Clouds range, the range of nourish and also Defy range.

### Strength

Strength is mainly needed for buff strength (e.g. nourish, roar, eclipse).

### Aura

[\[Brief Respite\]](#) is important for shield gating.

Alternative auras include [\[Steel Charge\]](#) for mod capacity or [\[Enemy Radar\]](#).

If you decide not to use shield gating, then you can drop both augur mods and use more health, adaptation or strength.

### Arcanes

- Molt Augmented for more strength
- Molt Efficiency for more duration
- Damaging arcanes like [\[Fury\]](#), avenger, acceleration, rage e.t.c depending on what weapon you want to focus on

mobile defense, excavation, and also slows Acolytes and Bosses.

[[Enveloping Cloud](#)] is OPTIONAL but highly recommended for steel path because the clone dies almost instantly and constantly without invisibility.

Catalyzing Shields is OPTIONAL - this sets your max shields down to 89, but means that a single cast of cloudwalker at 45% generates 59 shield which is equivalent to about 1s i-frames rather than the default 0.6s

You can drop any of these for more RANGE (Augur Reach), more STRENGTH (Precision Intensify)

#### \*Archon Shards

- 1 cast speed
- 1 tauforged emerald +corrosive stack shard (optional) to allow weapons to apply more corrosive to allow partial strip up to 98%
- either 3 crimson strength or 3 violet melee crit dmg shards

#### Helminth

Nourish applies a viral damage bonus to both your weapons and your celestial twins weapons. In addition it improves energy economy while at 45% allowing you to always have enough energy to cast Cloudwalker, which is your main method of surviving.

### PLAYSTYLE

1. Cast 1 to activate your Celestial Twin
2. Switch to melee so your twin holds a primary for nuking (e.g. AOE weapon like Kuva Zarr/Ogris/bramma) or secondary (e.g. Kuva nukor) for nuking/priming OR remove your melee so both your clone and you can use the same AOE weapon.
3. Activate 4 to buff yourself and clone
4. Hold 1 to stomp for crowd control (note, this can slow acolytes with a reduced effect)
5. Tap 2 frequently to travel, heal, reset shield gate, cleanse status (basically [[Rolling Guard](#)]) and also keep your clone invisible
6. Tap 3 if you wish to clear surrounding mobs quickly, and since it scales with enemy damage this is basically an infinite scaling nuke.

[ [streamable id="w6k2d8"](#) ]

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