

ITEM

WARFRAME

MIRAGE PRIME

OTHER MIRAGE PRIME BUILDS



Total Malevolence Mirage | Dual Augment Max DPS Weapon Platform | Solo Steel Path

COPY



by [ninjase](#) — last updated 18 days ago

2 0

Dazzle the opposition with this golden master of illusion and mayhem. Featuring altered mod polarities allow for greater customization.



815 VOTES

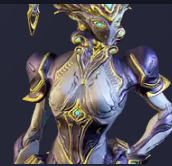


30 COMMENTS

ITEM RANK

30

60 / 60

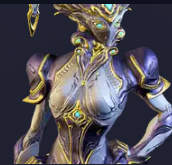


Total Malevolence Mirage | Dual Augment Max DPS Weapon Platform | Solo Steel Path

Mirage Prime guide by [ninjase](#)

2 FORMA

LONG GUIDE



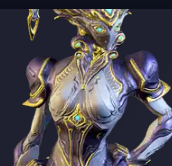
Mirage ESO Farming, fastest KPS in the game at 2 formas

VOTE
58

Mirage Prime guide by [Popi](#)

2 FORMA

LONG GUIDE



MIRAGE PRIME 2x Umbra Build. Hall of Malevolence. Great survivability

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

220

300

410

1.2

100%

100%

100%

100%

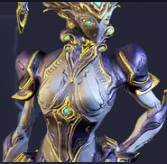
185

38.1%

1,032

4 FORMA

SHORT GUIDE



Disco Ball of Death | Prism Guard Nuke Mirage


Mirage Prime guide by ninjase

4 FORMA

LONG GUIDE

VOTE 254

BUILDS BY NINJASE




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

Laetum guide by ninjase

5 FORMA

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VOTE 21



The Lich King Revenant | General Use/Endurance

https://overframe.gg/build/191180/mirage-prime/total-malevolence-mirage-dual-augment-max-dps-weapon-platform-solo-steel-path/

2/8



Reave

Revenant Prime
guide by ninjase

5 FORMA

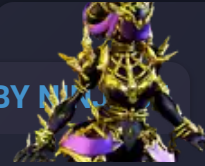
LONG GUIDE

GUIDE

30 COMMENTS

MIRAGE PRIME BUILDS

BUILDS BY NINJASE

Thunderdome
Khora | Steel
PathEndurance
Survival and
LootingKhora Prime
guide by ninjase

3 FORMA

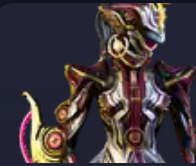
LONG GUIDE

Total Malevolence Mirage | Dual Augment Max DPS Weapon Platform | Solo Steel Path

INTRODUCTION

While the classic hall of mirrors build uses the [\[Hall Of Malevolence\]](#) augment to increase the damage of [\[Mirage\]](#)'s holograms, the often overlooked [\[Total Eclipse\]](#) augment actually does work on holograms and provides a much more substantial boost to hologram damage provided the lighting conditions are bright. In fact, with high enough power strength while in maximum lighting, [\[Mirage\]](#)'s holograms under the effect of [\[Total Eclipse\]](#) outdamage the player under the effect of eclipse. This is further magnified by using both augments in the same build since their effects are multiplicative. At maximum lighting and maximum stacks, each hologram does approximately 9 times more damage. Since each hologram does approx 60% of weapon damage at 300% str, the total of four clones is 240% weapon damage, which is redistributed over 2 holograms when using primary/secondary weapons so each hologram actually does does 120% weapon damage. Boosting this by 9x means each hologram does a maximum possible of 1080% weapon damage!

Update April 2024 - Eclipse is no longer dependent on environmental lighting and gives the FULL damage buff or damage reduction based on whether you tap or hold 3. Make sure you go into control settings and INVERT the tap/hold setting for Mirage, so tap becomes casting the light damage buff.

Octavia
General
Use |
AFK
Steel
PathOctavia
Prime
guide by
ninjaseVOT
14!

3

FORMA

LONG

GUIDE

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1. Tap 3 to activate damage buff of Eclipse (make sure to invert tap hold settings as default is hold for light), and keep active at all times
2. Tap 1 to activate Hall of Mirrors, and get kills to build up [\[Hall Of Malevolence\]](#). Mirror clones help draw aggro to so enemies sometimes miss when they shoot you.
3. Tap 4 to cast Pillage, which will create a spreading radial wave that strips enemy shield and armor on the initial wave contact, then gives shields/overshields on returning. You can end the wave EARLY, thereby giving you shields sooner rather than waiting for the whole duration to end.
4. Optional: Tap 2 to near certain objects to booby trap them e.g. convert laser barriers to friendly, lockers into bombs that deal true damage of remaining HP, turrets into friendly turrets. In addition, tapping 2 while 1 is active places five total jewels that can explode or blind enemies giving minor crowd control (although in a very small radius at 34 range).

If played right, [\[Mirage\]](#) should have no problems surviving and destroying all of Steel Path. The combination of [\[Rolling Guard\]](#) and *Pillage* should make you basically invincible. Shield gating allows you to survive any hit: once you see your shields are depleted you have a few seconds invulnerability (2.5s with Pillage currently as it counts overguard, although this should be around 1.4s after fix), in this time, roll (e.g. away from enemies) and press 4 to cast Pillage. By the time the invulnerability period (3 secs) ends, press 4 again to end Pillage and regain shields. (note that Pillage has a 4.5s duration and shields take 4s to recharge after depletion, so you could let Pillage finish naturally or end it prematurely depending on how much fire you are under).

VARIANT BUILDS

House of Mirrors Crowd Control (Infinite Energy and Electric traps with Spectrorage) : <https://overframe.gg/build/252837/>
ESO Legerdemain Nuke: <https://overframe.gg/build/204158/>
Prism Nuke (with Terrify for Armor Strip): <https://overframe.gg/build/234415/>

BUILD SPECIFICS

Strength

At over 300% power strength, adding [\[Hall Of Malevolence\]](#) boosts the damage of each hologram by a multiplicative 1.5x

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for [\[Umbral Intensify\]](#) for more strength, but using [\[Augur Secrets\]](#) just hits the 328% threshold while also providing shield gate on the initial cast of abilities including Pillage, so you are not purely relying on shields returning after Pillage duration.

Duration

High duration achieved with a combination of Narrow Minded +/- [\[Primed Continuity\]](#) allows an upkeep on both Hall of Mirrors and Eclipse of almost one minute which is very comfortable, as well as giving Pillage a very long expansion duration and therefore range.

Range

[\[Narrow Minded\]](#) reduces the range to 34%, which reduces the range of Total Eclipse to 5m, enough to encompass the holograms but not enough to be helpful in co-op situations. If you want to provide a little more support in co-op play, you can increase the range with [\[Overextended\]](#) or [\[Stretch\]](#).

Efficiency

While 45% efficiency seems low, keep in mind you only need to cast 1 and 3 roughly once every minute and pillage on occasion, meaning arcane energize is more than enough to regain any energy in the interim. If you still have energy issues, can try using Equilibrium + Synth Deconstruct on Panzer/[\[Diriga\]](#), [\[Dethcube\]](#) with [\[Energy Generator\]](#), Zenurik, Emergence Dissipate, [\[Grimoire\]](#) with [\[Xata Invocation\]](#).

Aura

This is flexible (don't need to add an Aura forma). [\[Growing Power\]](#), [\[Enemy Radar\]](#), [\[Corrosive Projection\]](#) are all useful. Use Brief Respite if you don't subsume pillage in order to use shield gating.

Exilus

Totally flexible:

- Power drift for more strength, helps hit one cast full strip
- Primed sure footed if you own it prevents knockdowns
- Nira's Anguish if using slam
- Parkour Velocity e.g. ice spring/mobilize, endurance drift, amar's anguish

Subsumed Ability

strip in one cast.

- *Nourish* is another great choice that solves any energy issues, allowing you to spam abilities to shield gate if required, while also providing free viral damage to your weapons (meaning you can drop viral mods if running viral HM or viral heat builds).
- *Wrathful Advance* lets your melee red crit, e.g. especially when using Glaives or Contagion
- *Energized Munitions* is amazing when you want to spam something for non-stop damage
- *Breach Surge* gives a line of sight blind for decent crowd control and releases sparks on death that is a multiple of damage done. Eclipse double dips this spark potentially creating insane amounts of damage. If you use this, you can run a much more balanced build as follows:
<https://overframe.gg/build/496882/mirage-prime/breach-surge-mirage-triple-augment/>
- *Spellbind* gives status and knockdown immunity, particularly useful if you don't own primed sure footed but want to use AOE weapons
- *Molt* gives speed boost and draws enemy fire. Good for speedrunning.
- *Null Star* can combine with health/[[Adaptation](#)] for lazy tanking but needs even more duration (drop [[Transient Fortitude](#)]). Not really recommended since you waste lots of mod slots and need augment to refresh stars if you lose them. You can swap strength for duration ([[Transient Fortitude](#)] for [[Primed Continuity](#)]) in order to hit the 90% DR cap, which can multiply with the 90% DR from eclipse to give 99% DR to health. Add adaptation and guardian if you like for even more DR, exceeding 99.95%.
- *Quiver Arrow* gives cloak arrow which you can shoot onto your sentinel and gain invisibility, which keeps you alive and gives melee stealth multiplier (will no longer lock light levels since eclipse change):
<https://overframe.gg/build/299309/mirage-prime/cloak-of-light-mirage-cloak-arrow-perpetual-light-total-eclipse-and-hall-of-malevolence/>

Arcanes

Reasonably flexible depending on your playstyle.

- Energize or Steadfast are needed for energy economy.
- Augmented is required for one cast full strip from Pillage.
- Can use any DPS boosting arcane depending on weapon e.g. Velocity, Acceleration, Avenger e.t.c.

THREE Crimson Duration Shards (helps with uptime of 1 and 3 and also for Prism build)

ARSENAL

Weapon Synergy

Obviously the retina destroying AOE weapons are the top pick since having holograms basically shoots two additional AOE instances each with boosted damage, thereby slightly increasing overall blast range: [Kuva Tonkor], [Kuva Zarr], [Kuva Ogris], [Kuva Bramma], Kuva Chakkurr [Tenet Envoy], [Sporelacer] e.t.c. In addition, since mirage clones don't benefit from galvanized mods or arcanes, you are best of using weapons that don't need Galvanized Aptitude/Merciless to function well e.g. run serration if not already.

- Kuva Tonkor: <https://overframe.gg/build/451007>
- Tenet Envoy: <https://overframe.gg/build/214840/>
- Kuva Zarr: <https://overframe.gg/build/226265/>
- Latron Incarnon: <https://overframe.gg/build/464476/>
- Strun Incarnon: <https://overframe.gg/build/465699/>
- Kuva Chakkurr: <https://overframe.gg/build/252600/>

Eclipse currently seems to DOUBLE DIP on Glaives and Contagion (meaning 300% eclipse buff is actually equivalent to 16x damage).

- x2 Heavy spam Glaive Prime (good with nourish, quiver): <https://overframe.gg/build/270712/>
- x12 Xoris Influence (best with armor strip): <https://overframe.gg/build/325681/>
- x12 Falcor Influence (best with armor strip): <https://overframe.gg/build/615306/>
- x12 Pathocyst influence (with armor strip): <https://overframe.gg/build/602033/>
- x2 heavy spam Pathocyst (best with armor strip): <https://overframe.gg/build/617897/>

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New Build

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HearthPwn

Minecraft Forum

Minecraft Station

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https://overframe.gg/build/191180/mirage-prime/total-malevolence-mirage-dual-augment-max-dps-weapon-platform-solo-steel-path/8/8