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ITEM

WARFRAME

MIRAGE PRIME



Disco Ball of Death | Prism Guard Nuke Mirage

by ninjase — last updated 2 months ago

4

0

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

270 VOTES

2 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

225

300

410

OTHER MIRAGE PRIME BUILDS



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

Mirage Prime guide by ninjase

2 FORMA

LONG GUIDE



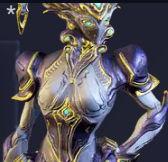
Mirage ESO Farming, fastest KPS in the game at 2 formas

Mirage Prime guide by Popi

2 FORMA

LONG GUIDE

VOTE 58

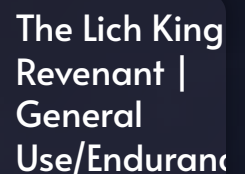


MIRAGE PRIME 2x Umbra Build. Hall of Malevolence. Great survivability

https://overframe.gg/build/234415/

1/6

## SHORT GUIDE

LONG  
GUIDE

GUIDE

2 COMMENTS

MIRAGE PRIME BUILDS

BUILDS BY NINJASE

Reave

Revenant Prime  
guide by ninjase

5 FORMA

LONG GUIDE

# Disco Ball of Death | Prism Guard Nuke Mirage

## INTRODUCTION

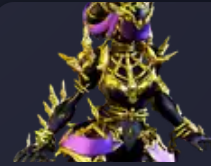
Use prism, a disco ball of death, to shoot lasers to wipe out entire rooms rapidly.

Each cast of 4 shoots 20 lasers which track enemies dealing 250 radiation damage tick twice a second, with each tick increasing damage of all lasers by 25% (or 50% with Solar Eclipse active). This means at around 200 strength and assuming a dense map where all 20 lasers constantly tick twice a second, after the first second each laser will deal 30,000 damage per tick. After 6s, each laser will deal 180,000 damage per tick. Across a 10s Prism lifespan, the total potential cumulative damage across a single laser is approximately 3 million damage and across all lasers is 63 million damage.

Normally a single laser can only target one enemy at a time, but with an attractor bubble such as Scourge alt fire or Void status (xata's whisper/amp), you can force the prism to rapidly pass THROUGH the enemy causing all 20 lasers to hit them simultaneously, meaning you could be rapidly building up damage on a single target up of up to 1 million damage per second after just one second. This allows you to instantly kill basically any enemy, even up to levelcap without armor strip.

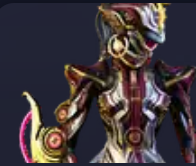
## PLAYSTYLE

1. Cast Hall of Mirrors (tap 1) and Solar Eclipse (make sure to invert controls and tap 3) and keep active at all times. Holograms help draw away enemy fire
2. Keep Nourish active (optional)
3. Use Scourge alt-fire to create attractor bubbles
4. Cast 4 and run headfirst into enemies so the prism is picked up by bubbles

**Thunderdom  
Khora | Steel  
Path**  
Endurance  
Survival and  
LootingKhora Prime  
guide by ninjase

3 FORMA

LONG GUIDE

**Octavia  
General  
Use |  
AFK  
Steel  
Path**Octavia  
Prime  
guide by  
ninjase3  
FORMALONG  
GUIDEVOT  
150

## BUILD SPECIFICS

### Duration

High duration is required to increase the very short Prism Guard duration and reduce channelling drain. The longer Prism lasts, the more damage it can build up.

### Efficiency/Energy

[Primed Flow] and [Equilibrium] are for energy. Use [Seismic Bond] on sentinel e.g. [Diriga] to give free 30% efficiency.

### Range

A little positive range helps increase the prism laser radius and prism blind radius.

### Strength

Positive strength boosts prism damage.

### Other mods

[Prism Guard] augment is compulsory so you can actually guide the ball towards enemy density rather than rely on chance, and is also required for the attractor bubble interaction. If you plan on playing in very small rooms only, you might be able to drop the augment and pump up efficiency with [Fleeting Expertise].

If no cast speed shards, [Natural Talent] is absolutely compulsory to shorten the ridiculously long cast animation of prism.

[Rolling Guard] is optional and flexible for [Umbral Intensify] or [Augur Secrets]

[Brief Respite] is needed for survivability.

### Arcanes

Energy is important for energy recovery  
Molt augmented is required to hit strip threshold for terrify.

## ARSENAL

[Scourge] is the best weapon for Prism [Mirage]. [Scourge] can set up a headshot attracting bubble that can suck in the prism if you run through it, and rapidly accelerate the damage buildup

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viral, you can get  
viral,corrosive,magnetic,radiation,heat,impact.  
<https://overframe.gg/build/708470/>

Grimoire is optional to give more energy regen via Xata invocation as well as free Shield Recharge delay reduction/shield regen via Fass Canticle.  
<https://overframe.gg/build/569013/>

You can use an AOE primer like [\[Epitaph\]](#), [\[Kuva Nukor\]](#) or even [\[Kuva Ogris\]](#) to magnify the damage of your lasers. Viral magnifies all damage to health by up to 4.25x while magnetic magnifies all damage to shields by up to 4.25x.

Epitaph primer:  
<https://overframe.gg/build/235422/epitaph/epitaph-primer/>  
Kuva Nukor primer: <https://overframe.gg/build/235421/kuva-nukor/kuva-nukor-primer/>  
Kuva Ogris primer: <https://overframe.gg/build/235335/kuva-ogris/kuva-ogris-primer/>

### Sentinel

Can use Diriga/[\[Dethcube\]](#) with [\[Seismic Bond\]](#) to increase channeling efficiency and provide healthenergy orbs

Can use Helios with Seismic Bond and Vicious bond to both strip armor and give efficiency:  
<https://overframe.gg/build/542050/helios-prime/helios-prime-aoe-armor-strip-passive-shield-gating/>

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