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by ninjase — last updated 2 months ago

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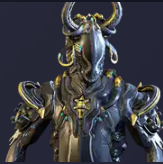
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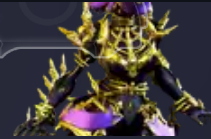
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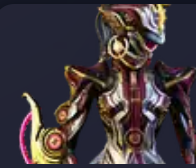


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# Hallowed Fairy King | Full Strip Hallowed Reckoning SP Nuke Endurance

## INTRODUCTION

[Oberon] Build for steel path and endurance missions focusing on using Reckoning + Hallowed ground to full strip enemies and to do passive damage via [Hallowed Reckoning] augment. Grouping helps [Hallowed Reckoning] to overlap, which can be via magus anomaly or [Nautilus] [Cordon]. Kills via [Hallowed Reckoning] have a 50% chance to produce health orbs which sustain energy via [Equilibrium]. Additionally, killing eximus and running [Synth Deconstruct] on your sentinel further improves health orb generation. Nourish boosts energy generation, applies free viral to your weapons and even applies viral damage to Smite.

## PLAYSTYLE

1. Keep Hallowed Ground (2) active and stand in the middle of the grass at all times to gain knockdown resistance. You can cast multiple areas of grass as you spin to cover the map as needed.
2. Optional: Cast your helminth ability as needed
3. Cast Reckoning (4) while enemies are on top of Hallowed Ground in order to armor strip (full strip will require build up of Molt Augmented, which hits 100% strip after approximately 190 kills), while also producing a damaging field. Note, enemies MUST be standing on hallowed ground first for armor strip to occur.
4. Spam smite (1) on heavy targets with high health pool to produce stronger sparks, scaling with enemy health.



## BUILD SPECIFICS

### Duration

Positive duration mostly helps uptime of hallowed ground so you don't have to recast as often, and as a bonus increases the blind duration of reckoning.

### Efficiency

Positive or neutral efficiency is up to preference, but efficiency is needed for Reckoning since each cast costs 100 energy at base. Running 130% efficiency without [\[Primed Flow\]](#) means you should be able to cast reckoning 3 times from max energy without needing to pick up more energy orbs. Running 100% efficiency with Primed Flow means you could cast 7 times but would need about 2-3 times more energy to refill to max. Kills by [\[Hallowed Reckoning\]](#) produce health orbs which are converted into energy by [\[Equilibrium\]](#).

### Range

Important stat since Hallowed Ground radius and angle scales with range (hitting 360 degrees at 234% range) and Reckoning cast and blind radius scales with range. We slot [\[Overextended\]](#) + [\[Stretch\]](#) to hit a 360 degree hallowed ground. [\[Archon Stretch\]](#) is OPTIONAL and can be activated passively by a companion that produces electric status eg [\[Diriga\]](#), hound.

### Strength

Exactly 200% strength is required to full armor strip. This can be achieved with one of the following options:

OPTION 1: Overextended + Blind Rage + Molt Augmented + Power Drift hits 214%

### Flexible Mods

Natural Talent - good quality of life to make the long casting animation of Reckoning much more bearable. Could replace with Amber Archon Shards. Can add Primed Flow for energy, or Umbral Intensify for easier full strip.

Rolling Guard - good quality of life for i-frames and clearing status effects, but hallowed does already clear status effects, so this is mostly up to personal preference.



### Archon Shards

- Two Amber cast speed shards are basically mandatory to speed up the cast of reckoning, which you will be spamming alot
- Crimson strength shards can be used to replace power drift in the exilus or Molt augmented in arcane slot
- Three topaz +dmg to radiation status enemies could be used to maximise ability damage.

## HELMINTH OPTIONS

- Nourish: applies viral damage to both smite and weapons, which works well on stripped enemies, gives energy multiplier to help sustain high energy costs of reckoning and smite use.
- Breach surge: blinds enemies, creates cascading damage sparks scaling from smite damage and hallowed reckoning damage, benefits from arcane arachne as well as smite
- Coil Horizon: groups enemies with highest range so [\[Hallowed Reckoning\]](#) can create overlapping zones of damage

## ARSENAL


[\[Rakta Dark Dagger\]](#) is a melee that regenerates shields on hit when used against enemies affected by a radiation proc. This synergizes somewhat with [\[Oberon\]](#) since three of his abilities cause radiation procs.

### Companion

[\[Nautilus\]](#) is ideal for grouping.

[\[Diriga\]](#) helps generate even more energy via [\[Synth Deconstruct\]](#)

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