

ITEM

WARFRAME

MAG PRIME

OTHER MAG PRIME BUILDS



Breach and Crush | Magnetize Nuke and Full Strip Crush | Steel Path Endurance

COPY



by [ninjase](#) — last updated 21 days ago

3 0

The exquisite Mag Prime offers the same abilities as Mag but with unique mod polarities for greater customization.



312 VOTES



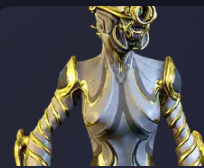
11 COMMENTS

ITEM RANK

30

60 / 60

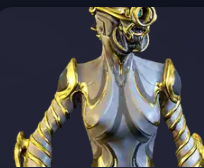
OROKIN REACTOR



The Mag Bible (Archon Shards Optional)

Mag Prime guide by [wynnie](#)

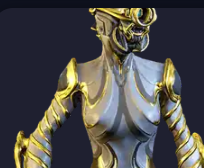
4 FORMA
LONG GUIDE

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VOTES
3

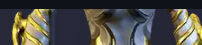
Magnetizer / All Abilities Viable

Mag Prime guide by [Taurael](#)

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VOTES
2

SHIELD	555
SPRINT SPEED	1
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	135
DAMAGE REDUCTION	31%
EFFECTIVE HIT POINTS	1,277



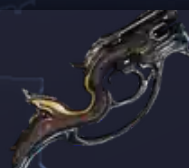
mag /
End
Game /
Steel
Path /
Do any
mission
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VOTI
17

Mag Prime
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3 FORMA MEDIUM GUIDE

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

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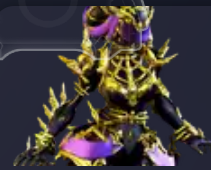
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5 FORMA
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Revenant |
General
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Thunderdome
Khora | Steel
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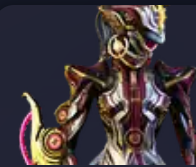
Breach and Crush | Magnetize Nuke and Full Strip Crush | Steel Path Endurance

INTRODUCTION

Magnetize is Mag's most versatile and powerful ability and can be used to crowd control/group enemies, block enemy projectiles, shred a single target (bosses/acolytes) or grouped enemies, AOE nuke (line of sight) and finally disarm enemies (with the augment). Magnetize works by creating a bubble around an enemy and redirecting all projectiles/bullets into the centre. This will allow weapons with punch through to rapidly kill enemies in the centre by hitting them multiple times as they orbit around.

Additionally, 25% of your weapon's damage will be absorbed into the bubble (counts multishot but not crits or DoT effects). This absorbed damage will then be dealt as magnetic damage over time (50% absorbed damage per 1/2 second tick) to every enemy in the field for the remaining duration of the bubble. Finally once the bubble destabilizes (either manually with augment or on expiration once the initial enemy is dead), all the absorbed damage will be multiplied by the total number of damage ticks experienced by each enemy (essentially 2 x duration in seconds x enemies in bubble) and released in a massive AOE explosion (requires LINE OF SIGHT).

Using the augment [\[Magnetized Discharge\]](#) increases the radius of the magnetize bubble and resulting explosion range (additive 45% to range mods, effectively giving 280% range to magnetize) AND provides approx 40-50% chance to disarm enemies in explosion range (at low strength).



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General
Use |
AFK
Steel
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VOT

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radiation damage to enemies. Damage over time from the bubble can release more surge sparks, in addition to any further damage from weapons, which are then absorbed back into the bubble to further boost bubble damage. This creates a positive feedback loop where the bubble will simply magnify damage without extra input, giving a final explosion damage of over 10 times the damage without breach surge (with 20 enemies in bubble).

Breach Surge can be subsumed over either 1 or 3, and this is mostly up to personal preference. Pull is a very good ability since it's buff as it allows you to group enemies into a magnetize bubble with a longer range, while Polarize gives shield restore with quicker one handed casts and allows you to run [Counter Pulse] augment.

VEILBREAKER UPDATE SEPT 2022

[Fracturing Crush] now full strips permanently at only 134% strength and provides +50% cast speed to crush. Amber Archon Shards can also provide additional cast speed, freeing up slots that used to be used on Natural Talent.

Triple augment variant (requires archon shards):

<https://overframe.gg/build/369097/mag-prime/shards-of-power-triple-augment-mag-post-veilbreaker-with-archon-shards/>

PLAYSTYLE

Main ability rotation:

1. Use Breach Surge (1 or 3) to blind enemies for crowd control and prime them for spark production.
2. Cast Magnetize (2) on an enemy to draw enemies into the center - choose positions where the bubble will block incoming enemies or gunfire (e.g. corridors)
3. Cast Crush to full-strip enemies and immobilize enemies.
4. Shoot weapon slightly off to the side of centre to create an orbiting path
5. Enemies will either die instantly or produce surge sparks that then feed back into the bubble
6. Let the bubble expire or detonate bubble by casting 2 again near the bubble for big line of sight explosion
7. OPTIONAL (if not subsumed over): Cast Polarize constantly to restore shields and crowd control if running counter.
8. OPTIONAL (if not subsumed over): Cast Pull while standing

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Survivability:

If shields deplete, either cast polarize (3) or crush (4) combined with or without rolling guard. Polarize is one-handed and has a short animation, meaning you can reload and run/dodge while doing this, but does not offer any crowd control (without the augment). Crush is two handed and locks you into an animation, but does offer a short period of knockdown for breathing room, while also costing a little more energy. If possible, try to use polarize since it is quicker. When surrounded you can cast crush for more overshields and breathing room while you reposition.

Here is a video demonstrating breach surge interaction with magnetize and how to play, with SP levelcap circuit survival and defense.:

BUILD SPECIFICS

Duration

Keep duration as close to neutral since it will affect the blind duration of breach surge and the duration of magnetize (all of which have a decent base duration of about 15s). The longer the duration of magnetize, the more damage can accumulate. [\[Primed Continuity\]](#) is used to offset the duration penalty from [\[Fleeting Expertise\]](#).

Efficiency

[\[Mag\]](#)'s playstyle requires constant casting of abilities, with a particular reliance on polarize and crush for shield regeneration/shield gating. [\[Fleeting Expertise\]](#) is mandatory for this, as you may quickly run out of energy, even with Arcane Energize. [\[Streamline\]](#) is an optional addition to max efficiency and [\[Primed Flow\]](#) is also optional.

Range

Range is the most important stat for magnetize. [\[Overextended\]](#) and [\[Stretch\]](#) hit a range of 235%. The augment [\[Magnetized Discharge\]](#) adds a further 45% to give 280% effective range to magnetize, giving a total radius of 11.2m and explosion radius of 42m. High range also affects the range of crush which gives more shields/overshields.

Strength

While we ideally want the strength to be high to scale the

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enemies, and strength does NOT affect the absorption of weapon damage into the bubble. [\[Fracturing Crush\]](#) only requires 134% power strength for full strip in a single cast. We require either [\[Precision Intensify\]](#) + [\[Growing Power\]](#) for 4 to hit 134 str, or run [\[Umbral Intensify\]](#) and Molt Augmented to offset the strength penalty from [\[Overextended\]](#) and hit this benchmark. Other alternatives like [\[Blind Rage\]](#) or [\[Transient Fortitude\]](#) have too much drawback and [\[Augur Secrets\]](#) has too little boost. If you don't like or own molt augmented, consider dropping overextended for augur reach, or simply don't run fracturing crush

Flexible slots

Augments - flexible. [\[Fracturing Crush\]](#) full strips at 134% strength and adds +50% cast speed to Crush. [\[Magnetized Discharge\]](#) increases range of magnetize, lets you detonate it and disarm enemies. Can swap either out for Counter Pulse augment if you prefer more crowd control.

Rolling guard - optional addition. Nice for extra layer of survivability and status cleanse which is missing from [\[Mag\]](#)'s kit. If you are comfortable with camping behind bubbles and shield gating with 3 or 4 without [\[Rolling Guard\]](#), feel free to switch this out for [\[Primed Flow\]](#), [\[Augur Secrets\]](#) (to increase magnetize grouping speed and breach surge multiplier), streamline (if you add streamline, can drop rank of fleeting expertise to save duration), duration (constitution/augur message) or even more range with augur reach.

Stretch - can swap for Primed flow or Counter pulse augment. If you use primed flow, can swap fleeting for streamline.

Natural talent - up to individual preference, but this is in my opinion a really crucial mod since [\[Mag\]](#) will be casting a lot of abilities very often and each cast has animation times that may make the difference between surviving and dying, particularly with the long animation of crush. With the introduction of archon shards and fracturing crush giving cast speed to 4, this is now flexible for the fracturing crush augment.

Exilus - [\[Primed Sure Footed\]](#) is best in slot to prevent knockdowns. [\[Handspring\]](#) is a useful alternative. If you run Unairu for poise, you could alternatively just run power drift, cunning drift or mobilize.

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The addition onto [\[Primed Animal Instinct\]](#) is indispensable, particularly if your pet dies or has downtime and you lose radar completely.

Archon Shards

2 Cast Speed - allows you to free up natural talent slot

3 Energy max - so you dont need to run [\[Primed Flow\]](#)

3 crimson shards will allow you to hit 110% str breakpoint for full strip with Corrosive Projection

ARSENAL

Weapons that have high raw damage, are projectiles and/or have punchthrough work best as they will orbit around the centre of the bubble hitting enemies multiple times or have high raw damage that will get stored in the bubble. Additionally, weapons modded with electric or gas work great on grouped enemies and will have the fastest time to kill (note that DoT damage does not contribute to magnetize damage).

The best options are:

Tenet Arca Plasmor (electric):

<https://overframe.gg/build/251020/>

Latron Incarnon: <https://overframe.gg/build/464476/>

Miter/ Miter Incarnon: <https://overframe.gg/build/472320/>

Exergis (electric/viral): <https://overframe.gg/build/251026/>

Felarx (electric/viral):

<https://overframe.gg/build/328134/felarx/the-devastating-void-extreme-raw-damage-cold-corrosive-one-shot/>

Phenmor (viral/heat):

<https://overframe.gg/build/314745/phenmor/the-devouring-void-raw-viral-heat-phenmor/>

Cyanex (alt-

fire):<https://overframe.gg/build/249803/cyanex/viral-slash-cyanex-mag-bubble/>

Lanka (electric):

<https://overframe.gg/build/249267/lanka/lanka-pure-electric-for-mag/>

Akbronco Prime (augmented):

<https://overframe.gg/build/251028/>

Tenet Detron (alt-fire): <https://overframe.gg/build/309080/>

Stropha (x12 combo heavy):

<https://overframe.gg/build/249621/stropha/hybrid-x12->

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