

ITEM WEAPON PRIMARY SHOTGUN KIVA SOBEK



# Saryn/Oraxia Arsenal | Acid Shells Nuke Kuva Sobek

COPY [thumbs down] [thumbs up]

by ninjase — last updated 7 months ago (Patch 39.0)

15 [gold icon] 4 [purple icon] 146,220

The Kuva Sobek's exceptional Reload Speed, Critical Chance, and Status Chance make it a natural fit for the Kuva Lich's dominant spirit.

607 VOTES 31 COMMENTS

ITEM RANK 40

5 / 80

OROKIN REACTOR

APPLY CONDITIONALS

KUVA ELEMENT

+60% Magnetic

ACCURACY 9.1

CRITICAL CHANCE 21%

CRITICAL DAMAGE 2.3x

FIRE RATE 2.50

MAGAZINE 32 / 240

MULTISHOT 10.5

NOISE ALARMING

RELOAD 2.1

RIVEN DISPOSITION 0.80

STATUS / PROJECTILE 50.4%

TRIGGER AUTO

DAMAGE / PROJECTILE (X10.5)

IMPACT 89.5

PUNCTURE 14.9

SLASH 14.9

MAGNETIC (⚡ + ⚡) 71.6

VIRAL (⚡ + ⚡) 601.5

TOTAL DAMAGE 8,321.0

AVERAGE HIT 10,592.7

BURST DPS 26,481.7

SUSTAINED DPS 22,749.4



## OTHER KUVA SOBEK BUILDS



### Saryn/Oraxia Arsenal | Acid Shells Nuke Kuva Sobek

Kuva Sobek guide by ninjase

UPDATE 39.0 4 FORMA LONG GUIDE



### 60% Magnetic : Corrosive / Cold

Kuva Sobek guide by ImCalledBethy

UPDATE 41.0 5 FORMA SHORT GUIDE



### Uriel's Arsenal | Kuva Sobek | Demonium Heat Acid Shells

Kuva Sobek guide by ninjase

UPDATE 41.0 4 FORMA SHORT GUIDE



### Saryn's Arsenal | Thrax One-shot Variant Sobek Acid Shells

Kuva Sobek guide by ninjase

UPDATE 41.0 4 FORMA SHORT GUIDE

## BUILDS BY NINJASE



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

Laetum guide by ninjase

UPDATE 41.0 5 FORMA LONG GUIDE



### The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime guide by ninjase

UPDATE 41.0 5 FORMA LONG GUIDE



### Thunderdome Khora | Steel Path Endurance Survival and Looting

Khora Prime guide by ninjase

UPDATE 40.0 3 FORMA LONG GUIDE



### Octavia General Use | AFK Steel Path

Octavia Prime guide by ninjase

UPDATE 41.0 3 FORMA LONG GUIDE



GUIDE

31 COMMENTS

KUVA SOBEK BUILDS

BUILDS BY NINJASE

## Saryn/Oraxia Arsenal | Acid Shells Nuke Kuva Sobek

This is a build specifically to be used with [Saryn]'s Toxic Lash + either Roar or Full strip with spores. This is because by itself, Acid Shells isn't very good in Steel Path, as it currently ignores SP modifiers and scales off the max health of a non-SP enemy (i.e. it is 2.5x weaker than advertised in SP). Also while [Acid Shells] scales with HP, it deals corrosive + blast damage in AOE which require full armor strip to be effective. When used with [Saryn] however, [Acid Shells] is capable of inducing a chain reaction that can spread across an entire map. When an enemy is killed with Toxic Lash active, [Acid Shells] will deal 450 corrosive dmg + 45% HP blast dmg in a 15m radius, and each enemy hit will have a toxin DoT created that scales off the [Acid Shells] damage. If this new enemy hit subsequently dies from the Tox DoT, it will create another [Acid Shells] explosion centered on this new enemy. As long as enemies stand within 15m of each other, this chain reaction can spread across a map.

Use pure Weapon Platform Saryn build: <https://overframe.gg/build/226696/>

### PROGENITOR

The Progenitor type is completely optional since it DOESN'T affect [Acid Shells] or Toxic Lash. You could do MAGNETIC which is the most flexible element (allows you to run all elemental combos for any use case particularly if you plan on using it outside of Saryn/Oraxia/Cyte) or COLD (allows you to make viral with just Toxin mods for Saryn/Oraxia or magnetic with just electric mods/violet shards which is good for Cyte).

### CALCULATIONS

After testing, the Progenitor Bonus, Critical Multiplier and Base Damage all do NOT affect the Toxin DoT of Toxic Lash when triggered by [Acid Shells] AOE explosion. The formula for Toxic Lash DoT scaling from [Acid Shells] AOE is :

$$(450 + 45\% \text{ HP}) \times (1 + \text{toxin mods}) \times (1 + \text{toxin mods} + \text{other elemental mods}) \times (1 + \text{faction mods})^3 \times (1 + \text{status damage})$$

As you can see faction mods TRIPLE DIP, toxin mods DOUBLE DIP while elemental mods and status damage mods single dip on the Tox Lash DoT.

Note the HP is for base starchart values, ignoring the steel path 2.5 modifier.

### MOD BREAKDOWN

Galv Savvy - helps get the initial kill to start chain reaction, but does NOT affect [Acid Shells] or Acid Shell Tox Lash DoT. If you prefer not to rely on building



SOCIAL MEDIA



[My Account](#) [Support](#)

RESOURCES

[About Us](#)

[Terms of Service](#) [Privacy Policy](#)



MOBAFIRE NETWORK

[mobafire.com](#)

[mmo-champion.com](#)

[porofessor.gg](#)

[counterstats.net](#)

[vaingloryfire.com](#)

[dotafire.com](#)

[smitefire.com](#)

[wildriftfire.com](#)

[farmfriends.gg](#)

[heroesfire.com](#)

[runeterrafire.com](#)

[lostarkfire.com](#)

[hearthpwn.com](#)

[minecraftforum.net](#)

[minecraftstation.com](#)

[forzafire.com](#)

[overframe.gg](#)

[arclight-champion.com](#)

[mtgsalvation.com](#)

[diablofans.com](#)

[bluetracker.gg](#)

[mmorpg.com](#)

[resetera.com](#)

[leagueofgraphs.com](#)

[valofessor.gg](#)

[bftactics.com](#)

[2xkofire.com](#)

© 2026 MagicFind, Inc. All rights reserved.