

Zephyr Prime - Stationary Nuke (Patch 35.0) (KnightmareFrame Build)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	76,580

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Playstyle:

1. Equip Madurai focus tree for [Sling Strength](#) and utilize chained slings for +40% Ability Strength.
2. Utilize Madurai's transference ability [Power Transfer](#) to gain 50% casting speed.
3. Use [Mercy Finishers](#) to gain an additional 50% Ability Strength from [Power Drain](#) in a [Parazon](#) slot. Use this buff for [Tornado](#). Can also add [Out Of Sight](#) to blind enemies in an 18m radius.
4. Utilize [Wurm Prime](#) with the build shown below for survivability. Cleanses status effects, grants bonus shields, and loot.
5. Ensure [Magus Anomaly](#) is installed in your [Operator](#) to have a "vacuum" type effect on enemies upon transference.
6. Hold cast [Tornado](#) to place Tornadoes in a designated area.
7. Spam [Tempest Barrage](#) to deal damage.

Attributes & Abilities:

With a **Strength of 300%** we already achieve **95% slowdown** of nearby enemies (max cap) affected by the Wyrd Scythes skill, as well as **100% defense reduction per Kaithe**, enemies affected by Doom. We also gain **150% critical damage bonus**, and even **300%** it, when enemies have been previously **treated with Doom**.

A **95% Duration** gives us **4.75s of enemy slowdown**, **14.25s of Doom duration**, and **9.5s of invulnerable time**. Phantom Kaithe's **charge duration** is also increased to **2.85s**.

145% Range gives us **21.75m spread range** of the scythes, and also increases the range of **Doom** by the **same amount**.

Suggested Wyrm Prime Build:

The order of these mods are important.

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Suggested Helstrum Build:

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https://www.youtube.com/embed/fxLEIUTypvM?si=Ikxk6zIBKah0_bFkt=433

Revision #4

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