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Hildryn

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CODEX

Strength is Hildryn's virtue. Her unique high-damage abilities are powered by her Shields, which can be recharged with Energy. Hildryn proves that a strong offense is a good defense.

Drawing from her shields like a battery, her defensive and offensive utility are unparalleled. This is Hildryn, the domina of armament.

In the sky or on the ground, Hildryn fills her victims full of dread.

—Lotus

Release Date: March 7th, 2019

Reinforced by her stalwart physique, the Herculean cyborg, **Hildryn**, fortifies her allies' defenses as enemy barricades crumble beneath her overwhelming might. Rocket skyward at full thrust, achieve atmospheric flight, and launch shield-powered warheads to raze the battlefield with heavy artillery firepower. Hildryn first rained death from above on March 7th, 2019 during [Operation: Buried Debts](#).

Acquisition

Hildryn's main blueprint can be purchased from [Little Duck](#) for  5,000 upon reaching **Rank 2 - Agent**



Hildryn

Portrait In-Game Menus



 [Update Infobox Data](#)

Description

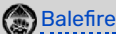
Strength is Hildryn's virtue. Her unique high-damage abilities are powered by her Shields, which can be recharged with Energy. Hildryn proves that a strong offense is a good defense.

Passive

Become invulnerable for a brief moment after shields are depleted. This ability is restored when shields fully recharge.

Abilities

1st Ability



component [blueprints](#) can be acquired from [Exploiter Orb](#).

Item	Source	Chance
 Systems Blueprint	Exploiter Orb	22.56%
 Chassis Blueprint	Exploiter Orb	38.72%
 Neuroptics Blueprint	Exploiter Orb	38.72%

All drop rates data is obtained from [DE's official drop tables](#) (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Alternatively, upon completion of [The Duviri Paradox](#), Hildryn's main and component blueprints can be earned from [The Circuit](#). By selecting her on the rotating week she is available, players can earn her blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Orokin Cell	Time: 3 Day(s)

4th Ability  Aegis Storm	
General Information	
Sex	Female
Mastery Rank	0
Max Rank	30
Health	180 (280 at Rank 30)
Shields	1280 (1780 at Rank 30)
Armor	315
Energy	0 (0 at Rank 30)
Starting Energy	0
Sprint Speed	1
Aura Polarity	
Exilus Polarity	
Polarities	
Introduced	Update 24.4 (2019-03-08)
Themes	Shield Maiden
Progenitor Element	Cold
Subsumed Ability	Pillage
Tactical Ability	Pillage
Sell Price	25,000
Official Drop Tables	
https://www.warframe.com/droptables	

					Rush: 50
Market Price: 325			Blueprints Price: 5,000		
Hildryn Neuroptics Blueprint					
15,000	Lazulite Toroid	Argon Crystal	Mytocardia Spore	Circuits	Time: 12
	2	1	85	1,600	Hour(s)
					Rush: 25
Hildryn Chassis Blueprint					
15,000	Lazulite Toroid	Nitain Extract	Thermal Sludge	Rubedo	Time: 12
	2	2	90	2,300	Hour(s)
					Rush: 25
Hildryn Systems Blueprint					
15,000	Lazulite Toroid	Tellurium	Gorgaricus Spore	Plastids	Time: 12
	2	2	95	1,500	Hour(s)
					Rush: 25

Notes

- If Hildryn wields her [signature](#) [Larkspur](#)/[Larkspur Prime](#), the weapon gains **300** more [Ammo Maximum](#) in [Atmospheric](#) mode, for a total of **700**.
- Hildryn has the second highest base [shields](#) out of all Warframes (1,380 unranked and 1,880 at rank 30), behind [Hildryn Prime](#).
 - When taking [overshields](#) into consideration, Hildryn is the Warframe with the third highest base total shield value, behind [Harrow](#), [Hildryn Prime](#), and [Harrow Prime](#).
- Hildryn, along with [Lavos](#), boasts the lowest base [energy](#) out of all Warframes in the game, having none at all.
- Any abilities subsumed on Hildryn require ten times their energy cost in shields to cast.
- While piloting a [Railjack](#), Hildryn will use her own shields in place of energy to power the Railjack's activated abilities.
- The cost in shields is ten times that of the cost in energy. Furthermore, each

to its cost; after the last use of the ability the cost will begin to decline until it reaches the original value.

- The speed of reduction is the same for most or all Railjack abilities resulting in longer wait times for higher cost abilities while lower cost abilities are restored within a few seconds.

Tips

- As a Warframe with large [Shield](#) capacity, Hildryn gains a lot of benefits from [Guardian](#) and [Arcane Enhancements](#) affecting Shields, namely [Arcane Aegis](#) and [Arcane Barrier](#).
- Hildryn is relatively more vulnerable against [Magnetic](#) status, especially in [The Steel Path](#) as a single hit while being under Magnetic proc can deplete all her shield and prevent her from immediately using [Pillage](#) until the shield is partially replenished.
 - Keep an eye out for [Eximus Energy Leech/Parasitic](#), [Thrax Centurion](#) and [Thrax Legatus](#) as they can easily inflict Magnetic proc during an intense battle.
 - [Arcane Nullifier](#) can potentially increase her survivability.
- As with other Warframes with high shield values, Hildryn also benefits well from [Adaptation](#), essentially increasing the amount of damage her shields can absorb.
- Hildryn can absorb a higher amount of damage while being airborne with [Aegis Storm](#), by equipping [Aerodynamic](#), [Agility Drift](#) and/or [Aviator](#).
 - This can be further increased by the Boreal's set bonus, equipping [Boreal's Anguish](#) and [Boreal's Hatred](#) in Hildryn and [Boreal's Contempt](#) in a [Polearm](#).
- Hildryn's lack of [energy](#) makes her an ideal Warframe to use in missions where energy regeneration would be severely hampered, such as in [Nightmare Mode](#) missions with the **Energy Drain** modifier, or **Energy Reduction** Modifiers in [Sorties](#).
 - Conversely, Hildryn should not be brought on missions that severely affect shields, such as the **No Shields** Nightmare Mode modifier.
 - In [Rathuum](#) and [The Index](#) where Tenno start with no energy, Hildryn can immediately utilize her abilities.
- Hildryn's reliance on shields instead of energy for abilities means that she does



- Conversely, due to her lack of energy, all energy interactions other than [energy orbs](#) provide no benefit for her, such as [Trinity's Energy Vampire](#), [Energy Siphon](#), [Rage/Hunter Adrenaline](#), [Quick Thinking/Gladiator Finesse](#), [Zenurik](#), or [Arcane Energize](#).
- Having a [Sentinel/MOA \(Companion\)](#) with [Guardian](#) can allow for Hildryn's shields to instantly recharge upon depletion, effectively resetting her Shield Wall passive.
 - Equipping [Shield Charger](#) is also useful for boosting shield regeneration and providing temporary additional shields and overshields.
 - Both [Guardian](#) and [Shield Charger](#) have a cooldown of 30 seconds.
- Hildryn has significantly reduced effectiveness against the [Infested](#) as they often lack [armor](#) or [shields](#) for her to [Pillage](#) and replenish her own shields.
 - This weakness can be circumvented with [Balefire Surge](#) or [Blazing Pillage](#).
- Despite the caveats, Hildryn's passive ability allows for a dramatic increase in the frequency of [Railjack](#) ability use. Mods increasing max shields and the rate of shield regeneration further increase this advantage.

Trivia

- Hildryn was first revealed in [Devstream 122](#) along with [Wisp](#), sharing space in the same concept art.
- *Hildr* is an Old Norse word for "battle".
 - *Hildr* is also a valkyrie in Norse mythology, attested in the *Prose Edda*.
- Hildryn is the 39th Warframe to be released (excluding Primed and Umbra variants).
- Hildryn is the second Warframe whose blueprint can be acquired from a syndicate, [Vox Solaris](#), using standing, the first being [Baruuk](#).
 - Unlike Baruuk, Hildryn's component blueprints cannot be acquired from Vox Solaris. Instead, they are dropped from the [Exploiter Orb](#).
 - She is the first Warframe whose component blueprints are dropped from a [Landscape](#)'s boss.
 - She is also the first Warframe whose component blueprint acquisition method depends on a recurring [Event](#), [Thermia Fractures](#) (also see [Operation: Buried Debts](#)).



main blueprint costs **5,000**, Hildryn is the most expensive in terms of syndicate standing, worth **77,000** in total.

- Hildryn is the first Warframe that does not use energy for any abilities, later followed by [Lavos](#).
 - Also, Hildryn is the third Warframe to use an alternate resource for her abilities, after [Nidus](#) and [Baruuk](#) and later [Gauss](#). In Hildryn's case, she uses her shields.
- The Orokin script on her default helmet reads "shield maiden."
- Hildryn is the second Warframe with unique [rolling](#) animations, the first being [Limbo](#). She instead deploys "wings" from her shoulders and launches herself forward a short distance.
- Hildryn is the first Warframe to have an [Exalted Weapon](#) as a first ability, immediately available from Unranked.
 - Other Warframes with Exalted Weapons have theirs as a fourth ability, available at rank 10 and onward.
- Hildryn is the first Warframe to have an [Archgun](#), [Larkspur](#), as a [Signature Weapon](#).
 - The [Larkspur](#) is her only signature weapon, however she also possess an Exalted Weapon, the [Balefire Charger](#).
- Hildryn is the second Warframe that can be airborne via a channeled ability, [Aegis Storm](#), the first being [Titania](#).

Bugs

- Hildryn can't use most of the normal interactions that drain energy from Warframes, such as the energy draining hall in [Lua](#) Spy missions and puzzles, due to having zero energy.

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Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine	
Dagath	Dante	Ember	Equinox	Excalibur	(Umbra)	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Inaros	Ivara	Jade	Khora	Kullervo	Lavos	
Limbo	Loki	Mag	Mesa	Mirage	Nekros	Nezha	Nidus
Nova	Nyx	Oberon	Octavia	Protea	Qorvex	Revenant	

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