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Kuva Lich

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For the resource, see [Kuva \(Resource\)](#).

For the weapon variant, see [Kuva \(Variant\)](#).

For the [Corpus](#) counterpart, see [Sisters of Parvos](#).

For the [Infested](#) counterpart, see [Technocyte Coda](#).

*We Maggots live... not long. We hope more life... work... kill... maybe Queens notice...
Maybe... they share... the Old Blood. We are maggots. But eventually even
maggots can fly.*

—Introduction to Kuva Liches

Kuva Liches are the heavily modified super soldiers of the [Grineer](#), granted abilities similar to the Orokin process of [Continuity](#) through their infusion with Kuva. Formerly adept [Grineer troops](#), careful selection by the [Kuva Guardians](#) leaves them as bait until their orchestrated death by an individual [Tenno](#) results in them absorbing the energy



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with as part of the process that [lanets](#). Accompanied by elite



WARFRAME Wiki



When a Kuva Larvling is killed, a Kuva Lich will rise to act as the [Adversary](#) of the [Tenno](#) who has killed them and will occupy [Earth](#). When a planet is occupied by a Kuva Lich, progress of the Tenno is actively inhibited through seizing a portion of the loot gained from missions. Their Kuva-born powers grant them invincibility in battle, which can only be broken by the Tenno who they are bound to by discovering a sequence of enigmatic phrases inscribed on [Requiem Mods](#). Failed attempts at killing the Lich with Requiem Mods will result in it ranking up, absorbing more power from the Tenno's failed attacks and moving to a different planet (Earth, Mars, Ceres, Sedna, Kuva Fortress) becoming stronger. When the correct randomised order is discovered and applied to their [Parazon](#), the correct combination drains the Kuva out of the Lich. This will cause them to flee to [Saturn Proxima](#) where they can either be Vanquished or Converted. Every Kuva Lich has a unique name and various randomized properties.

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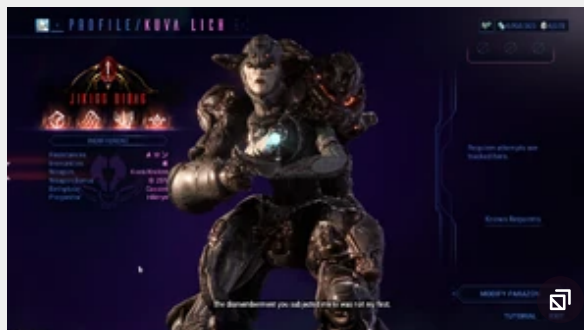


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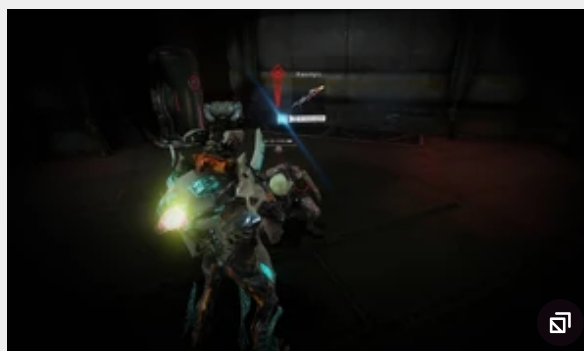


Creation

After the completion of [The War Within](#) quest, obtaining [Mastery Rank](#) 5, and acquiring a [Railjack](#), the player may encounter a [Kuva Larvling](#) in a regular level 20+ Grineer mission – this does not include [Sorties](#), [Void Fissures](#), [Invasion](#), [Quests](#) or [Dark Sectors](#), but does include [Crossfire](#). [Uranus](#) isn't included as a compatible location, but [Steel Path](#) missions are. The potential for the spawning of a Kuva Larvling in a mission is announced to the player by the level's lighting flickering yellow. When the flickering occurs the player has approximately 30 seconds to kill enough enemies to force a Larvling to be created, similar to the way the [Juggernaut](#) spawning works. When enough enemies have been killed, a Kuva Larvling will spawn along with a transmission from a [Kuva Guardian](#) announcing their presence. Its location will be marked by a red [waypoint](#) displaying the Old Blood Sigil.



Kuva Lich Profile Screen



Downed Kuva Larvling with Kuva Weapon icon

By choosing to kill the Kuva Larvling with a [Parazon](#) Mercy kill, the player causes a Kuva Lich to arise in the Origin System, and the Warframe used for this is recognized as the [Progenitor Warframe](#). In a squad, only the last player that damaged the larvling may take the Mercy kill. If no one takes the mercy action, the larvling will despawn after 30 seconds. This does not interrupt the normal course of the mission. Upon return to the Orbiter, regardless of whether the mission was completed or aborted, the player will receive communications from the newly created Kuva Lich. The Lich's profile can be accessed from either the Orbiter's [Navigation](#) console, or on the Main Menu, through a banner on the lower right corner of the screen.

Players cannot Mercy the Larvling if they already have an active Lich or [Sisters of Eris](#). A Kuva Larvling can still spawn if any member of the squad already has an



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ill receive 100

[Kuva](#) on end



Larvling will also display an icon and name of the [Kuva Weapon](#) the created Kuva Lich will possess. The displayed weapon is always random, meaning players can attempt the Larvling multiple times before Mercy killing one with their weapon of choice. If the Larvling is ignored and the mission is completed, the displayed weapon will not show up again for any subsequent larvlings until all other kuva weapons have been cycled.

Progenitor Warframe

The elemental effect of the Warframe that created the Kuva Lich will determine the elemental damage type the [Kuva Lich weapon](#) will have, as well as their ability kit. Kuva Liches have a 20% chance to be created with an [Ephemera](#) equipped that corresponds to the elemental effect of the Progenitor Warframe who created them, which will be rewarded in the players inventory regardless of if they are Vanquished or Converted.



The Kuva Lich on the left is an example of the Vengeful Toxin Ephemera.

This section is [transcluded](#) from [Lich System/Progenitor](#) . To change it, please [edit the transcluded page](#).

Element	Progenitor Warframe*						
Impact	Baruuk	Dante	Gauss	Grendel	Rhino	Sevagoth	
			Wukong	Zephyr			
Heat	Chroma	Ember	Inaros	Jade	Kullervo	Nezha	
			Protea	Vauban	Wisp		
Cold	Frost	Gara	Hildryn	Revenant	Styanax	Titania	
			Trinity				
Electricity	Banshee	Caliban	Excalibur	Gyre	Limbo	Nova	
			Valkyr	Volt			
Toxin	Atlas	Dagath	Ivara	Khora	Nekros	Nidus	Oberon
				Saryn			
Magnetic	Citrine	Harrow	Hydroid	Lavos	Mag	Mesa	Xaku
			Yareli				
	Ash	Equinox	Garuda	Loki	Mirage	Nyx	Octavia
				Voruna			



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ime element



The Kuva Larvling's character model also acts as a preview of whether it will have a [jovial/mad](#) (male) or [logical/flirtatious](#) (female) personality. Jovial or mad liches will spawn from a Kuva Larvling appearing as a [Saturn Six Fugitive](#), whereas logical or flirtatious liches will spawn from a Kuva Larvling appearing as a Kuva [Scorpion](#).

Tutorial

The Kuva Lich tutorial summary can be accessed from the "Tutorial" button in the Kuva Lich profile.

AN IMMORTAL FOE

You can only defeat this Adversary with the power of mysterious **Requiem Mods**.

REQUIEMS

Requiem Mods can be acquired from **Requiem Relics**, found in **Kuva Siphons**, **Thralls & Hounds** and **Kuva Floods**.

MURMURS

Collect **Murmurs** by defeating [ADVERSARY NAME]'s Thralls (Grineer) or Hounds (Corpus) to learn the **Known Requiems**.

THE SECRET

Equip the **Known Requiems** on your **Parazon** and battle [ADVERSARY NAME] to determine the correct **sequence**.

TAXES

In regions containing your Adversary's territory, [ADVERSARY NAME] may steal your rewards. Defeating [ADVERSARY NAME] is the only way to recover your losses.

VENGEANCE

Lure [ADVERSARY NAME] out of hiding by defeating **Thralls or Hounds** in controlled areas.

RAILJACK

Pursue [ADVERSARY NAME] in Railjack once they **Flee** to the Proxima Regions.

Behavior & Mechanics

Star Chart Influence and Reward Tax

Once born, a Kuva Lich will establish influence across various mission nodes on a certain planet. The occupied planet is determined by the Lich's current level (detailed in a chart below). The Lich mission on influenced nodes will spawn **Kuva Thralls**, which will spawn **Kuva Thralls**, which will spawn **Kuva Thralls**, which will spawn **Kuva Thralls**. Completing these missions will grant a reward and allow the Lich to move to the next planet in the sequence.



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rank up. Alternatively, clearing all influenced nodes from a planet will automatically cause the Lich to rank up and shift its influence to the next planet.

Additionally, a portion of the rewards a player earns on an influenced node will be stolen by the Kuva Lich as a **Reward Tax** (this includes [Credits](#), [Resources](#), [Blueprints](#), [Void Relics](#), [Ayatan Treasures](#), [Kuva](#), and [Mods](#), but not [Requiem Relics](#), [Requiem Mods](#), and [Pigments](#)). As the number of nodes under influence increases, the Reward Tax will also increase (roughly 0.7% per node). Fortunately, the player can reclaim everything that was stolen once they fully defeat their Lich.

- A Kuva Lich that has retreated to their Railjack confrontation node in Saturn Proxima will continue stealing rewards from normal Saturn starchart missions until the player defeats them.

Rage Meter

Kuva Lich may have one of five levels of anger: **Indifferent** → **Annoyed** → **Fuming** → **Furious** → **Enraged**. A rage meter can be seen in the Kuva Lich Profile page, representing the likelihood that the Kuva Lich will appear in the player's missions. The 'angrier' the Kuva Lich, the more likely the player will encounter them. Only killing thralls in nodes occupied by the player's Kuva Lich will further anger the Kuva Lich and increase the meter. Occupied node mission completion will not increase the meter nor will killing thralls in different Kuva Lich nodes (via taxi), although the latter will still give murmur progress. The meter will reset every time the Kuva Lich levels up, except for the final level of 5.

Using a [Requiem Ultimatum](#) can instantly spawn the player's Kuva Lich regardless of rage meter level.

Level

Every Kuva Lich starts at Level 1, indicated above their name in their stats screen. As the player progressively fills the Kuva Lich's rage meter they will eventually meet the Kuva Lich in combat during a mission. If the player fails a Mercy attack at any point during the fight, the Kuva Lich will be staggered, swearing vengeance towards the player. After doing so, the Kuva Lich will increase in level by 1 and then despawn. As a Kuva Lich increases in level so too does the level of missions under their influence. A Kuva Lich can reach a maximum level of 5. Kuva Liches may gain additional resistances



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Kuva Liches have four unique abilities, three of them are variants of existing Warframe abilities and one is a movement ability. The first three abilities that they possess depend on the element associated with the [Progenitor Warframe](#) that killed them. Regardless of the Progenitor Warframe, the fourth ability can be one of the following four abilities: Lurch, Stampede, Teleport, or Vault. Thralls will inherit their Kuva Lich's movement ability.

Kuva Liches start out with their ability 1 and ability 4 (movement); they will gain access to their ability 2 at level 2, and ability 3 at level 3 (similar to how Warframes gain access to their new abilities when ranking up).

Kuva Lich Level	Enemy Level on Controlled Nodes	Region
1	55-75	Earth
2	50-60	Mars
3	55-70	Ceres
4	75-90	Sedna
5	90-110	Kuva Fortress

Element	Ability 1	Ability 2	Ability 3	Ability 4 (Movement)
Impact	Carapace (Iron Skin)	Leash (Rip Line)	Lich Stomp (Rhino Stomp)	Lurch, Stampede, Teleport, or Vault
Heat	Plasma Flare (Fireball)	Ring of Fire (Fire Blast)	Plasma Eruption (World On Fire)	
Cold	Ice Blast (Freeze)	Frozen Surge (Ice Wave)	Frozen Fortress (Avalanche)	
Electricity	Lightning Bolt (Unique ability, similar to Captain Vor's beam attack)	Arc Mines (Unique ability, similar to Captain Vor's Nervos Mines)	Molecular Annihilation (Molecular Prime)	
Toxin	Overload (Smite)	Cursed Ground (Hallowed Ground)	Miasma (Miasma)	
Magnetic	Attractor Wave (Pull)	Magnetic Snare (Magnetize)	Magnetic Crunch (Crush)	
			Decommission (Radial Disarm)	



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In addition to the above abilities, Kuva Liches can perform grapple attacks against Tenno, dealing heavy damage to them. The player will be thrown and stuck in a ragdoll animation after these attacks. During the animation other players can damage the Kuva Lich, albeit dealing reduced damage.

Thrall

For [Revenant's ability](#), see [Enthrall](#).

A Kuva Lich does not maintain their territory on their own. Aside from enlisting the aid of Grineer soldiers, a select few of these soldiers are turned into **Thralls**, who are behaviorally identical to standard Grineer troops but have various bonuses. Aside from inheriting Kuva Lich's ability 4 (movement), they receive **25% less damage** compared to their standard counterparts.



Thrall waypoint icon

Thralls are identified by a blue outline that surrounds them, similar to the one found on [Synthesis Targets](#). Their label is changed to "[Kuva Lich Name] Thrall", and their presence is noted by both a special red [Mission Waypoint](#) and a musical string that plays when they spawn. Ironically enough, the Thralls themselves provide the means to defeat their Kuva Lich once and for all.

All thralls have a **5%** chance of dropping a [Requiem Relic](#).^[1] Each Requiem Relic has an equal chance to be dropped.

Spawning Mechanics

Generally, most Grineer units can be converted to Thralls with the exceptions of [Latchers](#), [Hyekkas](#), [Drahk](#), [Rollers](#), [Noxes](#), and [Guardsmen](#). A Thrall appearing in a mission will be accompanied by a musical sting and a waypoint marker, and their weapon colors are changed to match the general color scheme of their Kuva Lich. Kuva Liches may attempt to convert the latter three units, but despite appearances they will not turn into Thralls.

Only a certain amount of Thralls can spawn in a given mission type, naturally. Some mission types (endless [Survival](#), for example) allow up to **10** Thralls to spawn in naturally. Other mission types, like [Capture](#), only allow for 2-5 Thralls to spawn



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not).

emies once every 20 seconds.



the Kuva Lich spawn in the mission. However, enthralled enemies count towards the mission's natural Thrall limit, so the maximum of 20 can only be reached if all 10 Thralls have already spawned in the mission before the Kuva Lich enthralles any enemies.

Naturally converted Thralls usually appear in large groups of Grineer, always out of sight, or range, of the player. These naturally converted Thralls are almost always converted in the neighboring tile, in the direction of the mission objective, relative to the player. However, there's a small chance a Thrall can also spawn in the same Tile the player is in, if it's out of line of sight, as close as 20 yards away.

The 1st Thrall appears at the start of the mission, as the player starts to move, with a few more Thralls appearing as the player moves through the [Tile Set](#). A few additional Thralls, on top of these few extras, will spawn if enemies are being killed. Killing Thralls quickly have no impact on when the next Thrall will spawn. The spawn timer is somewhat fixed (roughly 23-45 seconds, from spawn to spawn). [Stealth](#) has no impact on Thrall conversion, neither negative nor postive.

Natural maximum of Thralls in Missions:

Capture Missions (Earth - Mantle):	
2-3 Thralls	No Grineer killed, besides the capture target, and the Thralls themselves
3-5 Thralls	Grineer units, the capture target, and Thralls killed

More testing is being conducted.

Quirk

Kuva Liches may rarely spawn with a quirk that provides unique voice-lines and behavior when encountered.

▼

View Quirk List

▼

equiem Mods



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change it, please [edit the](#)



Requiem Mods are a special subset of [Parazon Mods](#), each one an enigmatic phrase fragment of a complete Requiem Sequence, thus the only way to permanently sever a **Kuva Lich** or [Sisters of Parvos](#)'s Immortality.



Notes

Requiem Mods

- All Kuva Lich interactions will be registered in the [Codex](#), under "Kuva Lich History" in the Universe tab.
 - The ability to rewatch the Kuva Lich intro cutscene is present in the Kuva Lich History, through the "View Cinematic" button.
- Successfully completing all available Kuva Lich mission nodes without failing during the requiem mini-game (or by just ignoring it) will automatically rank the Kuva Lich up and spread their influence to another planet.

Converted Notes

- Will always spawn at level 75 (if Rank 5) on Railjack missions and through normal missions with the On-Call feature of Railjack. However, they will have limited scaling when they spawn naturally to assist players who have died at least once, going past level 75 in Steel Path missions.
- The "Lightning Bolt" ability on Electric Liches is generally ineffective on Converted liches, they may target an enemy behind a wall or in another cell, then be locked in place for a few seconds as they slowly redirect it, only to stop after a short direction change and not hit anything.
- The Decoy used by Radiation liches is effective on Railjack to draw Aggro from enemy boarders and away from other crew and the ship, as it has a high threat level.
- "Plasma Eruption" from Heat based liches locks the lich in place, but the pillars of fire will spawn seemingly to all enemies within range, offering excellent stun at the cost of making the lich vulnerable during casting and the long cooldown.
 - "Plasma Fire" from Heat based liches will also often miss and only offers minimal damage and a very short stun.



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While moving slowly if they detect enemies. On railjack, they will never



- Liches with the [Kuva Ogris](#) will often miss as they will target enemies' torsos at range, or at enemies feet if they are close enough. They will also only fire 2 rounds before reloading, or oddly enough 3 rounds if their fire rate is boosted by [Wisp's Haste Reservoirs](#).
- A Cold Lich's "Frozen Fortress" ability fully removes the armor of enemies they freeze solid, but the duration is rather low and the cooldown is long (like all "ultimate" abilities from liches). It does however, let them do decent damage against armor in this manner.
- Liches with the "Fear of space travel" quirk will cower in the [Simulacrum](#) if spawned with the On Call railjack feature, since the relays are in space. This is despite the fact that the simulacrum is technically not on land or in space but a digital realm.
- Impact Liches will only use their Iron Skin ability once when casting, and do not appear to ever use the ability again, preferring to use their movement ability the most and sometimes pulling enemies with ripline, and rarely using Stomp.
- Liches equipped with the [Kuva Nukor](#) retain the weapon's perfect accuracy and chaining ability, offering excellent crowd control through Radiation procs but minimal damage to heavy armor, even alloy.
- Liches, like Sisters, will revive downed Crew Members the same way players do and take time to do so. As they are significantly stronger than normal crew this makes them be able to withstand the toughest punishments while keeping your crew alive.
- Cold based liches' Avalanche ability does not remove armor permanently, unlike [Frost's](#) version of [Avalanche](#).

Trivia

- Lich, from Old English *līc* meaning 'corpse', is a type of undead creature commonly featured in fantasy fictions.
- The idea of Kuva Liches dates back to [Devstream 88](#) when they were previously known as the "Kingpin" system.
 - Originally, the Warframe's color palette, choice of skin, and even whether or not it was a [Prime/Umbra](#) variant would affect the Kuva Lich's look and color scheme. In the current build, however, only the Warframe's chosen helmet is attached to one of the Kuva Lich's shoulders, though it also takes into account [Deluxe](#) and [TennoGen](#) helmets as well.



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ible, however. In these
et will appear instead.



- During the [Railjack](#) gameplay during [TennoCon 2019](#), a [Kuva Ayanga](#) wielding Kuva Lich was present named "Agor Rok" who served as the Railjack [Grineer Galleon](#) assassination target.
 - During TennoCon 2019, Agor Rok's Galleon was protected by a shield powered by a generator on the [Plains of Eidolon](#); players were planned to connect to other squads in real-time via Squad Link (called [OpLink](#) in [Operation: Scarlet Spear](#)) to have a ground team destroy the generator. This mechanic did not make it into the game.
 - During TennoCon 2019, Agor Rok was a Tech Specialist that allowed him to use the Galleon's energy to shield himself, which could be disabled with the Railjack team destroying the generators outside of the Galleon. This mechanic did not make it into the game.
 - "Agor Rok" appears to be the default name of Kuva Liches, and by extension the [Sisters of Parvos](#), internally; Liches or Sisters who spawn in a co-op session may use "Kuva Lich Agor Rok" instead of their actual name, which remains unchanged for the Lich's/Sister's Progenitor.
- As confirmed on [Prime Time #267](#) (<https://www.youtube.com/watch?v=yYYWBB8fqFM&t=2m35s>), the first Kuva Lich that rose in the public build was named "Budigg Fugg".
- Prior to [Update 27.1](#) (2020-02-04), using the Parazon on a Kuva Lich with the incorrect Requiem passphrase would result the Kuva Lich grappling the Warframe and snapping their spine, instantly killing them regardless of [bleedout](#) and death prevention effects such as [Phoenix Renewal](#) or [Wukong](#)'s passive.
- With 8 unique Requiem mods, there are **336** possible permutations that can be created using three of those mods.

▼ More Permutation Details ▼

- All Kuva Liches have a large crimson gem-like container on their bodies, specifically on the chests, on the backs, or covering one of the eyes. This is presumably a vessel that contains the Queens' blood, Kuva.
 - In the execution animation that plays, the Tenno always stabs their Parazon into the orb when vanquishing a Kuva Lich, probably to destroy their source of Kuva, severing their immortality.
 - In the conversion animation, the Tenno's Parazon will latch onto the orb and shock the Kuva Lich, presumably purifying their Kuva to be aligned with the



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- Currently it is possible to finish other people's Kuva Lich if they were to spawn during a Thrall hunt. This is possible during a small time window after the original target attempts to kill the Kuva Lich without the correct sequence of Requiem mods. Doing so will kill the interacting player without playing the animation and will grant the Kuva Lich a level for both interactions.
- There is a discrepancy between the stats you see in your Kuva weapon's equip menu (and codex entry) stats and its upgrade menu stats. What this may be is the upgrade menu reflects the actual stats of your Kuva weapon and the equip menu reflects generic Kuva weapon stats for that specific Kuva weapon, *before* the Kuva Lich modifier is applied.
- Occasionally, Mercy Finishers may not correctly play against Kuva Thralls, resulting in a simple placeholder animation where the Warframe stabs their Parazon in the direction they're facing, regardless of the target's actual location; the target simply falls over after the animation completes. This can also be seen by performing a Mercy Finisher as an operator, as the operator lacks animations for it.
- Upon defeating the Kuva Lich the UI to convert or kill the Kuva Lich might be missing. This locks the player's vision and prevents converting and killing the Kuva Lich as well as extracting from the mission. Used Requiem Mods will not be consumed.
- If player(s) can deal damage fast enough when the Kuva Lich stands up after being incapacitated for the third time, the Kuva Lich will be incapacitated again without having time to retreat/despawn.
- Nova's [Null Stars](#) and Baruuk's [Desolate Hands](#) will attack downed Kuva Larvings and Thralls, despite not being able to damage them further. (Thralls however still "die" when killed so Nova's [Molecular Fission](#) augment still works to replenish some on doing a mercy kill)
- Players who are not the host will sometimes glitch during a mission in Kuva Lich territory and be able to mercy any enemy they want, however the enemy will not die after the animation unless the conditions to mercy normally are met.
- If you have a Index return stolen under a credit booster and kill the Kuva Lich even if you have a credit booster active you will only receive the original return and not the boosted return (250k return with booster gives 500k return in Index, but the Kuva Lich will only give you 250k even with the booster)
- A bug might happen where an Ephemera might not match up with the element of the weapon.



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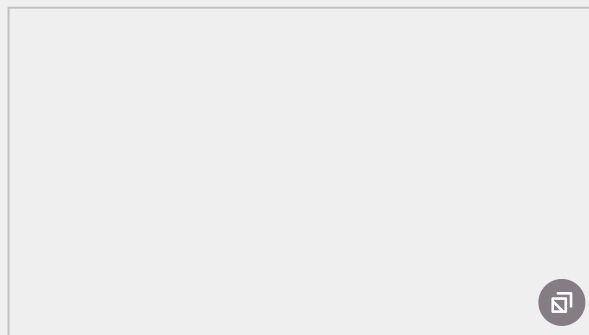
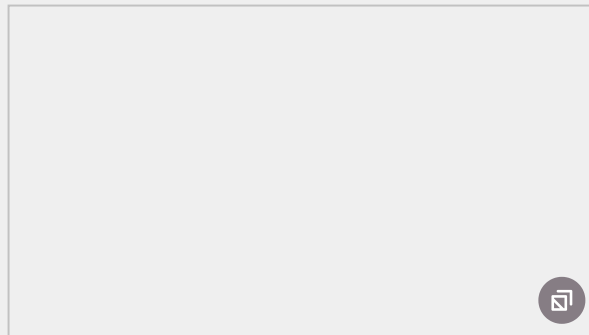
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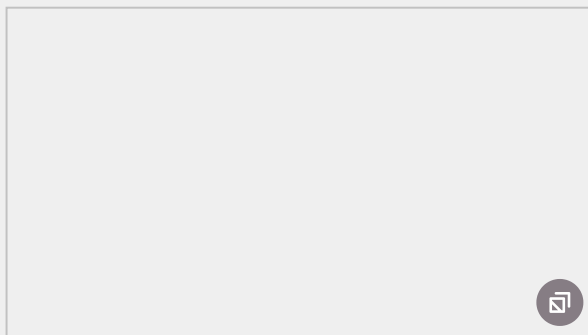
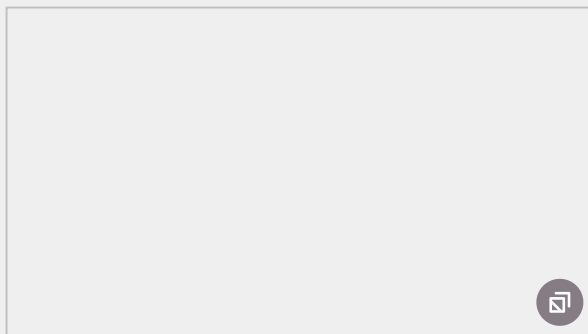
- Setting a Converted Lich with a Quirk to the "On Call" system in Railjack will cause the Player's current Lich or Sister to act as if they have the same quirk, but only in taunts and voice lines.
- If a player has an active Kuva Lich or Sister of Parvos, viewing any past defeated or converted listings in the codex will play the voice lines from their current one only, even playing female voices for males or vis versa.
- Successfully stabbing a Lich that has the [Kuva Grattler](#) will become entirely disarmed afterwards for the rest of the fight.

Media



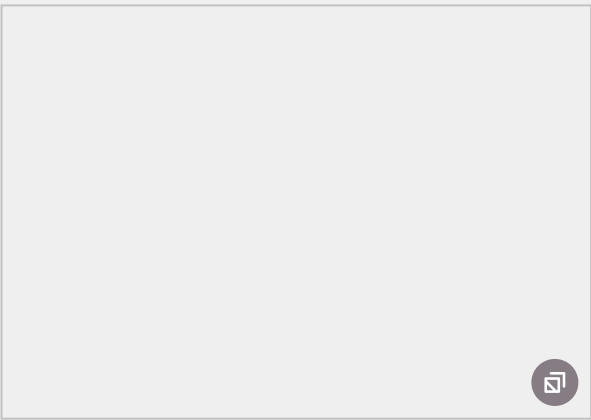
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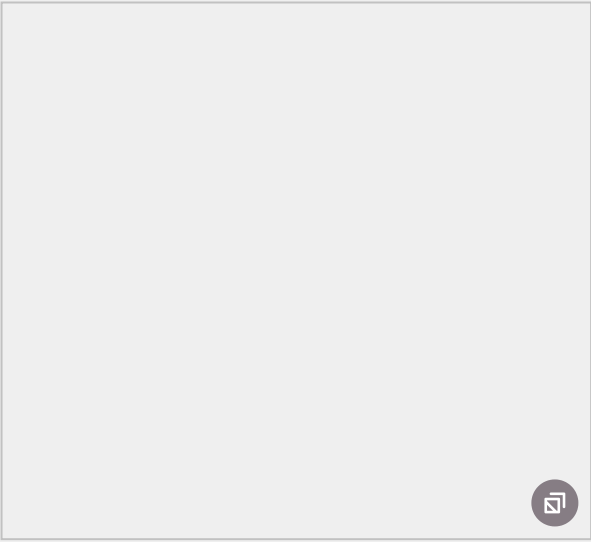


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Female Kuva Lich heads



Male Kuva lich heads



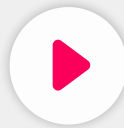


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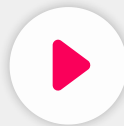
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Warframe - Kuva Lich Introduction



Easy Kuva Lich Guide Warframe Kuva Lich Beginner's Guide 2020



The Complete Guide to Farming Kuva Liches and Sisters of Parvos - Warframe



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ALL Converted Liches Showcase! (War...



References

1. Everett, Megan (2019, November 5). *The Old Blood: Hotfix 26.0.4 + 26.0.4.1* (<https://forums.warframe.com/topic/1139431-the-old-blood-hotfix-2604-26041/>). Warframe Forums. Accessed 2022-07-12. Archived (<https://web.archive.org/web/20220712194017/https://forums.warframe.com/topic/1139431-the-old-blood-hotfix-2604-26041/>) from the original on 2022-07-12.

External Links

- Warframe - Parazon Guide - How To Get And Use Your Parazon (<https://www.gamepur.com/guide/44421-warframe-parazon-guide-how-get-what-it-does.html>)
- Warframe - How To Get Requiem Relics and Requiem Mods (<https://www.gamepur.com/guide/44422-warframe-requiem-relics-requiem-mods-how-get.html>)

Grineer

Edit [Collapse]

Starchart

Plains of Eidolon

Rathuum

Empyrean

Light

Butcher • Flameblade • Guardsman • Powerfist • Scorpion • (Elite) Shield Lancer

Medium

Ballista • Drahk • Eviscerator • Hellion • Hyekka • (Elite) Lancer • Trooper

Dark

Drahk Master • Heavy Gunner • Napalm • Nox

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Kuva	Kuva Guardian • Kuva Jester • Kuva Larvling • Kuva Lich • Kuva Trokarian
Archwing	Dargyn • Dreg • Hellion Dargyn • Lancer Dreg • Missile Battery • Shield Dargyn • Shield-Hellion Dargyn • Temporal Dreg • Ogma • Zeplen
Submersible	Darek Draga • Draga • Shock Draga • Sikula
Miscellaneous	Arc Trap • Latcher • Manic Bombard • Orbital Strike Drone • Propaganda Drone • Power Carrier • Roller (Sentry) • Regulator • Sensor Bar • Sensor Regulator • Target • Warden
Bosses	
Balor Fomorian • Captain Vor • Councilor Vay Hek • General Sargas Ruk • Kela De Thaym • Lieutenant Lech Kril • The Grustrag Three • Tyl Regor • Ven'kra Tel & Sprag • Wolf of Saturn Six	

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type		



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[Survivability](#) • [Health](#) • [Status](#)

		Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
		Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
		Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
		PvP	Duel • Conclave (Lunaro) • Frame Fighter
		Other	Gravity • Threat Level
Equipment		Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
		Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
		Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
		Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
		Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
		Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical		General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
			Cross Platform Play • Cross Platform Save • cfg • EE.log • File Directory • Structure • Public Export • Public • Warframe Arsenal • Twitch



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	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



Languages



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