

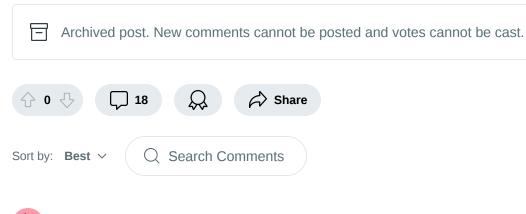


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Benefits and Losses of Converting Lich?

Question/Request

I have been getting closer and closer to beating my first kuva lich which is a rank 5 one with a Kuva Ayanga. It seems like Kuva ayanga is not my type of weapon and I am thinking about converting my lich just to get his Emphara, which is the main reason I got my Kuva lich at such a low level in the first place anyways. How does a Converted Lich work? Do they just come in at random times in battle to help you out? are they Immortal or do they die once and they are gone forever? Do they turn into a Mod or something? Do they have a Mastery rank lock?





Converted liches pop in if you die during any mission and help out for like a minute or two. I believe they're either invincible there or tanky enough to not make me notice. They can also be equipped as a crew member in Railjack, though I don't think they'll have upgradable stats and buffs like normal crew. They're also tradable.

The loss for converting is the weapon. Imo, if you might use the Ayanga one day or it has the optimal element/a high elemental percentage, you may want to kill the lich to keep the weapon for use. Or if you just want the mastery points.







Once converted they are "part" of your inventory. You can use them as railjack crew with sufficient intrinsic. They can also be traded to another player who can then kill or convert them, but can only be traded once.

Do they just come in at random times in battle to help you out? are they Immortal or do they die once and they are gone forever?

They come randomly for a set ammount of time before leaving again. They can take damage when there but nothing permanent happens to them.

Do they turn into a Mod or something?

No

Do they have a Mastery rank lock?

No



Also, if you have the railjack command intrinsic at a high enough level, you can use them as 'on call' crew (instead of just regular crew) and can summon them during missions using a gear wheel item.

They will stay in the mission for a few minutes, then will have a cooldown period before they can be resummoned in the same mission.

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Correction on mastery rank lock: this only pertains to trading a lich.

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They join you after you die in a mission. They have a timer. I've never had one die, but I imagine they just leave if they die, they're not going to die permanently. You can also use the railjack On Call feature to spawn them, and you can use them as railjack crew members (though they're restricted to being defenders).

You can also sell a converted lich, if it has an ephemera, it might be worth some plat, check https://warframe.market/auctions for prices of similar liches.

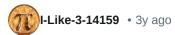
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or twice before they'll swoop in as the saviour. They'll stick around for a set amount of time (not sure about the specifics) before taking off again.

- Iirc the liches do have health bars, however I've yet to actually see an allied lich go down. Maybe someone else can testify this. Nothing will permanently affect them though.
- They don't turn into mods or anything like that. No mastery lock either. They're just "in storage" until they're traded to another player.





- 1. When you convert a lich you get it as a ally, and you get its emphera if it has one and the ability to trade it NOTE a lich can only be traded ONCE.
- 2. When you die in a mission there is a chance that a friendly lich will spawn in to help you for a certain amount of time, after which they despawn.

3.they are immortal and as long as you have them there is chance they will aid you. They cannot die

- 4. No they do not turn into a mod, however through a high enough level command intrinsic from railjack they can be manually called in through the on call crew mate gear item.
- 5. No no MR lock directly, however as you need to have completed the war within to access them there is technically a mr5 mastery lock.

Hope this helps. The wiki also has much more detail then I provided if you are ever feeling lost then it may be a great source of info as well.

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Converted ones will show up at random after you've been downed and used a revive. I believe they scale to the level of the content when they appear with a bomus of ten levels to give them an advantage. I have yet to have one die before their timer expires as they just leave on their own after a few minutes.

This gets better with Railjack. You can slot them in as ship defense, laying waste to any enemies that try to board you. At Command Rank 9, you can choose when to summon your unusual crewmate anywhere with the "On Call" ability, so you can see them fairly often.

I will say this though. I have a Kuva Ayanga and it is one of the best Archwing/Necramech weapons I own. You shouldn't write it off right away. Ultimately, it doesn't matter what you choose, you're getting quite the power boost.

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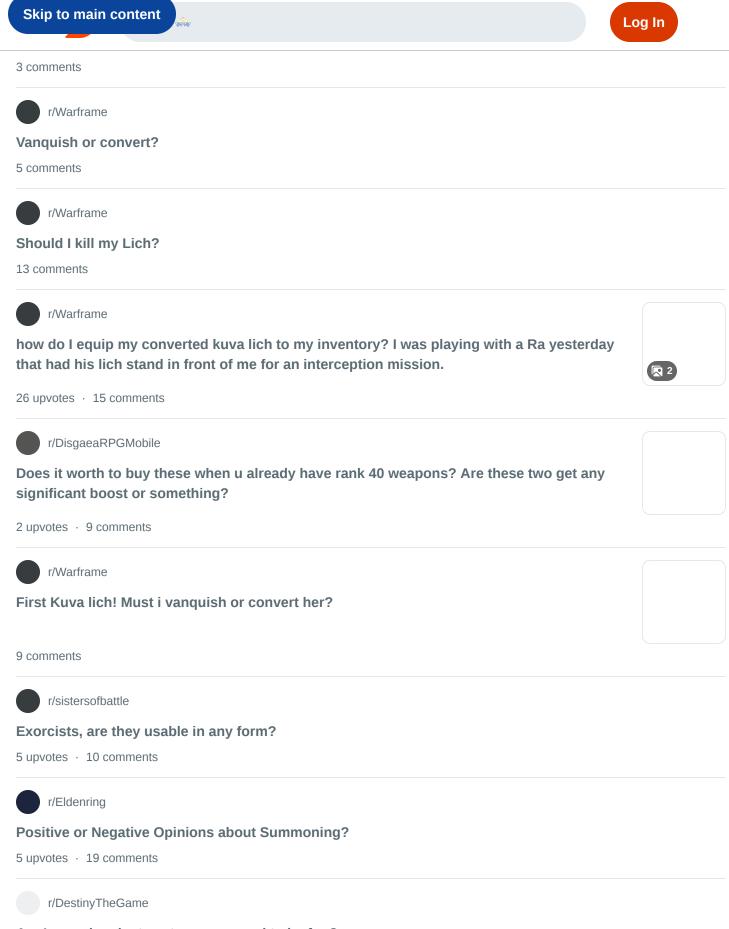


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