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Arcane Enhancement



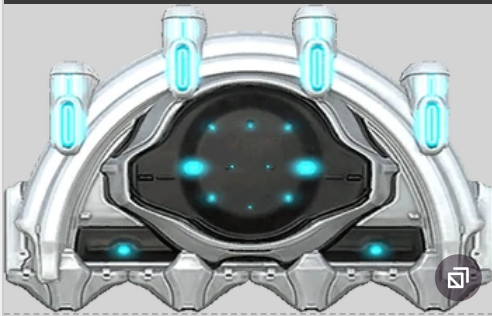
EDIT

Arcane Enhancements are special items that can be installed on certain equipment to grant them buffs that can be activated by achieving certain conditions within a mission. There are several major types of Arcanes that can be applied to their own dedicated set of items. Arcanes can be freely installed and will not be destroyed if they're unequipped or replaced by other Arcanes.

Arcane rarity is indicated by the color and design complexity of the Arcane. Common Arcanes are Bronze, Uncommon are Silver, Rare are Gold, and Legendary are Platinum.

The higher ranks are denoted by the higher number of connectors on the bottom and the higher number of chevrons on the top of their individual icons.

Arcane Enhancement



Tradeable

Information

Type Crafted

Mechanics

Arcanes are activated by accomplishing its trigger condition (e.g. landing a [Critical Hit](#), or

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WARFRAME Wiki



percentage chance to activate the stated effect. If an Arcane's effect has a limited duration and is refreshable, the duration can be renewed by triggering it again.

Application

A total of two Arcanes can be equipped on each [Warframe](#), [Operator](#), and Operator [Amps](#) (however, in the case of Warframes when an [Arcane Helmet](#) is used only a single Arcane can be equipped alongside). A maximum of one Arcane can be equipped on all weapons, while [Zaw](#) and [Kitgun](#) Arcanes occupy a unique slot separate from Primary/Secondary/Melee Arcanes. [Archwing](#) weapons have no Arcanes, and thus no slots.

They can be installed through their respective upgrade screens for the item. Arcanes can be upgraded in the [Orbiter](#)'s Arcane Segment located between the Mod and Incubator Segments, which becomes available after acquiring an Arcane, or while equipping one in the [Arsenal](#). Rank insignia of an Arcane will be visible below its name, denoting how many upgrades it has undergone.

Much like Mods, Arcanes can be equipped across multiple items, though they have a unique progress bar of their own to the right of the Foundry selection. Similarly, duplicate Arcanes cannot be equipped on the same item.

Warframe's [Exalted Weapons](#) and [Sentinel](#)'s Robotic Weapons cannot equip Primary, Secondary, or Melee Arcanes.

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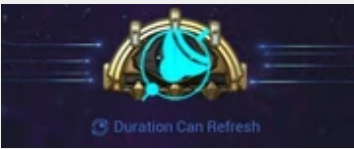


increasing their effects. This can be done inside the [Orbiter](#):

13. Patch History

ESC > EQUIPMENT > ARCANES

Every successive rank-up requires one more Arcane than the previous one. The maximum rank of an Arcane depends on its type:



An Arcane with refreshable duration icon



Arcane upgrade interface.

Arcanes required:	 Rank 0	 Rank 1	 Rank 2	 Rank 3	 Rank 4	 Rank 5
	Exodia, Virtuos, Pax, and Residual				All Warframe, Primary, Secondary, Melee, Operator, and Eternal Arcanes	
- in Total	1	3	6	10	15	21
- for next Rank	-	+2	+3	+4	+5	+6

Dissolution

Following completion of the [Whispers in the Walls](#) quest, [Loid](#) offers his services for **Arcane Dissolution**. Unwanted Arcanes can be dissolved into  [Vosfor](#) which can be traded back to Loid in exchange for randomly selected Arcanes from a collection of choice. All collections cost  [200](#) and  **50,000** to purchase.

View Arcane Collection List

Dissolution List

View Dissolution List

Warframe Arcanes

Arcane

Warframe Arcanes, simply referred to as **Arcane**, were originally introduced with [Trials](#), namely [The Law of Retribution](#) in [Update 16.0](#) (2015-03-19) and [The Jordas Verdict](#) in [Update 17.9.1](#) (2015-10-29).

However, Trials have since been retired in [Update 22.14](#) (2018-03-01).

Arcane Drop Model

- In [Hotfix 22.13.2](#) (2018-02-16), they were permanently added to [Eidolon Teralysts](#), [Gantulysts](#), and [Hydrolysts](#) drops from either killing or capturing them. Captures will yield more exquisite rewards than simply killing them; for example, killing a Teralyst will only yield common Arcanes while capturing it will yield a higher chance to drop the more uncommon ones.
 - Later updates added Eidolon Arcanes to limited-time events:
 - [Update 27.3](#) (2020-03-24) added all Eidolon Arcanes in [Operation: Scarlet Spear](#), purchasable from [Little Duck](#) using [Scarlet Credits](#) for the duration of the event.
 - In [Update 29.6](#) (2020-12-18), the Arcanes returned through [Operation: Orphix Venom](#), purchasable from [Father](#) using [Phasic Cells](#) for the duration of the event.
 - In [Update 35.0](#) (2023-12-13), they were available through [Operation: Gargoyle's Cry](#), purchasable from the Vigile Jahu Gargoyle for [Grotesque Splinter](#) for the duration of the event.
 - In [Update 36.0](#) (2024-06-18), they were available through [Operation: Belly of the Beast](#), purchasable from [Ordis](#) for [Volatile Notes](#) for the duration of the event.
- [Update 29.10](#) (2021-03-19) permanently added the [Orphix](#) mission to the game, with all Eidolon Arcanes available through Rotation C.
- [Hotfix 25.7.6](#) (2019-09-18) introduced five Warframe Arcanes ([Arcane Blade Charger](#), [Arcane Bodyguard](#), [Arcane Pistoleer](#), [Arcane Primary Charger](#), and [Arcane Tanker](#)), exclusive to [Arbitrations](#).



- [Update 32.2](#) (2022-11-30) introduced two Warframe Arcanes ([Arcane Blessing](#) and [Arcane Rise](#)), exclusive to [Conjunction Survival](#).
- [Update 32.3](#) (2023-02-15) introduced two Warframe Arcanes ([Arcane Double Back](#) and [Arcane Steadfast](#)), exclusive to [Mirror Defense](#).
- [Update 33.0](#) (2023-04-26) introduced two Warframe Arcanes ([Arcane Reaper](#) and [Arcane Intention](#)), exclusive to [Duviri](#).
- [Update 33.5](#) (2023-06-21) introduced one Warframe Arcane ([Arcane Power Ramp](#)), exclusive to [Duviri](#).
- [Update 36.0](#) (2024-06-18) introduced two Warframe Arcanes ([Arcane Battery](#) and [Arcane Ice Storm](#)), exclusive to [Ascension](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Arcane Acceleration	Critical Hit	30%	15% / 30% / 45% / 60% / 75% / 90%	2 Seconds	Gantulys (Kill) - 10.20%
					Gantulys (Capture] 9.25%
			Fire Rate to Primaries		Orphix Ver Proxima 6.9%
					Orphix Ve Proxima 5.63%
					Gantulys (Capture] 5.92%
Arcane Aegis	Damaged	3%	5% / 10% / 15% / 20% / 25% / 30%	12 Seconds	Orphix Ver Proxima 3.45%
			Shield Regen/sec		Orphix Ve Proxima 2.82%
Arcane Agility	Damaged	60%	10% / 20% / 30% / 40% / 50% / 60%	18 Seconds	Gantulys (Kill)- 10.2
			Parkour Velocity		Gantulys (Capture]



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Orphix Pl
					Proxima
					6.67%
					Orphix Ve
					Proxima
					5.63%
					Hydrolys
					(Kill) - 13.7
					Hydrolys
					(Capture]
			25% / 50% /		12.74%
			75% / 100% /		
Arcane Arachne	Wall Latch	100%	125% / 150%	30 Seconds	Orphix Pl
			Bonus Damage		Proxima
					3.33%
					Orphix Ve
					Proxima
					2.82%
					Hydrolys
					(Kill) - 11.7
					Hydrolys
					(Capture]
			7.5% / 15% /		11.24%
			22.5% / 30% /		
Arcane Avenger	Damaged	21%	37.5% / 45%	12 Seconds	Orphix Pl
			Critical Chance		Proxima
					3.33%
					Orphix Ve
					Proxima
					2.82%
Arcane Awakening	Reload	60%	25% / 50% /	24 Seconds	Gantulys
			75% / 100% /		(Kill) -
			125% / 150%		18.25%
			Damage to		Gantulys
			Secondaries		(Capture]
					14.63%
					Orphix
					Neptune



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					6.90%
					Orphix Ve
					Proxima
					5.63%
					Hydrolys
					(Capture]
Arcane Barrier	Damaged	1% / 2% /	Full Shield Recovery	1 / 2 / 3 / 4	5%
		3% / 4% /		/ 5 / 6	Orphix Ve
		5% / 6%		Second Cooldown	Proxima
					1.41%
					Ascensio
					Sisters c
Arcane Battery	Per Armor Point	0.05 / 0.1	Maximum Energy 1000 Energy Cap	N/A	Parvos ·
		/ 0.15 /			6.60%
		0.2 / 0.25 / 0.3			Ascensio Sisters c Parvos (T Steel Path
					20%
					Ordis Sho
					Arbitratio
Arcane Blade Charger	Primary Weapon Kill	30%	50% / 100% /	12Seconds	(Rotation
			150% / 200% /		- 5%
			250% / 300%		Arbitratio
			Melee Damage		(Rotation
					- 5%
					Conjuncti
Arcane Blessing	Health Pickup	100%	4 / 8 / 12 / 16 /	N/A	Surviva
			20 / 24		(Circulus
			Health		Rotation C
					10.20%
					Archimede
					Yonta Sho
Arcane Bodyguard	6 Melee Kills in 30s	100%	Heal Companion for	N/A	Arbitratio
					(Rotation
					150 / 300 /
					- 5%

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			750 / 900 Health		(Rotation - 5%
					Teralyst (k - 14.95% Teralyst (Capture] 12.05% Orphix Ver Proxima 10.34% Orphix Neptune Proxima 10.34% Orphix Plu Proxima 10%
Arcane Consequence	Headshot	100%	10% / 20% / 30% / 40% / 50% / 60% Parkour Velocity	18 Seconds	
					Teralyst (Capture] 6.02% Orphix Plu Proxima 5.67% Orphix Ve Proxima 5.63%
Arcane Deflection	Passive	17% / 34% / 51% / 68% / 85% / 102%	Resist Slash proc	N/A	
					Mirror Defense (Rotation - 5.1% Otak's Unearth Citrine Sh
Arcane Double Back	Dodge, Double Jump, and Bullet Jump	100%	5% / 9% / 13% / 17% / 21% / 25% Damage Resistance	4 Seconds	
Arcane Energize	Energy Pickup	60%	Replenish 25 / 50 / 75 / 100 / 125 / 150	15 Meters	Hydrolys (Capture] 5%

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Arcane Eruption	Energy Pickup	17% / 34% / 51% / 68% / 85% / 100%	Knockdown nearby Enemies	5 / 10 / 15 / 20 / 25 / 30 Meters	energy to user and nearby allies
					Proxima 1.41%
					Gantulys (Kill) - 10.20%
					Gantulys (Capture) 9.25%
					Orphix Plu Proxima 6.67%
					Orphix Ve Proxima 5.63%
					Hydrolys (Kill) - 13.7
					Hydrolys (Capture) 11.24%
					Orphix Neptune Proxima 3.45%
					Orphix Ve Proxima 2.82%
Arcane Fury	Critical Hit	60%	30% / 60% / 90% / 120% / 150% / 180% Damage on Melee	18 Seconds	Orphix Neptune Proxima 3.45%
Arcane Grace	Damaged	9%	1% / 2% / 3% / 4% / 5% / 6% Health Regen/sec	9 Seconds	Hydrolys (Capture) 5%) Orphix Ve Proxima 1.41%
Arcane Guardian	Damaged	15%	150 / 300 / 450 / 600 / 750 / 900	20 Seconds	Gantulys (Kill) - 15.68%



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					(Capture)
					11.92%
					Orphix
					Neptune
					Proxima
					6.90%
					Orphix Ve
					Proxima
					5.63%
					Teralyst
					(Capture)
					6.02%
					Orphix
					Neptune
					Proxima
					6.90%
					Orphix Ve
					Proxima
					5.63%
					Teralyst (k
					- 14.95%
					Teralyst
					(Capture)
					12.05%
					Orphix Ver
					Proxima
					10.34%
					Orphix
					Neptune
					Proxima
					10.34%
					Orphix Plu
					Proxima
					10%
Arcane Ice Storm	10	Cold	2%	15 Seconds	Ascensio
	Status		Ability Strength		Sisters c

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Ability Duration Max 10 / 12 / 14 / 16 / 18 / 20 Stacks		6.60% Ascensio Sisters c Parvos (T Steel Path 20% Ordis Sho The Circui The Stee Path Acrithis Shop
Arcane Intention	Per Active Channeled Ability	100%	+40 / +80 / +120 / +160 / +200 / +250 Max Health	N/A	Teralyst (K - 14.95% Teralyst (Capture] 12.05% Orphix Ver Proxima 10.34% Orphix Neptune Proxima 10.34% Orphix Plu Proxima 10%
Arcane Momentum	Critical Hit	60%	25% / 50% / 75% / 100% / 125% / 150% Reload Speed on Sniper Rifles	12 Seconds	Teralyst (K - 14.95% Teralyst (Capture] 12.05% Orphix Ver Proxima 10.34% Orphix Plu Proxima 10%
Arcane Nullifier	Passive	17% / 34% / 51% / 68% / 85% / 102%	Resist Magnetic proc	N/A	Teralyst (K - 14.95% Teralyst (Capture] 12.05% Orphix Ver Proxima 10.34% Orphix

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Arcane Phantasm	Block	45%	10% / 20% / 30% / 40% / 50% / 60% Movement Speed	18 Seconds	Proxima 10.34%
					Orphix Pl Proxima 10%
					Gantulys (Kill) - 10.20%
					Gantulys (Capture) 9.25%
					Orphix Pl Proxima 6.67%
Arcane Pistoleer	Pistol Headshot Kill	60%	17% / 34% / 51% / 68% / 85% / 102% Ammo Efficiency	12 Seconds	Orphix Ve Proxima 5.63%
					Arbitratio (Rotation - 5%
					Arbitratio (Rotation - 5%
Arcane Power Ramp	On Ability Cast	100%	+2 / +3 / +4.5 / +6 / +7.5 / +9 Ability Strength on next Ability cast Stacks up to 4x Resets when the same ability is recast consecutively	N/A	The Circui The Stee Path Acrithis Shop
Arcane Precision	Headshot	100%	50% / 100% / 150% / 200% /	18 Seconds	Gantulys (Kill) - 7.0%



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Damage on Secondaries		(Capture) 5.92% Orphix Ver Proxima 3.45% Orphix Ve Proxima 2.82%
Arcane Primary Charger	Melee Kill	30%	50% / 100% / 150% / 200% / 250% / 300% Damage on Primaries	12 Seconds	Arbitratio (Rotation - 5% Arbitratio (Rotation - 5%
Arcane Pulse	Health Pickup	60%	Replenish 50 / 100 / 200 / 300 / 400 / 500 Additional health to you and nearby allies	30 Meters	Gantulys (Capture) 5.92% Orphix Ver Proxima 3.45% Orphix Ve Proxima 2.82%
Arcane Rage	Headshot	15%	30% / 60% / 90% / 120% / 150% / 180% Damage on Primaries	24 Seconds	Hydrolys (Kill) - 13.7 Hydrolys (Capture) 12.74% Orphix Neptune Proxima 3.45% Orphix Ve Proxima 2.82%
Arcane Reaper	On Melee	100%	+4 / +8 / +12 /	10 Seconds	The Circui



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Heal Rate per second		Path of Acrithis
			+110 / +220 / +330 / +440 / +550 / +660		Shop
			Armor		
					Teralyst (Korvax)
					6.78%
					Teralyst
		17% / 34%			(Capture)
		/ 51% /			6.02%
Arcane Resistance	Passive	68% /	Resist Toxin proc	N/A	Orphix Ver
		85% /			Proxima
		102%			6.9%
					Orphix Ve
					Proxima
					5.63%
					Conjuncti
			25% / 50% /		Surviva
			75% / 100% /		(Circulus
Arcane Rise	Reload	60%	125% / 150%	24 Seconds	Rotation E
			Damage to Primaries		7.94%
					Archimede
					Yonta Sh
					Mirror
					Defense
		5% / 8% /			(Rotation
Arcane Steadfast	Ability Cast	11% / 14%	Next 3 abilities cost no energy	N/A	- 5.1%
		/ 17% /			Otak's
		20%			Unearth
					Citrine Sh
Arcane Strike	Hit	15%	10% / 20% /	18 Seconds	Gantulys
			30% / 40% /		(Kill) -
			50% / 60%		18.25%
			Attack Speed		Gantulys
			on Melee		(Capture)

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Orphix Ver Proxima 6.90%
					Orphix Ver Proxima 5.63%
Arcane Tanker	Archgun Equipped	100%	200 / 400 / 600 / 800 / 1000 / 1200 Armor	60 Seconds	Arbitration (Rotation - 5%) Arbitration (Rotation - 5%)
					Teralyst (K - 18.5% Teralyst (Capture] 15.68%
Arcane Tempo	Critical Hit	15%	15% / 30% / 45% / 60% / 75% / 90% Fire Rate on Shotguns	12 Seconds	Orphix Ver Proxima 10.34% Orphix Neptune Proxima 10.34%
					Orphix Pluto Proxima 10%
Arcane Trickery	Finisher	15%	Become invisible	5 / 10 / 15 / 20 / 25 / 30 Seconds	Hydrolysis (Kill) - 24.78% Hydrolysis (Capture] 20.24% Orphix Neptune Proxima



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Orphix Ve
					Proxima
					5.63%
					Gantulys
					(Capture]
					5.92%
Arcane Ultimatum	Finisher	100%	200 / 400 /	45 Seconds	Orphix
			600 / 800 /		Neptune
			1000 / 1200		Proxima
			Armor		3.45%
					Orphix Ve
					Proxima
					2.82%
					Hydrolys
					(Kill) -
Arcane Velocity	Critical Hit	90%	20% / 40% /	9 Seconds	22.23%
			60% / 80% /		Hydrolys
			100% / 120%		(Capture]
			Fire Rate on		16.79%
					Orphix Plu
					Proxima
			Secondaries		6.67%
					Orphix Ve
					Proxima
Arcane Victory	Headshot	75%	0.5% / 1% /	9 Seconds	5.63%
			1.5% / 2% /		Teralyst (k
			2.5% / 3%		- 6.02%
			Health		Orphix Ver
					Proxima
					6.90%
			Regen/sec		Orphix Ve
					Proxima
					5.63%
Arcane Warmth	Passive	17% / 34%	Resist	N/A	Teralyst (k
		/ 51% /	Cold		- 14.95%
		68% /	proc		Teralyst

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
		85% / 102%			12.05% Orphix Ver Proxima 10.34% Orphix Neptune Proxima 10.34% Orphix Plu Proxima 10%

Theorem

Theorem Arcanes are Warframe Arcanes introduced in [Update 29.5](#) (2020-11-19), obtainable from Arcana [Isolation Vaults](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Theorem Contagion	In Zone of Residual Arcane	100%	Creates a globe that orbits the player every 2s. Globe strikes the nearest enemy within 15 m dealing 150 damage increasing the vulnerability to the globe's damage type by 25% / 50% / 75% / 100% / 150% / 200%	6 Seconds Globes persist for 30 seconds upon leaving the zone	Arcana Isolation Vault

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
	Arcane		by 2% / 4% / 6% / 8% / 10% / 12% per second up to 15x.	20 seconds upon leaving the zone.	Isolation Vault
Theorem Infection	In Zone of Residual Arcane	100%	Increases damage of companions and summoned allies within range by 4% / 8% / 12% / 16% / 20% / 24% per second up to 15x.	15m / 30m / 45m / 60m / 75m / 90m Effect persists for 20 seconds upon leaving the zone.	Arcana Isolation Vault

Molt

Molt Arcanes are Warframe Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Effect	Location and Rarity / Price
Molt Augmented	Kill	+ 0.04% / 0.08% / 0.12% 0.16% / 0.20% / 0.24% Ability Strength . Stacks up to 250x.	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 10,000
Molt Efficiency	While Shields Active	Gain 1% / 2% / 3% / 4% / 5% / 6% Ability Duration per second, up to a maximum of 6% / 12% / 18% / 24% / 30% / 36%	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 7,500
Molt Reconstruct	Warframe Ability	Heal user and allies within Affinity Range 1 / 2 / 3 / 4 /	Void Angel - 1.67 Ravenous Void Angel -

Name	Criteria	Effect	Location and Rarity / Price
		point spent on the initial casting cost of abilities	Thrax Legatus - 0.33% 8,500
Molt Vigor			Void Angel - 1.67
	Operator	15% / 21% / 27% / 33% /	Ravenous Void Angel -
	Ability	37% / 45% Ability Strength on next Warframe Ability Cast	0.67% Thrax Centurion - 0.33%
			Thrax Legatus - 0.33% 5,000

Arcane Revives

Arcane Revives is a feature that is only gained from equipped Warframe Arcanes that is Rank 3 or higher. Other types of arcanes such as Magus or Exodia do not benefit from this. Each Arcane Revive equipped allows the player to [revive](#) their Warframe an additional time, with a maximum total of 6 revives usable in a mission.

Operator Arcanes

Magus

Magus Arcanes affect the [Operator](#) and may provide benefits that also affect the Warframe. Magus Arcanes are purchasable from [Quill Onkko](#) and [Little Duck](#). Following [Update 24.6](#) (2019-04-04), Onkko and Little Duck both sell fully built Arcanes rather than Arcane Blueprints.

- [Update 33.0](#) (2023-04-26) introduced one Magus Arcane ([Magus Aggress](#)), exclusive to [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
			100 / 200 / 300 / 400 / 500 / 600		
Magus Vigor	N/A	100%	Increased Health	N/A	2,500
Magus Husk	N/A	100%	50 / 100 / 150	N/A	5,000



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
			300 Increased Armor		
			15% / 30% / 45% / 60% / 75% / 90%	12 Seconds	10,000
Magus Cadence	Void Sling	100%	Increased sprint speed		
			+50% / +100% / +150% / +200% / +250% / +300%	6 Seconds	10,000
Magus Cloud	Void Mode	100%	Void Sling Radius		
			Heal Operator by		
Magus Replenish	Void Sling	100%	5% / 10% / 15% / 20% / 25% / 30%	Instant	10,000
			Heal Warframe by		
Magus Elevate	Enter Warframe	95%	50 / 100 / 150 / 200 / 250 / 300	Instant	10,000
			Heal Warframe by	While Transference	
Magus Nourish	Exit Warframe	100%	10 / 15 / 20 / 25 / 30 / 35 per second	(Operator Mode) is active.	10,000
			Stun Robotic enemies for 3s, which then discharge	N/A	10,000
Magus Overload	Void Sling	100%	Electricity		

Name		Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
				15% / 30% / 45% / 60% / 75% / 80% of their Max Health to anyone within 25m.		
Magus Glitch	Transference Static	17% / 34% / 51% / 68% / 85% / 102%		Chance to negate Transference Static.	N/A	10,000
Magus Revert	Void Sling	100%		Next subsequent use of Void Sling within 3s will return the Operator back to their original position at no energy cost. Restores 10 / 20 / 30 / 40 / 50 / 60 Health to the Operator. 3s cooldown after use.	N/A	10,000
Magus Firewall	Void Mode	100%		Generate Void Particles every 1s up to 6 particles, each granting 12.5% Damage Reduction. Taking damage consumes a	10 / 20 / 30 / 40 / 50 / 60 Seconds	10,000

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
Magus Drive	Enter Warframe	100%	Increase K-Drive Speed by 25% / 50% / 75% / 100% / 125% / 150% .	30 Seconds	10,000
Magus Lockdown	Void Sling	100%	Drop a Tether Mine at destination that tethers up to 10 enemies within 3 / 6 / 9 / 12 / 13 / 15m .	4 Seconds	10,000
Magus Destruct	Void Sling	100%	Reduce Enemy Resistance to Puncture Damage by 12% / 25% / 37% / 50% / 60% / 65% .	N/A	10,000
Magus Anomaly	Enter Warframe	100%	Enemies within 5 / 10 / 15 / 20 / 25 / 30m are pulled towards Warframe.	N/A	10,000
Magus Melt	Void Sling	100%	Increase Heat Damage in Operator Mode by 30% , stacking up to 2 / 3 / 4 / 5 / 6 / 7x .	15 Seconds	10,000
Magus Accelerant	Void Sling	100%	Reduce Enemy Resistance to Heat Damage by 12% .	N/A	10,000



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
			50% / 60% / 65%.		
Magus Repair	Void Mode	100%	Heal Warframes within 30m by 5% / 10% / 15% / 20% / 22% / 25% Health/s.	N/A	10,000
Magus Aggress	On Warframe Melee Transfer	100%	+ 50% / 100% / 150% / 200% / 250% / 350% Critical Damage to Heavy Blades	4 Attacks; 20 Second Cooldown	The Circuit's The Steel Path Acrithis Shop

Emergence

Emergence Arcanes are Operator Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Effect	Location and Rarity / Price
Emergence Dissipate	Void Sling	Press <PRE_ATTACK> to dissipate the endpoint in a 10m radius. Enemies hit create a short lived Void Mote that replenishes 5 / 6 / 7 / 8 / 9 / 10 Energy on pick up.	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 10,000
Emergence Renewed	Energy Depleted	Increase Energy Regeneration by 50% / 100% / 150% / 200% / 250% / 300% over 5s. Cooldown: 30s	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 7,500
Emergence Savior	Lethal	Become invulnerable for 5s	Void Angel - 1.67%



Name	Criteria	Effect	Location and Rarity / Price
		30% / 40% / 50% / 60%	Thrax Centurion - 0.33%
		Health. Cooldown: 90s	Thrax Legatus - 0.33%
			5,000

Zaw Arcanes

Exodia

Exodia Arcanes affect [Zaws](#). Exodia Arcanes are purchasable from [Hok](#) for **10,000 Ostron** standing requiring **Rank 5 - Kin**, with the exceptions of [Exodia Contagion](#) and [Exodia Epidemic](#) which are exclusive to [Operation: Plague Star](#).

Name	Criteria	Chance	Effect	Duration / Range
Exodia Brave	Heavy Attack Kill	100%	1.25 / 2.5 / 3.75 / 5 Increased Energy regen	4 Seconds
Exodia Force	Status Effect	50%	Burst inflicted target for 50% / 100% / 150% / 200% weapon damage	6 Meters
Exodia Hunt	Slam Attack	50%	Pull in nearby enemies	6 / 8 / 10 / 12 Meters
Exodia Might	Finisher	50%	7.5% / 15% / 22.5% / 30% Additional Lifesteal	8 Seconds
Exodia Triumph	Hit	N/A	12.5% / 25% / 37.5% / 50% Additional Combo Count Chance	N/A
Exodia Valor	Hit Lifted Enemy	N/A	50% / 100% / 150% / 200% Additional Combo Count Chance	N/A
Exodia Contagion	Air Attack ¹	100%	100% / 200% / 300% / 400%	Determined by gravity

Name	Criteria	Chance	Effect	Duration / Range
			projectile damage after 30m	
Exodia Epidemic	Slam Attack ¹	100%	Projects a wave that suspends enemies in the air for a duration and deals Viral damage up to 33m away	1s / 2s / 3s / 4s

^[1] For Contagion and Epidemic Arcanes, the effects may only be triggered after performing a [Double Jump](#) or [Bullet Jump](#).

Kitgun Arcanes

Pax

Pax Arcanes are usable on [Kitguns](#). Pax Arcanes are purchasable from [Rude Zuud](#) for **10,000 [Solaris United](#)** standing requiring **Rank 5 - Old Mate**.

Name	Criteria	Chance	Effect	Duration / Range
Pax Bolt	Headshot Kill	100%	7.5% / 15% / 22.5% / 30% Increased Strength and Efficiency on next ability	4 Seconds
Pax Charge	Passive	100%	Makes magazine rechargeable	12.5% / 25% / 37.5% / 50% Reduced Recharge Delay
Pax Seeker	Headshot Kill	100%	Releases 1 / 2 / 3 / 4 Homing projectiles	N/A
Pax Soar	Airborne	100%	12.5%, 1.3 / 25%, 2.5 / 37.5%, 3.8 / 50%, 5 +Accuracy - Recoil, +Aim Glide / Wall Latch	While Airborne



Residual Arcanes are Kitgun Arcanes introduced in [Update 29.5](#) (2020-11-19), obtainable from Arcana [Isolation Vaults](#).

Name	Criteria	Chance	Effect	Duration / Range
Residual Boils	Kill	20%	Spawn volatile hives that explode when enemies approach for 80 Heat Damage Standing in the area applies Heat Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters
Residual Malodor	Kill	20%	Create a frigid mist dealing 40 Cold Damage Standing in the area applies Cold Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters
Residual Shock	Kill	20%	Spawn an electrified spike, dealing 200 Electricity Damage to enemies within range Standing in the area applies Electricity Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters
Residual Viremia	Kill	20%	Create a pool of toxic blood, dealing 40 Toxin Damage Standing in the area applies the Toxin Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters



Amp Arcanes

[Operator](#)'s [Amps](#) possess two Arcane slots. The second slot must be unlocked with an [Amp Arcane Adapter](#), which can be bought from [Cavalero](#) for **20,000**, requiring **Rank 5 - Angel** with [The Holdfasts](#). This second arcane slot is initially hidden until the player has completed the [Angels of the Zariman](#) quest.

Virtuos

Virtuos Arcanes affect the Operator's Amps. Virtuos Arcanes are purchasable from [The Quills](#) and [Vox Solaris](#).

Name	Criteria	Chance	Effect	Duration / Range	Price
Virtuos Null	Kill	100%	5% / 10% / 15% / 20% Increased Amp energy regen	4 Seconds	2,500
Virtuos Tempo	Kill	60%	15% / 30% / 45% / 60% Increased Amp fire rate	8 Seconds	5,000
Virtuos Fury	Status Effect	20%	7.5% / 15% / 22.5% / 30% Increased Amp Damage	4 Seconds	7,500
Virtuos Strike	Critical	20%	20% / 40% / 60% / 80% Increased Amp Critical Damage	4 Seconds	10,000
Virtuos Shadow	Headshot	40%	15% / 30% / 45% / 60% Multiplicative Amp Critical Chance	12 Seconds	10,000
Virtuos Ghost	Headshot	40%	15% / 30% / 45% / 60% Increased Amp Status Chance	12 Seconds	10,000
	Hit	100%	24% / 48% / 72% /	N/A	



Name	Criteria	Chance	Effect	Duration / Range	Price
			Damage Converted to Viral Damage		
			24% / 48% / 72% / 98%		
Virtuos Surge	Hit	100%	Damage Converted to Electricity Damage	N/A	5,000
			24% / 48% / 72% / 98%		
Virtuos Spike	Hit	100%	Damage Converted to Puncture Damage	N/A	5,000
			24% / 48% / 72% / 98%		
Virtuos Forge	Hit	100%	Damage Converted to Heat Damage	N/A	7,500

Eternal

Eternal Arcanes are Amp Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Chance	Effect	Duration / Range	Location & Rarity / Price
					Void Angel - 1.67%
					Ravenous
			+10% / 20% / 30% / 40% / 50% / 60%		Void Angel - 0.67%
	Operator Ability	100%	Damage to Amps	8 Seconds	Thrax
Eternal Eradicate					Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					5,000



Name	Criteria	Chance	Effect	Duration / Range	Location & Rarity / Price
Eternal Logistics	Void Sling	100%	+12% / 24% / 36% / 48% / 60% / 72% Amp	8 Seconds	Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
Eternal Onslaught	Energy Depleted	100%	+30% / 60% / 90% / 120% / 150% / 180% Critical Chance	8 Seconds	Thrax
					Legatus - 0.33%
					8,500
					Void Angel - 1.67%
					Ravenous
Eternal Onslaught	Energy Depleted	100%	+30% / 60% / 90% / 120% / 150% / 180% Critical Chance	8 Seconds	Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax
					Legatus - 0.33%
Eternal Onslaught	Energy Depleted	100%	+30% / 60% / 90% / 120% / 150% / 180% Critical Chance	8 Seconds	5,500
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax

Primary Weapon Arcanes

Unlike other Arcanes, these slots must be unlocked using [Primary Arcane Adapter](#), which can be bought from the [Market](#) for **20**, [Teshin](#) for 15 [Steel Essence](#), [Acrithis](#) for 25 [Pathos Clamp](#).

These arcane slots are initially hidden until the player acquires a Primary Arcane Adapter or is eligible to partake in [The Steel Path](#). They also occupy their own spot that is separate from [Kitgun](#)'s Pax Arcanes.

Primary

Primary Arcanes were introduced in [Update 30.5](#) (2021-07-06), dropped by [Acolytes](#) in [The Steel Path](#).

- [Update 32.2](#) (2022-11-30) introduced one Primary Arcane ([Primary Frostbite](#)), exclusive to [Conjunction Survival](#).
- [Update 32.3](#) (2023-02-15) introduced one Primary Arcane ([Primary Plated Round](#)), exclusive to [Mirror Defense](#).
- [Update 33.0](#) (2023-04-26) introduced two Primary Arcanes ([Primary Exhilarate](#) and [Primary Obstruct](#)), exclusive to [Duviri](#).
- [Update 33.5](#) (2023-06-21) introduced one Primary Arcane ([Primary Blight](#)), exclusive to [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Primary Blight			+0.6% / 1.2% / 1.8% / 2.4% / 3% / 3.6%		
	Weapon		Critical Damage	Stacks last 12 seconds	The Circuit's
	Toxin	100%	and +0.3%	and are removed all at once.	The Steel Path
	Status Effect		0.6% / 0.9% / 1.2% / 1.5% / 1.8% Multishot; Stacks up to 40 times.		Acrithis Shop
Primary Deadhead			20% / 40% / 60% / 80% / 100% / 120%		
			Damage for Primaries; Stacks up to 3 times.	Stacks last 24 seconds and decay one at a time.	
	Headshot Kill	100%	- / - / - / - / - / - / +30% to Headshot Damage Multiplier	Rank 5 bonuses are Passive	Acolytes - 16.6%
			- / - / - / - / - / - / 50% Damage		

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Primary Dexterity	Melee Kill	100%	10% / 20% / 30% / 40% / 50% / 60% Damage for Primaries; Stacks up to 6 times. - / - / - / - / - / - / +7.5s to Melee Combo Duration	Stacks last 20 seconds and decay one at a time. Rank 5 bonuses are Passive	Acolytes - 16.6%
Primary Exhilarate	Weapon Impact Status Effect	100%	+ .2 / .4 / .6 / .8 / 1 / 1.2 Energy per second; Stacks up to 3 times.	10 Seconds	The Circuit's The Steel Path Acridithis Shop
Primary Merciless	Kill	100%	5% / 10% / 15% / 20% / 25% / 30% Damage for Primaries; Stacks up to 12 times. - / - / - / - / - / - / +30% to Reload Speed	Stacks last 4 seconds and decay one at a time. Rank 5 bonuses are Passive	Acolytes - 16.6%
Primary Frostbite	Cold Status Effect	100%	+0.5% / 1.0% / 1.5% / 2.0% / 2.5% / 3% Critical Damage and +0.375% / 0.75% / 1.125% / 1.5% / 1.875%	Stacks last 12 seconds and are removed all at once.	Conjunction Survival (Circulus, Rotation C) - 10.20%

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Multishot; Stacks up to 40 times.		
	Weapon			Cooldown	The Circuit's
Primary Obstruct	Magnetic	100%	Jam enemy weapons	60 / 50 / 40 / 30 / 20 / 10 Seconds	The Steel Path
	Status Effect			15 Meters	Acrithis Shop
			Increased damage per round loaded based on max magazine size.	3 / 4 / 5 / 6 / 8 / 10 Seconds	Mirror Defense
Primary Plated Round	Reload	100%			(Rotation B) - 5.4%

Fractalized

Fractalized Arcanes are Primary Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
			+40% / 80% / 120% / 160% / 200% / 240%		Thrax
Fractalized Reset	Ability Cast	100%	Reload Speed.	5 Seconds	Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					5,000

Longbow

Longbow Arcanes are [Bow](#)-only Primary Arcanes introduced in [Update 33.0](#) (2023-04-26), obtainable from [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Longbow Sharpshot	On Bow Headshot	100%	50% / 100% / 150% / 200% / 250% / 300% Damage Bonus	Next Attack	The Circuit's The Steel Path Acrithis Shop

Shotgun

Shotgun Arcanes are [Shotgun](#)-only Primary Arcanes introduced in [Update 33.0](#) (2023-04-26), obtainable from [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Shotgun Vendetta	On Shotgun Kill within 5 meters	100%	+30% / 60% / 90% / 120% / 150% / 180% Multishot and +12.5% / 25% / 37.5% / 50% / 62.5% / 75% Reload Speed	15 Seconds	The Circuit's The Steel Path Acrithis Shop

Secondary Weapon Arcanes

Unlike other Arcanes, these slots must be unlocked using [Secondary Arcane Adapter](#), which can be bought from the [Market](#) for 20, [Teshin](#) for 15 [Steel Essence](#), [Acrithis](#) for 25 [Pathos Clamp](#).

These arcane slots are initially hidden until the player acquires a Secondary Arcane Adapter or is eligible to partake in [The Steel Path](#). They also occupy their own spot that is separate from [Kitgun](#)'s Pax Arcanes.

Secondary

Secondary Arcanes were introduced in [Update 30.5](#) (2021-07-06), dropped by [Acolytes](#) in [The Steel Path](#).

- [Update 32.3](#) (2023-02-15) introduced two Secondary Arcanes ([Secondary Encumber](#) and [Secondary Kinship](#)), exclusive to [Mirror Defense](#).
- [Update 33.0](#) (2023-04-26) introduced one Secondary Arcane ([Secondary Shiver](#)), exclusive to [Duviri](#).
- [Update 35.0](#) (2023-12-13) introduced one Secondary Arcane ([Secondary Outburst](#)), exclusive to [Duviri](#).
- [Update 36.0](#) (2024-06-18) introduced two Secondary Arcanes ([Secondary Fortifier](#) and [Secondary Surge](#)), exclusive to [Ascension](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Secondary Deadhead	Headshot Kill	100%	20% / 40% / 60% / 80% / 100% / 120% Damage for Secondaries; Stacks up to 3 times.	Stacks last 24 seconds and decay one at a time.	Acolytes - 16.6%
			+30% to Headshot Damage Multiplier	Rank 5 bonuses are Passive	
Secondary Dexterity	Melee Kill	100%	- / - / - / - / - / - / -50% Recoil		Acolytes - 16.6%
			10% / 20% / 30% / 40% / 50% / 60% Damage for Secondaries; Stacks up to 6 times.	Stacks last 20 seconds and decay one at a time. Rank 5 bonuses are	

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Combo Duration		
			Steal 1 Overguard per 100 Damage		Ascension Sisters of Parvos - 6.60%
Secondary Fortifier	Hit	100%	x3 / x4 / x5 / x6 / x7 / x8 Damage to Overguard	N/A	Ascension Sisters of Parvos (The Steel Path) - 20% Ordis Shop
			5% / 10% / 15% / 20% / 25% / 30% Damage for Secondaries; Stacks up to 12 times. - / - / - / - / - / +30% to Reload Speed	Stacks last 4 seconds and decay one at a time. Rank 5 bonuses are Passive	Acolytes - 16.6%
Secondary Merciless	Kill	100%			
	Status Effect	4% / 8% / 12% / 16% / 20% / 24%	Inflict second random status effect	N/A	Mirror Defense (Rotation C) - 5.1%
Secondary Encumber					
	Buffing Ally Warframes	100%	3% / 6% / 10% / 13% / 17% / 20% Critical Chance per buff	N/A	Mirror Defense (Rotation B) - 5.4%
Secondary Kinship					
Secondary Outburst	On swapping to Secondary	100%	Consume all Combo Counter to increase Secondary	20 Seconds	The Circuit's The Steel Path Acrithis

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			and <a>Critical Damage by 5% / 7% / 9% / 12% / 16% / 20% per Combo		
<a>Secondary Shiver	Per Active <a>Cold Status Effect	100%	7.5% / 15% / 22.5% / 30% / 37.5% / 45% Damage	N/A	<a>The Circuit's The Steel Path Acrithis Shop
			Damage Multiplier per 200 current Energy Max x3 / x4 / x5 / x6 / x7 / x8 Damage Multiplier		<a>Ascension Sisters of Parvos - 6.60%
<a>Secondary Surge	On Ability Cast	100%		Next Shot	<a>Ascension Sisters of Parvos (The Steel Path) - 20% <a>Ordis Shop

Cascadia

Cascadia Arcanes are Secondary Arcanes introduced in Update 31.5 (2022-04-27), obtainable from the Zariman Ten Zero.

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
<a>Cascadia Accuracy	Roll	100%	+50% / 100% / 150% / 200% / 250% / 300% Critical Chance on Headshots	4 Seconds	<a>Void Angel - 1.67% <a>Ravenous Void Angel - 0.67% <a>Thrax Centurion -

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Legatus - 0.33% 5,000
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					7,500
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					5,500
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					5,500
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax

Cascadia Empowered	Status Effect	100%	Deals an extra +250 / 350 / 450 / 550 / 650 / 750 damage matching the damage type of the Status Effect.	N/A	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 7,500
Cascadia Flare	Heat Status Effect	100%	+2% / 4% / 6% / 8% / 10% / 12% Damage; Stacks up to 40 times.	10 Seconds	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 5,500
Cascadia Overcharge	While Overshields Active	100%	+50% / 100% / 150% / 200% / 250% / 300% Critical Chance	N/A	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					0.33% 10,000

Conjunction

Conjunction Arcanes are Secondary Arcanes introduced in [Update 32.2](#) (2022-11-30), obtainable from [Conjunction Survival](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Conjunction Voltage	Electricity Status Effect	100%	+0.25% / 0.5% / 0.75% / 1.0% / 1.25% / 1.5% Reload Speed and +0.5% / 1.0% / 1.5% / 2.0% / 2.5% / 3% Multishot.	Stacks last 12 seconds and are removed all at once.	Conjunction Survival (Circulus, Rotation B) - 7.94%

Akimbo

Akimbo Arcanes are [Dual Pistol](#)-only Secondary Arcanes introduced in [Update 33.5](#) (2023-06-21), obtainable from [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Akimbo Slip Shot	While Sliding or Aim Gliding	100%	+15% / 25% / 35% / 45% / 55% / 65% Ammo Efficiency	N/A	The Circuit's The Steel Path Acridith Shop

Melee Weapon Arcanes

Unlike other Arcanes, these slots must be unlocked using [Melee Arcane Adapter](#).

50,000 and requires **Rank 3 - Colleague**, or as a reward from [Netracells](#) or Deep Archimedia missions. Acquiring a Melee Arcane Adapter requires completion of the [Whispers in the Walls](#) quest.

Applying Melee Arcanes requires the [Melee Upgrade Segment](#) obtained from the Whispers in the Walls quest.

They occupy their own spot that is separate from [Zaw](#)'s Exodia Arcanes.

Melee

Melee Arcanes were introduced in [Update 35.0](#) (2023-12-13), obtained from [Albrecht's Laboratories](#): defeating [Mocking Whisper](#), [Scathing Whispers](#), or [The Fragmented](#), awarded from [Netracells](#) missions, or bought from [Bird 3](#) of [Cavia](#).

- [Update 36.0](#) (2024-06-18) introduced one Melee Arcane ([Melee Afflictions](#)), exclusive to [Ascension](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Melee Afflictions	On Knockdown, Lifted or Ragdoll	100%	Inflict 1 / 2 / 3 / 4 / 5 / 6 additional Status Effects	N/A	Ascension Sisters of Parvos - 6.60% Ascension Sisters of Parvos (The Steel Path) - 20% Ordis Shop
Melee Animosity	Melee Hit	100%	7% / 14% / 21% / 28% / 35% / 42% Critical Chance for Heavy Attacks; Stacks up to 10 times.	Stacks are consumed on Heavy Attack.	Mocking Whisper - 6.25% Scathing Whisper - 6.25% The Fragmented - 6.25%

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					- 7% 7,500
					Netracells - 10% Deep Archimedeas (Silver) - 10% 1 / 2 / 3 / 4 / 5 / 6 N/A Deep Archimedeas (Gold) - 15% Deep Archimedeas (Diamond) - 25%
Melee Crescendo	Finisher Kill	100%	Initial Combo	N/A	Netracells - 10% Deep Archimedeas (Silver) - 10% 1 / 2 / 3 / 4 / 5 / 6 N/A Deep Archimedeas (Gold) - 15% Deep Archimedeas (Diamond) - 25%
					Netracells - 10% Deep Archimedeas (Silver) - 10% Deep Archimedeas (Diamond) - 25%
Melee Duplicate	Base Critical Hit	25% / 40% / 55% / 70% / 85% / 100%	Melee attack hits a second time.	N/A	Netracells - 10% Deep Archimedeas (Silver) - 10% Deep Archimedeas (Gold) - 15% Deep Archimedeas (Diamond) - 25%
Melee Exposure	Ability Cast	100%	10% / 20% / 30% / 40% / 50% / 60% Corrosive damage for Melees; Stacks up to 240%.	25 Seconds	Mocking Whisper - 6.25% Scathing Whisper - 6.25% The Fragmented

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Guzzling - 7% 7,500
					Mocking Whisper - 12.5% Scathing Whisper - 12.5% The Fragmented - 12.5% Guzzling - 7% 5,000
Melee Fortification	Melee Kill	100%	35 / 70 / 105 / 140 / 175 / 210 Armor. Stacks indefinitely.	Stacks last 10 seconds and decay individually.	
					Mocking Whisper - 6.25% 3 / 6 / 9 / 12 / 15 / 18 Seconds 6.25% The Fragmented - 6.25% Guzzling - 7% 7,500
Melee Influence	Electricity Status	20%	On Melee Transfer elemental Melee Status Effects	10 / 12 / 14 / 16 / 18 / 20 Meters	
					Mocking Whisper - 12.5% Scathing Whisper - 12.5% The Fragmented - 12.5%
Melee Retaliation	Current Shields	100%	5% / 10% / 15% / 20% / 25% / 30% Damage for every 200 current Shields. Bonus halved for Overshields	N/A	

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					- 7% 5,000
					Mocking Whisper - 6.25% Scathing Whisper - 6.25% The Fragmented - 6.25% Guzzling - 7% 7,500
Melee Vortex	Melee Kill on an enemy affected by	20% / 25% / 30% / 35% / 40% / 45%	Pull in enemies	18 Meters	
	Magnetic Status				

Raw Data

Main article: [Module:Arcane/data](#)

For a community-contributed list of Arcanes in [WARFRAME](#), see [Module:Arcane/data](#).

Notes

- The benefits of Arcane Enhancements do not always carry over to [Archwing](#) mode if players have an Arcane enhanced item equipped on their active loadout's Warframe.
 - [Arcane Nullifier](#) on the [Plains of Eidolon](#) will not block [Magnetic](#) procs from water when in Archwing, but will on foot.
- The number of Arcanes *A* required for rank *n* follows the sequence of triangular numbers given by: $A = \frac{(n + 1)(n + 2)}{2}$
- Arcanes that are physically dropped by enemies are considered a Mod drop, and are thus affected by [The Steel Path](#) and [Mod Drop Chance Boosters](#).
- Because they are dropped as mystery items in the form of a Mod item, Arcanes dropped by [Acolytes](#) in The Steel Path will be sucked up and permanently

- Primary passives do not apply to Secondary weapons. Similarly Secondary passives do not apply to Primary weapons.
- [Trading](#) Legendary-grade Arcanes ([Arcane Barrier](#), [Arcane Grace](#), [Arcane Energize](#), [Arcane Reaper](#), [Longbow Sharpshot](#), [Secondary Shiver](#)) require the player to be [Mastery Rank 11](#).

Trivia

- Before [Update 24.6](#) (2019-04-04), Magus, Virtuos and Exodia Arcanes in Cetus are purchasable as blueprints, requiring time and resources to build in addition to standing.
 - Built Arcanes can be [traded](#) between players, however Arcane blueprints cannot.

Patch History

[Update 36.0](#) (2024-06-18)

New Arcanes

Enhance your Arsenal with these new Arcanes! Acquire these new enhancements from Sisters of Parvos spawned in the new Ascension game mode, or exchange them for Vestigial Motes via Ordis in the Larunda Relay.

Stats below are shown at max rank.

Arcanes							Edit
Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za
Teralyst/Orphix	 Arcane Consequence •  Arcane Ice •						
	Arcane Momentum •		Arcane Nullifier •		Arcane Tempo •		
	Arcane Warmth •		Arcane Deflection •		Arcane Healing •		
	Arcane Resistance •		Arcane Victory				
Gantulyst/Orphix	Arcane Acceleration •		Arcane Agility •				
	Arcane Awakening •		Arcane Eruption •		Arcane Guardian		
	Arcane Phantasm •		Arcane Strike •		Arcane Aegis •		
	Arcane Precision •		Arcane Pulse •		Arcane Ultimatum		
	Arcane Trickery •		Arcane Velocity •		Arcane Arachne •		



Arbitrations	Arcane Blade Charger • Arcane Bodyguard •	
	Arcane Pistoleer •	Arcane Primary Charger • Arcane Tank •
Isolation Vaults	Theorem Contagion • Theorem Demulcent •	
	Theorem Infection	
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct •	Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise	
Mirror Defense	Arcane Double Back • Arcane Steadfast	
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rail •	
Ascension	Arcane Battery • Arcane Ice Storm	
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Lotus • Vox Solaris		

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 Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type • Modifier • Damage Vulnerability • 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
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal • Twitch

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

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