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# Arcane Enhancement



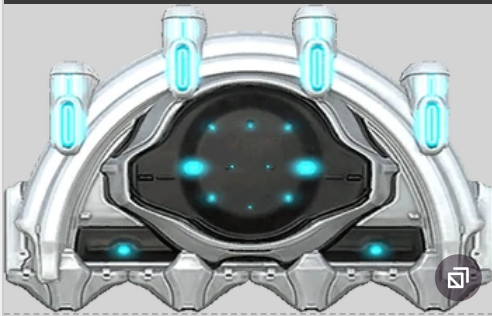
EDIT

**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.

## Rank

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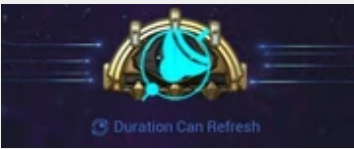


increasing their effects. This can be done inside the [Orbiter](#):

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: | <br>Rank 0 | <br>Rank 1 | <br>Rank 2 | <br>Rank 3 | <br>Rank 4 | <br>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](#).

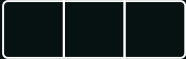


- [Update 32.2](#) (2022-11-30) introduced two Warframe Arcanes ( [Arcane Blessing](#) and [Arcane Rise](#)), exclusive to [Conjunction Survival](#).
- [Update 32.3](#) (2023-02-15) introduced two Warframe Arcanes ( [Arcane Double Back](#) and [Arcane Steadfast](#)), exclusive to [Mirror Defense](#).
- [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                                                      |
|-------------------------------------|--------------|--------|-----------------------------------|------------------|--------------------------------------------------------------------------|
| <a href="#">Arcane Acceleration</a> | Critical Hit | 30%    | 15% / 30% / 45% / 60% / 75% / 90% | 2 Seconds        | <a href="#">Gantulys</a> (Kill) - 10.20%                                 |
|                                     |              |        |                                   |                  | <a href="#">Gantulys</a> (Capture] 9.25%                                 |
|                                     |              |        | Fire Rate to Primaries            |                  | <a href="#">Orphix Ver</a> <a href="#">Proxima</a> 6.9%                  |
|                                     |              |        |                                   |                  | <a href="#">Orphix Ve</a> <a href="#">Proxima</a> 5.63%                  |
|                                     |              |        |                                   |                  | <a href="#">Gantulys</a> (Capture] 5.92%                                 |
| <a href="#">Arcane Aegis</a>        | Damaged      | 3%     | 5% / 10% / 15% / 20% / 25% / 30%  | 12 Seconds       | <a href="#">Orphix Ver</a> <a href="#">Proxima</a> 3.45%                 |
|                                     |              |        | Shield Regen/sec                  |                  | <a href="#">Orphix Ve</a> <a href="#">Proxima</a> 2.82%                  |
|                                     |              |        |                                   |                  |                                                                          |
| <a href="#">Arcane Agility</a>      | Damaged      | 60%    | 10% / 20% / 30% / 40% / 50% / 60% | 18 Seconds       | <a href="#">Gantulys</a> (Kill)- 10.2 <a href="#">Gantulys</a> (Capture] |
|                                     |              |        | Parkour Velocity                  |                  |                                                                          |



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



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

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

| Name                            | Criteria      | Chance                             | Effect                                               | Duration / Range                  | Location and Rarity                            |
|---------------------------------|---------------|------------------------------------|------------------------------------------------------|-----------------------------------|------------------------------------------------|
| <a href="#">Arcane Eruption</a> | 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%                        |
| <a href="#">Arcane Fury</a>     | Critical Hit  | 60%                                | 30% / 60% / 90% / 120% / 150% / 180% Damage on Melee | 18 Seconds                        | Orphix Neptune Proxima 3.45%                   |
| <a href="#">Arcane Grace</a>    | Damaged       | 9%                                 | 1% / 2% / 3% / 4% / 5% / 6% Health Regen/sec         | 9 Seconds                         | Hydrolys (Capture) 5%) Orphix Ve Proxima 1.41% |
|                                 |               |                                    |                                                      |                                   |                                                |
| <a href="#">Arcane Guardian</a> | 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%                      |
|                                  |          |                      |                  |                  | <a href="#">Orphix</a>      |
|                                  |          |                      |                  |                  | <a href="#">Neptune</a>     |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 6.90%                       |
|                                  |          |                      |                  |                  | <a href="#">Orphix Ve</a>   |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 5.63%                       |
|                                  |          |                      |                  |                  | <a href="#">Terapist</a>    |
|                                  |          |                      |                  |                  | (Capture)                   |
|                                  |          |                      |                  |                  | 6.02%                       |
|                                  |          |                      |                  |                  | <a href="#">Orphix</a>      |
|                                  |          |                      |                  |                  | <a href="#">Neptune</a>     |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 6.90%                       |
|                                  |          |                      |                  |                  | <a href="#">Orphix Ve</a>   |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 5.63%                       |
|                                  |          |                      |                  |                  | <a href="#">Terapist</a> (k |
|                                  |          |                      |                  |                  | - 14.95%                    |
|                                  |          |                      |                  |                  | <a href="#">Terapist</a>    |
|                                  |          |                      |                  |                  | (Capture)                   |
|                                  |          |                      |                  |                  | 12.05%                      |
|                                  |          |                      |                  |                  | <a href="#">Orphix Ver</a>  |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 10.34%                      |
|                                  |          |                      |                  |                  | <a href="#">Orphix</a>      |
|                                  |          |                      |                  |                  | <a href="#">Neptune</a>     |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 10.34%                      |
|                                  |          |                      |                  |                  | <a href="#">Orphix Plu</a>  |
|                                  |          |                      |                  |                  | <a href="#">Proxima</a>     |
|                                  |          |                      |                  |                  | 10%                         |
| <a href="#">Arcane Ice Storm</a> | 10       | <a href="#">Cold</a> | 2%               | 15 Seconds       | <a href="#">Ascensio</a>    |
|                                  | Status   |                      | Ability Strength |                  | <a href="#">Sisters c</a>   |

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



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

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



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

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



| Name                             | Criteria     | Chance    | Effect       | Duration / Range | Location and Rarity |
|----------------------------------|--------------|-----------|--------------|------------------|---------------------|
|                                  |              |           |              |                  | Orphix Ve           |
|                                  |              |           |              |                  | Proxima             |
|                                  |              |           |              |                  | 5.63%               |
|                                  |              |           |              |                  | Gantulys            |
|                                  |              |           |              |                  | (Capture]           |
|                                  |              |           |              |                  | 5.92%               |
| <a href="#">Arcane Ultimatum</a> | Finisher     | 100%      | 200 / 400 /  | 45 Seconds       | Orphix              |
|                                  |              |           | 600 / 800 /  |                  | Neptune             |
|                                  |              |           | 1000 / 1200  |                  | Proxima             |
|                                  |              |           | Armor        |                  | 3.45%               |
|                                  |              |           |              |                  | Orphix Ve           |
|                                  |              |           |              |                  | Proxima             |
|                                  |              |           |              |                  | 2.82%               |
|                                  |              |           |              |                  | Hydrolys            |
|                                  |              |           |              |                  | (Kill) -            |
| <a href="#">Arcane Velocity</a>  | 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             |
| <a href="#">Arcane Victory</a>   | 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%               |
| <a href="#">Arcane Warmth</a>    | 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%<br><a href="#">Orphix Ver</a><br><a href="#">Proxima</a><br>10.34%<br><a href="#">Orphix</a><br><a href="#">Neptune</a><br><a href="#">Proxima</a><br>10.34%<br><a href="#">Orphix Plu</a><br><a href="#">Proxima</a><br>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                    |
|-----------------------------------|----------------------------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|----------------------------------------|
| <a href="#">Theorem Contagion</a> | In Zone of Residual Arcane | 100%   | Creates a globe that orbits the player every 2s. Globe strikes the nearest enemy within 15 m dealing <b>150</b> damage increasing the vulnerability to the globe's damage type by <b>25% / 50% / 75% / 100% / 150% / 200%</b> | <b>6</b> Seconds<br><br>Globes persist for <b>30</b> seconds upon leaving the zone | Arcana <a href="#">Isolation Vault</a> |

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

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

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

### 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 |
|-----------------------------|----------|-------------|------------------------------------------|------------------|-----------------------------|
|                             |          |             | <b>100 / 200 / 300 / 400 / 500 / 600</b> |                  |                             |
| <a href="#">Magus Vigor</a> | N/A      | <b>100%</b> | Increased <a href="#">Health</a>         | N/A              | <b>2,500</b>                |
| <a href="#">Magus Husk</a>  | N/A      | <b>100%</b> | <b>50 / 100 / 150</b>                    | N/A              | <b>5,000</b>                |

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

| Name                           |                     | Criteria                           | Chance | Effect                                                                                                                                                                                                      | Duration / Range                    | Location and Rarity / Price |
|--------------------------------|---------------------|------------------------------------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|-----------------------------|
|                                |                     |                                    |        | 15% / 30% / 45% / 60% / 75% / 80% of their Max Health to anyone within 25m.                                                                                                                                 |                                     |                             |
| <a href="#">Magus Glitch</a>   | Transference Static | 17% / 34% / 51% / 68% / 85% / 102% |        | Chance to negate Transference Static.                                                                                                                                                                       | N/A                                 | 10,000                      |
| <a href="#">Magus Revert</a>   | 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                      |
| <a href="#">Magus Firewall</a> | 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 |
|----------------------------------|----------------|--------|------------------------------------------------------------------------------------------------------------------|-------------------|-----------------------------|
| <a href="#">Magus Drive</a>      | Enter Warframe | 100%   | Increase K-Drive Speed by <b>25% / 50% / 75% / 100% / 125% / 150%</b> .                                          | <b>30</b> Seconds | <b>10,000</b>               |
| <a href="#">Magus Lockdown</a>   | Void Sling     | 100%   | Drop a Tether Mine at destination that tethers up to <b>10</b> enemies within <b>3 / 6 / 9 / 12 / 13 / 15m</b> . | <b>4</b> Seconds  | <b>10,000</b>               |
| <a href="#">Magus Destruct</a>   | Void Sling     | 100%   | Reduce Enemy Resistance to Puncture Damage by <b>12% / 25% / 37% / 50% / 60% / 65%</b> .                         | N/A               | <b>10,000</b>               |
| <a href="#">Magus Anomaly</a>    | Enter Warframe | 100%   | Enemies within <b>5 / 10 / 15 / 20 / 25 / 30m</b> are pulled towards Warframe.                                   | N/A               | <b>10,000</b>               |
| <a href="#">Magus Melt</a>       | Void Sling     | 100%   | Increase Heat Damage in Operator Mode by <b>30%</b> , stacking up to <b>2 / 3 / 4 / 5 / 6 / 7x</b> .             | <b>15</b> Seconds | <b>10,000</b>               |
| <a href="#">Magus Accelerant</a> | Void Sling     | 100%   | Reduce Enemy Resistance to Heat Damage by <b>12%</b> .                                                           | N/A               | <b>10,000</b>               |



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

## 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                                                                                                                                                            |
|-------------------------------------|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">Emergence Dissipate</a> | Void Sling      | Press <PRE_ATTACK> to dissipate the endpoint in a 10m radius. Enemies hit create a short lived Void Mote that replenishes <b>5 / 6 / 7 / 8 / 9 / 10</b> Energy on pick up. | <a href="#">Void Angel</a> - 1.67%<br><a href="#">Ravenous Void Angel</a> - 0.67%<br><a href="#">Thrax Centurion</a> - 0.33%<br><a href="#">Thrax Legatus</a> - 0.33%<br><b>10,000</b> |
| <a href="#">Emergence Renewed</a>   | Energy Depleted | Increase Energy Regeneration by <b>50% / 100% / 150% / 200% / 250% / 300%</b> over 5s.<br>Cooldown: 30s                                                                    | <a href="#">Void Angel</a> - 1.67%<br><a href="#">Ravenous Void Angel</a> - 0.67%<br><a href="#">Thrax Centurion</a> - 0.33%<br><a href="#">Thrax Legatus</a> - 0.33%<br><b>7,500</b>  |
| <a href="#">Emergence Savior</a>    | Lethal          | Become invulnerable for 5s                                                                                                                                                 | <a href="#">Void Angel</a> - 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       |
|----------------------------------|-------------------------|--------|-------------------------------------------------------------------|------------------------|
| <a href="#">Exodia Brave</a>     | Heavy Attack Kill       | 100%   | 1.25 / 2.5 / 3.75 / 5 Increased Energy regen                      | 4 Seconds              |
| <a href="#">Exodia Force</a>     | Status Effect           | 50%    | Burst inflicted target for 50% / 100% / 150% / 200% weapon damage | 6 Meters               |
| <a href="#">Exodia Hunt</a>      | Slam Attack             | 50%    | Pull in nearby enemies                                            | 6 / 8 / 10 / 12 Meters |
| <a href="#">Exodia Might</a>     | Finisher                | 50%    | 7.5% / 15% / 22.5% / 30% Additional Lifesteal                     | 8 Seconds              |
| <a href="#">Exodia Triumph</a>   | Hit                     | N/A    | 12.5% / 25% / 37.5% / 50% Additional Combo Count Chance           | N/A                    |
| <a href="#">Exodia Valor</a>     | Hit Lifted Enemy        | N/A    | 50% / 100% / 150% / 200% Additional Combo Count Chance            | N/A                    |
| <a href="#">Exodia Contagion</a> | Air Attack <sup>1</sup> | 100%   | 100% / 200% / 300% / 400%                                         | Determined by gravity  |

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

<sup>[1]</sup> 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                                          |
|----------------------------|------------------|--------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------|
| <a href="#">Pax Bolt</a>   | Headshot<br>Kill | 100%   | 7.5% / 15% / 22.5% /<br>30%<br>Increased Strength and<br>Efficiency on next ability              | 4 Seconds                                                 |
| <a href="#">Pax Charge</a> | Passive          | 100%   | Makes magazine<br>rechargeable                                                                   | 12.5% / 25% /<br>37.5% / 50%<br>Reduced<br>Recharge Delay |
| <a href="#">Pax Seeker</a> | Headshot<br>Kill | 100%   | Releases<br>1 / 2 / 3 / 4<br>Homing projectiles                                                  | N/A                                                       |
| <a href="#">Pax Soar</a>   | Airborne         | 100%   | 12.5%, 1.3 / 25%, 2.5 /<br>37.5%, 3.8 / 50%, 5<br>+Accuracy - Recoil,<br>+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                               |
|----------------------------------|----------|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|
| <a href="#">Residual Boils</a>   | Kill     | 20%    | Spawn volatile hives that explode when enemies approach for <b>80</b> <a href="#">Heat</a> Damage Standing in the area applies <a href="#">Heat</a> Damage to Theorem Arcanes                | <b>3 / 6 / 9 / 12</b> Seconds <b>10</b> Meters |
| <a href="#">Residual Malodor</a> | Kill     | 20%    | Create a frigid mist dealing <b>40</b> <a href="#">Cold</a> Damage Standing in the area applies <a href="#">Cold</a> Damage to Theorem Arcanes                                               | <b>3 / 6 / 9 / 12</b> Seconds <b>10</b> Meters |
| <a href="#">Residual Shock</a>   | Kill     | 20%    | Spawn an electrified spike, dealing <b>200</b> <a href="#">Electricity</a> Damage to enemies within range Standing in the area applies <a href="#">Electricity</a> Damage to Theorem Arcanes | <b>3 / 6 / 9 / 12</b> Seconds <b>10</b> Meters |
| <a href="#">Residual Viremia</a> | Kill     | 20%    | Create a pool of toxic blood, dealing <b>40</b> <a href="#">Toxin</a> Damage Standing in the area applies the <a href="#">Toxin</a> Damage to Theorem Arcanes                                | <b>3 / 6 / 9 / 12</b> Seconds <b>10</b> 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  |
|--------------------------------|---------------|--------|-----------------------------------------------------------------------------|------------------|--------|
| <a href="#">Virtuos Null</a>   | Kill          | 100%   | 5% / 10% / 15% / 20%<br>Increased <a href="#">Amp</a> energy regen          | 4 Seconds        | 2,500  |
| <a href="#">Virtuos Tempo</a>  | Kill          | 60%    | 15% / 30% / 45% / 60%<br>Increased <a href="#">Amp</a> fire rate            | 8 Seconds        | 5,000  |
| <a href="#">Virtuos Fury</a>   | Status Effect | 20%    | 7.5% / 15% / 22.5% / 30%<br>Increased <a href="#">Amp</a> Damage            | 4 Seconds        | 7,500  |
| <a href="#">Virtuos Strike</a> | Critical      | 20%    | 20% / 40% / 60% / 80%<br>Increased <a href="#">Amp</a> Critical Damage      | 4 Seconds        | 10,000 |
| <a href="#">Virtuos Shadow</a> | Headshot      | 40%    | 15% / 30% / 45% / 60%<br>Multiplicative <a href="#">Amp</a> Critical Chance | 12 Seconds       | 10,000 |
| <a href="#">Virtuos Ghost</a>  | Headshot      | 40%    | 15% / 30% / 45% / 60%<br>Increased <a href="#">Amp</a> Status Chance        | 12 Seconds       | 10,000 |
|                                | Hit           | 100%   | 24% / 48% / 72% /                                                           | N/A              |        |



| Name                          | Criteria | Chance | Effect                                        | Duration / Range | Price |
|-------------------------------|----------|--------|-----------------------------------------------|------------------|-------|
|                               |          |        | Damage Converted to <b>Viral</b> Damage       |                  |       |
|                               |          |        | 24% / 48% / 72% / 98%                         |                  |       |
| <a href="#">Virtuos Surge</a> | Hit      | 100%   | Damage Converted to <b>Electricity</b> Damage | N/A              | 5,000 |
|                               |          |        | 24% / 48% / 72% / 98%                         |                  |       |
| <a href="#">Virtuos Spike</a> | Hit      | 100%   | Damage Converted to <b>Puncture</b> Damage    | N/A              | 5,000 |
|                               |          |        | 24% / 48% / 72% / 98%                         |                  |       |
| <a href="#">Virtuos Forge</a> | Hit      | 100%   | Damage Converted to <b>Heat</b> 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          |
|-----------------------------------|------------------|--------|------------------------------------|------------------|------------------------------------|
|                                   |                  |        |                                    |                  | <a href="#">Void Angel</a> - 1.67% |
|                                   |                  |        |                                    |                  | <a href="#">Ravenous</a>           |
|                                   |                  |        | +10% / 20% / 30% / 40% / 50% / 60% |                  | <a href="#">Void Angel</a> - 0.67% |
|                                   | Operator Ability | 100%   | Damage to Amps                     | 8 Seconds        | <a href="#">Thrax</a>              |
| <a href="#">Eternal Eradicate</a> |                  |        |                                    |                  | <a href="#">Centurion</a> - 0.33%  |
|                                   |                  |        |                                    |                  | <a href="#">Thrax</a>              |
|                                   |                  |        |                                    |                  | <a href="#">Legatus</a> - 0.33%    |
|                                   |                  |        |                                    |                  | 5,000                              |



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

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

| Name                               | Criteria                           | Chance | Effect                                                                                                                                                             | Duration / Range                                                              | Location and Rarity                                                                              |
|------------------------------------|------------------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| <a href="#">Primary Dexterity</a>  | Melee Kill                         | 100%   | 10% / 20% / 30% / 40% / 50% / 60% Damage for Primaries; Stacks up to 6 times.<br>- / - / - / - / - / +7.5s to <a href="#">Melee Combo</a> <a href="#">Duration</a> | Stacks last 20 seconds and decay one at a time.<br>Rank 5 bonuses are Passive | <a href="#">Acolytes</a> - 16.6%                                                                 |
| <a href="#">Primary Exhilarate</a> | Weapon Impact Status Effect        | 100%   | + .2 / .4 / .6 / .8 / 1 / 1.2 Energy per second; Stacks up to 3 times.                                                                                             | 10 Seconds                                                                    | <a href="#">The Circuit's</a><br><a href="#">The Steel Path</a><br><a href="#">Acrithis</a> Shop |
| <a href="#">Primary Merciless</a>  | Kill                               | 100%   | 5% / 10% / 15% / 20% / 25% / 30% Damage for Primaries; Stacks up to 12 times.<br>- / - / - / - / - / +30% to <a href="#">Reload Speed</a>                          | Stacks last 4 seconds and decay one at a time.<br>Rank 5 bonuses are Passive  | <a href="#">Acolytes</a> - 16.6%                                                                 |
| <a href="#">Primary Frostbite</a>  | <a href="#">Cold</a> 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.                           | <a href="#">Conjunction Survival</a> (Circulus, Rotation C) - 10.20%                             |

| Name                                 | Criteria                 | Chance | Effect                                                        | Duration / Range                           | Location and Rarity            |
|--------------------------------------|--------------------------|--------|---------------------------------------------------------------|--------------------------------------------|--------------------------------|
|                                      |                          |        | Multishot;<br>Stacks up to 40 times.                          |                                            |                                |
|                                      | Weapon                   |        |                                                               | Cooldown                                   | The Circuit's                  |
| <a href="#">Primary Obstruct</a>     | <a href="#">Magnetic</a> | 100%   | Jam enemy weapons                                             | <b>60 / 50 / 40 / 30 / 20 / 10</b> Seconds | <a href="#">The Steel Path</a> |
|                                      | Status Effect            |        |                                                               | <b>15</b> Meters                           | <a href="#">Acrithis Shop</a>  |
|                                      |                          |        | Increased damage per round loaded based on max magazine size. | <b>3 / 4 / 5 / 6 / 8 / 10</b> Seconds      | <a href="#">Mirror Defense</a> |
| <a href="#">Primary Plated Round</a> | 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                |
|-----------------------------------|--------------|--------|-----------------------------------------------|------------------|------------------------------------|
|                                   |              |        |                                               |                  | <a href="#">Void Angel</a> - 1.67% |
|                                   |              |        |                                               |                  | <a href="#">Ravenous</a>           |
|                                   |              |        |                                               |                  | <a href="#">Void Angel</a> - 0.67% |
|                                   |              |        | <b>+40% / 80% / 120% / 160% / 200% / 240%</b> |                  | <a href="#">Thrax</a>              |
| <a href="#">Fractalized Reset</a> | Ability Cast | 100%   | Reload Speed.                                 | <b>5</b> Seconds | <a href="#">Centurion</a> - 0.33%  |
|                                   |              |        |                                               |                  | <a href="#">Thrax</a>              |
|                                   |              |        |                                               |                  | <a href="#">Legatus</a> - 0.33%    |
|                                   |              |        |                                               |                  | <b>5,000</b>                       |

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                        |
|-----------------------------------|-----------------|--------|-----------------------------------------------------|------------------|--------------------------------------------|
| <a href="#">Longbow Sharpshot</a> | 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                        |
|----------------------------------|---------------------------------|--------|-----------------------------------------------------------------------------------------------------------|------------------|--------------------------------------------|
| <a href="#">Shotgun Vendetta</a> | 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        |
|-------------------------------------|---------------|--------|------------------------------------|-------------------|----------------------------|
|                                     |               |        | 20% / 40% /                        |                   |                            |
|                                     |               |        | 60% / 80% /                        |                   |                            |
|                                     |               |        | 100% / 120%                        |                   |                            |
| <a href="#">Secondary Deadhead</a>  | Headshot Kill | 100%   | <a href="#">Damage</a> for         | Stacks last       | <a href="#">Acolytes</a> - |
|                                     |               |        | Secondaries;                       | <b>24</b> seconds |                            |
|                                     |               |        | Stacks up to 3                     | and decay         |                            |
|                                     |               |        | times.                             | one at a          |                            |
|                                     |               |        | - / - / - / - / - /                | time.             |                            |
|                                     |               |        | <b>+30%</b> to                     | Rank 5            | 16.6%                      |
|                                     |               |        | <a href="#">Headshot</a>           |                   |                            |
|                                     |               |        | <a href="#">Damage</a>             |                   |                            |
|                                     |               |        | <a href="#">Multiplier</a>         |                   |                            |
|                                     |               |        | - / - / - / - / - /                |                   |                            |
| <a href="#">Secondary Dexterity</a> | Melee Kill    | 100%   | <b>-50%</b> <a href="#">Recoil</a> | Stacks last       | <a href="#">Acolytes</a> - |
|                                     |               |        | 10% / 20% /                        |                   |                            |
|                                     |               |        | 30% / 40% /                        |                   |                            |
|                                     |               |        | 50% / 60%                          |                   |                            |
|                                     |               |        | <a href="#">Damage</a> for         |                   |                            |
|                                     |               |        | Secondaries;                       | 20 seconds        | 16.6%                      |
|                                     |               |        | Stacks up to 6                     | and decay         |                            |
|                                     |               |        | times.                             | one at a          |                            |
|                                     |               |        | - / - / - / - / - /                | time.             |                            |
|                                     |               |        | <b>+75%</b> <a href="#">Multi</a>  | Rank 5            |                            |
|                                     |               |        | bonuses are                        |                   |                            |
|                                     |               |        |                                    |                   |                            |
|                                     |               |        |                                    |                   |                            |
|                                     |               |        |                                    |                   |                            |
|                                     |               |        |                                    |                   |                            |

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

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

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</a> | Roll     | <b>100%</b> | <b>+50% / 100% / 150% / 200% / 250% / 300%</b> Critical Chance on Headshots | <b>4</b> Seconds | <a>Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion -</a> |

| Name | Criteria | Chance | Effect | Duration / Range | Location and Rarity                             |
|------|----------|--------|--------|------------------|-------------------------------------------------|
|      |          |        |        |                  | <a href="#">Legatus</a> - 0.33%<br><b>5,000</b> |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 1.67%              |
|      |          |        |        |                  | <a href="#">Ravenous</a>                        |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 0.67%              |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Centurion</a> - 0.33%               |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Legatus</a> - 0.33%                 |
|      |          |        |        |                  | <b>7,500</b>                                    |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 1.67%              |
|      |          |        |        |                  | <a href="#">Ravenous</a>                        |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 0.67%              |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Centurion</a> - 0.33%               |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Legatus</a> - 0.33%                 |
|      |          |        |        |                  | <b>5,500</b>                                    |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 1.67%              |
|      |          |        |        |                  | <a href="#">Ravenous</a>                        |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 0.67%              |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Centurion</a> - 0.33%               |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Legatus</a> - 0.33%                 |
|      |          |        |        |                  | <b>5,500</b>                                    |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 1.67%              |
|      |          |        |        |                  | <a href="#">Ravenous</a>                        |
|      |          |        |        |                  | <a href="#">Void Angel</a> - 0.67%              |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |
|      |          |        |        |                  | <a href="#">Centurion</a> - 0.33%               |
|      |          |        |        |                  | <a href="#">Thrax</a>                           |

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

| Name | Criteria | Chance | Effect | Duration / Range | Location and Rarity |
|------|----------|--------|--------|------------------|---------------------|
|      |          |        |        |                  | 0.33%<br>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                                                 |
|-------------------------------------|----------------------------------------------|--------|----------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|---------------------------------------------------------------------|
| <a href="#">Conjunction Voltage</a> | <a href="#">Electricity</a><br>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. | <a href="#">Conjunction Survival</a> (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                                                        |
|----------------------------------|--------------------------------------------------------------|--------|----------------------------------------------------|------------------|----------------------------------------------------------------------------|
| <a href="#">Akimbo Slip Shot</a> | While <a href="#">Sliding</a> or <a href="#">Aim Gliding</a> | 100%   | +15% / 25% / 35% / 45% / 55% / 65% Ammo Efficiency | N/A              | <a href="#">The Circuit's The Steel Path</a> <a href="#">Acridith Shop</a> |

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                                                                                                                                     |
|-----------------------------------|---------------------------------|--------|-------------------------------------------------------------------------------------------------------------------|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">Melee Afflictions</a> | On Knockdown, Lifted or Ragdoll | 100%   | Inflict <b>1 / 2 / 3 / 4 / 5 / 6</b> additional Status Effects                                                    | N/A                                  | <a href="#">Ascension Sisters of Parvos</a> - 6.60%<br><a href="#">Ascension Sisters of Parvos (The Steel Path)</a> - 20%<br><a href="#">Ordis Shop</a> |
| <a href="#">Melee Animosity</a>   | Melee Hit                       | 100%   | <b>7% / 14% / 21% / 28% / 35% / 42%</b> <a href="#">Critical Chance</a> for Heavy Attacks; Stacks up to 10 times. | Stacks are consumed on Heavy Attack. | <a href="#">Mocking Whisper</a> - 6.25%<br><a href="#">Scathing Whisper</a> - 6.25%<br><a href="#">The Fragmented</a> - 6.25%                           |

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

|                          | Current | 100% | 5% / 10% / 15% / | N/A | Mocking    |
|--------------------------|---------|------|------------------|-----|------------|
| <u>Melee Retaliation</u> | Shields |      | 20% / 25% /      |     | Whisper -  |
|                          |         |      | 30% Damage for   |     | 12.5%      |
|                          |         |      | every 200        |     | Scathing   |
|                          |         |      | current Shields. |     | Whisper -  |
|                          |         |      | Bonus halved for |     | 12.5%      |
|                          |         |      | Overshields      |     | The        |
|                          |         |      |                  |     | Fragmented |
|                          |         |      |                  |     | - 12.5%    |

| Name         | Criteria                           | Chance                                        | Effect          | Duration / Range | Location and Rarity                                                                                                          |
|--------------|------------------------------------|-----------------------------------------------|-----------------|------------------|------------------------------------------------------------------------------------------------------------------------------|
|              |                                    |                                               |                 |                  | - 7%<br>5,000                                                                                                                |
|              |                                    |                                               |                 |                  | Mocking<br>Whisper -<br>6.25%<br>Scathing<br>Whisper -<br>6.25%<br>The<br>Fragmented<br>- 6.25%<br>Guzzling<br>- 7%<br>7,500 |
| Melee Vortex | Melee Kill on an enemy affected by | 20% / 25%<br>/ 30% /<br>35% /<br>40% /<br>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   |
| The Steel Path                                                                                                                                                                                                                                                 | <a href="#">Primary Deadhead</a> • <a href="#">Primary Dexterity</a> • <a href="#">Primary Merciless</a>                                                                      |           |       |          |     |        |      |
| The Zariman                                                                                                                                                                                                                                                    | <a href="#">Fractalized Reset</a>                                                                                                                                             |           |       |          |     |        |      |
| Conjunction Survival                                                                                                                                                                                                                                           | <a href="#">Primary Frostbite</a>                                                                                                                                             |           |       |          |     |        |      |
| Mirror Defense                                                                                                                                                                                                                                                 | <a href="#">Primary Plated Round</a>                                                                                                                                          |           |       |          |     |        |      |
| Duviri                                                                                                                                                                                                                                                         | <a href="#">Longbow Sharpshot</a> • <a href="#">Primary Blight</a> • <a href="#">Primary Exhilarate</a> • <a href="#">Primary Obstruct</a> • <a href="#">Shotgun Vendetta</a> |           |       |          |     |        |      |
| <a href="#">Eidolon</a> • <a href="#">Arcane Helmets</a> • <a href="#">Ostron</a> • <a href="#">Operator</a> • <a href="#">Amp</a> • <a href="#">Solaris United</a> • <a href="#">The Holdfasts</a> • <a href="#">The Quills</a> • <a href="#">Vox Solaris</a> |                                                                                                                                                                               |           |       |          |     |        |      |

| Game System <b>Mechanics</b> |                            |                                                                                                                                                                                                                                                                                                                                                                                                         | <a href="#">Edit</a> | <a href="#">[Collapse]</a> |
|------------------------------|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|----------------------------|
| <b>Currencies</b>            |                            | <a href="#">Credits</a> • <a href="#">Orokin Ducats</a> • <a href="#">Endo</a> • <a href="#">Platinum</a> • <a href="#">Aya</a> • <a href="#">Regal Aya</a> • <a href="#">Standing</a>                                                                                                                                                                                                                  |                      |                            |
| <b>General</b>               | <b>Basics</b>              | <a href="#">Arsenal</a> • <a href="#">Codex</a> • <a href="#">Daily Tribute</a> • <a href="#">Empyrean</a> • <a href="#">Foundry</a> • <a href="#">Market</a> • <a href="#">Mastery Rank</a> • <a href="#">Nightwave</a> • <a href="#">Orbiter</a> • <a href="#">Player Profile</a> • <a href="#">Reset</a> • <a href="#">Star Chart</a>                                                                |                      |                            |
|                              | <b>Lore</b>                | <a href="#">Alignment</a> • <a href="#">Fragments</a> • <a href="#">Leverian</a> • <a href="#">Quest</a>                                                                                                                                                                                                                                                                                                |                      |                            |
|                              | <b>Factions</b>            | <a href="#">Corpus</a> • <a href="#">Grineer</a> • <a href="#">Infested</a> • <a href="#">Orokin</a> • <a href="#">Sentient</a> • <a href="#">Syndicates</a> • <a href="#">Tenno</a>                                                                                                                                                                                                                    |                      |                            |
|                              | <b>Social</b>              | <a href="#">Chat</a> • <a href="#">Clan</a> • <a href="#">Clan Dojo</a> • <a href="#">Leaderboards</a> • <a href="#">Trading</a>                                                                                                                                                                                                                                                                        |                      |                            |
|                              | <b>Squad</b>               | <a href="#">Host Migration</a> • <a href="#">Inactivity Penalty</a> • <a href="#">Matchmaking</a>                                                                                                                                                                                                                                                                                                       |                      |                            |
|                              | <b>Player Housing</b>      | <a href="#">Clan Dojo</a> • <a href="#">Dormizone</a> • <a href="#">Drifter's Camp</a> • <a href="#">Orbiter</a>                                                                                                                                                                                                                                                                                        |                      |                            |
| <b>Gameplay</b>              | <b>Basics</b>              | <a href="#">Affinity</a> • <a href="#">Buff &amp; Debuff</a> • <a href="#">Death</a> • <a href="#">Hacking</a> • <a href="#">Invisible</a> • <a href="#">Maneuvers</a> • <a href="#">One-Handed Action</a> • <a href="#">Open World</a> • <a href="#">Pickups</a> • <a href="#">Radar</a> • <a href="#">Stealth</a> • <a href="#">Tile Sets</a> • <a href="#">Void Relic</a> • <a href="#">Waypoint</a> |                      |                            |
|                              | <b>Damage Mechanics</b>    | <a href="#">Critical Hit</a> • <a href="#">Damage</a> • <a href="#">Damage Redirection</a> • <a href="#">Damage Reduction</a> • <a href="#">Damage Reflection</a> • <a href="#">Damage Type Modifier</a> • <a href="#">Damage Vulnerability</a> • <a href="#">Health</a> • <a href="#">Status Effect</a>                                                                                                |                      |                            |
|                              | <b>Enemies</b>             | <a href="#">Bosses</a> • <a href="#">Death Mark</a> • <a href="#">Enemy Behavior</a> • <a href="#">Eximus (Overguard)</a> • <a href="#">Lich System</a>                                                                                                                                                                                                                                                 |                      |                            |
|                              | <b>Mission</b>             | <a href="#">Arbitrations</a> • <a href="#">Archon Hunt</a> • <a href="#">Break Narmer</a> • <a href="#">Empyrean</a> • <a href="#">Invasion</a> • <a href="#">Sortie</a> • <a href="#">Tactical Alert</a> • <a href="#">The Circuit</a> • <a href="#">The Steel Path</a> • <a href="#">Void Fissure</a>                                                                                                 |                      |                            |
|                              | <b>Activities</b>          | <a href="#">Captura</a> • <a href="#">Conservation</a> • <a href="#">Fishing</a> • <a href="#">K-Drive Race</a> • <a href="#">Ludoplex</a> • <a href="#">Mining</a>                                                                                                                                                                                                                                     |                      |                            |
|                              | <b>PvP</b>                 | <a href="#">Duel</a> • <a href="#">Conclave (Lunaro)</a> • <a href="#">Frame Fighter</a>                                                                                                                                                                                                                                                                                                                |                      |                            |
|                              | <b>Other</b>               | <a href="#">Gravity</a> • <a href="#">Threat Level</a>                                                                                                                                                                                                                                                                                                                                                  |                      |                            |
| <b>Equipment</b>             | <b>Modding and Arcanes</b> | <b>Arcane Enhancements</b> • <a href="#">Archon Shard</a> • <a href="#">Fusion</a> • <a href="#">Mods (Flawed, Riven)</a> • <a href="#">Polarization</a> • <a href="#">Transmutation</a> • <a href="#">Valence Fusion</a>                                                                                                                                                                               |                      |                            |
|                              | <b>Warframe</b>            | <a href="#">Attributes (Armor, Energy, Health, Shield, Sprint</a>                                                                                                                                                                                                                                                                                                                                       |                      |                            |

|                  |                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|------------------|-------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                  |                                           | <a href="#">System</a> , <a href="#">Passives</a> , <a href="#">Duration</a> , <a href="#">Efficiency</a> , <a href="#">Range</a> , <a href="#">Strength</a> )                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                  | <b>Weapons</b>                            | <a href="#">Accuracy</a> • <a href="#">Alternate Fire</a> • <a href="#">Ammo</a> • <a href="#">Area of Effect</a> • <a href="#">Attack Speed</a> • <a href="#">Bounce</a> • <a href="#">Critical Hit</a> • <a href="#">Damage Falloff</a> • <a href="#">Exalted Weapon</a> • <a href="#">Fire Rate</a> • <a href="#">Hitscan</a> • <a href="#">Holster</a> • <a href="#">Incarnon</a> • <a href="#">Melee</a> • <a href="#">Multishot</a> • <a href="#">Noise</a> • <a href="#">Projectile</a> • <a href="#">Projectile Speed</a> • <a href="#">Punch Through</a> • <a href="#">Recoil</a> • <a href="#">Reload</a> • <a href="#">Ricochet</a> • <a href="#">Trigger Type</a> • <a href="#">Zoom</a> |
|                  | <b>Operator</b>                           | <a href="#">Amp</a> • <a href="#">Focus</a> ( <a href="#">Madurai</a> , <a href="#">Vazarin</a> , <a href="#">Naramon</a> , <a href="#">Unairu</a> , <a href="#">Zenurik</a> ) • <a href="#">Lens</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                  | <b>Drifter and Duviri</b>                 | <a href="#">Decrees</a> • <a href="#">Drifter Combat</a> • <a href="#">Drifter Intrinsic</a> s • <a href="#">Kaithe</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                  | <b>Other</b>                              | <a href="#">Archwing</a> • <a href="#">Companion</a> • <a href="#">K-Drive</a> • <a href="#">Necramech</a> • <a href="#">Parazon</a> • <a href="#">Railjack</a>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>Technical</b> | <b>General</b>                            | <a href="#">AI Director</a> • <a href="#">Drop Tables</a> • <a href="#">HUD</a> • <a href="#">Key Bindings</a> • <a href="#">Material Structures</a> • <a href="#">PBR</a> • <a href="#">Rarity</a> • <a href="#">RNG</a> • <a href="#">Settings</a> • <a href="#">String Interpolation</a> • <a href="#">Text Icons</a> • <a href="#">Upgrade</a>                                                                                                                                                                                                                                                                                                                                                   |
|                  | <b>Software, Networking, and Services</b> | <a href="#">Cross Platform Play</a> • <a href="#">Cross Platform Save</a> • <a href="#">Dedicated Servers</a> • <a href="#">EE.cfg</a> • <a href="#">EE.log</a> • <a href="#">File Directory</a> • <a href="#">Fonts</a> • <a href="#">Network Architecture</a> • <a href="#">Public Export</a> • <a href="#">Public Test Cluster</a> • <a href="#">Stress Test</a> • <a href="#">Warframe Arsenal Twitch Extension</a> • <a href="#">World State</a>                                                                                                                                                                                                                                                |
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