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# Volcanic Edge

53

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**Volcanic Edge** is a mod that increases both the  [Heat](#) damage and [status chance](#) of a melee weapon by 15% per rank for a maximum of 60% at rank 3.

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## Volcanic Edge

Full Icon



 Tradeable

Cannot be obtained from transmutation



| Rank |  Heat<br>Damage | Status<br>chance | Cost |
|------|---|------------------|------|
| 0    | +15%  | +15%             | 4    |
| 1    | +30%  | +30%             | 5    |
| 2    | +45%  | +45%             | 6    |
| 3    | +60%  | +60%             | 7    |

## Acquisition

- This mod can be acquired as a random end-of-mission reward for a successful Tier 1 [Spy](#) mission with all 3 Data Vaults hacked.
- Drop Locations:

| +60%  Heat<br>+60% Status Chance |  |
|--|--|
| General Information             |  |
| <b>Type</b>  | Melee  |
| <b>Polarity</b>  |  Madurai |
| <b>Rarity</b>  | Rare   |
| <b>Max Rank</b>  | 3  |
| <b>Endo<br/>Required To<br/>Max</b>  | 210  |
| <b>Credits<br/>Required To<br/>Max</b>   | 10,143   |
| <b>Base<br/>Capacity<br/>Cost</b>  | 4  |
| <b>Trading Tax</b>   |  8,000   |
| <b>Introduced</b>  | <a href="#">Update 13.8</a> (2014-06-19)   |
| Vendor Sources                  |  |
| <a href="#">Baro Ki'Teer</a>   |  |



**Baro Ki'Teer**  
 300 +  150,000

| PC Only Dates | Console Only Dates | All Platforms |
|---------------|--------------------|---------------|
| 2017-10-06    |                    |               |
| 2018-02-09    |                    |               |
| 2018-06-15    | 2017-11-17         |               |
| 2018-11-02    | 2018-03-23         |               |
| 2019-02-22    | 2018-07-27         |               |
| 2019-06-14    | 2018-12-14         | 2023-09-22    |
| 2019-10-11    | 2019-04-05         |               |
| 2020-04-10    | 2019-08-02         |               |
| 2020-11-20    | 2019-11-22         |               |
| 2021-06-04    | 2020-05-22         |               |
| 2022-04-08    | 2021-01-01         |               |
|               | 2021-07-16         |               |
|               | 2022-05-20         |               |

**Official Drop Tables** 

<https://www.warframe.com/droptables>

| Target  | Planet  | Name    | Type | Level  | Tile Set           |
|---|---------|---------|------|--------|--------------------|
|  | Mercury | Suisei  | Spy  | 8 - 10 | Grineer Galleon    |
|  | Venus   | Unda    | Spy  | 4 - 6  | Corpus Outpost     |
|  | Earth   | Cambria | Spy  | 2 - 4  | Grineer Forest     |
|  | Mars    | Arval   | Spy  | 9 - 11 | Grineer Settlement |



| Target  | Planet | Name      | Type | Level   | Tile Set    |
|---|--------|-----------|------|---------|-------------|
|  | Phobos | Shklovsky | Spy  | 11 - 13 | Corpus Ship |

- Originally this mod was acquired by scoring at least 17 points in a single [Breeding Grounds](#) node run.
- This mod is also available from [Baro Ki'Teer](#) for  **150,000** +  **300** in the Concourse section of the [Tenno Relay](#). Note that Baro Ki'Teer's stock changes with each appearance, and this mod may not be available on a succeeding appearance.

## Drop Locations

### Mission Drop Tables

| Mission Type | Source     | Rotations or Drop Table | Chance <sup>[1]</sup> | Quantity <sup>[2]</sup> | Avg. per roll <sup>[3]</sup> | Star Chart Nodes  |
|--------------|------------|-------------------------|-----------------------|-------------------------|------------------------------|---|
| Spy          | Tier 1 Spy | C                       | 10%                   | 1                       | 0.1                          | <ul style="list-style-type: none"> <li>Cambria, Earth</li> <li>Unda, Venus</li> <li>Suisei, Mercury</li> <li>Arval, Mars</li> <li>Shklovsky Phobos</li> </ul> |

### Enemy Drop Tables

| Enemy           | Drop Table Chance <sup>[4]</sup> | Item Chance <sup>[5]</sup> | Chance <sup>[6]</sup> | Expected Kills <sup>[7]</sup> | Quantity <sup>[8]</sup> | Avg. per roll attempt <sup>[9]</sup> |
|-----------------|----------------------------------|----------------------------|-----------------------|-------------------------------|-------------------------|--------------------------------------|
| Thermic Raknoid | 5%                               | 0.5%                       | 0.025%                | 4000                          | 1                       | 0.00025                              |

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See

[Module:DropTables](#) (help to edit on the wiki)



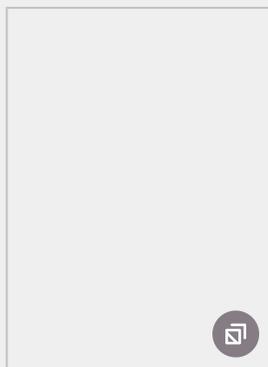
## Notes

- **Volcanic Edge** is additive with similar mods. For example, a [Galatine](#) with a max rank **Volcanic Edge** and [Melee Prowess](#) will have a  $20\% \times (1 + 60\% + 90\%) = 50\%$  status chance.
- Can be stacked with [Melee Prowess](#), [Vicious Frost](#), [Voltaic Strike](#), [Virulent Scourge](#), and [Drifting Contact](#) for a 370% increase in Status Chance. On weapons with at least 22% base Status Chance, this allows them to achieve a total Status Chance value of 100%, allowing every strike to deal Status Effect procs.
  - [Weeping Wounds](#) can further increase the Status Chance depending on the [Melee Combo Counter](#)

## Trivia

- Unlike the previous [Cicero](#) and [Tethra](#) mod sets that depict Warframes already available at the time of the event, the cards from [Operation Breeding Grounds](#) depicted [Mirage](#), a Warframe that at the time was yet to be revealed or released.
- All of the dual-stat event mods for melee weapons have names starting with the letter **V**.

## Gallery



Old appearance

## Patch History

[Update 13.8](#) (2014-06-19)



## See Also

- [Virulent Scourge](#), the [Toxin](#) version from [The Cicero Crisis](#).
- [Voltaic Strike](#), the [Electric](#) version from [Tethra's Doom](#).
- [Vicious Frost](#), the [Cold](#) version from [Operation Cryotic Front](#)
- [Melee Prowess](#), another mod that increases Status Chance.
- [Enduring Affliction](#), a mod that increases Status Chance on lifted enemies.
- [Weeping Wounds](#), an [Acolyte](#) mod that increases Status Chance based on the [Melee Combo Counter](#).
- [Drifting Contact](#), a [Nightmare](#) mod that increases Status Chance and extends the duration of the [Melee Combo Counter](#).

| Elemental Damage Mods   |  | Edit        | [Collapse] |           |
|-------------------------|--|-------------|------------|-----------|
| <a href="#">Cold</a>    | Heat   | Electricity | Toxin      | Radiation |
| <b>Cold Damage Mods</b> |  |             |            |           |
| <b>Rifle</b>            | <a href="#">Cryo Rounds</a> ( <a href="#">Primed</a> ) • <a href="#">Rime Rounds</a>                                       |             |            |           |
| <b>Shotgun</b>          | <a href="#">Chilling Grasp</a> ( <a href="#">Primed</a> ) • <a href="#">Chilling Reload</a> • <a href="#">Frigid Blast</a> |             |            |           |
| <b>Pistol</b>           | <a href="#">Deep Freeze</a> • <a href="#">Frostbite</a> • <a href="#">Ice Storm</a>  |             |            |           |
| <b>Melee</b>            | <a href="#">North Wind</a> • <a href="#">Vicious Frost</a>   |             |            |           |
| <b>Archgun</b>          | <a href="#">Hypothermic Shell</a> • <a href="#">Polar Magazine</a>   |             |            |           |
| <b>Archmelee</b>        | <a href="#">Cryo Coating</a> • <a href="#">Glacial Edge</a>  |             |            |           |
| <b>Beast</b>            | <a href="#">Frost Jaw</a>  |             |            |           |

| Status Mods          |   | Edit | [Collapse] |
|----------------------|---|------|------------|
| <b>Status Chance</b> |   |      |            |
| <b>Rifle</b>         | <a href="#">Catalyzer Link</a> • <a href="#">Hammer Shot</a> • <a href="#">High Voltage</a> • <a href="#">Malignant Force</a> • <a href="#">Rifle Aptitude</a> ( <a href="#">Galvanized</a> ) • <a href="#">Rime Rounds</a> • <a href="#">Thermite Rounds</a> |      |            |
| <b>Shotgun</b>       | <a href="#">Frigid Blast</a> • <a href="#">Nano-Applicator</a> • <a href="#">Scattering Inferno</a> • <a href="#">Shell Shock</a> • <a href="#">Shotgun Savvy</a> ( <a href="#">Galvanized</a> ) • <a href="#">Toxic Barrage</a>                              |      |            |
| <b>Pistol</b>        | <a href="#">Embedded Catalyzer</a> • <a href="#">Frostbite</a> • <a href="#">Jolt</a> • <a href="#">Pistol Pestilence</a> • <a href="#">Scorch</a> • <a href="#">Stunning Speed</a> • <a href="#">Sure Shot</a> ( <a href="#">Galvanized</a> )                |      |            |
| <b>Melee</b>         | <a href="#">Drifting Contact</a> • <a href="#">Enduring Affliction</a> • <a href="#">Melee Prowess</a> • <a href="#">Vicious Frost</a> • <a href="#">Virulent Scourge</a> • <a href="#">Volcanic Edge</a>   |      |            |



|                        |  |
|------------------------|--|
| <b>Archgun</b>         | <a href="#">Charged Bullets</a> • <a href="#">Contamination Casing</a> • <a href="#">Hypothermic Shell</a><br>• <a href="#">Magma Chamber</a> • <a href="#">Modified Munitions</a> |
| <b>Archmelee</b>       | <a href="#">Cryo Coating</a> • <a href="#">Infectious Injection</a> • <a href="#">Ion Infusion</a> •<br><a href="#">Searing Steel</a> • <a href="#">Sudden Impact</a>              |
| <b>Beast</b>           | <a href="#">Flame Gland</a> • <a href="#">Frost Jaw</a> • <a href="#">Shock Collar</a> • <a href="#">Venom Teeth</a>   |
| <b>Status Damage</b>   |  |
| <b>Rifle</b>           | <a href="#">Rifle Elementalist</a>   |
| <b>Shoutgun</b>        | <a href="#">Shotgun Elementalist</a>   |
| <b>Pistol</b>          | <a href="#">Pistol Elementalist</a>  |
| <b>Melee</b>           | <a href="#">Melee Elementalist</a>   |
| <b>Status Duration</b> |  |
| <b>Warframe</b>        | <a href="#">Rapid Resilience</a>   |
| <b>Primary</b>         | <b>All:</b> <a href="#">Hunter Track</a> • <b>Rifle:</b> <a href="#">Continuous Misery</a> • <b>Shotgun:</b><br><a href="#">Lingering Torment</a>                                  |
| <b>Pistol</b>          | <a href="#">Augur Seeker</a> • <a href="#">Perpetual Agony</a> • <a href="#">Toxic Sequence</a>  |
| <b>Melee</b>           | <a href="#">Lasting Sting</a>  |

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

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