

ADVERTISEMENT

in: [Warframe Abilities](#), [Mirage](#), [Mechanics](#), and [2 more](#)

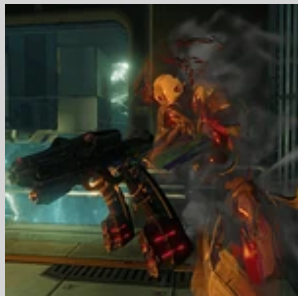
SIGN IN

REGISTER

Eclipse

97

EDIT



Eclipse

(TAP) Temporarily reduce the damage Mirage takes from enemies.



(HOLD) Temporarily increase Mirage's weapon damage.

Introduced in [Update 14.0](#)
(2014-07-18)

Strength:

25 / 40 / 60 / 75 % (damage reduction)
115 / 125 / 150 / 200 % (damage bonus)

Duration:

10 / 15 / 20 / 25 s

Range:

N/A

Misc:

90 % (damage reduction cap)

Subsumable to Helminth

Info

Augment

Maximization



- Mirage expends **25 Energy** to adapt to lighting conditions for **10 / 15 / 20 / 25** seconds.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Eclipse, bathing Mirage in **Damage Reduction** and



WARFRAME Wiki



- **Hold** the ability key to receive **Solar Eclipse**, bathing Mirage in light to gain  **115% / 125% / 150% / 200%** weapon damage.

- The damage buff applies a *multiplicative* bonus that's calculated *after* a weapon's total damage value. E.g., with a maxed  [Intensify](#) and a weapon that inflicts 250 total damage, a rank-3 Eclipse will increase the weapon's total damage to a maximum of $250 \times (1 + 2 \times [1 + \text{Intensify}]) = 900$.
- The buff affects both initial and status effect damage. Unlike faction damage, which double dips for status effects, the one from Eclipse is applied once.

- Has a casting delay of **1** second, affected by [Casting Speed](#).
- Can be recast while active to refresh the duration.
- [Companions](#) and Holograms from  [Hall of Mirrors](#) do **not** normally gain Eclipse's damage bonus, but **will** with the  [Total Eclipse](#) augment.
- Applies twice on  [Exodia Contagion](#) and glaive explosions.
- Applies to the following abilities:
 -  [Shuriken](#)
 -  [Desolate Hands](#)
 -  [Spectral Scream](#)
 -  [Fireball](#)
 -  [Radial Javelin](#)
 -  [Freeze](#)
 -  [Dread Mirror](#)'s explosion damage and  [Seeking Talons](#)'s contact damage
 -  [Redline](#)'s bolts
 -  [Balefire](#)
 -  [Artemis Bow](#)
 -  [Peacemaker](#)
 -  [Warding Halo](#)'s damage
 -  [Null Star](#) and  [Antimatter Drop](#)
 -  [Smite](#) Orb's damage
 -  [Enthrall](#)'s projectiles
 -  [Razorwing](#)'s [Dex Pixia](#)
 -  [Minelayer](#) Flechette Orb's damage



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



[Prism:](#)



- **Solar Eclipse** (hold cast) increases Prism's damage by **100%**.
- Subsuming Mirage to the [Helminth](#) will offer Eclipse and its augments to be used by other Warframes.
 - However, Subsumed Eclipse's damage reduction caps at **75%** and damage bonus is reduced to **2% / 9% / 15% / 30%**.
 - When placed on  [Chroma](#),  [Octavia](#),  [Rhino](#), and  [Xaku](#), Subsumed Eclipse can only replace  [Vex Armor](#),  [Amp](#),  [Roar](#), and  [Xata's Whisper](#) respectively.



See Also

-  [Mirage](#)

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey





We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

[CLICK HERE TO TAKE THE SURVEY](#)

