

in: [Arcane Enhancements](#), [Melee Arcanes](#), [Common Arcanes](#), [Update 35](#)

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Melee Fortification

 16  EDIT

Melee Fortification is a Melee [Arcane Enhancement](#) that causes melee kills to temporarily increase [Armor](#) for **10** seconds.

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Effect

Rank	Armor Buff per kill
0	+35
1	+70

Melee Fortification



 Tradeable

 [Update Infobox Data](#)

Max Rank

Description

On Melee Kill

+210 Armor for 10s

General Information

Type

Melee

Rarity

Common

Refreshable

✓

Max Rank

5

Arcanes

3	+140
4	+175
5	+210

Dissolution  18

Trading Tax  2,000

Introduced [Update 35.0](#) (2023-12-13)

Vendor Sources 

Vendors

[Bird 3](#) (Rank 3: Colleague)  5000 for x1

Official Drop Tables 

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

Acquisition

- Awarded for killing [The Fragmented](#) on [Effervo](#), [Deimos](#).
- Awarded for killing [Whispers](#) in [Albrecht's Laboratories](#) missions.
- Awarded for killing [Gruzzlings](#) in non-[Disruption](#) [Albrecht's Laboratories](#) mission.
- Can be bought from [Bird 3](#) of [Cavia](#) for  **5,000**, requiring **Rank 3 - Colleague**.

Item 	Source 	Chance 	Expected	Nearly Guaranteed
	The Fragmented	12.50%	~ 8 Kills	51 ± 17 Kills
	Scathing Whisper	12.50%	~ 8 Kills	51 ± 17 Kills
	Mocking Whisper	12.50%	~ 8 Kills	51 ± 17 Kills

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Notes

- Armor bonus can stack with multiple kills with each stack having its own duration.
- This Arcane can be stacked up to **255** times. However, due to its 10-second duration, one must constantly keep killing to benefit effectively from the Armor buff. For the same reason, it is unlikely for this Arcane to be stacked beyond ~30x for +6300 Armor.
- Does **not** trigger from [Exalted Weapon](#) kills.

Tips

- This arcane's effects can trigger certain [Incarnon](#) perks that require Warframe armor to be at a certain value to gain additional effects, such as [Bo Incarnon Genesis's Stalwart Oak](#) or  [Boar Incarnon Genesis's Fortress Salvo](#).
 - As all of these perks require **450** armor to activate, two kills is sufficient as

general) or 90 (exclusive to the  [Stalker](#) in [Duviri](#)).

Patch History

[Update 35.5](#) (2024-03-27)

NEW ENEMY: GRUZZLING

Greedy creatures born from The Indifference, these little Murmur tricksters love to steal Conduit Dockets and other coveted items from Albrecht's Laboratory.

In any other Deimos/Albrecht's Laboratory missions (including Netracells), these avaricious beings contain within them one of the following:

4x Common Enemy: Melee Arcane

 Arcanes Edit	
Warframe	PrimarySecondaryMeleeOperatorAmpKitgunZa
Teralyst/Orphix	Arcane Consequence • Arcane Ice • Arcane Momentum • Arcane Nullifier • Arcane Tempo • Arcane Warmth • Arcane Deflection • Arcane Healing • Arcane Resistance • Arcane Victory
Gantulyst/Orphix	Arcane Acceleration • Arcane Agility • Arcane Awakening • Arcane Eruption • Arcane Guardian • Arcane Phantasm • Arcane Strike • Arcane Aegis • Arcane Precision • Arcane Pulse • Arcane Ultimatum
Hydrolyst/Orphix	Arcane Trickery • Arcane Velocity • Arcane Arachne • Arcane Avenger • Arcane Fury • Arcane Rage • Arcane Barrier • Arcane Energize • Arcane Grace
Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct • Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise
Mirror Defense	Arcane Double Back • Arcane Steadfast
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rai



[Eidolon](#) • [Arcane Helmets](#) • [Ostron](#) • [Operator](#) • [Amp](#) • [Solaris United](#) • [The Holdfasts](#) • [The Quills](#) • [Vox Solaris](#)

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