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Cedo

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WEAPONS TENNO

CODEX

Launch a glaive that ricochets off surfaces in bursts of elemental damage, then perforate enemies with primary fire's precision buck-shot. Damage increases with each Status Effect afflicting a target.

Lavos will transmute a small portion of any ammo pickup to Primary Ammo when wielding his signature Cedo.

LEVERIAN ENTRY

Bekran Zaft says this of Execution Day. The jailers gathered in the auditorium. With a slow funereal tread, Lavos escorted Javi to the execution dais. He gently raised a hood over Javi's head, cobra-like. He turned, then, to face the Orokin Warden, shotgun trembling in his mighty hands.

The **Cedo** is [Lavos'](#) [signature](#) shotgun, with a primary fire shooting

Cedo



Tradable
(parts and/or blueprint only)

[Update Infobox Data](#)

General Information

Type Shotgun

Mastery Rank 8



high [critical chance](#) and deals increased damage with each individual status effect affecting the target, and an [Alternate Fire](#) that launches an exploding ricocheting glaive with extreme [status chance](#) to amplify the primary fire's output. In Lavos's hands, he applies a  [Shotgun Ammo Mutation](#) effect to Cedo.

This weapon can be sold for  **7,500**.

 **Contents**

1. Characteristics

2. Acquisition

3. Notes

4. Tips

5. Trivia

6. Known Bugs

7. Media

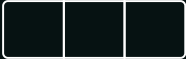
8. Patch History

9. See Also

Characteristics

- This weapon deals primarily  [Puncture](#) damage.
- Deals **60%** bonus damage per unique status effect on target.
- Primary Fire shoots wide-spread, close-ranged buckshot in a fully automatic fashion.
 - Innate 0.8 meter [punch through](#).
 - Innate [multishot](#) of 6

Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	200
Ammo Pickup	15
Ammo Type	Primary
Disposition	●○○○○ (0.65x)
Fire Rate	3.83 attacks/sec
Noise Level	Alarming
Magazine Size	40
Reload Time	2.20 s
Projectile Type	Hit-Scan
Spread	5.00° (2.00° min, 8.00° max)
Normal Attack 	
 30 ( 100%)	
Total Damage	180 (100.00%  Puncture)
Ammo Cost	1
Crit Chance	20.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 26.0 m (100%, 30 damage) Linear Falloff: between 26.0 m and 52.0 m (100% - 3.33%) Max Damage Falloff: over 52.0 m (3.33%, 1 damage)
Fire Rate	3.83 attacks/sec
Multishot	6 (30.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.8 m
Range	300.0 m
Spread	5.00° (2.00° min, 8.00° max)



- **Alternate Fire** launches a glaive that explodes in a **6** meter radius on impact with a surface or enemy and bounces up to **11** times.
 - Initial hit and explosion apply status separately.
 - Initial hit has the listed status chance of 50%.
 - Explosion **always** applies two separate procs, these are guaranteed and **not affected by mods**.
 - First proc is based off of modded damage types.
 - Second proc is randomized from the following:  **Toxin**,  **Cold**,  **Electricity**, or  **Heat**.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Consumes no ammo.
 - **Multishot** affects the number of glaives released per use, each with their own trajectory.
 - Initial hit benefits from the passive damage bonus

Projectile Type	Hit-Scan
Trigger Type	Auto
Alt-Fire Glaive ^	
20 (100%)	
Total Damage	20 (100.00%  Slash)
Accuracy	Very High
Ammo Cost	0
Crit Chance	2.00%
Crit Multiplier	1.40x
Fire Rate	1.00 attacks/sec
Multishot	1 (20.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	1.25° (1.00° min, 1.50° max)
Status Chance	50.00%
Projectile Speed	60.0 m/s
Projectile Type	Projectile
Glaive Radial Attack ^	
10 (100%)	
Total Damage	10 (100.00%  Blast)
Ammo Cost	0
Crit Chance	2.00%
Crit Multiplier	1.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 10 damage) Linear Falloff: between 0.0 m and 6.0 m (100% - 100%) Max Damage Falloff: over 6.0 m (100%, 10 damage)
Fire Rate	1.00 attacks/sec



- while the explosion does not.
- Innate  [Shotgun Ammo Mutation](#) effect when used by Lavos.
 - Innate two  polarities.

Advantages over other Primary weapons (excluding modular weapons):

- High magazine size.
- Alternate Fire:
 - Tied with [Corinth Prime](#)'s alt fire and [Trumna](#)'s alt fire for the second highest status chance of all primary launchers, behind [Bubonico](#)'s alt fire.
 - No [Damage Falloff](#).
- Normal Attack (wiki attack index 1)
 - Above average total damage (180)
 - Very high average number of crits per shot (1.2)
 - High crit multiplier (2.40x)
- Alt-Fire Glaive (wiki attack index 2)
 - Very high status chance (50.00%)
- Glaive Radial Attack (wiki attack index 3)
 - High status chance (50.00%)

Disadvantages over other Primary weapons (excluding modular weapons):

- Primary Fire:
 - Tied with [MK1-Strun](#) for the second lowest base damage of all pellet

Punch Through	0.0 m
Range	6.0 m
Status Chance	50.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE
Default Upgrades	TnAlchemistShotgunInnateMod
	TnAlchemistShotgunSignatureMod
Riven Family	Cedo
Exilus Polarity	
Introduced	Update 29.6 (2020-12-18)
Polarities	
Sell Price	7,500
Variants	Cedo
Vendor Sources ^	
Article Categories ^	
Weapons Tenno Weapons Puncture Damage Weapons Shotgun Cedo Primary Weapons Auto Weapons Automatic Base Alarming Weapons Hit-Scan Weapons Weapons with Area of Effect Tradeable Weapons	



- Lowest [status chance](#) of all shotguns.
- Has linear damage falloff from 100% to 3% from 26m to 52m target distance (distances are affected by [Projectile Speed](#)).
- Alternate Fire:
 - Glaive has travel time.
 - Only one glaive (or set of glaives with multishot) can be active at a time, and takes approximately five seconds or 11 bounces to return.
 - Will not launch glaive with 0 shotgun ammo. At least 1 round is needed, though it will not be consumed.
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Fairly slow [reload speed](#).
- Normal Attack (wiki attack index 1)
 - Very low active falloff slope (26.9m/%)
 - Below average crit chance (20.00%)
 - Below average reload speed (2.20 s)
 - Very low average number of procs per shot (0.01)
 - Very low status chance (0.30%)
 - Very low disposition (●○○○ (0.65x))
- Alt-Fire Glaive (wiki attack index 2)
 - Very low crit chance (2.00%)
 - Below average reload speed (2.20 s)
 - Very low total damage (20)
 - Very low fire rate (1.00 attacks/sec)
 - Very low disposition (●○○○ (0.65x))
 - Very low crit multiplier (1.40x)
- Glaive Radial Attack (wiki attack index 3)
 - Very low active falloff slope (-infm/%)
 - Very low crit chance (2.00%)
 - Below average maximum falloff distance (6.0 m)
 - Very low total damage (10)
 - Very low fire rate (1.00 attacks/sec)
 - Very low disposition (●○○○ (0.65x))
 - Very low crit multiplier (1.40x)



Acquisition

Cedo's blueprint and components are available from [Father](#) with [Entrati](#) standing. The main blueprint requires players to be at **Rank 4 - Friend**, while components require **Rank 5 - Family**. Each item costs **5,000** Standing, totaling to **20,000**. The blueprint and all components can be [traded](#).

Manufacturing Requirements					
 Edit blueprint requirements					
20,000	1	1	1	Forma1	Time:
					12
					Hour(s)
					Rush:
					35
Market Price:			Blueprints Price:N/A		
240					

Notes

- The primary fire's bonus damage from individual status effects stacks additively with base damage mods and arcanes such as [Point Blank](#), [Blaze](#), [Primary Merciless](#), [Primary Dexterity](#), [Arcane Rage](#), [Arcane Primary Charger](#).
- Despite not consuming ammo when fired or to deal damage, the alt fire cannot be fired if the gun runs out of ammo.
- Tapping alternate fire once will return the glaive(s). Holding the alt fire or tapping multiple times does not reduce the return time.

Tips

- The [Alternate Fire](#)'s ability to rapidly proc multiple different status effects greatly synergizes with [Lavos's](#) [Catalyze](#), its own primary fire, [Galvanized Savvy](#), and melee weapons modded with [Condition Overload](#).
- Despite the Primary Fire's low status chance, its high critical chance and critical damage multiplier make [Hunter Munitions](#) worth installing, which in turn

allows for a free boost to the Primary Fire's damage even without any glaives launched.

Trivia

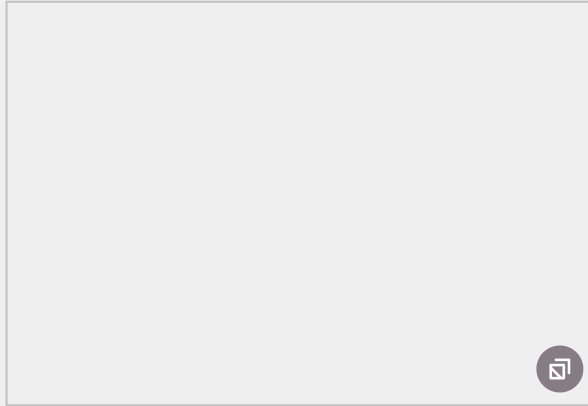
- On its introduction, Cedo was first introduced in the [Operation: Orphix Venom](#) event, purchasable from [Father](#) for [Phasic Cells](#). Each component cost 1,000 Phasic Cells, while the main blueprint cost 1,500, totaling to 4,500. Alternatively, all parts had a chance to drop from Orphix Venom missions.
- The [Orokin script](#) engraved on the Cedo's barrel reads "Executioner".
- The name *Cedo* may be from the Latin *cedo* (<https://en.wiktionary.org/wiki/cedo#Latin>), which can mean "I cede, yield".

Known Bugs

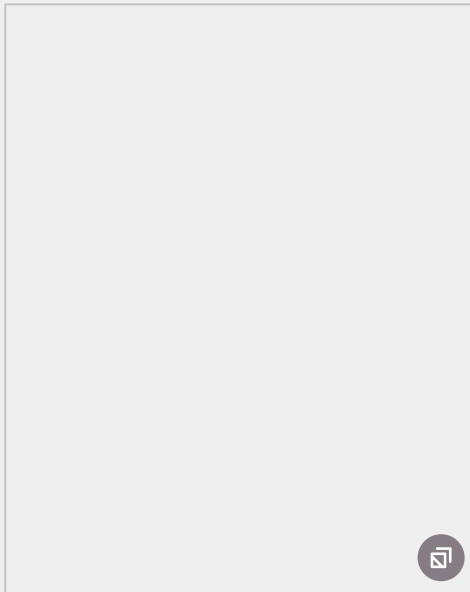
- [Galvanized Savvy](#) and the innate **60%** effect are multiplicative to base damage sources on direct hits from alt-fire.
- Alt-fire may not apply it's second proc when not being the host of current game.

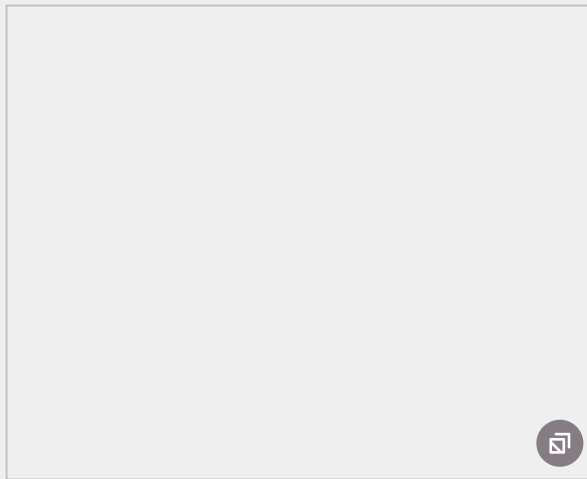
Media



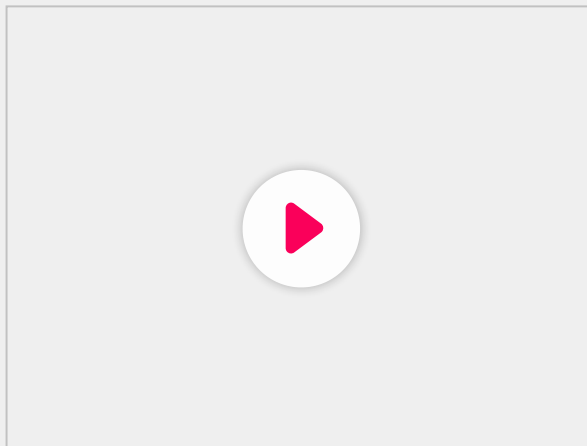


Cedo as shown in the Arsenal

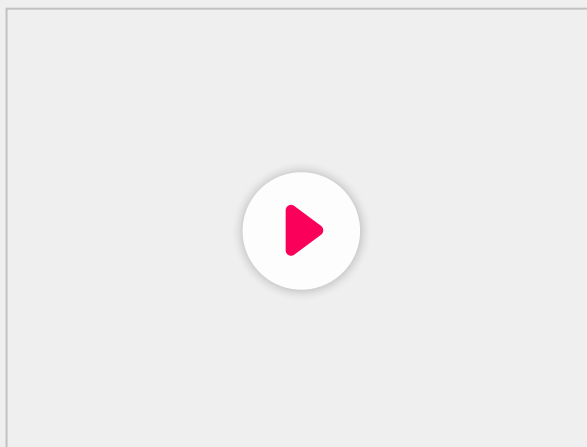




The Glaive that Cedo fires



Warframe - Cedo (Tenno Primary Shotgun) - Animations, Sounds & Effects w- Slow-Motion & Gameplay



Warframe Cedo Weapon Preview - 2 Forma



Hotfix 36.0.5 (2024-07-20)

- Fixed Cedo’s Alt Fire missing SFX.

Update 32.3 (2023-02-15)

- Fixed the Cedo’s description mentioning Shotgun Ammo instead of Primary Ammo.

Update 32.0 (2022-09-07)

See Also

- [Lavos](#)

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						



Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	



Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron •
	Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

Categories

Languages

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