

ADVERTISEMENT

in: [Mods](#), [Tradeable Mods](#), [Untransmutable Mods](#), and [9 more](#)

[SIGN IN](#)[REGISTER](#)

# Dreamer's Bond

[10](#) [EDIT](#)

**Dreamer's Bond** is an [aura mod](#) that regenerates the [health](#) and [energy](#) pools of a given [squad](#).

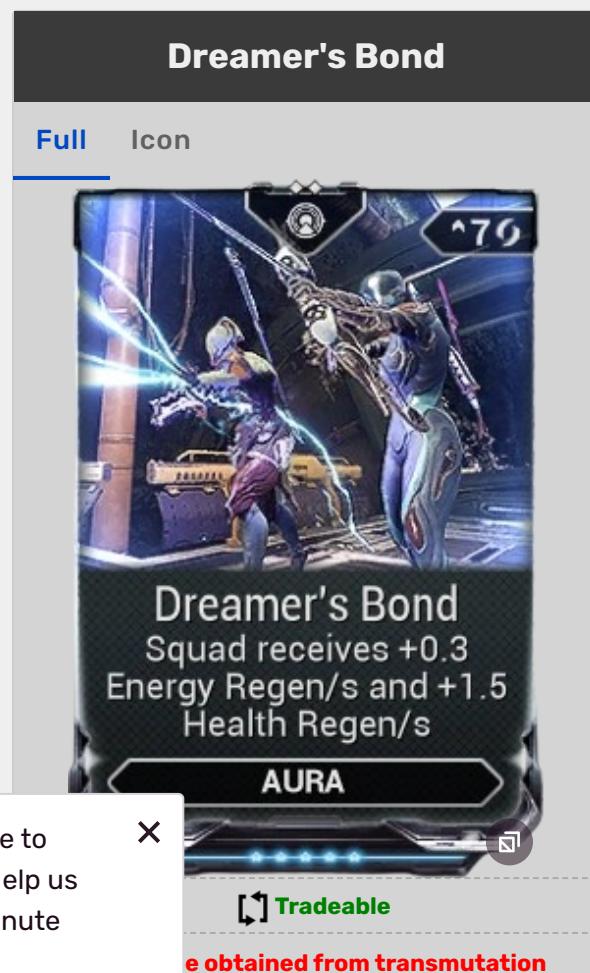
## Contents

1. Stats
2. Acquisition
3. Notes
4. Trivia
5. Patch History

## Stats



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



**WARFRAME** Wiki



<b>Squad receives +0.3 Energy Regen/s and +1.5 Health Regen/s</b>	
<b>General Information</b> ^	
<b>Type</b>	Aura
<b>Polarity</b>	Any
<b>Rarity</b>	Uncommon
<b>Max Rank</b>	5
<b>Endo Required To Max</b>	620
<b>Credits Required To Max</b>	29,946
<b>Base Capacity Cost</b>	-2
<b>Trading Tax</b>	4,000
<b>Introduced</b>	Update 35.1 (2024-02-20)
<b>Vendor Sources</b> ^	
<b>Official Drop Tables</b> ^	
<a href="https://www.warframe.com/droppables">https://www.warframe.com/droppables</a>	

Rank	Health Regen/Second	Energy Regen/Second	Cost *
0	+0.25	+0.05	-2
1	+0.5	+0.1	-3
2	+0.75	+0.15	-4
3	+1	+0.2	-5
4	+1.25	+0.25	-6
5	+1.5	+0.3	-7

\* Aura mods increase the amount of Mod Capacity

## Acquisition



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

X [Action](#).

Action prior to Update 35.1  
box messages.



[WARFRAME Wiki](#)



## Notes

- Dreamer's Bond is a hybrid of two other existing [aura mods](#),  [Rejuvenation](#) and  [Energy Siphon](#), but with half the effectiveness of their effects.
- Casting an ability will stop the energy generation for **1** second.
  - Channeled abilities that drain energy over time, such as  [Immolation](#),  [Sound Quake](#), and  [Renewal](#) will completely prevent energy generation for as long as they are active. Abilities with variable energy drain such as  [Artemis Bow](#),  [Pacify & Provoke](#) and  [Desecrate](#) do not interrupt the energy generation.

## Trivia

- Dreamer's Bond is the first aura mod with a  polarity.
- When it was first introduced in [Update 35.1](#) (2024-02-20) it temporarily had a  polarity, matching the aura slots of starter Warframes  [Mag](#) and  [Volt](#), until it was changed in [Hotfix 35.5.3](#) (2024-04-04).

## Patch History

### [Hotfix 35.5.3 \(2024-04-04\)](#)

- Changed the Polarity of the Dreamer's Bond Aura Mod from Madurai to Universal, as promised in the Whispers in the Walls: 35.1 Update where it was introduced!
  - What this means is that it will increase Mod capacity regardless of the Polarity of the Aura slot.
  - Since this Aura Mod is awarded from completing the Earth to Venus Junction, we wanted to make it that much more new player friendly and useful across Warframes.

Auras		Edit	[Collapse]
 Madurai	 Dead Eye •  Growing Power •  Melee Guidance •  Pistol Amp •	 Power Donation •  Rifle Amp •  Shotgun Amp •  Steel Charge •	 Swift Momentum
 Offensive	 We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey		
	  ipline •  EMP Aura •  Ready Steel •  Rejuvenation •  Toxin Resistance  adar •  Energy Siphon		



(Utility)	Mecha Empowered •  Pistol Scavenger •  Rifle Scavenger •  Shield Disruption •  Shotgun Scavenger •  Sniper Scavenger • 
Zenurik	Sprint Boost
Any	Brief Respite
Unreleased	Dreamer's Bond Affinity Amp • Electrical Resistance • Fire Resistance • Frost Insulation • Laser Deflection

## 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



**CLICK HERE TO TAKE THE SURVEY**