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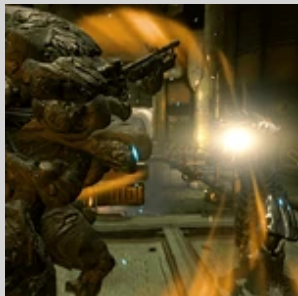
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Petrify



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Petrify

Atlas' hardened gaze will fossilize foes, heal Rumbler's, and create Petrified Bulwarks. When shattered, petrified enemies drop healing Rubble for Atlas.

Introduced in [Update 17.5](#) (2015-10-01)

Strength:

100% (Rumbler heal)

Duration:

5 / 10 / 15 / 20 s

Range:

10 / 11 / 12 / 14 m (cone length)

Misc:

60° (FOV)
+50% (damage type modifier)
1 (Rubble dropped per enemy)

Subsumable to Helminth

Info

Augment

Tips & Tricks

Maximization



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








ed gaze in a conical burst of 60° field of view. All enemies become Petrified. Petrified enemies have 50% damage resistance and are incapacitated for 5 /



WARFRAME Wiki



- Petrify will **not** solidify enemies behind obstacles in the environment unless Atlas has line of sight.
- Damage type modifier works by increasing modifiers by +50%, up to +100%. This is additive with existing values, for example: Cloned Flesh is 75% weak (+75%) to  Viral and 50% resistant (-50%) to  Gas. Once petrified, it becomes 100% weak (+100%) to  Viral and 0% resistant (+0%) to  Gas; a 14.3% increase in  Viral damage, and a 100% increase in  Gas damage.
 - More effective on resistant enemies, less effective on already vulnerable enemies.
 - Does not apply to armor, where it would have a multiplicative effect.
 -  True damage type modifier is also increased.
- **Ability Synergy:**
 - Killing petrified enemies will drop 1 piece of Rubble for Atlas to pick up, restoring 50 health or provides 50 bonus armor.
 -  Tectonics's Bulwark hardens into a Petrified Bulwark that gains increased rolling velocity, rolling distance, and bonus damage when launched as a boulder.
 -  Rumblers' health pool is instantly restored to  100%.
- Petrified enemies are **not** immune to new status effects.
 - Any duration-based status effect, such as a  Slash proc, that is applied before an enemy is petrified will run its normal duration.
- If enemies are unaware once hit by Petrify, they will retain their unaware status upon being petrified.
- Bosses and Capture targets can **not** be petrified.
- Enemies protected by Overguard can **not** be petrified, and will not have their damage type modifiers increased.
- Frozen enemies can **not** be petrified.
- Enemies will turn a darker tone and obtain a stone texture upon being petrified.
- Using Petrify on an enemy that is currently solidified will **not** refresh the stone duration. Once the enemy breaks free, it can be petrified once again.
- Casting Petrify will interrupt Atlas' actions and movement.

Subsuming Atlas to the Helmint will offer Petrify and its augments to be used by




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es do not drop Rubble.



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17 comments



[Tiltskilllet](#) • 5/2/2024

"Does not apply to armor, where it would have a multiplicative effect."
Is this statement in the article out of date, or is there a UI error? When I scan petrified targets, armor vulnerabilities are altered according to the read-out.



[ArbitraryMary](#) • 5/2/2024

UI error. Armor's damage modifiers can't be changed at all.
Just went and checked as well. Lanka with Serration and +300% corrosive damage (5565 total damage, all corrosive) does 3339 damage against a level 1 corrupted lancer (200 alloy armor) before using Petrify. After using Petrify, it does 5009, which is 1.5 x 3339.
If Petrify affected both health and armor, you'd expect the Lanka to do $5565 \times 300 \times (1 + 0.5) \times (1 + 0.5) / [200 \times (1 - 0.5) + 300] = \sim 9391$ damage.



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Now that brings up the question of whether it's a UI bug or whether the ability is supposed to be affecting armor. AFAICT there's not even a hint in game that the resistance effect exists, let alone an explanation.

(Edited by Tiltskillet)



[ArbitraryMary](#) • 5/2/2024

Landslide's description does mention that Petrified enemies take increased damage, so there is a reference (though where it is implies that it's for Landslide only instead of a universal debuff).

I'd bet that the resistances debuff not affecting armor is intended. If armor classes' resistances could be changed, damage type resistance buffs would double dip in effectiveness. Would make them much more powerful for players (though to be honest, most of those mods could use a heavy buff) and any enemy damage type resistance buffs (Elemental Potency on Deep Archimedeas, Enemy Physical/Elemental Enhancement on sorties) extremely annoying.



Write a reply



[Zendoker](#) • 7/30/2023

An interesting fact, but the ability also increases void damage. Both from Xaku's abilities and from the operator. It is unlikely that you will use it, but as for me it is a little non-obvious.



Write a reply



[A Fandom user](#) • 7/23/2021

How do you increase fov range



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I didn't overly test, but there seems to be a hard cap of 10 petrified corpses at one time on the map.



Write a reply



[A Fandom user](#) • 10/5/2020

This seems really buggy with Khora's Strangledome, can anyone attest to the same?



[A Fandom user](#) • 1/7/2021

Wouldn't be a surprise because Strangledome has had its share of buggy interactions in the past, skills that ragdoll enemies cause weird stuff all the time.



Write a reply



[A Fandom user](#) • 9/6/2020

WARNING: if you decide to remove petrify for an infused ability, thinking that the path of statues augment will get petrified enemies to drop rubble, it won't.



[Stellar Elite](#) • 9/10/2020

Good heads up, even though most people will be replacing Tectonics.



[A Fandom user](#) • 1/7/2021

Petrify is about a million times better than trying to rely on path of statues so



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ues is very useful too. You





Write a reply



A Fandom user • 9/4/2020

It looks like petrified enemies can't be cut down even with Amalgam Ripkas Steel active, which means Nekros trying to desecrate a petrified enemy will only desecrate the enemy once, alongside Ore Gaze's drop chance if used. In the end, this becomes a complete sidegrade. You can infuse Petrify and use Ore gaze on nekros if you don't have reliable means to cut down enemies (like with Amalgam Ripkas Steel) and get identical drops to a nekros that is cutting down all enemies, or you can just keep using amalgam ripkas steel and infuse your Nekros with something else. Shame.

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A Fandom user • 9/5/2020

Wait, nevermind, forgot to check the "Tips" tab. Still, it isn't working as intended.



A Fandom user • 9/9/2020

I had ore gaze at 62% and I saw no noticable difference in my usual 15 min mutagen farm; for what it's worth. The corpses did not in fact produce multiple desecrates as you would expect. I'm going to agree with the OP that this infusion is a wash and not worth the time. Maybe bugged but I doubt it.



Ru2cool • 9/22/2020

I can confirm what the OP says. Having tested petrify on Nekros in the Simulacrum and in missions, I've never seen it desecrate more than once per body.



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[Howlingwolf1011](#) • 9/3/2020

Considering we can now apply Petrify (Along with Ore Gaze) onto any other warframes, this is now quite an interesting move.

Lets try applying it to a Nekros for instance: Its a halfway decent defense move, it gives a second RNG dice roll on a loot drop separate from Desecrate, And it could be used to replace a much less useful move like Soul Punch (Or Terrify if you don't like your mobs running AWAY from you)

What about Khora? or Hydroid? or even Ivara??

It feels like it may be more useful on OTHER loot frames then it is on Atlas in terms of Ore Gaze's functionality.



Write a reply



[A Fandom user](#) • 3/29/2019

... Wait, do I read correctly? There's a Petrify augment that increases loot drops? Shouldn't that make Atlas essential for farming teams then, what with the whole 50% extra damage vulnerability as well?



[A Fandom user](#) • 10/4/2019

prior to the changes of freeze/petrification its not viable for armored enemies. But now? heck yeah!



[A Fandom user](#) • 8/26/2020

the main argument against bringing Atlas is due to needing extremely high strength to reach 100% extra loot chance drop. That and you have to invest in an Atlas compared to Khora who can do it all, Nekros who has space (and can freeze/petrify at the same time) and Hydroid who has high strength for loot chance.



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A Fandom user • 9/15/2017

Seems like energy color works oddly with the cone until you max out Atlas; at least, it did for me. Added whatever energy color I had to what I assume was the default gold-ish color. Cool effect, but reduces visibility with some colors by a lot.



Write a reply



DeamLupus • 6/14/2017

WTF is with letting Atlas use this on other party members!! Some douchebag joined and kept getting us fucking killed on purpose



A Fandom user • 11/13/2020

A self damaging radiation build weapon would allow them to use their abilities on allies, wouldn't it?

Hikou with concealed explosives, for example.

I had a sortie where someone did that just so they could kill our mobile defense protect target. Not sure if it still works now that personal explosions no longer do damage. (saw the date, which is before that change)



Hhrflja • 9/8/2023

Oi were only doing a little bit of trolling



Write a reply



A Fandom user • 8/23/2016

Wtf is the story rate



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A Fandom user • 5/29/2022

OMG i chuckled



Write a reply



A Fandom user • 6/27/2016

Get #Rokt



Write a reply



Dankstrum • 5/23/2016

Get stoned son



Write a reply



Suomipeikko • 3/17/2016

I don't understand why people dislike Petrify so much, i think its not that bad.
But yeah Landslide is just way better i guess



6079Smith • 3/17/2016

Anything labeled "Heavy Unit" has the effect reduced by half.
And due to the way Petrify works, they don't get stoned.



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A Fandom user • 2/5/2016

its a total poop skill and frame, no one cares about it, even all augument mods is so useless



A Fandom user • 2/5/2016

If you think these augments for Atlas are useless, you're not thinking hard enough about how they can interact with the environment or other warframes.



A Fandom user • 2/10/2016

landslide kills everything even more efficiently than bladestorm, even at high level content. If even just for that purpose, I dunno how anyone could consider that 'poop'.



Demolishorfan • 2/15/2016

Because his abilities literally look like poop.
Poopframe.



A Fandom user • 6/7/2017

I ilke p0op



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A Fandom user • 10/7/2015

Please add maximization:

Maximized Power Duration increases the petrified duration to 56,4 seconds.

Reduces the cone length to 5,6 meters.



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ost to 3,75 energy and the



Maximized Power Range increases the cone length to 32,9 meters.
Reduces the stone rate to 0,3.

Maximized Power Strength increases the stone rate to 1.
Increases the activation cost to 23,25 energy and the energie drain to 6.413793103 s-1.
Reduces the petrified duration to 14,5 seconds.

Sources: <http://warframe.wikia.com/wiki/Maximization>,
<http://warframe.wikia.com/wiki/Petrify> and a Calculator. No ingame testing yet.
Hope this helps. :)
-Plagin



A Fandom user • 10/7/2015

EDIT: Duration reduces the cone length to 4,76.
sorry for that :)
-Plagin



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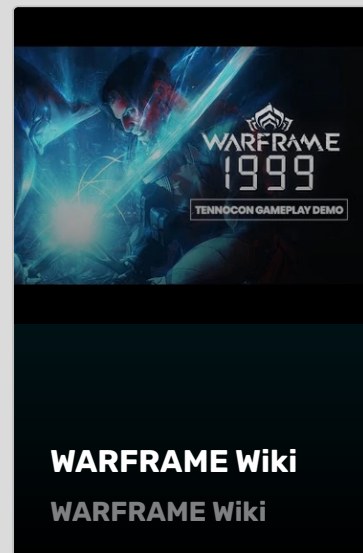
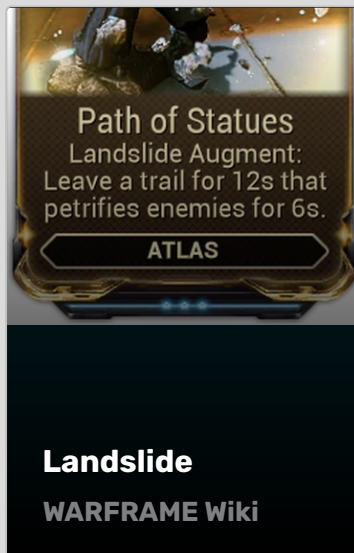
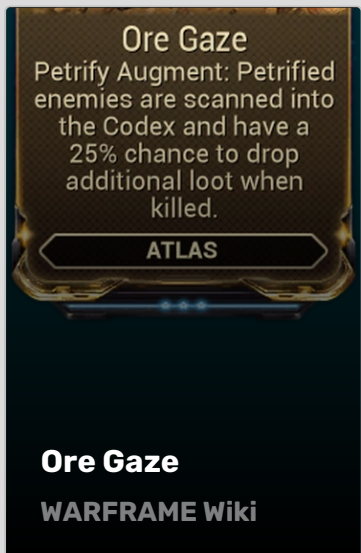
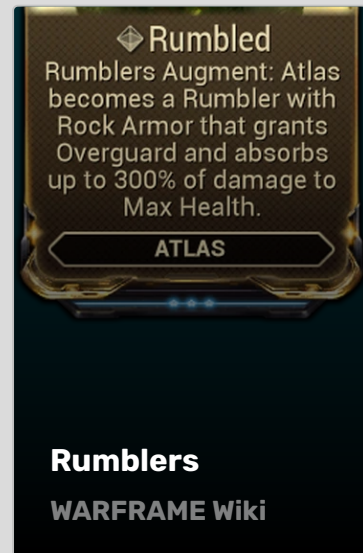
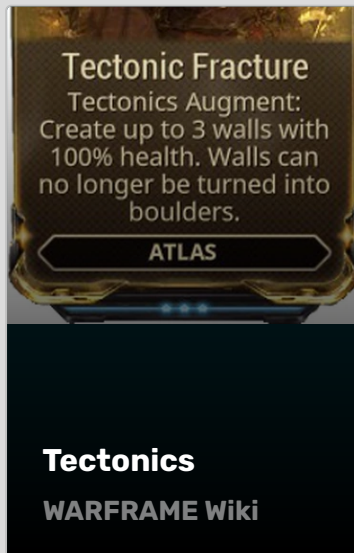
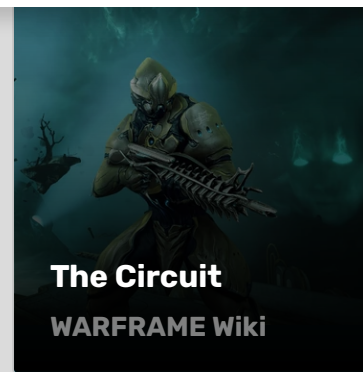
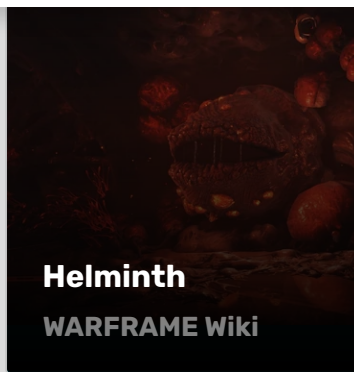
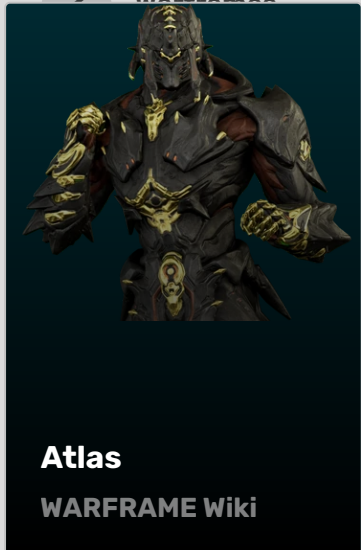


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