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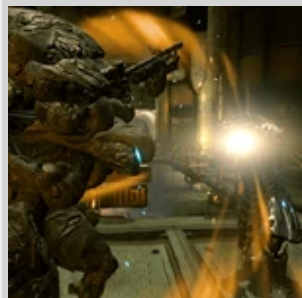
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Petrify



EDIT



Petrify

Atlas' hardened gaze will fossilize foes, heal Rumbler, 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



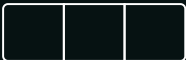
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modifies  **Petrify** to cause
and have a chance to make them



WARFRAME Wiki





Ore Gaze



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tiplicative effect."
a UI error? When I scan
ording 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 1.5×3339 .

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.



Tiltskillet • 5/2/2024

Much appreciated. Testing it myself felt a bit out of my depth, although with your explanation maybe I can follow the math now.

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 Archimedeia, Enemy Physical/Elemental Enhancement on sorties) extremely annoying.



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d damage. Both from Xaku's
will use it, but as for me it is a





Write a reply



A Fandom user • 7/23/2021

How do you increase fov range



Write a reply



A Fandom user • 1/24/2021

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.



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[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 why would you do that in the first place



[A Fandom user](#) • 3/21/2023

Petrify is good for what it offers but Path of Statues is very useful too. You can skip petrify altogether with Path of Statues, but it requires some kind of janky gameplay (jump+1 downward to petrify the target below 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.



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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.



[A Fandom user](#) • 4/20/2024

Is this still the case?



Write a reply



[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.



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[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



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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 for duplicates (since desecrate only affects 1 corpse at a time) and Hydroid who doesn't need so much investment into strength for loot chance.



Write a reply



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



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How that personal explosions
fore that change)





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A Fandom user • 8/23/2016

Wtf is the stone rate



Dankstrum • 11/8/2016

How fast that enemy gets high



A Fandom user • 5/29/2022

OMG i chuckled



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A Fandom user • 6/27/2016

Get #Rokt



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Dankstrum • 5/23/2016

Get stoned son



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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.



Write a reply



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



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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.

Reduces the energie drain to 1.063829787 s⁻¹.

Maximized Power Efficiency reduces the activation cost to 3,75 energy and the energie drain to 1,875 s⁻¹.

Reduces the petrified duration to 8 seconds.

Reduces the energie drain to 1,875 s⁻¹.

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.



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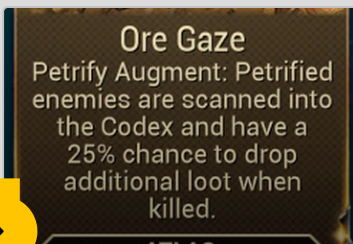
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**Tectonics**

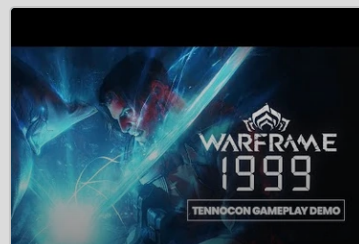
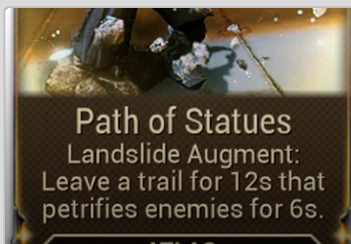
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**Rumblers**

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