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Kullervo

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For the boss in Kullervo's Hold, see [Kullervo \(Boss\)](#).

CODEX

Kullervo answers for his sins and the sins of others. His daggers and melee prowess deal high damage. Seize the power of treachery to slake his thirst for revenge.

This kingdom cannot shelter you from your sin. Die ten thousand deaths and your crimes will still pursue you, Kullervo.

—The Warden in [Official Gameplay Trailer](http://www.youtube.com/watch?v=mAWpM2jBw9c) (<http://www.youtube.com/watch?v=mAWpM2jBw9c>)

Release Date: June 21st, 2023

Sentenced to suffer eternally for rebellion against Orokin reign, his salvation spirals forth as the fabled kingdom returns. Imprisoned high above perilous skies, since exiled in an infinite dungeon, escape its labyrinth and exact righteous vengeance as the Crimson Renegade, **Kullervo**. Clad in hollowed steel of malleable memory, battle-scarred with gashes deep, where the torturous blades still dwell. Punish the foolish, rain down his agony, and flaunt the despised daggers in bittersweet betrayal.

Acquisition



Kullervo

Default

In-Game Menus



Update Infobox Data

Description

Kullervo answers for his sins and the sins of others. His daggers and melee prowess deal high damage. Seize the power of treachery to slake his thirst for revenge.

Passive

Kullervo boasts +75% Heavy Attack Efficiency and +100% Heavy Attack Wind Up Speed on all melee weapons.

Abilities

1st Ability

[Wrathful Advance](#)



Kullervo's main and component blueprints are purchased from [Acrithis](#) for [Kullervo's Bane](#); the main blueprint requires 15 Banes, while the parts require 9, to a total of 42 Kullervo's Banes.

Banes are obtained from defeating the [Kullervo Boss](#) and completion of the Spiral (defeating the [Orowyrm](#)) in [Duviri](#). He will appear on the island **Kullervo's Hold**, which only spawns during **Anger**, **Sorrow**, and **Fear** Spirals from [The Duviri Experience](#) and [The Lone Story](#) game modes. It can appear as a fourth, fifth, or sixth spiral stage or a side objective; speak with [The Warden](#) to engage in gladiatorial combat with the imprisoned Kullervo in the waterlogged arena. Once both tasks have been cleared, the player will earn 4, 5, or 6 Kullervo's Bane (6, 7, or 8 on [The Steel Path](#)).

While the [Kullervo Boss](#) is sometimes available as a main objective included in [The Lone Story](#), it is recommended to run [The Duviri Experience](#) when specifically aiming at acquiring [Kullervo's Bane](#) as, even when he is not a main objective in that mode, he will always be available as a side objective.

4th Ability	Storm of Ukko
General Information ^	
Sex	Male
Mastery Rank	0
Max Rank	30
Health	1005 (1205 at Rank 30)
Shields	0 (0 at Rank 30)
Armor	550 (650 at Rank 30)
Energy	175 (225 at Rank 30)
Starting Energy	150
Sprint Speed	1.1
Aura Polarity	
Exilus Polarity	
Polarities	
Introduced	Update 33.5 (2023-06-21)
Themes	Betrayal, Criminal, Daggered Dax
Progenitor Element	Heat
Subsumed Ability	Wrathful Advance
Tactical Ability	Storm of Ukko
Sell Price	10,000
Official Drop Tables ^	
https://www.warframe.com/droptables	

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
					Time: 3
					Day(s)
30 000	1	1	1	Pathos Clamp	Rush:

Market Price: 325			Blueprints Price: N/A		
Kullervo Neuroptics Blueprint					
15,000	Lamentus 50	Tasoma Extract 50	Saggen Pearl 100	Connla Sprout 100	Time: 12
					Hour(s)
					Rush: 25
Kullervo Chassis Blueprint					
15,000	Nacreous Pebble 125	Kovnik 100	Rune Marrow 75	Ueymag 100	Time: 12
					Hour(s)
					Rush: 25
Kullervo Systems Blueprint					
15,000	Aggrystone 100	Eevani 100	Ariette Scale 360	Ueymag 100	Time: 12
					Hour(s)
					Rush: 25

Lore

The Seven Crimes of Kullervo

Kullervo killed an [Orokin](#) in an attempt of gaining the favor and admiration of an Executor. However, this earned him his first crime: **Murder**. During [The Old War](#), the Orokin began to destroy other Warframes. However, Kullervo did nothing to aid them, and thus earned his second crime: **Cowardice**. The Executors then sent a squad of Dax to detain Kullervo, but during the scuffle, he accidentally killed **Archimedean Ainikki**, his 'mother'. By fleeing and slaying the Dax, Kullervo earned his third crime: **Flight from Custody**.

Then Tenno would then return from the [Zariman](#). Immediately after, Kullervo would begin attacking various sensitive Orokin locations, such as their labs, homes, and places of government. The purpose: To distract and buy time for some unknown plot. As consequence, Kullervo was given the crime of **Treason**. The next generation of Warframes was then created. Kullervo spared no time and began whispering dark thoughts into their minds, earning him his fifth crime: **Espionage**.

After the conclusion of the Old War, during the Night of the Naga Drums, Kullervo's



though Kullervo was not entirely responsible, he earned his second count of **Treason**. As the Empire fell around the Origin System, Kullervo found the one Executor he abhorred the most; one of the Orokin Seven. He would attempt to execute this Executor, but ultimately failed. With this, Kullervo earned his ultimate crime: **Attempted Regicide**, and finally, Kullervo received his imprisonment and his punishment.

According to [Acrithis](#), Kullervo arrived in [Duviri](#) in a ball of fire which then formed the island **Kullervo's Hold**. There he is kept imprisoned by [The Warden](#) in seven cells to represent each of his crimes (with last one Attempted Regicide notably caved-in). The Warden refers himself as Kullervo's guilt and the form and voice of his greatest persecutor, implying to be a [Conceptual Embodiment](#) of [Ballas](#), the Orokin Executor that charged Kullervo with his seven crimes and the survivor of his Attempted Regicide, formed from Kullervo's guilty conscious.

When exploring Kullervo's Hold, the children of Duviri that the Drifter encounters will sing of Kullervo's deeds in poetic rhymes, beginning with "Kullervo, Kullervo...". A lone girl hidden in a nearby cave tunnel cradles [Vaenn](#), Kullervo's signature heavy blade to hide it from The Warden.

Notes

- When Kullervo wields his [signature](#) [Rauta](#), his equipped melee weapon gains **7** seconds of [Melee Combo](#) duration.
- Kullervo has unique interactions due to his lack of [shields](#):
 - The shield reduction from the [Decaying Dragon Key](#) has no effect, allowing Kullervo to carry it without issue.
 - The *No Shields* [Nightmare Mode](#) condition has no effect.
 - [Cryogenic Leakage](#) has no effect on his nonexistent shields. His friction is still affected however.
 - The increased shield damage from [Magnetic](#) has no effect. Energy drain and HUD disruption still occurs however.
 - [Rage](#) and [Hunter Adrenaline](#) will always give energy when damage is taken.
 - Energy will not be granted when damaged through [Overguard](#) via [Recompense](#), however.
 - The [Hijack](#) objective will drain his health instead in order to move.
 - He cannot receive [overshields](#), or gain shields from allied [Shield Ospreys](#), [Orokin Drones](#), [Hildryn's](#) [Haven](#), or [Protea's](#) [Grenade Fan](#).



- However, [Overguard](#) provides its own form of gating, granting 0.5 seconds of invulnerability upon depletion.
- The numerous daggers stuck to Kullervo's body are an Appearance Auxiliary Attachment named **Baneful Blades**.

Trivia

- Kullervo is the 53rd unique Warframe to be released.
 - He was originally slated for release after [Voruna](#), but was later pushed back to focus developer efforts on [Duviri](#) itself, then became next in line after [Citrine](#).^[*citation needed*]
- Kullervo debuted in [Devstream 170](#) showcasing his concept art by Keith Thompson, work-in-progress sculpts, in-game model, and signature weapon. In [Devstream 171](#), [DE]Rebecca showcased the prison fight against Kullervo as the Drifter on the dungeon island arena.
- Kullervo's default helmet resembles the headpiece of the mad king [Dominus Thrax](#), while his hollow-esque bodily appearance matches the Thrax Dax, which curiously imply either gradual transformation during his imprisonment in Duviri, or a specific design by Archimedean Ainikki.
- The numerous daggers embedded into his chest and back invoke the imagery of a similar fate for the Drifter in [The Duviri Paradox](#) with their repeated "death by impalement".
- The name *[Kullervo](#)* (kul:ervo) is likely based on the same fictional character from the Finnish national epic, *Kalevala*, which follows the tale of an ill-fated man who experiences tragedies throughout his life. In the epic, Kullervo's knife came from his old family before he became a slave.
 - His name was suggested by DE's community coordinator Helen Heikkilä, who is of Finnish descent and studied the *Kalevala* growing up.
 - This may also be the source of the name of his fourth move, Storm of Ukko. Ukko being a god in Finnish mythology, who also appears in *Kalevala*.
- Before the release of Kullervo, the 53rd Warframe, [Arsenal](#) Loadout slots were capped at 52 slots total. Developers intend to continue to extend the slot limit by one more slot for every new Warframe onward, starting with Kullervo.^[1]
- In the first two weeks after [Update 33.5](#) (2023-06-21) launched (June 21st, 2023 @ 12 PM ET until July 5th, 2023 @ 12 PM ET), entering [Duviri](#) via the [Star Chart](#) banner and [Dormizone](#) door presented all players with an event mission called **Kullervo's Hold**, which was based on [The Lone Story](#)'s Spiral-focused gameplay



[Kullervo's Bane](#) regardless of the current Mood Spiral. This limited-time access required 5 [Pathos Clamps](#).

- Kullervo is the third Health-based Warframe after [Inaros](#) and [Nidus](#) who lack [Shields](#).
 - He is the first Warframe to generate [Overguard](#), though in the same update [Rhino's](#) [Iron Skin](#), [Frost's](#) [Icy Avalanche](#), and [Atlas'](#) [Rumbled](#) had their extra hitpoints mechanics converted into Overguard.
 - This is also consistent with the fact that [Dax](#) enemies within [Duviri](#) don't have any Shields.

References

1. Ford, Rebecca (2023, May 29). *when Kullervo launches in June, you will be able to buy an additional loadout slot to bring the total to 53! we intend to keep this trend of +1 slot with each new frame for as long as it scales.* (<https://twitter.com/rebbford/status/1663252117367160838>). Twitter. Accessed 2023-05-30. Archived (<https://web.archive.org/web/20230621174914/https://twitter.com/rebbford/status/1663252117367160838>) from the original on 2023-06-21.

Warframes							Edit
Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine	
Dagath	Dante	Ember	Equinox	Excalibur	Umbra	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Inaros	Ivara	Jade	Khora	Kullervo	Lavos	
Limbo	Loki	Mag	Mesa	Mirage	Nekros	Nezha	
Nidus	Nova	Nyx	Oberon	Octavia	Protea	Qorvex	
Revenant	Rhino	Saryn	Sevagoth	Styanax	Titania	Trinity	
Valkyr	Vauban	Volt	Voruna	Wisp	Wukong	Xaku	
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