

in: Warframe Abilities, Protea, Energy Restoration

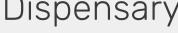






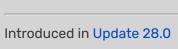








Deploys a device that generates 3 pickups after a short delay: empowered health orb, universal ammo Misc: pack and energy orb.



Strength:

10 / 15 / 20 / 25 % (extra pickup drop chance)

Duration:

10 / 15 / 20 / 25 s



N/A

2 s (pickup spawn interval) 100 HP (empowered health orb restore)

1x (universal ammo pack restore)

1 (limit of active caches)

Subsumable to **Helminth**

Info

Augment

Tips & Tricks

Bugs

X

(2020 - 06 - 11)



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cache from her utility belt in 10 / 15 / 20 / 25 seconds. After s one by one every 2 seconds in

that restores 100 Health

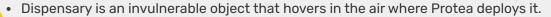




WARFRAME Wiki

Dispensary's duration expires. If all previous pickups of a given type have **not** been collected when the Dispensary attempts to warp in a new copy, that attempt will be skipped. Each pickup type has a \$\alpha 10\% / 15\% / 20\% / 25\% chance to drop a second copy when first warped in and on each replenishment. Only 1 Dispensary may be active at once.

- Each individual pickup type will replenish once every <u>6</u> seconds as the Dispensary rotates through them. Empowered Health Orbs will attempt to spawn at 2, 8, 14, 20... seconds after deployment, Universal Ammo Packs will attempt to spawn at 4, 10, 16, 22... seconds after deployment, and Energy Orbs will attempt to spawn at 6, 12, 18, 24... seconds after deployment.
- Deploying animation speed is affected by Casting Speed.
- Pickups are arranged in a triangular formation around the cache, spawning from the top of the cache then dropping to the ground below.
- Empowered Health Orb health restore value is used as base value for mod interactions, such as Equilibrium and Mending Shot, though not Synth Fiber for Companions.
- Universal Ammo Pack restores Atmospheric Archgun ammo upon collection.
 However, it does not affect the Archgun Deployer cooldown in the Gear menu.
- While deployed, the Dispensary's location is indicated on the minimap using its ability icon.
- Deploying a new Dispensary will remove the current one.
- Pickups produced by the Dispensary are individual instances per player. If one
 player picks up an item, it will only disappear for that player while other players
 can collect their instances at their leisure.
 - Pickups are still subject to squad-wide pickup count limit and will despawn from the oldest to the newest after the limit is reached.
 - Pickups are replenished one by one according to the aforementioned drop sequence, if multiple pickups were collected by the same player.
- Can be recast while active to deploy a new Dispensary while removing the active cache, dropping multiple new pickups at a different location.
- Casting Dispensary is a full-body animation that allows movement.



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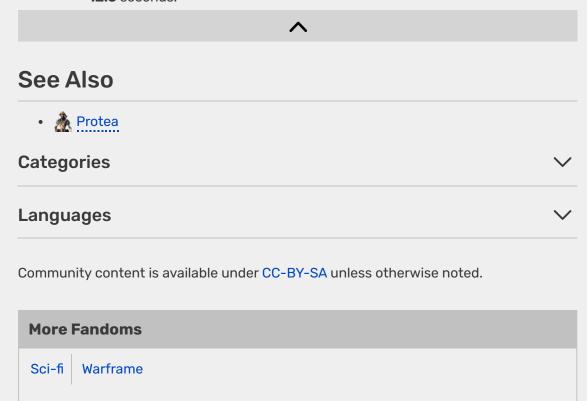
Do you love playing video games? Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey! direction her character model is

its compact form and teleports





- Dispensary supply cache uses a custom model that resembles a floating and
 rotating vase, opening up its three petals to reveal a floral design. Each petal
 moves in an up and down motion, producing energy lights individually and in
 unison when spawning pickups. A pollen cloud visual effect bursts upward as a
 pickup is spawned.
- Subsuming Protea to the Helminth will offer Dispensary and its augments to be used by other Warframes.
 - However, Subsumed Dispensary's duration is reduced to ⑤ 5 / 7.5 / 10 /
 12.5 seconds.



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