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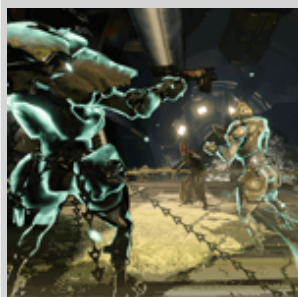
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Condemn



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Condemn

Cast a wave of energy that chains them where they stand. Each enemy held reinforces Harrow's shields.



1

25

Introduced in [Update 21.0](#)
(2017-06-29)

Strength:

100 / 110 / 125 / 150 (shields per enemy)

Duration:

3 / 4 / 5 / 6 s

Range:

15 / 16 / 18 / 20 m (range)
2.5 m (range increase)

Subsumable to
Helminth




[Info](#)[Augment](#)[Tips & Tricks](#)[Maximization](#)

- Harrow expends 25 energy to swing his thurible to cast a spectral afterimage forward that travels along the ground for 15 / 16 / 18 / 20 meters with a width of 2.5 meters. As the afterimage travels, it emits a growing wave of ghastly energy that completely immobilizes enemies in chains for 3 / 4 / 5 / 6 seconds. Each enemy enchained restores 100 / 110 / 125 / 150 Shield points to Harrow which can accumulate [Overshields](#).
 - Shield points are only granted on Condemn applying its chaining effect on unaffected enemies.



WARFRAME Wiki



- The spectral afterimage resembles Harrow's thurible being swung perpetually in motion. The thurible and its afterimage are affected by Harrow's chosen appearance and energy colors.
- Affected enemies stagger backward to expose their head, then become locked in suspended animation.
 - Chained enemies glow in Harrow's chosen Warframe energy color, while covered in black chains that erupt from cracks formed on nearby surfaces.
 - Chained enemies will flinch in agony briefly when taking damage.
- Casting Condemn is a [One-Handed Action](#) that allows firing Weapons and player movement during the animation.
- Afterimage spawns from the ground at Harrow's current position and dissipates on direct impact with terrain obstructions.
- Condemn affects mini-bosses such as [Sprag](#) and [Ven'kra Tel](#), with diminishing returns.
- If cast in midair, Harrow will instantly drop to the ground to perform this ability.
- Subsuming Harrow to the [Helminth](#) will offer Condemn and its augments to be used by other Warframes.
 - Other Warframes cannot make use of the  [Tribunal](#) augment, due to their inability to cast  [Penance](#) and  [Thurible](#).



See Also

-  [Harrow](#)

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TrapperCZE • 5/20/2024

What is the 2.5m range increase ? does that mean the chains go furtehr the more enemies i hit, or is it typo for width thats also 2.5m or ??



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Pcnooxx • 4/3/2024

Don't know if it bug or intend but it seem to not stop/stun the eximus unit from using their abilities, even their overguard is already removed.



Write a reply



Binket • 12/21/2023

"Gloom is great!"

You know what's better than...

- A 95% slow? A 100% slow with ease of access to headshots.
- A constant Energy drain? 25 Base Energy cost.
- A radial effect you have little control over? A super spamable wave.
- Restoring health? Restoring shields which **can stop lethal damage entirely**.
- Annoying your teammates in Defense mission because you can't survive without your precious toggle, you god damn lobotomite? Not doing that, *obviously*.

... oh, would you look at that. Condemn does all of that AND with room to spare! Seriously, if anybody DARES tell me "Sevagoth is easier to get"-- Harrow at least only needs 2 parts to make since one of his parts is pretty much everywhere. The only Warframes this doesn't really play well with is Inaros, Nidus and Kullervo. ... but Nidus has his Parasitic Link, Kullervo has Collective Curse and Overguard... and are you *really* playing Inaros?

I think you'll be fine using this as an alternative to Gloom. Save me AND





[A Fandom user](#) • 8/6/2024

kid named arcane avenger



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[NPhlames](#) • 10/2/2023

With the upcoming shield-gating rework this subsume gonna be the goat



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[SmoothTurtle](#) • 5/16/2023

Found out recently that you can repeatedly cast Condemn on Thrax enemies with Overguard, granting shields each time. I think it's because the Overguard is supposed to prevent them from being CC'd, but all it does is dispell the CC effect almost immediately, allowing for subsequent casts of Condemn to still provide shields.



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[A Fandom user](#) • 4/19/2021

Does anyone know if this needs Line of Sight?



[A Fandom user](#) • 7/13/2021

Does not



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[GhoulsNeedMoisturizer](#) • 12/3/2020

How does Condemn interact with other forms of cc like knockdowns/hydroid tentacles/ freeze/ divine spears



Write a reply



[MissVeya](#) • 10/30/2020

Amazing ability on Hildryn if you subsume it into her, at very high Strength builds it will recover 500+ shields per target, arguably a better ability on her than Rebuild Shields due to being able to build into Overshields and having no Cooldown period.

(Edited by MissVeya)

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[MissVeya](#) • 11/4/2020

My build on Hildryn specifically uses max Strength(well, max with only Umbral Intensify, technically could be higher), so that's the perspective I am approaching this from, I did say "very high Strength builds".

I also don't use Balefire Surge, instead favoring Blazing Pillage to be able to Pillage spam enemies without stopping from dealing damage, but I am using Condemn primarily as a panic button skill should I take too much damage and need fast Shields, and it is often enough to completely fill me up, up to max Overshields, and having tons of enemies is hardly an issue in any situation that would require me to use Condemn, if anything I needed to use it *because* there were too many enemies.

And finally this is from the perspective of what to put on Hildryn at all as Aegis Storm is a very useless ability for Pillage-focused builds as is(can't cast Pillage while Aegis Storm is up), the only other comparable option is Rebuild Shields, which is inferior to Condemn in context of which situations you would need either ability at all.



[A Fandom user](#) • 11/29/2021





A Fandom user • 8/1/2022

bruh balefire surge is garbage



A Fandom user • 8/10/2024

Even at helminth launch there were many better options for hildryn than crutch moves like rebuild shields and condemn. Breach surge on her has always been excellent. you get the cc for survivability plus a phenomenal damage ability. Resonator, eclipse, roar, shooting gallery, or airburst were all better at launch of helminth for Hildryn than condemn. People just saw shield helminth abilities and went "that must be for hildryn" without actually thinking about it. Also even today people still don't seem to understand that you can just end pillage early for faster shield gain.



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A Fandom user • 1/27/2018

if you have minimum range on harrow (34%) the hitbox becomes wierd, sometimes not registering hits

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A Fandom user • 5/13/2021

Did werid trigger you? that's wierd



A Fandom user • 8/9/2021

Accidently putting E after I uh oh better round them up in a camp



A Fandom user • 8/7/2023

Twisted.



A Fandom user • 5d



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Warding Thurible

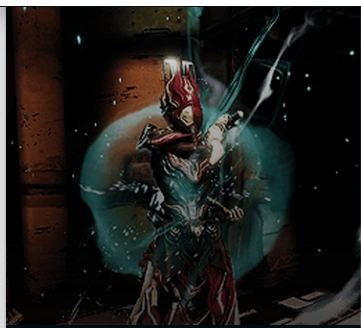
Thurible Augment: Allies in range take 50% less Damage while channeling Thurible and grant 1.0 additional Energy charge whenever damaged.

HARROW**Thurible****WARFRAME Wiki****Harrow/Prime****WARFRAME Wiki****Harrow****WARFRAME Wiki**

Lasting Covenant

Covenant Augment: Headshot kills increase Critical Chance bonus duration by 3s.

HARROW**Covenant****WARFRAME Wiki****WARFRAME Wiki****WARFRAME Wiki****WARFRAME Wiki**

**Penance**

WARFRAME Wiki

**Helminth**

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