

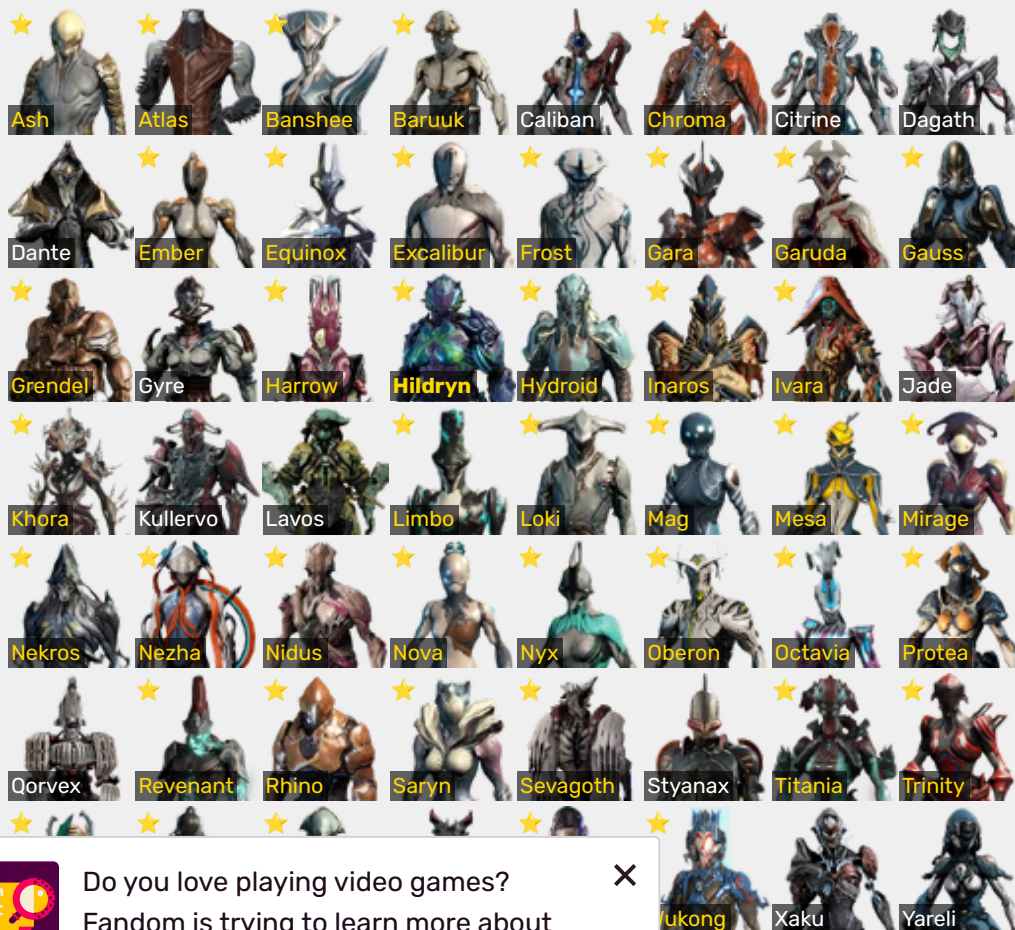
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# Hildryn

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WARFRAME Wiki



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CODEX

Strength is Hildryn's virtue. Her unique high-damage abilities are powered by her Shields, which can be recharged with Energy. Hildryn proves that a strong offense is a good defense.

*Drawing from her shields like a battery, her defensive and offensive utility are unparalleled. This is Hildryn, the domina of armament.*

*In the sky or on the ground, Hildryn fills her victims full of dread.*

—Lotus

**Release Date:** March 7th, 2019

Reinforced by her stalwart physique, the Herculean cyborg, **Hildryn**, fortifies her allies' defenses as enemy barricades crumble beneath her overwhelming might. Rocket skyward at full thrust, achieve atmospheric flight, and launch shield-powered warheads to raze the battlefield with heavy artillery firepower. Hildryn first rained death from above on March 7th, 2019 during [Operation: Buried Debts](#).



Hildryn

Portrait In-Game Menus



Update Infobox Data

Description

Strength is Hildryn's virtue. Her unique high-damage abilities are powered by her Shields, which can be recharged with Energy. Hildryn proves that a strong offense is a good defense.

Passive

vulnerable for a brief moment after depleted. This ability is restored when shields fully recharge.

Abilities

Balefire



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component [blueprints](#) can be acquired from [Exploiter Orb](#).

| Item                                                                                                   | Source                        | Chance |
|--------------------------------------------------------------------------------------------------------|-------------------------------|--------|
|  Systems Blueprint    | <a href="#">Exploiter Orb</a> | 22.56% |
|  Chassis Blueprint    | <a href="#">Exploiter Orb</a> | 38.72% |
|  Neuroptics Blueprint | <a href="#">Exploiter Orb</a> | 38.72% |

All drop rates data is obtained from [DE's official drop tables](#) (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.  
*For more detailed definitions and information, visit [here](#).*

Alternatively, upon completion of [The Duviri Paradox](#), Hildryn's main and component blueprints can be earned from [The Circuit](#). By selecting her on the rotating week she is available, players can earn her blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

**4th Ability**  [Aegis Storm](#)

**General Information** ^

|                           |                                                                                    |
|---------------------------|------------------------------------------------------------------------------------|
| <b>Sex</b>                | Female                                                                             |
| <b>Mastery Rank</b>       | 0                                                                                  |
| <b>Max Rank</b>           | 30                                                                                 |
| <b>Health</b>             | 180 (280 at Rank 30)                                                               |
| <b>Shields</b>            | 1280 (1780 at Rank 30)                                                             |
| <b>Armor</b>              | 315                                                                                |
| <b>Energy</b>             | 0 (0 at Rank 30)                                                                   |
| <b>Starting Energy</b>    | 0                                                                                  |
| <b>Sprint Speed</b>       | 1                                                                                  |
| <b>Aura Polarity</b>      |  |
| <b>Exilus Polarity</b>    |                                                                                    |
| <b>Polarities</b>         |                                                                                    |
| <b>Introduced</b>         | <a href="#">Update 24.4</a> (2019-03-08)                                           |
| <b>Themes</b>             | Shield Maiden                                                                      |
| <b>Progenitor Element</b> | <a href="#">Cold</a>                                                               |
| <b>Subsumed Ability</b>   | <a href="#">Pillage</a>                                                            |
| <b>Tactical Ability</b>   | <a href="#">Pillage</a>                                                            |
| <b>Sell Price</b>         | 25,000                                                                             |

**Official Drop Tables** ^

<https://www.warframe.com/droptables>

## Crafting



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Time: 3

[Orokin Cell](#) Day(s)



|                              |                                 |                                |                                  |                          |             |
|------------------------------|---------------------------------|--------------------------------|----------------------------------|--------------------------|-------------|
|                              |                                 |                                |                                  |                          | Rush:<br>50 |
| Market Price: 325            |                                 |                                | Blueprints Price: 5,000          |                          |             |
| Hildryn Neuroptics Blueprint |                                 |                                |                                  |                          |             |
| 15,000                       | <a href="#">Lazulite Toroid</a> | <a href="#">Argon Crystal</a>  | <a href="#">Mytocardia Spore</a> | <a href="#">Circuits</a> | Time:<br>12 |
|                              | 2                               | 1                              | 85                               | 1,600                    | Hour(s)     |
|                              |                                 |                                |                                  |                          | Rush:<br>25 |
| Hildryn Chassis Blueprint    |                                 |                                |                                  |                          |             |
| 15,000                       | <a href="#">Lazulite Toroid</a> | <a href="#">Nitain Extract</a> | <a href="#">Thermal Sludge</a>   | <a href="#">Rubedo</a>   | Time:<br>12 |
|                              | 2                               | 2                              | 90                               | 2,300                    | Hour(s)     |
|                              |                                 |                                |                                  |                          | Rush:<br>25 |
| Hildryn Systems Blueprint    |                                 |                                |                                  |                          |             |
| 15,000                       | <a href="#">Lazulite Toroid</a> | <a href="#">Tellurium</a>      | <a href="#">Gorgaricus Spore</a> | <a href="#">Plastids</a> | Time:<br>12 |
|                              | 2                               | 2                              | 95                               | 1,500                    | Hour(s)     |
|                              |                                 |                                |                                  |                          | Rush:<br>25 |

Notes

- If Hildryn wields her [signature](#) [Larkspur](#)/[Larkspur Prime](#), the weapon gains **300** more [Ammo Maximum](#) in [Atmospheric](#) mode, for a total of **700**.
- Hildryn has the second highest base [shields](#) out of all Warframes (1,380 unranked and 1,880 at rank 30), behind [Hildryn Prime](#).
  - When taking [overshields](#) into consideration, Hildryn is the Warframe with the third highest base total shield value, behind [Harrow](#), [Hildryn Prime](#), and [Harrow Prime](#).
- Hildryn, along with [Lavos](#), boasts the lowest base [energy](#) out of all Warframes in the game, having none at all.



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to its cost; after the last use of the ability the cost will begin to decline until it reaches the original value.

- The speed of reduction is the same for most or all Railjack abilities resulting in longer wait times for higher cost abilities while lower cost abilities are restored within a few seconds.

## Tips

- As a Warframe with large [Shield](#) capacity, Hildryn gains a lot of benefits from [Guardian](#) and [Arcane Enhancements](#) affecting Shields, namely [Arcane Aegis](#) and [Arcane Barrier](#).
- Hildryn is relatively more vulnerable against [Magnetic](#) status, especially in [The Steel Path](#) as a single hit while being under Magnetic proc can deplete all her shield and prevent her from immediately using [Pillage](#) until the shield is partially replenished.
  - Keep an eye out for [Eximus Energy Leech/Parasitic](#), [Thrax Centurion](#) and [Thrax Legatus](#) as they can easily inflict Magnetic proc during an intense battle.
  - [Arcane Nullifier](#) can potentially increase her survivability.
- As with other Warframes with high shield values, Hildryn also benefits well from [Adaptation](#), essentially increasing the amount of damage her shields can absorb.
- Hildryn can absorb a higher amount of damage while being airborne with [Aegis Storm](#), by equipping [Aerodynamic](#), [Agility Drift](#) and/or [Aviator](#).
  - This can be further increased by the Boreal's set bonus, equipping [Boreal's Anguish](#) and [Boreal's Hatred](#) in Hildryn and [Boreal's Contempt](#) in a [Polearm](#).
- Hildryn's lack of [energy](#) makes her an ideal Warframe to use in missions where energy regeneration would be severely hampered, such as in [Nightmare Mode](#) missions with the **Energy Drain** modifier, or **Energy Reduction** Modifiers in [Sorties](#).
  - Conversely, Hildryn should not be brought on missions that severely affect shields, such as the **No Shields** Nightmare Mode modifier.



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With no energy, Hildryn can  
abilities means that she does



- Conversely, due to her lack of energy, all energy interactions other than [energy orbs](#) provide no benefit for her, such as [Trinity's Energy Vampire](#), [Energy Siphon](#), [Rage/Hunter Adrenaline](#), [Quick Thinking/Gladiator Finesse](#), [Zenurik](#), or [Arcane Energize](#).
- Having a [Sentinel/MOA \(Companion\)](#) with [Guardian](#) can allow for Hildryn's shields to instantly recharge upon depletion, effectively resetting her Shield Wall passive.
  - Equipping [Shield Charger](#) is also useful for boosting shield regeneration and providing temporary additional shields and overshields.
  - Both [Guardian](#) and [Shield Charger](#) have a cooldown of 30 seconds.
- Hildryn has significantly reduced effectiveness against the [Infested](#) as they often lack [armor](#) or [shields](#) for her to [Pillage](#) and replenish her own shields.
  - This weakness can be circumvented with [Balefire Surge](#) or [Blazing Pillage](#).
- Despite the caveats, Hildryn's passive ability allows for a dramatic increase in the frequency of [Railjack](#) ability use. Mods increasing max shields and the rate of shield regeneration further increase this advantage.

## Trivia

- Hildryn was first revealed in [Devstream 122](#) along with [Wisp](#), sharing space in the same concept art.
- *Hildr* is an Old Norse word for "battle".
  - *Hildr* is also a valkyrie in Norse mythology, attested in the *Prose Edda*.
- Hildryn is the 39th Warframe to be released (excluding Primed and Umbra variants).
- Hildryn is the second Warframe whose blueprint can be acquired from a syndicate, [Vox Solaris](#), using standing, the first being [Baruuk](#).
  - Unlike Baruuk, Hildryn's component blueprints cannot be acquired from Vox Solaris. Instead, they are dropped from the [Exploiter Orb](#).
  - She is the first Warframe whose component blueprints are dropped from a [Landscape](#)'s boss.



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✕ ment blueprint acquisition  
[nia Fractures](#) (also see



main blueprint costs **5,000**, Hildryn is the most expensive in terms of syndicate standing, worth **77,000** in total.

- Hildryn is the first Warframe that does not use energy for any abilities, later followed by [Lavos](#).
  - Also, Hildryn is the third Warframe to use an alternate resource for her abilities, after [Nidus](#) and [Baruuk](#) and later [Gauss](#). In Hildryn's case, she uses her shields.
- The Orokin script on her default helmet reads "shield maiden."
- Hildryn is the second Warframe with unique [rolling](#) animations, the first being [Limbo](#). She instead deploys "wings" from her shoulders and launches herself forward a short distance.
- Hildryn is the first Warframe to have an [Exalted Weapon](#) as a first ability, immediately available from Unranked.
  - Other Warframes with Exalted Weapons have theirs as a fourth ability, available at rank 10 and onward.
- Hildryn is the first Warframe to have an [Archgun](#), [Larkspur](#), as a [Signature Weapon](#).
  - The [Larkspur](#) is her only signature weapon, however she also possess an Exalted Weapon, the [Balefire Charger](#).
- Hildryn is the second Warframe that can be airborne via a channeled ability, [Aegis Storm](#), the first being [Titania](#).

## Bugs

- Hildryn can't use most of the normal interactions that drain energy from Warframes, such as the energy draining hall in [Lua](#) Spy missions and puzzles, due to having zero energy.

| Warframes              |                        |                         |                         |                           |                        |                         | Edit |
|------------------------|------------------------|-------------------------|-------------------------|---------------------------|------------------------|-------------------------|------|
| <a href="#">Ash</a>    | <a href="#">Atlas</a>  | <a href="#">Banshee</a> | <a href="#">Baruuk</a>  | <a href="#">Caliban</a>   | <a href="#">Chroma</a> | <a href="#">Citrine</a> |      |
| <a href="#">Dagath</a> | <a href="#">Dante</a>  | <a href="#">Ember</a>   | <a href="#">Equinox</a> | <a href="#">Excalibur</a> | <a href="#">Umbra</a>  | <a href="#">Frost</a>   |      |
| <a href="#">Bryre</a>  | <a href="#">Harrow</a> | <a href="#">Hildryn</a> | <a href="#">Lava</a>    | <a href="#">Kullervo</a>  | <a href="#">Lavos</a>  | <a href="#">Nidus</a>   |      |
| <a href="#">Nekros</a> | <a href="#">Nezha</a>  | <a href="#">Nidus</a>   | <a href="#">Qorvex</a>  | <a href="#">Revenant</a>  |                        |                         |      |



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