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Shimmering Blight

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EDIT

Shimmering Blight is a [stance mod](#) for polearms that allows for rapid, spinning strikes which hit multiple enemies, and finishes with powerful, slashing strikes.

Can be equipped on:

- [Cassowar](#) ✓
- [Edun](#) ✓
- [Guandao](#) ✓
- [Guandao Prime](#) ✓
- [Kesheg](#) ✓
- [Lesion](#) ✓
- [Orthos](#)
- [Orthos Prime](#) ✓
- [Pupacyst](#) ✓
- [Serro](#)
- [Sydon](#) ✓
- [Tonbo](#) ✓

Shimmering Blight

Full

Icon



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Tradeable

obtained from transmutation



WARFRAME Wiki



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Combos

Fast spinning attacks and staggering strikes.

General Information

Type

Polearms

Polarity

Zenurik

Rarity

Uncommon

Compatibility Tags

POLEARMS_STANCE

Max Rank

3

Endo Required To Max

140

Credits Required To Max

6,762

Base Capacity Cost

-2

Trading Tax

4,000

Introduced

Update 13.0 (2014-04-09)

Vendor Sources

Official Drop Tables

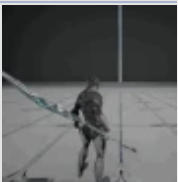
<https://www.warframe.com/droptables>

Default Combos of Stance or Weapon ([Edit Stance Data](#))

Combo/Attack	Name	Attack Multipliers and Forced Procs	Avg Dmg Multi/s	Length @ 1.0 Attack Speed	Animation
Neutral (While Not Moving)	Slashing Wind	100% 2x 100% 200%	526.3%/s	0.9s	
Forward	Slashing	100% 2x 100% 200%	526.3%/s	0.9s	
			509.8%/s	2.5s	

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Block (While Blocking)	Slashing Wind	 100%  2x 100% 200%	526.3%/s	0.9s	
Heavy (Heavy Attack)	The Way*	 600%  600%	N / A	N / A	
Slide (While Sliding)	Cyclone Strike*	 200% 	256.4%/s	0.8s	
Aerial (While In Air)	Planting Widow*	 300%  300%  300%	N / A	N / A	
Wall (While Wall Latching)	Guiding Plank*	166%	N / A	N / A	
Finisher (On Knocked Down Enemy)	Tunneling Spike*	1200%	N / A	N / A	
Slam (Looking At Ground While In Air)	Slam Attack*	200%	N / A	N / A	

Default "Sweep" Attack • 360°/Spin Attack • Direct and Radial Slam Attack •
Ranged Attack • "Thrust" Attack

[View Full Legend](#)

- Average Damage Multiplier per second only applies to single-target DPS calculations.
- Note that hits marked as "Radial Slam Attack" will not apply at the epicenter of a single target hit so these will not be accounted for in Avg Dmg Multi/s calculations.
- Combo animation lengths are approximate and are only accurate within a few tenths of a second.



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reen weapons within the same



Drop Locations

Mission Drop Tables

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Nodes
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
Weekly Conclave Challenge Reward	Weekly Conclave Challenge Reward	A	2.27%	1	0.0227	Complete all weekly Conclave challenges to get this reward in your in-game inbox: • Match Win 6 matches in any game type. • Match Complete Complete matches in any game type. • Condition Complete Daily Challenge



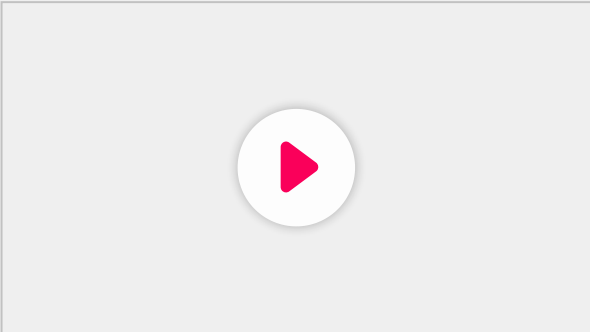
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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt ^[9]
Arid Seeker	3%	7.37%	0.2211%	452	1	0.002211
Frontier Seeker	3%	7.37%	0.2211%	452	1	0.002211
Kuva Seeker	3%	7.37%	0.2211%	452	1	0.002211
Seeker	3%	7.37%	0.2211%	452	1	0.002211
Tusk Seeker	3%	7.37%	0.2211%	452	1	0.002211

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Media



Warframe - All Melee 3.0 Combos (Part 2 of 3)

Patch History

Update 29.10 (2021-03-19)

- Removed the Lifted proc from the second hit of Howling Gale's second attack.
- Removed the knockdown from Howling Gale's third attack.

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PVE PVP

Swords

Blade-Whip	Defiled Snapdragon
Dual Nikanas	Mountain's Edge
Dual Swords	Crossing Snakes • Swirling Tiger • Carving Mantis
Machete	Cyclone Kraken • Sundering Weave
Nikana	Blind Justice • Decisive Judgement • Tranquil Cleave
Rapier	Vulpine Mask
Single Sword	Iron Phoenix • Crimson Dervish • Vengeful Revenant • Swooping Falcon
Sword-Shield	Eleventh Storm • Final Harbinger
Two-Handed Nikana	Wise Razor
Warfan	Slicing Feathers • Votive Onslaught

Daggers

Single Dagger	Homing Fang • Pointed Wind • Stinging Thorn
Dual Daggers	Gnashing Payara • Sinking Talon • Spinning Needle

Brawler

Claws	Four Riders • Malicious Raptor • Vermillion Storm
Fist	Seismic Palm • Fracturing Wind • Gaia's Tragedy
Sparring	Grim Fury • Brutal Tide

Pole

Polearm	Shimmering Blight • Bleeding Willow • Twirling Spire
Scythe	Reaping Spiral • Stalking Fan
Staff	Clashing Forest • Flailing Branch

Heavy

Assault Saw	Butcher's Revelry
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[Tempo Royale](#)


Glaive	Astral Twilight • Gleaming Talon
Gunblade	Bullet Dance • High Noon
Nunchaku	Atlantis Vulcan
Tonfa	Gemini Cross • Sovereign Outcast
Whip	Burning Wasp • Coiling Viper
Other	
Exalted	Exalted Blade • Hysteria • Primal Fury • Ravenous Wraith •
Stance	Razorwing • Serene Storm

- 1. Chance to roll item within drop table
- 2. Amount rewarded on successful roll
- 3. (Quantity × Chance)
- 4. Chance to roll drop table
- 5. Chance to roll item within drop table
- 6. (Drop Table Chance × Item Chance)
- 7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
- 8. Amount rewarded on successful roll
- 9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

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