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Twirling Spire

71

EDIT

Twirling Spire is a [stance mod](#) for polearms that allows for a mix of sweeping attacks with precise strikes.

Can be equipped on:

- | | |
|---|--|
|  |  Orthos ✓ |
|  Cassowar |  Orthos Prime |
|  Edun |  Pupacyst |
|  Guandao |  Serro ✓ |
|  Guandao Prime |  Sydon |
|  Kesheg |  Tonbo |
|  Korumm |  Vaykor Sydon |
|  Lesion | |

 denotes weapon with matching

Twirling Spire

Full Icon



 Tradeable

obtained from transmutation



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WARFRAME Wiki



- 1. Combos
- 2. Drop Locations
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
- 3. Media
- 4. Patch History

Combos

A mix of sweeping attacks with precise strikes.

General Information

Type

Polearms

Polarity

 Naramon

Rarity

Rare

Compatibility Tags

POLEARMS_STANCE

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

-2

Trading Tax

 8,000

Introduced

Update 22.0 (2017-10-12)

Vendor Sources

Official Drop Tables

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

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

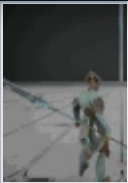
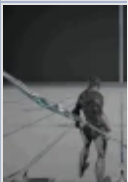
Combo/Attack	Name	Attack Multipliers and Forced Procs	Avg Dmg Multi/s	Length @ 1.0 Attack Speed	Animation
Neutral (While Not Moving)	Cresting Peak	 300%  200%  300%  200%  400%	424.2%/s	3.3s	
Forward	Spiraling	 100%  200%  2x 100%  4x 100%  200%	440.0%/s	2.5s	
			400.0%/s	1.8s	



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Block (While Blocking)	Summit Plunge		600.0%/s	2.0s	
Heavy (Heavy Attack)	The Way*	 	N / A	N / A	
Slide (While Sliding)	Cyclone Strike*		256.4%/s	0.8s	
Aerial (While In Air)	Planting Widow*	  	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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Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
Cetus Bounty	Cetus Bounty Lvl 40-60 Final Stage	C	8.16%	1	0.0816	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 40-60 Stage 4	C	5.41%	1	0.0541	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5	C	5.41%	1	0.0541	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Steel Path Cetus Bounty Lvl 100-100 Final Stage	C	8.16%	1	0.0816	Plains of Eidolon/Cetus Earth; tall Konzu

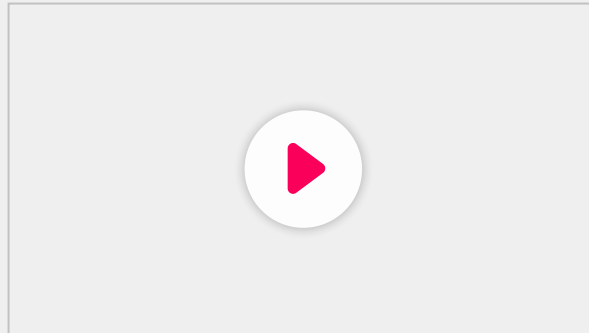
Enemy Drop Tables



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	00	1	0.005

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 forced Slash proc from the first hit of Cresting Peak's first attack.
- Removed the forced Impact proc from the second hit of Cresting Peak's first attack.
- Removed the forced Impact proc from Spiraling Pinnacle's first attack.
- Removed the knockdown from Vaulting Apex's second attack.
- Removed the forced Impact proc from the first hit of Summit Plunge's first attack.

[Update 22.0](#) (2017-10-12)

Stances

[Edit](#)[\[Collapse\]](#)

PVE

PVP

Swords

[Blade-Whip](#)[Defiled Snapdragon](#)[Dual](#)[Nikanas](#)[Mountain's Edge](#)[Carving Mantis](#)[Tranquil Cleave](#)

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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
Hammer	Shattering Storm • Crushing Ruin
Heavy Blade	Cleaving Whirlwind • Rending Crane • Tempo Royale
Heavy Scythe	Galeforce Dawn
Miscellaneous	
Glaive	Astral Twilight • Gleaming Talon
Gunblade	Bullet Dance • High Noon
Nunchaku	Atlantis Vulcan
Tonfa	Gemini Cross • Sovereign Outcast
Whip	Burning Wasp • Coiling Viper
Other	
	Fury • Ravenous Wraith



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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)

Categories



Languages



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