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# Bleeding Willow

104 EDIT

**Bleeding Willow** is a [stance mod](#) for polearm weapons, specializing in lunging, sweeping attacks that can hit large swathes of enemies.

Can be equipped on:

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

## Bleeding Willow

Full



Tradeable

obtained from transmutation



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A blend of strong and rapid strikes with leaping combos.

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 13.0 (2014-04-09)

Vendor Sources

Official Drop Tables

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

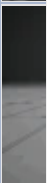
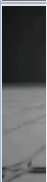
Default Combos of Stance or Weapon ( [Edit Stance Data](#))

| Combo/Attack                  | Name        | Attack Multipliers and Forced Procs | Avg Dmg Multi/s | Length @ 1.0 Attack Speed | A |
|-------------------------------|-------------|-------------------------------------|-----------------|---------------------------|---|
| Neutral<br>(While Not Moving) | Lethal Gust | 100%<br>2x 100% 200%                | 526.3%/s        | 0.9s                      |   |
| Forward                       | Lethal      | 100%<br>2x 100%                     | 526.3%/s        | 0.9s                      |   |
|                               |             | 200%<br>400%                        | 457.1%/s        | 3.5s                      |   |



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|                                                                                     |                         |                                                                                                                                                                                                                                                                            |          |       |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|-------|---------------------------------------------------------------------------------------|
| Block<br>.....<br>(While <a href="#">Blocking</a> )                                 | Lethal<br><br>Gust      |  100%<br> 2x 100%<br>200%                                                                                  | 526.3%/s | 0.9s  |     |
| Heavy<br>.....<br>( <a href="#">Heavy Attack</a> )                                  | The Way*                |  600%<br> 600%                                                                                           | N / A    | N / A |    |
| Slide<br>.....<br>(While <a href="#">Sliding</a> )                                  | Cyclone<br><br>Strike*  |  200%                                                                                                    | 256.4%/s | 0.8s  |    |
| Aerial<br>.....<br>(While <a href="#">In Air</a> )                                  | Planting<br><br>Widow*  |  300%<br> 300%<br> 300% | N / A    | N / A |    |
| Wall<br>.....<br>(While <a href="#">Wall Latching</a> )                             | Guiding<br><br>Plank*   | 166%                                                                                                                                                                                                                                                                       | N / A    | N / A |    |
| Finisher<br>.....<br>(On <a href="#">Knocked Down</a> Enemy)                        | Tunneling<br><br>Spike* | 1200%                                                                                                                                                                                                                                                                      | N / A    | N / A |   |
| Slam<br>.....<br>( <a href="#">Looking At Ground</a> While <a href="#">In Air</a> ) | Slam<br><br>Attack*     | 200%                                                                                                                                                                                                                                                                       | N / A    | N / A |  |

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

View F

- 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 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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Mission Drop Tables

| Mission Type ↕                   | Source ↕                         | Rotations or Drop Table ↕ | Chance <sup>[1]</sup> ↕ | Quantity <sup>[2]</sup> ↕ | Avg. per roll <sup>[3]</sup> ↕ | Star Chart Nodes                                                                                                                                                                                                                                                                        |
|----------------------------------|----------------------------------|---------------------------|-------------------------|---------------------------|--------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Weekly Conclave Challenge Reward | Weekly Conclave Challenge Reward | A                         | 2.27%                   | 1                         | 0.0227                         | <div>Complete all weekly Conclave challenges to get this reward in your in-game inbox:</div> <ul style="list-style-type: none"><li>Match Win 6 matches in any game type.</li><li>Match Complete Complete matches in any game type.</li><li>Condition Complete Daily Challenge</li></ul> |

Enemy Drop Tables

| Enemy ↕       | Drop Table Chance <sup>[4]</sup> ↕ | Item Chance <sup>[5]</sup> ↕ | Chance <sup>[6]</sup> ↕ | Expected Kills <sup>[7]</sup> ↕ | Quantity <sup>[8]</sup> ↕ | Avg. per roll attempt <sup>[9]</sup> ↕ |
|---------------|------------------------------------|------------------------------|-------------------------|---------------------------------|---------------------------|----------------------------------------|
| Corrupted MOA | 3%                                 | 1.01%                        | 0.0303%                 | 3300                            | 1                         | 0.000303                               |



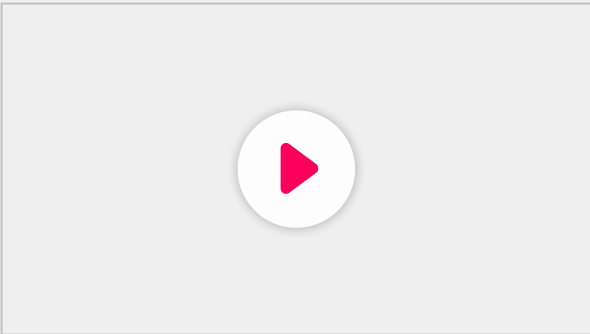
Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See



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# Media



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

# Patch History

Update 13.0 (2014-04-09)

- Introduced.

Stances

Edit

[Collapse]

PVE

PVP

Swords

|              |                                    |                                    |                                   |
|--------------|------------------------------------|------------------------------------|-----------------------------------|
| Blade-Whip   | <a href="#">Defiled Snapdragon</a> |                                    |                                   |
| Dual Nikanas | <a href="#">Mountain's Edge</a>    |                                    |                                   |
| Dual Swords  | <a href="#">Crossing Snakes</a>    | <a href="#">Swirling Tiger</a>     | <a href="#">Carving Mantis</a>    |
| Machete      | <a href="#">Cyclone Kraken</a>     | <a href="#">Sundering Weave</a>    |                                   |
| Nikana       | <a href="#">Blind Justice</a>      | <a href="#">Decisive Judgement</a> | <a href="#">Tranquil Cleave</a>   |
| Rapier       | <a href="#">Vulpine Mask</a>       |                                    |                                   |
| Single Sword | <a href="#">Iron Phoenix</a>       | <a href="#">Crimson Dervish</a>    | <a href="#">Vengeful Revenant</a> |
|              | <a href="#">Swooping Falcon</a>    |                                    |                                   |
| Sword-Shield | <a href="#">Eleventh Storm</a>     | <a href="#">Final Harbinger</a>    |                                   |
| Two-         |                                    |                                    |                                   |



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|                       |                                                                                                                                                                                     |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Dual Daggers</b>   | <a href="#">Gnashing Payara</a> • <a href="#">Sinking Talon</a> • <a href="#">Spinning Needle</a>                                                                                   |
| <b>Brawler</b>        |                                                                                                                                                                                     |
| <b>Claws</b>          | <a href="#">Four Riders</a> • <a href="#">Malicious Raptor</a> • <a href="#">Vermillion Storm</a>                                                                                   |
| <b>Fist</b>           | <a href="#">Seismic Palm</a> • <a href="#">Fracturing Wind</a> • <a href="#">Gaia's Tragedy</a>                                                                                     |
| <b>Sparring</b>       | <a href="#">Grim Fury</a> • <a href="#">Brutal Tide</a>                                                                                                                             |
| <b>Pole</b>           |                                                                                                                                                                                     |
| <b>Polearm</b>        | <a href="#">Shimmering Blight</a> • <b><a href="#">Bleeding Willow</a></b> • <a href="#">Twirling Spire</a>                                                                         |
| <b>Scythe</b>         | <a href="#">Reaping Spiral</a> • <a href="#">Stalking Fan</a>                                                                                                                       |
| <b>Staff</b>          | <a href="#">Clashing Forest</a> • <a href="#">Flailing Branch</a>                                                                                                                   |
| <b>Heavy</b>          |                                                                                                                                                                                     |
| <b>Assault Saw</b>    | <a href="#">Butcher's Revelry</a>                                                                                                                                                   |
| <b>Hammer</b>         | <a href="#">Shattering Storm</a> • <a href="#">Crushing Ruin</a>                                                                                                                    |
| <b>Heavy Blade</b>    | <a href="#">Cleaving Whirlwind</a> • <a href="#">Rending Crane</a> • <a href="#">Tempo Royale</a>                                                                                   |
| <b>Heavy Scythe</b>   | <a href="#">Galeforce Dawn</a>                                                                                                                                                      |
| <b>Miscellaneous</b>  |                                                                                                                                                                                     |
| <b>Glaive</b>         | <a href="#">Astral Twilight</a> • <a href="#">Gleaming Talon</a>                                                                                                                    |
| <b>Gunblade</b>       | <a href="#">Bullet Dance</a> • <a href="#">High Noon</a>                                                                                                                            |
| <b>Nunchaku</b>       | <a href="#">Atlantis Vulcan</a>                                                                                                                                                     |
| <b>Tonfa</b>          | <a href="#">Gemini Cross</a> • <a href="#">Sovereign Outcast</a>                                                                                                                    |
| <b>Whip</b>           | <a href="#">Burning Wasp</a> • <a href="#">Coiling Viper</a>                                                                                                                        |
| <b>Other</b>          |                                                                                                                                                                                     |
| <b>Exalted Stance</b> | <a href="#">Exalted Blade</a> • <a href="#">Hysteria</a> • <a href="#">Primal Fury</a> • <a href="#">Ravenous Wraith</a> • <a href="#">Razorwing</a> • <a href="#">Serene Storm</a> |

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



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roll attempt (successful or not)



## Languages



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