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Secondary Encumber



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Secondary Encumber

Secondary Encumber is a **Secondary** Arcane that, on a status effect from a **secondary** weapon, has a chance to apply an additional random status effect. Can be sold for 1,000.
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Mirror Defense

Quotes Mirror Defense is a variant of Defense where the Tenno are tasked to protect two defense objectives connected

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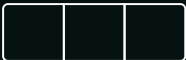
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WARFRAME Wiki



resources and activate defensive systems.
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Arcane Enhancement

Arcane Enhancements are special items that can be installed on certain equipment to grant them buffs that can be activated by achieving certain conditions within a mission. There are several major types of Arcanes that
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Arcane Energize

Arcane Energize is an Arcane Enhancement that provides a 60% chance to gain additional Energy for you and nearby allies within 15m whenever you pick up an Energy Orb, with a 15 second cooldown between
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Molt Augmented

Molt Augmented is an Arcane Enhancement for the Warframe that grants additional Ability Strength for every enemy killed. Molt Augmented can be purchased from Cavalero for 10,000, requiring Rank 5 - Angel with The Holdfasts
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Crystal Fragment

Belric, Rania —In-Game
Description for Belric Crystal
Fragment

the CBS series. CRIMINAL MINDS is an American police procedural drama that differs from many procedural dramas by focusing on the victims and the criminal rather than the crime itself. CRIMINAL...

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Arcane Avenger

Arcane Avenger is an Arcane Enhancement that provides a 21% chance whenever the player receives damage to increase the critical chance of all attacks by 45% for 12 seconds. Can be sold for 1,000.

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Arcane Fury

Arcane Fury is an Arcane Enhancement that provides a 60% chance upon delivering a critical hit to increase Melee Damage for 18 seconds. Can be sold for 1,000.

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Melee Duplicate

Melee Duplicate is a Melee Arcane Enhancement causes on Base (Yellow) Critical Hits to inflict a second instance of damage. All drop rates data is obtained from DE's official drop tables. See Mission Rewards

<https://warframe.fandom.c...>

Melee Crescendo

Melee Crescendo is a Melee Arcane Enhancement that has Finisher Kills generate Initial Melee Combo for the rest of the mission. The player loses all accumulated initial combo on death. All drop rates data is

<https://warframe.fandom.c...>



Primary Merciless

Primary Merciless is a Primary Arcane that on kill increases primary weapon damage for 4 seconds and stacks up to 12 times. At max rank, it also passively increases reload speed. Can be sold for

<https://warframe.fandom.c...>

Tyana Pass

Tyana Pass is a Mirror Defense Mission node on Mars. No extra end-of-mission reward associated.

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Arcane Steadfast

"It's taking longer than I calculated." This page is actively being worked on and may not be completely correct. Please assist in making this page accurate. See WARFRAME Wiki:Research on ways to

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Secondary Outburst

Secondary Outburst is a **Secondary** Arcane that consumes all melee combo multipliers to increase **secondary** weapon Critical Chance and Critical Damage upon swapping to a **secondary** weapon. Hotfix 35.0.9 (2024-01-17) Fixed

<https://warframe.fandom.c...>

Cascadia Flare



Secondary weapons, that grants increased **secondary** weapon damage for 10 seconds when applying Heat procs. Cascadia Flare can be purchased from Cavalero for 5,500, requiring Rank 2

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Molt Efficiency

Molt Efficiency is an Arcane Enhancement for Warframes that grants additional Ability Duration over a period of time while Shields are active. Molt Efficiency can be purchased from Cavalero for 7,500, requiring Rank 3

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Arcane Aegis

Arcane Aegis is an Arcane Enhancement that provides a 3% chance whenever the player receives damage to shields to regenerate Warframe Shields for 12 seconds. Can be sold for 1,000.

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Magus Aggress

Magus Aggress is an Arcane Enhancement for the Operator that, on Warframe Melee Transfer, causes Heavy Blades and Hammers to deal bonus Critical Multiplier for the next 4 attacks, with a 20 second cooldown. Hotfix

<https://warframe.fandom.c...>



Tenno Quotes

<https://warframe.fandom.c...>

Melee Afflictions

Melee Afflictions is a Melee Arcane that adds additional statuses to existing Status Effects on enemies that are knocked down or flung by melee attacks. Melee Afflictions can be obtained from Ascension's optional Sister

<https://warframe.fandom.c...>

Arcane Battery

Arcane Battery is an Arcane Enhancement for Warframes that increases maximum energy per point of armor, up to 1,000 additional energy. Arcane Battery can be obtained from Ascension's optional Sister of Parvos, summoned

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Primary Frostbite

Primary Frostbite is an Arcane Enhancement for primary weapons that increases primary weapon critical multiplier and multishot for 12 seconds when applying Cold procs. Primary Frostbite can be obtained from Conjunction Survival Circulus on Lua

<https://warframe.fandom.c...>

Arcane Blessing

Arcane Blessing is an Arcane Enhancement for



Health on Health Orb pickups. Arcane Blessing can be obtained from Conjunction Survival Circulus on Lua as a Rotation C reward. Alternatively it can be <https://warframe.fandom.c...>

Arcane Velocity

Arcane Velocity is an Arcane Enhancement that provides a 90% chance, whenever the player achieves a Critical Hit, to increase Fire Rate on Secondaries for 9 seconds. Can be sold for 500. <https://warframe.fandom.c...>

Arcane Ice Storm

Arcane Ice Storm is an Arcane Enhancement for Warframes that grants Ability Strength and Ability Duration when an enemy is frozen from 10 Cold stacks, stacking up to 20x. Arcane Ice Storm can be obtained <https://warframe.fandom.c...>



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