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Secondary Encumber

33 EDIT

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**.

Contents

- 1. Effect
- 2. Acquisition
- 3. Notes
- 4. References
- 5. Patch History

Effect

Rank	Chance
------	--------

Secondary Encumber



Tradeable

Update Infobox Data

Max Rank Description

On Status Effect
+24% chance to trigger a second random Status Effect.

General Information

Type	Secondary
Rarity	Rare
Refreshable	
Incompatibilit	OPERATOR_SUIT



	trigger
0	4%
1	8%
2	12%
3	16%
4	20%
5	24%

Arcanes

Required to Max

21

Dissolution



24

Trading Tax



8,000

Introduced

Update 32.3 (2023-02-15)

Vendor Sources

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Vendors

Unearth Citrine  60,  60 for x1

Official Drop Tables

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

Acquisition

Secondary Encumber can be obtained from [Mirror Defense](#) as a [Rotation](#) C reward. Alternatively it can be purchased from [Otak](#) for 60  [Belric Crystal Fragment](#) and  [Rania Crystal Fragment](#) each, with a total of 1,260 of each for max rank.

Item ▾	Source ▾	Chance ▾	Expected	Nearly Guaranteed
	Mirror Defense / C	5.70%	~ 17 C Rotations	117 ± 39 C Rotations

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](#).

Notes

- Encumber will only apply a max of **1** additional status effect per instant of time, similar to a very short cooldown.
 - Multishot and Status Chance values over 100% do not bypass this limit, but more multishot does allow more chances of an Encumber proc until one succeeds.
 - The average Encumber chance per shot can be calculated by: $1 - (1 - 24\% \times \min(\text{statusChance}, 1)) ^ \text{pelletCount}$
 - Hitting multiple targets at the same time will **only** allow up to **one** proc for only **one** of the affected targets per instant.
 - Explosions, Hitscan Punch Through ( [Twin Kohmak](#)), Beam Chains ( [Kuva Nukor](#)), Multibeams ( [Ocucor](#)), [Vermisplicer \(Secondary\)](#))

and other simultaneous attacks will only proc up to once on a single target at a time.^[1]

- Projectile Multishot ( [Detron](#)) will only proc once per small target because the projectiles typically strike within Encumber's cooldown.
- Delayed hits such as projectile rebounds ( [Cyanex](#)), embed delays ( [Kompresa](#)), and travel time punch-through ( [Catchmoon \(Primary\)](#)) can proc Encumber multiple times per shot because their hits do not always occur at the same time.
- Forced procs ( [Hystrix](#)) can trigger Encumber.
- [Exalted Weapons](#) ( [Mesa's](#)  [Regulators](#),  [Titania's](#)  [Dex Pixia](#)) can **not** trigger Encumber.
- Random proc is uniformly chosen from the following and is independent from the weapon's damage distribution:
 -  [Impact](#)
 -  [Puncture](#)
 -  [Slash](#)
 -  [Heat](#)
 -  [Cold](#)
 -  [Electricity](#)
 -  [Toxin](#)
 -  [Blast](#)
 - [Corrosive](#)
 - [Magnetic](#)
 - [Viral](#)
 - [Gas](#)
 - [Radiation](#)

References

1. (2023, February 24). *Arcane Encumber - inconsistent and probably bugged*. (<https://forums.warframe.com/topic/1340401-arcane-encumber-inconsistent-and-probably-bugged/#comment-12728437>). Warframe Forums. Archived (<https://web.archive.org/web/https://forums.warframe.com/topic/1340401-arcane-encumber-inconsistent-and-probably-bugged/#comment-12728437>) from the original on 2023-02-24. "Some clarifications for the warrior-scientists in the thread." - [DE]Momaw.

Patch History



- Fixed primary target not receiving any bonus Status Effects from the Secondary Encumber Arcane while using a chaining weapon (i.e. Atomos).
- Fixed the Secondary Encumber Arcane unintentionally counting staggering as a Status Effect, leading to many unintended Effects being applied.
 - *This Arcane is intended to trigger only from Physical and Elemental Status Effects i.e. Status types which show on an enemy's health bar.*
- Fixed file path appearing in the Secondary Encumber Arcane's description.

Arcanes								Edit
Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za	
Teralyst/Orphix		Arcane Consequence •	Arcane Ice •	Arcane Momentu				
		• Arcane Nullifier •	Arcane Tempo •	Arcane Warmth •				
		Arcane Deflection •	Arcane Healing •	Arcane Resistance				
		Arcane Victory						
Gantulyst/Orphix		Arcane Acceleration •	Arcane Agility •					
		Arcane Awakening •	Arcane Eruption •	Arcane Guardian				
		Arcane Phantasm •	Arcane Strike •	Arcane Aegis •				
		Arcane Precision •	Arcane Pulse •	Arcane Ultimatum				
Hydrolyst/Orphix		Arcane Trickery •	Arcane Velocity •	Arcane Arachne •				
		Arcane Avenger •	Arcane Fury •	Arcane Rage •				
		Arcane Barrier •	Arcane Energize •	Arcane Grace				
Arbitrations		Arcane Blade Charger •	Arcane Bodyguard •					
		Arcane Pistoleer •	Arcane Primary Charger •	Arcane Tank				
Isolation Vaults		Theorem Contagion •	Theorem Demulcent •					
		Theorem Infection						
The Zariman		Molt Augmented •	Molt Efficiency •	Molt Reconstruct				
		Molt Vigor						
Conjunction Survival		Arcane Blessing •	Arcane Rise					
Mirror Defense		Arcane Double Back •	Arcane Steadfast					
Duviri		Arcane Reaper •	Arcane Intention •	Arcane Power Ra				
Ascension		Arcane Battery •	Arcane Ice Storm					
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • Th								
Quills • Vox Solaris								

Categories



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