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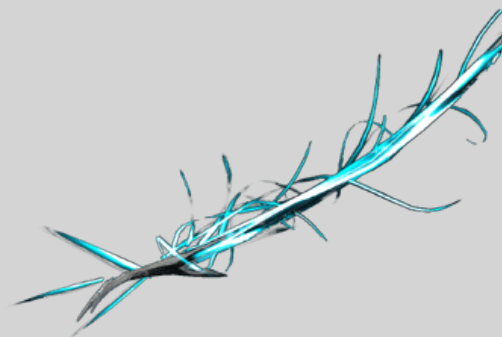
# Exalted Weapon



**Exalted Weapons** are special weapons exclusive to certain Warframes that can only be summoned and used upon activating their corresponding Warframe's ability. Exalted Weapons will take the place of the weapon in the corresponding weapon slot when activated (e.g. [Excalibur](#)'s [Exalted Blade](#) replacing his melee, [Hildryn](#)'s [Balefire](#) replacing her secondary), with the exception of [Mesa](#)'s [Peacemaker](#), [Titania](#)'s [Razorwing](#), and [Voidrig](#)'s [Guard Mode](#) which disables all other weapons.

The stats and performances of these weapons are affected by [mods](#) equipped on the weapons themselves and also by certain mods equipped on the Warframe, such as [Ability Duration](#) mods, depending on the weapon. Certain mods, such as [Weapon Augments](#), cannot be equipped on Exalted Weapons and [Riven Mods](#) are not generated for them. These weapons do not utilize ammunition and instead consume energy, either per shot or continuously, while active.

## Exalted Weapon



*Exalted Blade, the first exalted weapon*



WARFRAME Wiki



All Exalted Weapons come pre-built with an [Orokin Catalyst](#), regardless of whether the Warframe has an equipped [Orokin Reactor](#) or not, and can be [Polarized](#) with [Forma](#).

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## List of Exalted Weapons

### Warframe

-  [Baruuk](#)/ [Baruuk Prime](#)
  - Ability:  [Serene Storm](#)
  - Weapon:  [Desert Wind](#)/ [Desert Wind Prime](#)
-  [Dante](#)
  - Ability:  [Noctua](#)
  - Weapon:  [Noctua](#)
-  [Excalibur](#)/ [Excalibur Prime](#)/ [Excalibur Umbra](#)
  - Ability:  [Exalted Blade](#)
  - Weapon:  [Exalted Blade](#)/ [Exalted Prime Blade](#)/ [Exalted Umbra Blade](#)
-  [Hildryn](#)/ [Hildryn Prime](#)
  - Ability:  [Balefire](#)
  - Weapon:  [Balefire Charger](#)/ [Balefire Charger Prime](#)
-  [Ivara](#)/ [Ivara Prime](#)
  - Ability:  [Artemis Bow](#)
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-  [Tade](#)



- Weapon:  [Glory](#)
-  [Mesa](#)/ [Mesa Prime](#)
  - Ability:  [Peacemaker](#)
  - Weapon:  [Regulators](#)/ [Regulators Prime](#)
-  [Sevagoth](#)/ [Sevagoth's Shadow](#)/ [Sevagoth Prime](#)/ [Sevagoth Prime's Shadow](#)
  - Ability:  [Exalted Shadow](#)
  - Weapon:  [Shadow Claws](#)/ [Shadow Claws Prime](#)
-  [Titania](#)/ [Titania Prime](#)
  - Ability:  [Razorwing](#)
  - Weapon:  [Dex Pixia](#)/ [Dex Pixia Prime](#) and  [Diwata](#)/ [Diwata Prime](#)
-  [Valkyr](#)/ [Valkyr Prime](#)
  - Ability:  [Hysteria](#)
  - Weapon:  [Valkyr Talons](#)/ [Valkyr Prime Talons](#)
- [Wukong](#)/[Wukong Prime](#)
  - Ability: [Primal Fury](#)
  - Weapon: [Iron Staff](#)/[Iron Staff Prime](#)

## Necramech

- [Voidrig](#)
  - Ability: [Guard Mode](#)
  - Weapon: [Arquebex](#)
- [Bonewidow](#)
  - Ability: [Exalted Ironbride](#)
  - Weapon: [Ironbride](#)

## Built-in subsidiary weapon

One frame comes with a weapon exclusive to it that is not an Exalted Weapon, and is mechanically a mundane weapon in all important respects, but still shares a few characteristics with Exalted Weapons (see Notes):

- [Garuda](#)/[Garuda Prime](#)

Ability: Precision – Garuda Talons are equipped as long as she does not have a



- Weapon: [Garuda Talons/](#) [Garuda Prime Talons](#)

## Notes

- All Exalted Weapons cannot equip Primary, Secondary, or Melee [Arcane Enhancements](#), though they will still benefit from respective Warframe Arcanes (e.g. [Arcane Fury](#)).
  - [Arcane Arachne](#) has no effect on Exalted Melees.
- All primary and secondary Exalted Weapons do not have an Exilus slot.
  - Melee Exalted Weapons do possess Exilus slots, which can slot in [Tennokai](#) mods and [Parry](#).
- Kills with Exalted Weapons grant 100% of their [Affinity](#), as well as kill and assist stats, to their respective Warframes, as they count as ability kills.
  - Exalted Weapons always gain the same amount of Affinity as their Warframe, but level faster due to the lower Affinity requirements for weapons.
  - [Focus Lenses](#) cannot be installed on Exalted Weapons, but they feed a Warframe's Lens as described.
  - This is also true for Garuda Talons, as an exception to their non-exalted status.
- While Exalted Weapons gain rank, they do not contribute towards a player's [Mastery Rank](#).
  - This is also true for Garuda Talons, as an exception to their non-exalted status.
- Exalted Weapons can be used and will benefit from equipped mods in weapon-specific [Sortie](#) missions.
- Damage dealt by Exalted Weapons depends on the rank of the weapon's ability. The weapon's rank only affects mod capacity.
- While [Set Mods](#) can be equipped on Exalted Weapons, they do not benefit from, nor contribute to the set bonuses.
  - The [Sacrificial Mod Set](#) is an exception to this.
  - The [Vigilante Mod Set](#) and [Gladiator Mod Set](#) can still apply if equipped on Primary, Melee, or [Robotic Weapons](#), but not on the Exalted Weapon itself.
  - This is *not* true for Garuda Talons, as an exception to their non-exalted status.



cannot be equipped on Exalted Weapons.

- Garuda Talons is an exception, as it is also treated as a standard melee weapon.
- Equipping [Xoris](#) alongside an ability will reset their melee combo counter.
- [Riven Mods](#) are not generated for Exalted Weapons.
  - This is also true for Garuda Talons, as an exception to their non-exalted status.
- Although not a weapon, [Khora](#)/[Khora Prime](#)'s [Venari](#)/[Venari Prime](#) functions as an active "Exalted" [Companion](#) that is separately moddable.
- [Sevagoth](#)/[Sevagoth Prime](#)'s [Exalted Shadow](#) doubles as an Exalted Weapon in [Shadow Claws](#) and an "Exalted" Warframe in [Sevagoth's Shadow](#)/[Sevagoth Prime's Shadow](#) both of which are separately moddable.
- [Yareli](#)'s [Merulina](#) functions as an "Exalted" [K-Drive](#), however it cannot be modded.
- Multiple instances of the same Warframe share the same Exalted Weapons ([Prime Warframes](#) are considered as different Warframes, since they have the Prime version of that particular Exalted Weapon).
  - This also makes it such that the Exalted Weapons do not have to be ranked up after the first time; They show up when that Exalted Weapon ability is unlocked on that Warframe.
  - When you change the modifications or appearance of the Exalted weapon on one Warframe, that change is reflected on all the others.

## Patch History

### [Update 35.5](#) (2024-03-27)

- Fixed Discipline's Merit's "Opportunities [for Tennokai] occur every 4 melee hits" not counting all the hits from an Exalted Melee Weapon and standard Melee Weapon when equipped on both.

### [Update 35.1](#) (2024-02-20)

- Fixed Exalted Weapons losing their progress after merging accounts.
  - *Since a Warframe can only have a singular Exalted Weapon, the Primary account would override the Secondary's Exalted Weapon progress.*



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