

ADVERTISEMENT

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Daily Tribute

563 EDIT

V QUOTES

Welcome back, Operator!

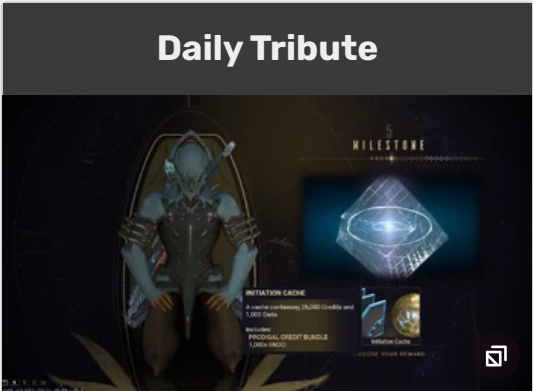
—[Ordis](#), upon logging in

The **Daily Tribute** system is the [reward system](#) introduced in [Update 18.0](#) (2015-12-03), replacing the [Login Rewards](#) system on December 3, 2015.

Upon logging in to the game for the first time a day, players will be granted a random reward out of the Daily Tribute reward pool. New log-in days becomes available everyday at 00:00 UTC. Players also receive rewards upon accomplishing a **Milestone**, a set number of log-in days required to unlock a single guaranteed listed reward, with more valuable items requiring more log-in days to unlock. Log-in days are accumulated into a player's total, counting towards any milestones yet to be completed. Only the total number of log-in days are taken into account by the Daily Tribute system, regardless of player hiatus, i.e. a player who logs in consecutively for 7 days, skips a day, then logs on the day after will still

Preceded by

[Login Rewards](#) since [Update 18.0](#) (2015-12-03)



Daily Tribute screen



Daily Tribute rewards are random, but the chances of more frequently acquiring rare and higher value items increases as players increase their [Mastery Rank](#), with higher ranks having higher chances of receiving better rewards. Each Mastery Rank increase adds 5% to increased rare drop chances.^[1] (Currently not working as this would completely exclude "Common" drops at MR20 and up)

Additionally, the first mission completed after 00:00 UTC will have double the [Credit](#) reward, also known as the *Daily First Win Bonus*. This **does not** work on the Credit caches gained from winning an [Index](#) match, nor any bounty or heist in the [Plains of Eidolon](#) or [Orb Vallis](#), but **will** consume the daily credit bonus. This stacks with [Credit Boosters](#) and active Double Credit events. Daily Tribute will refresh in:

00 hours 13 minutes 31 seconds

☰ Contents

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Rewards

Rewards scale based on days accumulated up to 3000 days.

The following items can be claimed as free rewards in the Daily Tribute pool:



Daily Tribute Reward Table

Item ↕	Default amount/value + scaling formula ↕	Rarity ↕
Credits	$10,000 + (Day \times 50)$	Common
Endo	$80 \times \text{Rounded}(1 + Day/200)$	Common
Relic Pack	$\text{Rounded}(1 + Day/200)$	Rare
Affinity Booster [^]	$\text{Rounded}(3 \times [1 + Day/100])$ hours	Common
Credit Booster [^]	$\text{Rounded}(3 \times [1 + Day/100])$ hours	Common
Resource Booster [^]	$\text{Rounded}(3 \times [1 + Day/100])$ hours	Common
Resource Drop Chance Booster [^]	$\text{Rounded}(3 \times [1 + Day/100])$ hours	Common
Cryotic	$50 + \text{Rounded}(Day/4)$	Common
Detonite Ampule	$\text{Rounded}(2 + Day/100)$	Common
Fieldron Sample	$\text{Rounded}(2 + Day/100)$	Common
Gallium	$\text{Rounded}(1 + Day/200)$	Common
Morphics	$\text{Rounded}(1 + Day/200)$	Common
Mutagen Mass	$\text{Rounded}(1 + Day/200)$	Common
Mutagen Sample	$\text{Rounded}(2 + Day/100)$	Common
Neural Sensors	$\text{Rounded}(2 + Day/100)$	Common
Neurodes	$\text{Rounded}(1 + Day/200)$	Common
Orokin Cell	$\text{Rounded}(1 + Day/200)$	Common
Oxium	$100 + (Day/2)$	Common
Tellurium	$\text{Rounded}(1 + Day/200)$	Common
20/30/40/50/60/70/75% Platinum Discount coupon* (PC Only)	1	Legendary
25/50/75% Market Discount [†] (Console)	1	Legendary



Item ↕	Default amount/value + scaling formula ↕	Rarity ↕
20/30/40/50/60/70/75% Bonus Platinum coupon # (Console/Mobile)	1	Legendary
Forma Blueprint	Rounded(1 + <i>Day</i> /400)	Rare
Random Warframe Blueprint [‡]	1	Common
Random Warframe Component (Neuroptics, Chassis, or Systems) Blueprint [‡]	1	Common
Random Weapon Blueprint [‡]	1	Common
1,000 Syndicate Medallions	1	Common
5,000 Syndicate Medallions	1	Rare

^Boosters will be used immediately after obtaining them.

*Discounts last for one purchase within the denoted time, typically 48 hours. Note that discounts cannot be stacked and/or combined. Prime Access and Prime Vault purchases count as purchases that will void your platinum discount. Ensure you use the platinum discount before purchasing a Prime Access or Prime Vault pack if you decide to get both at the same time.

†Market discount coupons are not usable on Tennogen items, bundles, or Weapon/Warframe/etc. slots.

#Provides extra Platinum for a purchase of Platinum packs at their regular prices. Doesn't apply to Prime Access or Prime Vault pack. All bonus plat is rounded up to the nearest five platinum.

‡Only blueprints for weapons/Warframes that a player does *not* already have full mastery on can be awarded.

Milestones

For every 50 days between 0 and 1000 days, the player will be presented up to 3 choices. The chosen reward is removed from the pool, and another is added (while there is other, based on the original chronological release).

- Sigil and Resources choices are presented at Days **50, 150, 250**, etc.
 - Imminent Eclipse Cache ([Imminent Eclipse Sigil](#), 3-day [Affinity Booster](#), and [Orokin Catalyst](#))
 - Awakened Luna Cache ([Awakened Luna Sigil](#), 3-day [Credit Booster](#), and

- Eternal Stasis Cache ([Eternal Stasis Sigil](#), 3-day [Affinity Booster](#), and [Orokin Reactor](#))
- Solar Flare Cache ([Solar Flare Sigil](#), 3-day Credit Booster, and [Orokin Catalyst](#))
- Void Gate Cache ([Void Gate Sigil](#), 3-day [Affinity Booster](#), and Exilus Adapter)
- Lotus Deliverance Cache ([Lotus Deliverance Sigil](#), 3-day [Credit Booster](#), and [Orokin Reactor](#))
- Spectral Tide Cache ([Spectral Tide Glyph](#), 3 [Forma](#), and Orokin Reactor)
- Guiding Rose Cache ([Guiding Rose Glyph](#), 3-day [Affinity Booster](#), and [Exilus Adapter](#))
- Riven Cache (One Veiled Rifle, Pistol and Melee [Riven Mod](#) each and three Riven Mod Slots *)
- Lustrous Major Cache ([Lustrous Major Glyph](#), 7-day [Credit Booster](#) and [Orokin Reactor](#))
- Weapon choices are presented at Days **100, 300, 500, 700**.
 - 3 of these choices will be available on day 100, the rest will be available from day 300 onward:
 - [Azima](#)
 - [Zenistar](#)
 - [Zenith](#)
 - [Sigma & Octantis](#)
- [Primed](#) Mod choices are presented at Days **200, 400, 600, 900**.
 - The first 3 of these choices will be available on day 200, the rest will be available from day 400 onward:
 - [Primed Fury](#)
 - [Primed Shred](#)
 - [Primed Vigor](#)
 - [Primed Sure Footed](#)
- Note that the Lodestar Syandana and the Lodestar Armor Set are staying at Day 800 / 1000 respectively.

The following shows the original chronological release of each reward before [Update 23.10](#) (2018-10-12) Daily Tribute changes. These items were originally claimed upon accumulating the required number of log-in days:

▼ View Rewards' Original Chronological Release List ▼

As of [Update 23.10](#) (2018-10-12) and onwards, for 1050 Days and every 50 days after



every 50 days (A-B-C pattern). The 3 choices of each reward pool are as follows:

- Evergreen Choices A (choose one):
 - [Forma](#) Cache (3x Forma)
 - Exilus Cache (3x [Exilus Adapter](#))
 - Armory Cache (4x Weapon Slots)
- Evergreen Choices B (choose one):
 - [Kuva](#) Cache (50,000 Kuva)
 - 7-day Boosters (Affinity, Credits, Resource, & Resource Drop Chance)
 - [Endo](#) Cache (30,000 Endo)
- Evergreen Choices C (choose one) (includes 3x Riven Slots):
 - 3x [Rifle Riven](#)
 - 3x [Melee Riven](#) (2 Melee and 1 [Zaw](#) Riven)
 - 3x [Secondary Riven](#)

Special cases:

- As of [Update 23.10](#) (2018-10-12), on Day 5, the player will be guaranteed a reward of 25,000 Credits and 1,000 Endo upon logging in.

Next Available Milestone

PC

The 3250th Milestone will be available in 01 mo. 03 days 14 hr. 13 min. 31 sec.

PSN and XBX

The 3200th Milestone is now available!

Switch

The 2150th Milestone will be available in 00 mo. 17 days 00 hr. 13 min. 31 sec.

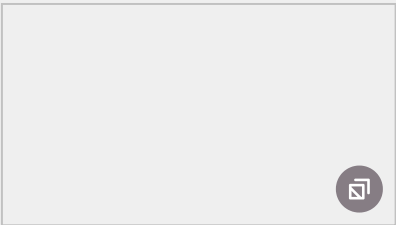
Notes

- Milestone rewards can be previewed upon clicking on milestone icon, along the

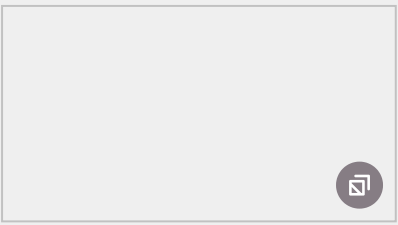


- Depending on their region, console players may only be eligible to receive either market discounts or platinum bonus discounts, as DE has introduced a bonus platinum coupon experiment for select regions since August 2023. ^[2]

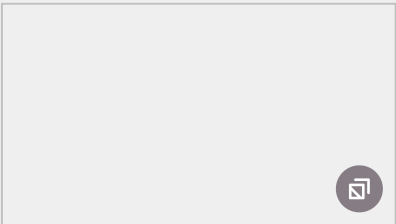
Media



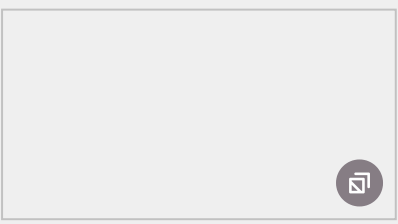
50-day Milestone Reward



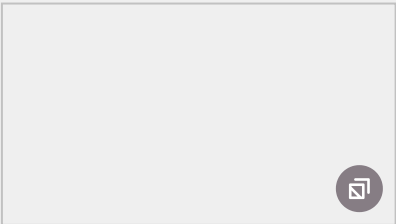
Imminent Eclipse Sigil



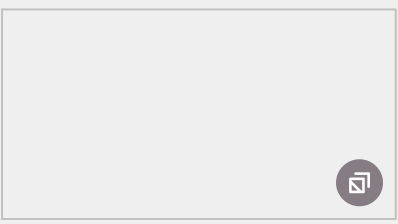
100-day Milestone Reward



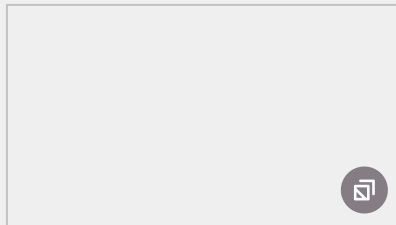
Awakened Luna Sigil



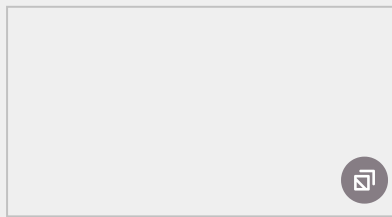
150-day Milestone Reward



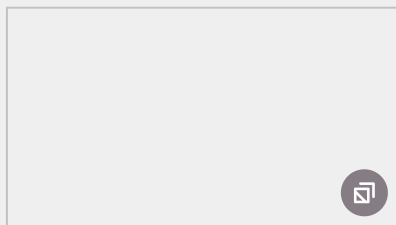
200-day Milestone Reward



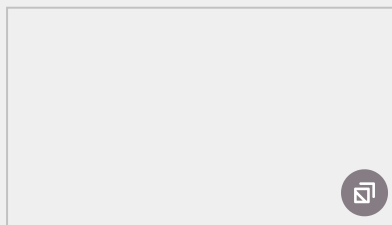
250-day Milestone Reward



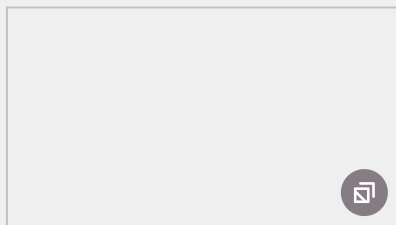
Eternal Stasis Sigil



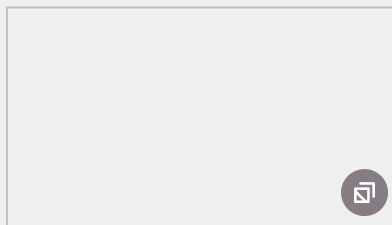
300-day Milestone Reward



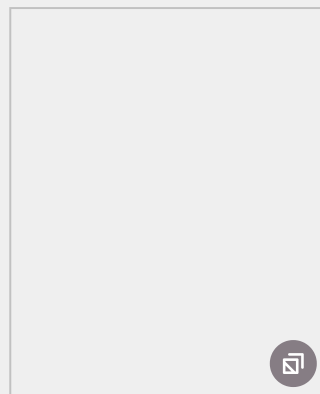
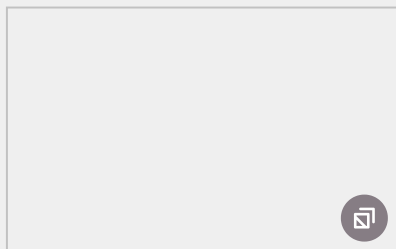
350-day Milestone Reward

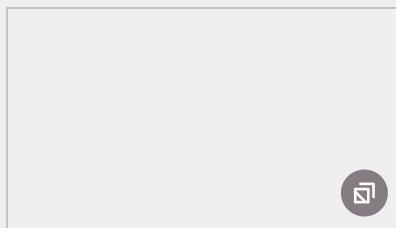


Solar Flare Sigil

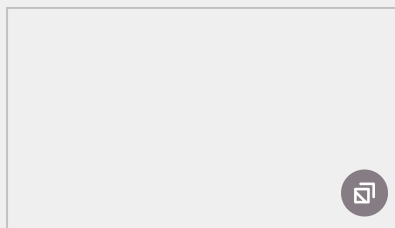


400-day Milestone Reward

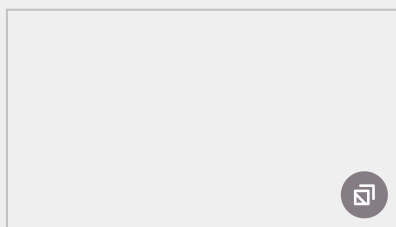




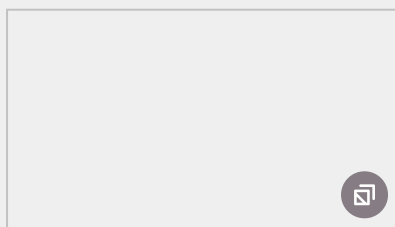
500-day Milestone Reward



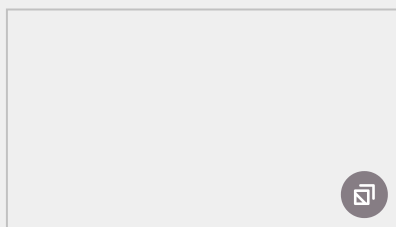
Zenith



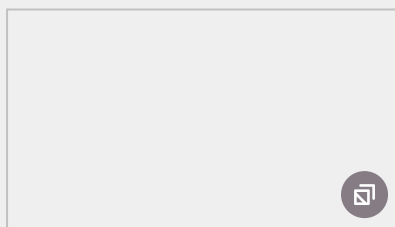
550-day Milestone Reward



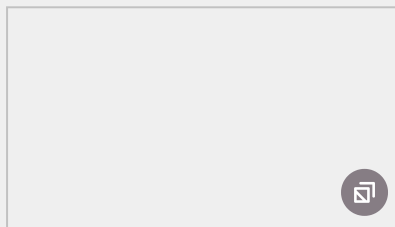
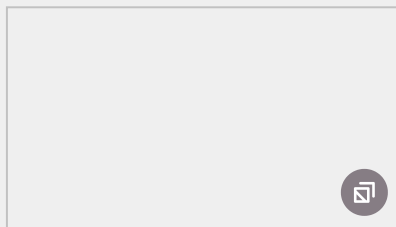
Eternal Stasis Sigil

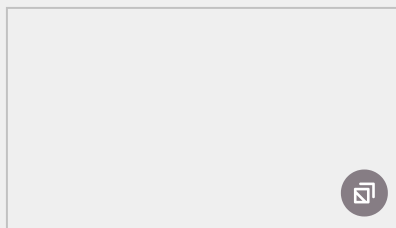


600-day Milestone Reward

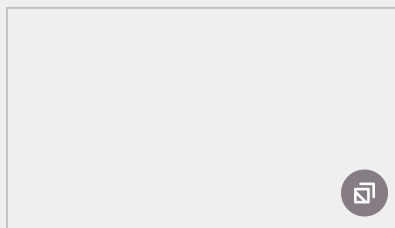


650-day Milestone Reward

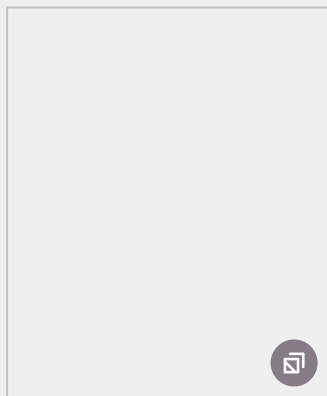




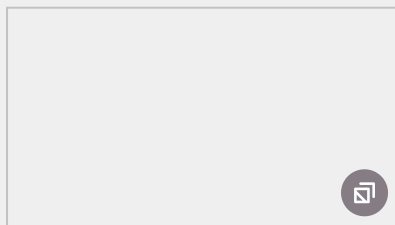
Sigma & Octantis



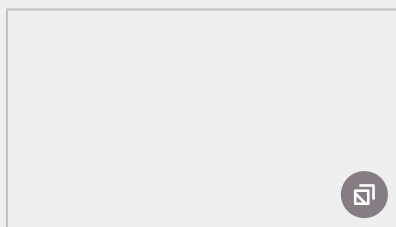
750-day Milestone Reward



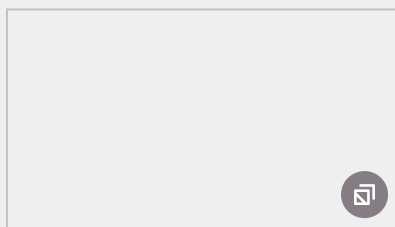
Guiding Rose Glyph



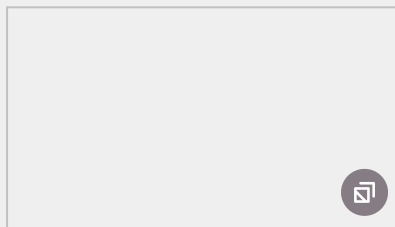
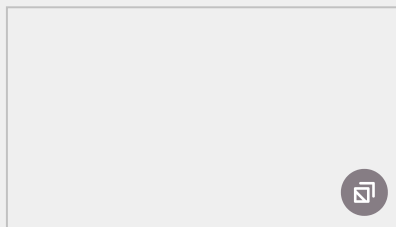
800-day Milestone Reward

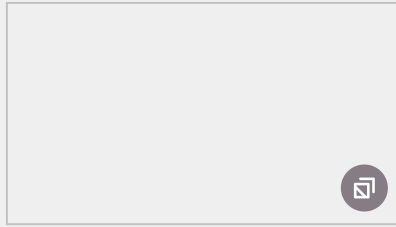


Lodestar Syandana

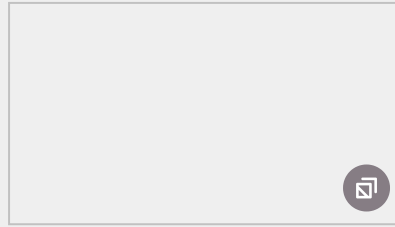


850-day Milestone Reward

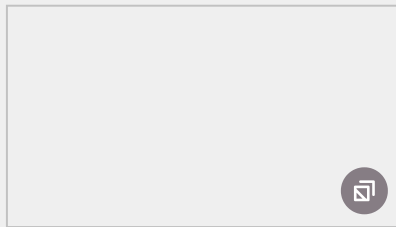




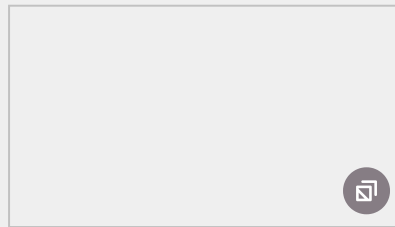
1000-day Milestone Reward



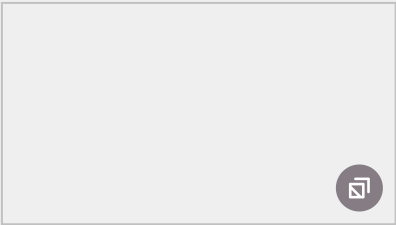
Lodestar Armor Set



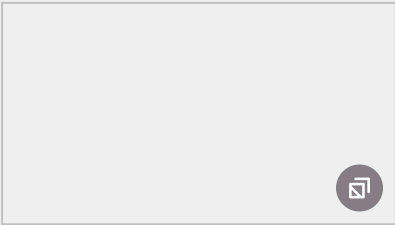
Evergreen login screen



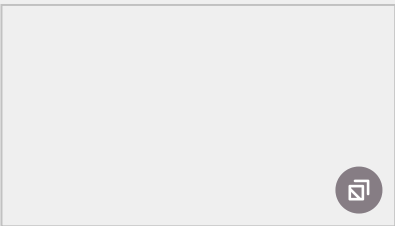
5-Day Milestone Reward



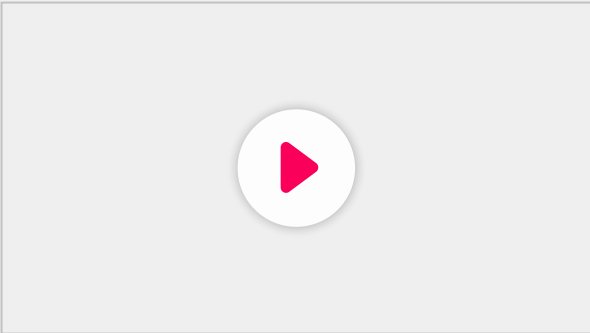
850 Days - Riven Cache (or)
Lustrous Major Cache



Day 1150 Riven Cache



1250 Day Login Screen.



Warframe Daily Tribute 2.0 Update Changes
Overview

References

- 1. [Update 18.0](#) (2015-12-03) patch notes
- 2. <https://forums.warframe.com/topic/1363164-new-console-coupon-experiment-bonus-platinum/>

Patch History

- Daily Tribute reward scaling is now capped at 3000 days. This is a preemptive measure! The first time 3000 days can be hit will be in March 2024.
- The Daily Tribute system was first introduced in Update 18.0 (2015-12-03) and if you've been around long enough to hit day 3000 in 2024, thanks for sticking with us! Ultimately, we want to ensure the longevity of this system by proactively putting in measures that prevent an unbalanced reward system caused by indefinite scaling.
- Players will continue to receive rewards beyond this milestone (and the

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System		
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The		

		Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
		PvP	Duel • Conclave (Lunaro) • Frame Fighter
		Other	Gravity • Threat Level
Equipment		Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
		Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
		Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
		Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
		Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
Technical		Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
		General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
		Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
		Audio	Mandachord • Music • Shawzin • Somachord • Sound
		Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization



- Categories

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