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Praedos

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TENNO

WEAPONS

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Orokin elites admired farmers in conquered regions, because they had learned to fight with modified farming tools despite being forbidden to own weapons. For their voyage, the Zariman were presented with Praedos in recognition of Zariman tenacity. The Void reinforces the strength of the spirited individual by fortifying the Praedos.

Praedos is an [Incarnon](#) ceremonial [tonfa](#). Once its Incarnon form is unlocked, Tenno can transform this weapon in battle by executing a [Heavy Attack](#) with a [Melee Combo](#) of 5x or higher, increasing the weapon's range and attack speed.

Contents

Praedos



Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information	
Type	Tonfa
Mastery Rank	14



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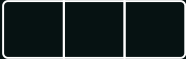
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Characteristics

- This weapon deals primarily  Slash damage.
- Stance slot has  polarity, matching  [Gemini Cross](#) and  [Star Divide](#) ([Conclave](#) only) stance.
- Incarnon weapons can be upgraded via evolution tiers and change perks.
- Unlock this weapon's Incarnon form by killing **100** enemies across any and all missions.
- Activate Incarnon form by executing a [Heavy Attack](#) with a [Melee Combo](#) of 5x or higher (3x with [Swift Transmute](#)).
 - When the transformation is ready, the combo counter will shimmer with Void energy.

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility 	
Attack Speed	1.17x animation speed
Block Angle	60°
Combo Duration	5.0 s
Disposition	●○○○○ (0.60x)
Follow Through	0.6x
Range	2.50 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack 	
 20 ( 10%)	 20 ( 10%)
 160 ( 80%)	
Total Damage	200 (80.00%  <u>Slash</u>)
Attack Speed	1.17x animation speed
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	1.17 attacks/sec
Noise Level	Silent
Status Chance	20.00%
Heavy Attack 	
Heavy Damage	800
Crit Chance	20.00%
Crit Multiplier	2.00x
Status Chance	20.00%
Wind-up	0.7 s
Heavy Slam Attack 	
Slam Damage	600



- Incarnon form lasts for **90** seconds and behaves as follows:
 - Range increases by **3** meters.
 - Attack speed increases by **40%**.
 - The transformation persists through all states such as holstering, **bleedout** and **disarm**, but is removed upon **death**.
- Grants a **30%** **Parkour Velocity** bonus (through Incarnon Evolution IV).

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High attack speed (1.17x animation speed)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Below average status chance (20.00%)
 - Very low disposition (●○○○○ (0.60x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Crit Multiplier	2.00x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	9.0 m
Status Chance	20.00%
Slam Attack ^	
Slam Damage	400
Crit Chance	20.00%
Crit Multiplier	2.00x
Slam Radius	8.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	20.00%
Slide Attack ^	
Slide Damage	400
Crit Chance	20.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	20.00%
Miscellaneous ^	
Compatibility Tags	TONFA_STANCE
Default Upgrades	ZarimanTonfaTransform EvoTonfaHeavyEfficiency
Riven Family	Praedos
Introduced	Update 31.5 (2022-04-27)
Polarities	
Sell Price	5,000
Stance	



Praedos' main blueprint is purchased from [Cavalero](#) of [The Holdfasts](#) at **Rank 4 - Seraph** for **9,000** Standing. The blueprint can be [traded](#).

Vendor Sources ^

Article Categories ^

- Weapons
- Zariman Weapons
- Incarnon Weapons
- Slash Damage Weapons
- Tonfa
- Praedos
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Base
- Silent Weapons
- Tradeable Weapons

Manufacturing Requirements					
 Edit blueprint requirements					
30,000					Time:
	Voidplume Pinion	Voidplume Quill	Ferrite	Thrax Plasm	1
	15	30	8,000	100	Day(s)
					Rush:
					25
Market Price: N/A			Blueprints Price: 9,000		

Notes

- If an Incarnon Form is successfully achieved, Praedos will depict itself exuding a turquoise aura. The skin in this state is shared across all tonfas skins.

Evolution

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Praedos in order to gain access to its Incarnon transformation. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- *Unlock Challenge:* Kill **100** enemies with the Praedos
- Reach **5x** Combo and then [Heavy Attack](#) to activate Incarnon Form.

- **+40%** Attack Speed.
- Incarnon Form lasts for **90** seconds and persists until [death](#).

Evolution II

- *Unlock Challenge:* Activate Incarnon Form **6** times in a mission.
 - Refreshing the duration will **not** count toward the challenge.
- Perk 1: **Seismic Slam:**
 - **+50%** Slam Radius
- Perk 2: **Whirling Flurry:**
 - **+20%** [Attack Speed](#)
- Perk 3: **Drifting Grace:**
 - **+20%** [Sprint Speed](#)
 - **+20%** Slide

Evolution III

- *Unlock Challenge:* Complete **3** Heavy Attacks on [Thrax Centurions](#) or [Legates](#)
- Perk 1: **Shockwave Synergy:**
 - For each enemy hit by Slam radius, gain **4** Combo Count.
- Perk 2: **Reaching Lunge:**
 - **+1.5m** Slide Attack Range
- Perk 3: **Adept Reflexes:**
 - **+15** Initial Combo

Evolution IV

- *Unlock Challenge:* Close **12** Ruptures in [Void Flood](#)
- Perk 1: **Swift Transmute:**
 - Reach **3x** Combo and Heavy Attack to activate Incarnon Form
- Perk 2: **Evolved Ascension:**
 - **+30%** Parkour Velocity
- Perk 3: **Vaulting Leap:**
 - Increase Double Jump strength by **+100%**



- *Unlock Challenge*: Complete a Solo mission with an Incarnon Weapon equipped in every slot
- Perk 1: **Transfigured Momentum**:
 - On Slide Kill: **+50%** Heavy Attack Efficiency for **30s**
- Perk 2: **Kinetic Harmony**:
 - **+100%** Heavy Attack Wind Up Speed
- Perk 3: **Universal Readiness**:
 - Collecting ammo grants **5** Melee Combo counter
 - Resets the Melee Combo timer

Tips

- Combining [Corrupt Charge](#) and **Adept Reflexes** grants a passive minimum 3x [Melee Combo](#), allowing **Swift Transmute** to immediately transform Praedos at will.
- [True Punishment](#) affects **Shockwave Synergy**, effectively doubling the Combo Count gain from 4 to 8 per enemy hit by the Slam radius. It is also affected by other sources that grant additional combo count chance.
- Using an [Exalted Weapon](#) will negate Evolution V challenge.
- Incarnon Genesis weapons are counted for Evolution V challenge.

Trivia

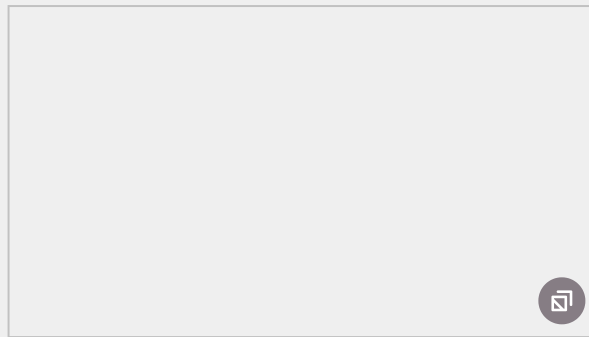
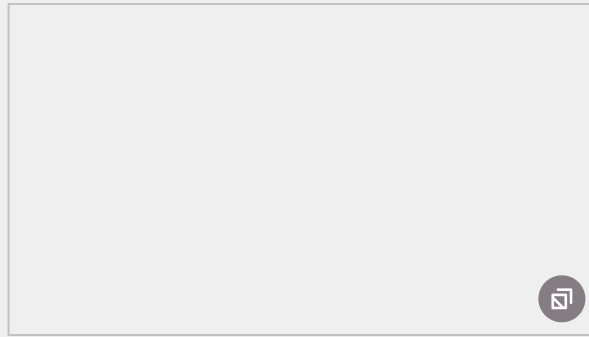
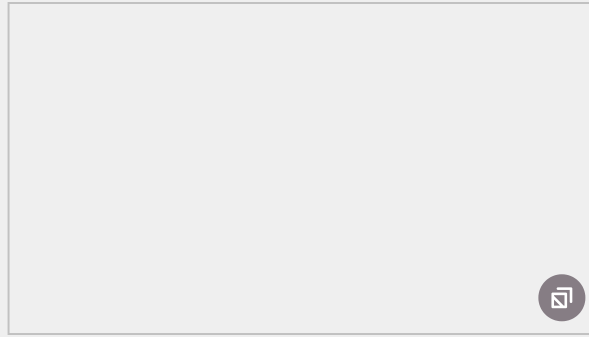
- Praedo means *robber* or *plunderer* in Latin.

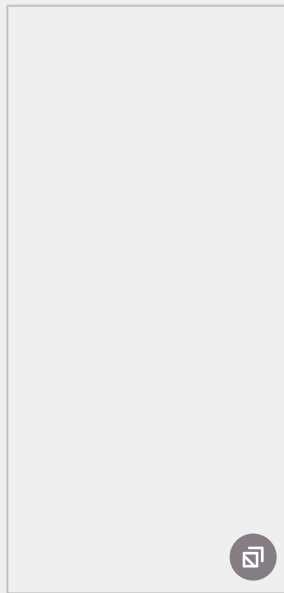
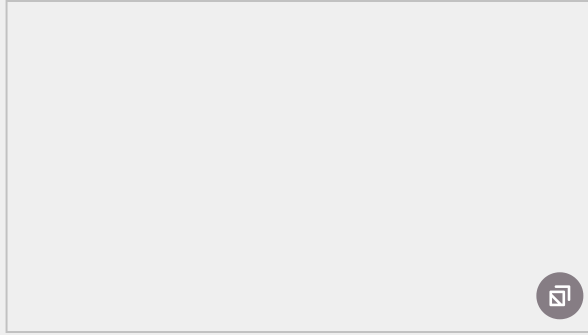
Media

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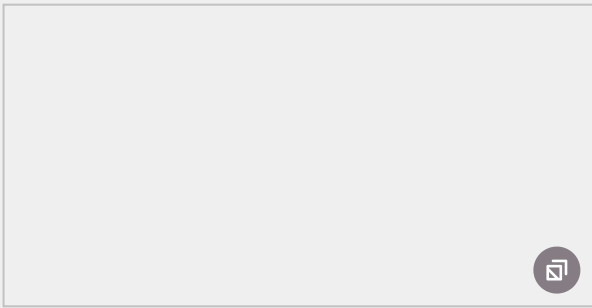
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Concept art



Default VS Incarnon Form

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed repeatedly hovering over Praedos’ “Drifting Grace” Incarnon Evolution incorrectly increasing a Warframe’s Sprint Speed stat in the Arsenal UI.

[Hotfix 33.6.4](#) (2023-08-15)

- Fixed the Evolution V Incarnon Challenge (Complete a mission with an Incarnon Weapon in every slot) not completing for the Praedos when using weapons with Incarnon Geneses installed.

See Also

- [Incarnon](#)
 - [Laetum](#)
 - [Phenmor](#)
 - [Felarx](#)
 - [Innodem](#)

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[Melee](#)

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[Robotic](#)

[Modular](#)

[Railjack](#)



Auto	Bubonico • Shedu
Bow	
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos
Crossbow	
Auto	Attica • Zhuge • Zhuge Prime
Semi / Mag Burst	Nagantaka • Nagantaka Prime
Exalted Weapon	
Charge	Artemis Bow • Artemis Bow Prime
Launcher	
Active	Carmine Penta • Penta • Secura Penta
Auto	Tenet Envoy
Charge	Ogris
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon



Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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