

ADVERTISEMENT

in: [Warframe Abilities](#), [Banshee](#), [Update 7](#), [Stealth Abilities](#)


SIGN IN

REGISTER

Silence



EDIT



Silence
Using Silence surrounds Banshee in an aura that stuns enemies and will limit their perceptions and tactical response to gunfire and Warframe attacks.

3
75

Introduced in [Update 7.0](#)
(2013-03-18)

Strength: N/A

Duration: 10 / 15 / 20 / 30 s


Range: 10 / 13 / 15 / 20 m

Misc:
2 s (stun duration)
Enemy abilities disabled

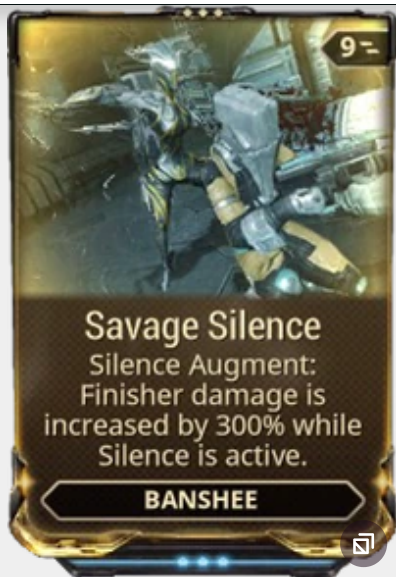
Subsumable to Helminth

- Info
- Augment**
- Tips & Tricks
- Maximization
- Bugs

Main article: [Savage Silence](#)

Savage Silence is a [Warframe Augment Mod](#) for  [Banshee's](#) ... **Silence** that multiplies the damage of standing finisher attacks on affected enemies.

[Savage Silence](#)



Patch History

[Hotfix 33.0.7](#) (2023-05-09)

- Banshee's Silence no longer stuns CC immune enemies (VIPs/bosses, Overguard, etc.). While they will no longer be stunned, enemies under its effects will still be stopped from casting their abilities.
 - *The main motivation was to fix Thrax Legatus enemies falling through the map and going invisible due to Silence - causing a progression halt in Spiral/Circuit Stages. It also brings Silence in line with other stun, stagger, knockdown, etc. abilities and how they are intended to be ignored when CC immunities are present.*

See Also

-  [Banshee](#)

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms



WARFRAME Wiki



[Sci-fi](#) | [Warframe](#)

Add a comment about Silence

61 comments[A Fandom user](#) • 9/3/2024

So sad that it doesn't prevent demolishers from pulsing their nullifying stuff



Write a reply

[A Fandom user](#) • 7/15/2024

How exactly is this a good as a subsume ability?, is it for the stun?

Is it for the augment?

I feel like im missing something unless its used for its utility on disabling enemies
special attacks/abilities

[A Fandom user](#) • 7/19/2024

It's mainly for farming affinity

[A Fandom user](#) • 7/23/2024

A Good ability to shut down eximus units if you are having difficulty to deal
with them.



Write a reply

[A Fandom user](#) • 4/9/2024

"Disabled by Silence: Acolyte abilities" right so then why do I continually get a



neighbourhood acolyte?



[A Fandom user](#) • 7/4/2024

I always assumed the disable lasts 2 seconds like the enemies stun



[A Fandom user](#) • 7/22/2024

Because acolytes can stand outside the radius and cast abilities into it. Same thing can happen with jade light eximi.



Write a reply



[A Fandom user](#) • 4/9/2024

Is there any way to disable deafening/muffling effect on player?



Write a reply



[NPhlames](#) • 5/14/2023

> Maggots.. ..just do nothing and die."
Literally me



Write a reply



[A Fandom user](#) • 3/23/2023

Some guy on YouTube comment section said that Silence doesn't need range, so that's why it's good with regular Nova build with her 1(that's usually built with negative range). Is that true?



Never go for more than base range with Silence so can control the area where you stun enemies and make them susceptible to stealth damage.



[A Fandom user](#) • 8/2/2023

Tbh I'm gonna try it with range and duration on Loki for team use. Locking things out of use for everyone will make things way more tolerable (especially VS eximus units, they're still unable to do their thing)



Write a reply



[A Fandom user](#) • 2/16/2023

GOD DAMN IT DE, I had to go to a player curated wiki to learn that this ability also disables enemy abilities. I genuinely had no idea and the tooltip doesn't help.



Write a reply



[A Fandom user](#) • 1/7/2023

Pretty broken in high level. Big middle finger to Acolytes, eximi, Thrax, ..



[A Fandom user](#) • 1/14/2023

Remove this comment do not let DE see this



Write a reply



[A Fandom user](#) • 12/6/2022

It seems like this skill makes Thrax enemy cant go ethereal after their hp go zero. u just straight kill them without needed to go operator mode to kill them with void dmg. tested it in Conjunction Survival.



VIEW MORE REPLIES



[MikeyMikington](#) • 3/4/2023

Thrax enemies in Tier 1 conjunction survival (outside of Steel Path) never enter ethereal form when you kill them. can you confirm that works either on Tier 2 survival or Steel Path?



[A Fandom user](#) • 12/31/2023

It's been a while since the last comment but to anyone wondering - Silence does not prevent thrax from going ethereal, tested in steel path as both host and client. It's still worth using though, just to prevent them from doing anything else.



[MikeyMikington](#) • 1/1/2024

Thanks for testing!
So it DOES stop them from using the "ethereal" attacks where they're invincible and force magnetic procs on hit, then? 'Cause that's still a great reason to use Silence.



[A Fandom user](#) • 3/12/2024

[Soul Punch](#) can execute Thrax enemies below 25% health, bypassing their Spectral phase entirely, and will instantly respawn the Thrax as a Shadow for Nekros if he is not at this Shadow limit.



Write a reply



[A Fandom user](#) • 7/14/2022

"Passive auras ([Shield Osprey](#) emitter, [Ancient Healer](#)'s aura, slowing/burning/energy drain emitted by [Eximus](#) units, [Arbitration Shield Drone](#) aura, etc)"

Pretty sure it stops all eximus abilities now, and disables healers overguard emission. Can anyone who knows for sure update this? I would, but I can't be





Write a reply



[A Fandom user](#) • 7/14/2022

This ability is basically a fuck you to the eximus rework and i love it.



Write a reply



[A Fandom user](#) • 5/6/2022

Definitely my new best friend after the eximus changes



[SleekParalysis](#) • 5/7/2022

Amen. This subsume just became **a lot** more interesting!



[A Fandom user](#) • 7/4/2022

Pretty much a required subsume on Limbo if you want to avoid cheap deaths as a result of new Eximus abilities.



[A Fandom user](#) • 11/14/2022

^This
Replaced his third as I never use it
Grofit



Write a reply



[A Fandom user](#) • 1/31/2022

Does this stack with the Fatal Teleport augment from Ash?



Assuming you're referring to Silence's augment "[Savage Silence](#)", Yes it does. I use it on my finisher Ash for that very reason.



Savage Silence

WARFRAME WIKI



Write a reply



[A Fandom user](#) • 1/9/2022

Can this silence prevent violence from use HIS silence?



[A Fandom user](#) • 1/9/2022

Yes.



Write a reply



[Walnutfrey29](#) • 12/28/2021

Silence is broken; not only it disrupts ALL enemy special attacks (essentially they have to either shoot or melee; nothing more) it can also stop bosses like Lt. Lech Krill from becoming vulnerable; which is an inconvenience



[TheSkinnyKidGamer](#) • 10/14/2023

Not anymore boooo





Write a reply



A Fandom user • 9/23/2021

Pretty sure Silence seals the Manic's Ground'n'Pound attack. Ditto the sealing the Manic Bombard's Cluster Grenade.



Write a reply



A Fandom user • 9/7/2021

So according to wiki, Stealth Damage Bonus section, standard melee attack should have +700% damage bonus when enemy are under silence effect. However upon testing, there was no damage bonus with vanilla silence, but with savage silence augment, the +300% apply normally on standard attack.

Note I tested in simulacrum and enemy is NOT paused, and I am invincible.

Could someone provide an definitive answer to this?



Ladyvan • 9/7/2021

You only get the +700% when the enemy is unaware of you. Even if Silence is active and they shoot at you, you'll still just get standard damage.

However, when silence briefly staggers enemies, they are opened up to finishers and are briefly unaware of you, meaning you get the +700% damage on normal hits. Silence also makes it easier to sneak up on enemies. (Not as well as invisibility though)

The silence augment never applies to standard attack, only finishers. You probably had the standard stealth damage on unaware enemies.



A Fandom user • 9/23/2021

Silence only gives bonus melee damage on aware enemies if you have the augment. If you do, then it's like having around 3 seconds of Radial Blind (or other sneak attack bonus opening method, like when enemies are standing up from knockdown) to perform a finisher attack or get a stealth melee attack bonus.



That said, you can extend the bonus damage/finisher window if an enemy is slowed while going through the animation as the bonuses won't wear off until they become aware of you and they are functionally deaf and blind and (provided they're within Silence's aura) numb to incoming damage. Works pretty nicely with Gloom if you can manage the energy expenditure.



Write a reply



A Fandom user • 6/26/2021

Does it nullify necramech from casting nullify ??



A Fandom user • 8/24/2021

Yes, this ability does disable enemy Necramech's abilities.



Write a reply



A Fandom user • 4/24/2021

I wish DE would buff this ability's stun. Banshee has next to no survivability and her lack of good control abilities adds to the issue. Give this ability a synergy with Sonar where if an enemy is hit with the Sonar pulse while in the range of Silence (augment included) the stun is applied again. Boom, huge buff to her CC and thus her survivability.

[VIEW MORE REPLIES](#)



A Fandom user • 7/23/2021

If the only way a frame has to improve its survivability is to replace one of its abilities, then the frame needs fixing.



A Fandom user • 9/23/2021



abilities (grenade tosses, summons, riplines, slams, etc). Further, it can be easily reapplied by simply taking a step back and then a step forward to reapply the stun.

That said, this is Banshee. You have guns and Sonar, so fucking shoot them 'cause when they're dead they can't shoot back.



A Fandom user • 1/31/2022

Shieldgating is a thing now so she is far more survivable than ever. Before that Ive played her with aero dr mods but DE nerfed their stacking.



A Fandom user • 7/14/2022

You can use cold procs, zenurik, or gloom just to name a few to slow down the stun.



Write a reply



A Fandom user • 4/13/2021

As of right now, the stealth damage bonus only works if the augment is used.



Write a reply

Fan Feed

LOAD MORE COMMENTS

More

WARFRAME Wiki

1

Incarnon

2

The Circuit

3

Warframes

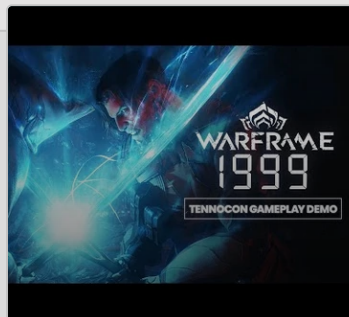
Resonance

Sonar Augment: Killing an enemy by shooting their weak spot will trigger another Sonar for 100% of remaining duration.

BANSHEE

Sonar

WARFRAME Wiki




WARFRAME Wiki

WARFRAME Wiki




WARFRAME Wiki






Banshee
WARFRAME Wiki




Sonic Fracture
Sonic Boom Augment:
Enemy Armor is reduced
by 70%.
BANSHEE

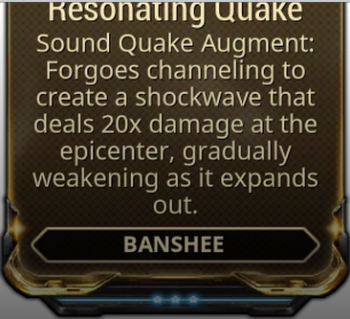
Sonic Boom
WARFRAME Wiki



Archon Shard
WARFRAME Wiki




Helminth
WARFRAME Wiki



Resonating Quake
Sound Quake Augment:
Forgoes channeling to
create a shockwave that
deals 20x damage at the
epicenter, gradually
weakening as it expands
out.
BANSHEE

Sound Quake
WARFRAME Wiki



The Circuit
WARFRAME Wiki

