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Helminth

[628](#) [EDIT](#)

[TENNO](#) [INFESTED](#)

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For the Infested Kubrow, see [Helminth Charger](#).

*Disgusting, is it not Operator? Ordis would enjoy **PURGING THIS** ...uh, cleaning this room but sadly this... **vile mass** serves you and your Warframes. A necessary evil.*

—Ordis

(Who nurtures you in your times of rest? Who restores your battle-torn frame, day after day after day? Whose milk enriches your kindred flesh with endless strength and vigor? It can only be me.)

—Helminth

Helminth



Information	
Introduced	Update 19.5 (2016-12-22)
Faction	Infested Tenno
First Appearance	Update 19.5 (2016-12-22)
Quotes	Helminth/Quotes



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that requires special access
cal functions" namely the



While the Infestation in the room as a whole is a part of the Helminth itself, the "main body" of the Helminth can be considered the big mouth attached to the back wall, which it uses to swallow resources. The Tenno can interact with the Helminth's core functions by having their Warframe sit down on the infested chair in the center of the room.

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Lore

Our hubris shone like a black star... for our technology, our war-machines were your kin. How easily you turned them against us. We were forced to older means. Not circuits, nor light... but flesh and disease. Our horrors past, our ravaged outer colonies... became gardens! We cultured the [Infestation](#), conceiving of a hybrid. Transformed, but only just. The 'Helminth' was created, born to yield these new warriors, worthy of battle against you. The great and terrible [Hunhow](#). We took our greatest, volunteers or not, and polluted them with these cultured reagents. They transformed. They became Infested... ... but only just. Their skin blossomed into sword-steel. Their organs, interlinked with untold resilience. Yet their minds were free of the Infested madness. Or so we thought. We set them upon the battlefield, bio-drones under our command. The [Warframes](#)... All of them... failures. Surprised? They turned on us, just as you did. And so we had no choice but to commit them to grave.

—[Ballas](#)

It is revealed during [The Sacrifice](#) by Executor [Ballas](#) that the Helminth was created by the [Orokin](#) to convert human subjects into [Infested](#)-hybrids, giving birth to Warframes to be used in [The Old War](#) against the [Sentients](#). According to Ballas' [Vitruvian](#), when a subject is exposed to a Helminth strain, it transforms their skin into sword-steel, as well as interlinking their internal organs with untold resilience, while at the same time preventing the same Infestation from completely destroying their mind, or so the Orokin thought. However, the Helminth-strain Warframes, like the Sentients before them, proved impossible to control by their Orokin creators until the [Operators](#) came to pacify them and [Transference](#) technology was developed.



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e after obtaining a **Helminth**



At the center of the Helminth Infirmary is a chair that Nidus can sit on. Should the player choose to sit on the chair (in spite of Ordis's protests), a needle will inject the left side of the Nidus' neck and will release it afterward.

This will infect him with the Helminth virus, and also

"awaken" Helminth in the Infirmary, triggering its communications to the [Tenno](#). 24 hours after the

Fully grown cyst (7 days from infection)

injection, a small, pink, Infested cyst will start growing at the site of injection. The cyst will continue to grow in size until 6 more days have passed, at which point it will be fully matured, as seen by the small tendrils sprouting from its surface. The player may drain the mature cyst while incubating a Kubrow to breed a new type of [Companion](#), the [Helminth Charger](#), from the [Orbiter](#)'s [Incubator Segment](#); a new cyst will appear 24 hours after draining it.

The injection will only occur **once**, and will not happen again to additionally built Nidus. However, Nidus can still receive the cyst from another infected player.

As long as Nidus is infected, any Warframes that come into contact with him will also contract the Helminth Virus. Players will know if they have been infected when they hear an 'injection' sound, and are briefly surrounded by a light, brown cloud. After 24 hours, the same cyst will appear on the newly infected Warframe. The now-infected Warframes can also spread the virus to other Warframes the same way as Nidus.

However, the virus can **only** be spread during missions, in a [Clan Dojo](#), or in a player's [Orbiter](#), and cannot be spread in [Relays](#). Infected players can also spread the virus to players who have yet to complete [The Glast Gambit](#) or any of its prerequisite quests (namely [The War Within](#)). If a player's Warframe is infected during a mission, the mission must be completed in order for the virus to successfully be spread. Aborting the mission will prevent the Warframe from being infected in that mission, although they can still get infected at a later time.

In order to cure an infected Warframe of the virus, the player can enter any Warframe carrying a cyst, regardless of whether it is immature or has fully grown, into the Helminth Infirmary and interact with the chair and cure them of the infection. This not only removes the cyst from the Warframe but also inoculates them against further infection. This also prevents the inoculated Warframe (except [Nidus](#)) from accessing the Helminth Infirmary until the [Helminth Segment](#) is acquired.



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st has no positive or negative



Ability Replacement

The Helminth has the ability to **replace** [Warframe Abilities](#) with those of other Warframes or even unique ones. It can be accessed through the Helminth Infirmary on the [Orbiter](#), requiring the [Helminth Segment](#) whose blueprint is purchased from [Son](#) in the [Necralisk](#) for **15000** and requires [Mastery Rank](#) 8 and **Rank 3 - Associate** with the [Entrati](#). Alternatively, a built Helminth Segment can be purchased from the [Market](#) as part of the [Helminth Segments Bundle](#) for **300**.

Manufacturing Requirements					
50,000	5	20	5	15	Time: 24 hrs
					Rush:
					50
Market Price: N/A			Blueprints Price: 15,000		

Once the segment has been built and installed, the Helminth Infirmary will be permanently open, even without the Cyst or Nidus, and the ability to Fast Travel to the Helminth becomes available. Upon sitting on the chair to install the segment, the player is prompted to name the Helminth. The Helminth can be freely renamed using the console to the left of the entrance.

Subsuming Warframes

Subsume your Warframe into the Helminth System, learning one of its abilities.

WARNING

Your Warframe will be consumed in the process.

—In-game description

To subsume a Warframe, your Helminth must be at least Rank 1 Metamorphosis. Any built non-[Prime](#)/non-Umbra Warframe can be sacrificed to the Helminth, freeing an inventory slot while doing so. After 23 hours, the sacrificed Warframe will have one



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below, available for use through
place another Warframe's ability
ngle [Mag](#) Warframe will



unlock her subsumed ability, [Pull](#), to be used on any other Warframe. [Passives](#) are not affected by the system.

Note that the Warframe does **not** have to be at max rank in order to be subsumed. Only **one** Warframe can be subsumed at a time, and the process can be rushed for **50**. There is also a limited number of subsumed abilities the Helminth can hold, which can be increased with the Helminth's Metamorphosis rank. The same Warframe cannot be subsumed more than once.

To subsume a Warframe, the currently equipped Warframe must be brought to the Helminth Infirmary. Sitting on the chair will prompt an option to "Subsume Warframe", with a note that the **chosen Warframe will be consumed**. Selecting this option will display the Warframe being sacrificed and their ability being taken, and prompts the player to type **CONFIRM** to confirm the subsuming. The sacrificed Warframe will then be rendered inert and held in the back of the room by the Helminth's tendrils to be slowly absorbed into its biomass, and the player will have their oldest Warframe auto-equipped.

Once fully subsumed, a Lotus flower with its colors matching the sacrificed Warframe will appear in the infirmary. The petals will match the primary color, stamen the secondary color, and stem the tertiary color. There will also be a glow emitting from the center of the flower matching the Energy color and petal veins will use the energy accent color. If no colors have been modified, the flower will use the Warframe's default colors.

Secretions

In order to subsume a Warframe or replace Warframe abilities with a subsumed one, the Helminth must be fed a certain number of [resources](#) from different categories to start the process. Almost all resources in the game can be used to feed the Helminth, which are then converted into specific **Secretions** which are then spent for various Helminth functions. Different resources generate different types of Secretions, which are consumed when feeding Helminth.



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Category	Resources Consumed	
Bile	350 Aggristone 250 Ariette Scale 900 Antiserum Injector Fragment 3 Argon Crystal 3,000 Cryotic 5 Diluted Thermia 7 Enigma Gyrum 200 Isos 7 Javlok Capacitor	40 Morphics 65 Nav Coordinate 30 Omega Isotope 5 Orokin Cipher 75 Rune Marrow 10 Somatic Fibers 50 Thermal Sludge 5,000 Ticor Plate 40 Vainthorn 10 Voidgel Orb
Biotics	35 Connla Sprout 75 Dracroot 8 Dusklight Sarracenia 35 Eevani 8 Frostleaf 50 Ganglion (2x) 25 Gorgaricus Spore 150 Kovnik 8 Lunar Pitcher 50 Maprico 8 Moonlight Dragonlily 8 Moonlight Jadeleaf 8 Moonlight Threshcone	8 Mytocardia Spore 25 Nistlepod 25 Pustulite (2x) 8 Ruk's Claw 35 Silphsela 8 Sunlight Dragonlily 8 Sunlight Jadeleaf 8 Sunlight Threshcor 35 Tasoma Extract 50 Tepa Nodule 35 Ueymag 8 Vestan Moss 35 Yao Shrub
Calx	300 Asterite 250 Belric Crystal Fragment 7,000 Cubic Diodes 175 Gallos Rods 30 Grokdrol 300 Hexenon	50 Iradite 50 Lucent Teroglob (2x) 80 Nacreous Pebble 50 Nullstones 250 Rania Crystal Fragment 6,000 Rubedo
	15,000 Alloy Plate 2,500 Cerbidos	10 Maw Fang 750 Oxium 20,000 Salvage 10 Tellurium 10,000 Titanium



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Pheromones	• 3 Chitinous Husk • 3 Infected Palpators • 150 Lamentus • 125 Mutagen Sample • 20,000 Nano Spores	• 15 Neurodes • 4,000 Plastids • 3 Pulsating Tubercles • 3 Severed Bile Sac • 50 Thrax Plasm • 20 Lua Thrax Plasm
Synthetics	• 6 Atmo Systems • 10 Aucruux Capacitors • 7,000 Circuits • 75 Control Module • 30 Cryptographic ALU • 125 Detonite Ampule • 5 Entrati Lanthorn	• 125 Fieldron Sample • 12 Gyromag Systems • 15 Komms • 25 Neural Sensors • 15 Orokin Cell • 12,500 Polymer Bunc • 3 Repeller Systems • 200 Saggen Pearl
Sentient Appetite	• 2 Anomaly Shard • 5 Cetus Wisp • 75 Intact Sentient Core	• 10 Exceptional Sentient Co • 5 Flawless Sentient C • 10 Eidolon Shard

The Helminth starts out liking all available resources. Feeding it any resource temporarily reduces its preference to that resource. Thus at any particular moment the Helminth has a preferred diet of resources that it wants which affects the efficiency that the resource is converted into Secretions.

- A **green** upwards arrow on a resource means that the Helminth currently prefers that resource, thus increasing the amount of Secretions gained, up to a maximum of **30%**.
- A **red** downwards arrow means the Helminth currently dislikes that resource, significantly reducing the amount of Secretions converted, to a minimum of **3%**.
 - If a resource is disliked, the Helminth can be fed a resource from Sentient Appetite to restore its interest in its most disliked resource by 50% of the gauge. Sentient Appetite can be used until the disliked resource returns to neutral.



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the resource, converting it into



- [Lucent Teroglobe](#) (resulting in [Calx](#)), [Pustulite](#) (resulting in [Biotics](#)) and [Ganglion](#) (resulting in [Biotics](#)) always result in double secretion (i.e. up to a maximum of **60%** when these resources are preferred).

The Helminth will progress from liking a resource, to neutral, and finally losing appetite if the same resource is fed to it consecutively. Feeding order can also affect the number of resources that are converted: if the Helminth is fed a resource that it likes, feeding it with a different neutral or disliked resource will boost the conversion amount for them by a small amount.

The maximum amount of any Secretion is **100%**, exceeding which will cause any excess to be wasted.

Over time, Helminth's appetite for consuming certain resources will gradually increase as long as those resources have not been fed to it. It will take 24 hours for a resource to go from fully red to neutral and another 24 hours from neutral to fully green.

Injecting and Replacing Abilities

Once Helminth subsumes an ability, it can replace any chosen Warframe's ability, including those on Prime or Umbra variants, via an injection. However, each Warframe can only have **one** subsumed ability, from either a Warframe or Helminth, per loadout configuration. Players can choose which mod configurations the injected ability can be used in. For example, an [Excalibur Prime](#) could have [Pull](#) replace their [Radial Javelin](#) on their first mod config slot and keep Radial Javelin on the other two slots as normal. Reordering mod configurations will also move the injected ability with it.

Additionally, when placing a subsumed ability on [Chroma](#), [Mirage](#), [Rhino](#), [Octavia](#) and [Xaku](#), the damage boosting abilities [Eclipse](#), [Roar](#), and [Xata's Whisper](#) can only replace [Vex Armor](#), [Eclipse](#), [Roar](#), [Amp](#), and [Xata's Whisper](#) respectively. **Only** the aforementioned combinations are restricted in such way; other damage buffs, for example [Shooting Gallery](#) or [Smite](#) ([Smite Infusion](#)) can be injected into [Chroma](#) to combine their buff with [Vex Armor](#).

The appropriate [Warframe Augment Mods](#) can be installed on the Warframe with the injected ability.



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d from the injection are **not** Furthermore, while an ability



all configurations. Modifying which ability slot or the number of configurations an ability is injected into will require removal and re-injection of the ability, paying the Secretion cost again. If one wishes to have multiple loadouts ready in which the same ability is injected into different slots, another copy of the Warframe is required.

There is no warning when placing an ability on an already occupied mod config slot. The infusing process goes as usual.

Metamorphosis

Feeding resources, subsuming Warframes, and injecting abilities using the Helminth will upgrade its Metamorphosis rank. Additional ranks gained will provide new unlocks, such as increase the capacity of subsumable Warframe slots, or unlock new unique Helminth abilities for use.

Rank ↕	Experience From Previous Rank	Experience From Rank 0	Unlocks
0	0	0	Unlock Ability: Empower Increase the strength of your next ability use. Unlock Ability: Infested Mobility Increase your parkour velocity. Unlock Ability: Master's Summons Heal your companion and call it to your side.
1	2250	2250	Warframe Subsuming + 3 Subsume Slots Subsume Warframes into the Helminth to allow infusing one of their abilities into other Warframes. Also grants 3 subsume slots, which are used when a Warframe is subsumed.
2	3375	5625	Unlock Ability: Rebuild Shields Instantly restore your shields.
3	4500	10125	Unlock Ability: Perspicacity Automatically succeed at your next hack attempt.
4	5625	15750	10 Subsume Slots Slots used to subsume Warframes into the Helminth. Unlock Ability: Energized Munitions



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Helminth.



Rank	Experience From Previous Rank	Experience From Rank 0	Unlocks
6	7875	30375	Unlock Ability: Marked For Death Stun an enemy; a portion of the next damage you deal to it will be dealt to all enemies around it.
7	9000	39375	20 Subsume Slots Slots used to subsume Warframes into the Helminth.
8	10125	49500	Sentient Appetite Feed Sentient resources to the Helminth, to increase its appetite for one resource that it no longer craved.
9	11250	60750	Unlock Ability: Expedite Suffering Affect enemies in a cone, removing any Bleed and Poison status from them and dealing any remaining damage not yet suffered in a single burst.
10	12375	73125	Unbound Subsume Unlimited Subsume Slots.
11	13500	86625	Unlock Ability: Parasitic Armor Sacrifice Shields to reinforce Armor for a period of time.
12	14625	101250	Unlock Ability: Hideous Resistance Grant yourself immunity to Status effects .
13	15750	117000	Unlock Ability: Voracious Metastasis Consume Energy to heal yourself and grant matching Energy to each ally.
14	16875	133875	Unlock Ability: Sickening Pulse Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed , Heat , and Toxin effects which are duplicated with fresh timers.



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Unlock Ability: [Golden Instinct](#)
 Send out a short-lived Void Spark that is drawn to [Medallion](#), [Ayatan Sculpture](#), scanned [Kurians](#) or unscanned



Activity	Experience Gained
Subsuming a Warframe	1600xp
Injecting an ability	8xp per 1% used material
Feeding the Helminth	~6.66xp per 1% gained material: Liked (30%) - 200xp Neutral (15%) - 100xp Disliked (7%) - 46xp Hated (3%) - 20xp
Injecting an Invigoration	4800xp

Subsumable Abilities

Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
Ash	Shuriken	Seeking Shuriken	Armor Strip	—
Atlas	Petrify	Ore Gaze	Crowd Control Farming	Petrified enemies do not drop Rubble.
			Damage	—



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay	Role	Notes
				Enemy Abilities Stealth	
Baruuk	Lull	Endless Lullaby		Crowd Control Stealth	—
Caliban	Sentient Wrath	—		Crowd Control Damage Debuff	—
Citrine	Fractured Blast	—		Crowd Control Healing Energy Restore	ALTERED: Diminished Strength Damage reduced to 125 / 150 / 200 / 250 , Health Orb drop chance reduced to 25% , and Energy Orb drop chance reduced to 10% .
Chroma	Elemental Ward	Everlasting Ward		Support	Elemental Ward versions of the ability are determined by the chosen



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
				Primary Emission Color.
Dagath	Wyrd Scythes	—	Crowd Control Damage	ALTERED: Diminished Slow. Slow is reduced to 15% / 18% / 22% / 26%.
Dante	Dark Verse	—	Damage	—
Ember	Fire Blast	Healing Flame Purifying Flames	Crowd Control Armor Strip Healing	ALTERED: No Overguard From Healing Flames Augment Armor reduction per cast is capped at 75%. Healing Flame heals for 37 health for each enemy hit and does not grant Overguard.
			Crowd Control Damage	Rest or Rage versions of the ability are



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
			Debuff Stealth	the chosen Warframe Primary Emission Color.
Excalibur	Radial Blind	Radiant Finish	Crowd Control	—
Frost	Ice Wave	Ice Wave Impedance	Crowd Control	—
Gara	Spectrorage	Spectrosiphon	Crowd Control Energy Restore	—
Garuda	Blood Altar	—	Healing	—
Gauss		Thermal Transfer	Crowd Control Nuking Damage Buff	ALTERED: Scaling from Heat Status on enemies



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
				Ability Damage. Damage is equivalent to 50% of Gauss's battery; 225 / 300 / 375 / 450 Cold damage and 450 / 600 / 750 / 900 Heat damage. ALTERED: Self-Heal Removed and Effect Reduced No self healing, armor applies only 1 Viral stack, energy multiplier is reduced to ? / ? / ? / 1.6x , and Viral weapon bonus damage is reduced to +?% / +?% / +?% / +45% . Does not have a swallowed enemy requirement, as other Warframes cannot cast Feast .
Grendel	Nourish	Hearty Nourishment	Crowd Control Damage Buff Energy Restore	



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
			Control	
Harrow	Condemn	Tribunal	Crowd Control Shield Restore	Other Warframes cannot benefit from the Tribunal augment, due to their inability to cast Penance and Thurable .
Hildryn	Pillage	Blazing Pillage	Defense Strip Shield Restore Status Cleanse	Costs 50 Energy instead of consuming Shields. Does not generate shields for Inaros and Nidus . Other Warframes cannot benefit from the Blazing Pillage augment, due to their inability to cast Haven .
Hydroid	Tempest Barrage	Viral Tempest	Crowd Control Armor Strip	—
			Crowd Control	—



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Warframe ⌵	Subsumable Abilities ⌵	Applicable Augments	General Gameplay ⌵ Role	Notes
Ivara	Quiver	Empowered Quiver Power of Three	Stealth	Tap-cast for Cloak, hold-cast for Noise. Sleep and Dashwire arrows not available. Tap/hold cast inversion in Settings menu still applies.
Jade	Ophanim Eyes	—	Crowd Control Defense Strip	ALTERED: Cannot revive allies.
Khora	Ensnare	—	Crowd Control	—
Kullervo	Wrathful Advance	—	Damage Buff Movement	ALTERED: Diminished Range and Melee Critical Chance Range reduced to 10 / 11 / P





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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
				meters and melee critical chance reduced to 25% / 50% / 75% / 100% .
				Costs 0 energy with a 5 second cooldown. Base ability does
Lavos	Vial Rush	—	Damage Buff Crowd Control	not include hold-cast to imbue the next ability cast with Cold damage.
				Base ability includes hold- cast to cancel the ability, releasing all affected targets from the Rift. Non-Limbo Warframes
Limbo	Banish	Rift Haven	Crowd Control Support	remain unable to step into the Rift Plane themselves without another player's Banish, Cataclysm or portals from Limbo's passive.



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
Loki	Decoy	Damage Decoy Deceptive Bond Savior Decoy	Crowd Control	—
Mag	Pull	Greedy Pull	Crowd Control	ALTERED: Diminished Range Range reduced to 7.5 / 10 / 11 / 12.5 meters.
Mesa	Shooting Gallery	Muzzle Flash	Damage Buff Crowd Control	—
Mirage	Eclipse	Total Eclipse	Damage Buff Damage Reduction	ALTERED: Diminished Effectiveness Damage bonus reduced to 2% / 9% / 15% / 30% and damage reduction cap reduced to 75% . Limited to 1 damage buffing ability per Warframe.
			Armor Strip Crowd	—



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
Nezha	Fire Walker	Pyroclastic Flow	Crowd Control Movement Speed Status Cleanse	—
Nidus	Larva	Larva Burst	Crowd Control	ALTERED: Diminished Range Radius reduced to 5.33 / 6 / 6.67 / 8 meters.
Nova	Null Star	Neutron Star	Damage Reduction	—
Nyx	Mind Control	Mind Freak	Crowd Control Control Support	—
			Crowd Control Damage Buff	—



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
Octavia	Resonator	Conductor	Damage Crowd Control	Uses the default Mandachord song.
Protea	Dispensary	Repair Dispensary	Healing Energy Restore	ALTERED: Diminished Duration Duration reduced to 5 / 7.5 / 10 / 12.5 seconds.
Qorvex	Chyrinka Pillar	—	Damage Crowd Control	—
Revenant	Reave	Blinding Reave	Healing Shield Restore Invulnerability	—
Rhino	Roar	Piercing Roar	Damage Buff	ALTERED: Diminished Damage Increase Damage bonus



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes	
				2% / 9% / 15% / 30%. Limited to 1 damage buffing ability per Warframe.	
Saryn	Molt	Regenerative Molt	Crowd Control Healing Movement Speed	—	
Sevagoth	Gloom	—	Crowd Control Healing	—	
Styanax	Tharros Strike	—	Crowd Control Defense Strip Healing	—	
Titania	Spellbind	Spellbound Harvest	Crowd Control Status Cleanse	Spellbound Harvest augment grants 50 shields if used on Hildryn Confirmation needed	
			Healing Crowd	Base ability includes heal	





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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
				large radius. Percentage of damage dealt to the target converts into area healing.
Valkyr	Warcry	Eternal War	Attack Speed Buff Crowd Control	ALTERED: Diminished Speed Increase Attack Speed bonus reduced to 9% / 12% / 15% / 30% .
Vauban	Tesla Nervos	Tesla Bank	Crowd Control	—
Volt	Shock	Shock Trooper	Crowd Control Damage Buff	—
Voruna	Lycath's Hunt	—	Healing Energy Restore	ALTERED: Passive Removed Health and Energy Orb drop chance reduced to 50% and cannot activate the Heavy



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Warframe	Subsumable Abilities	Applicable Augments	General Gameplay Role	Notes
				Attack Efficiency passive.
Wisp	Breach Surge	Critical Surge	Damage Crowd Control	Other Warframes cannot benefit from the Critical Surge augment, due to their inability to cast Reservoirs .
Wukong	Defy	—	Invulnerability Armor Bonus Status Cleanse	ALTERED: Diminished Max Armor Armor bonus cap reduced to 750 .
Xaku	Xata's Whisper	—	Damage Buff	Limited to 1 damage buffing ability per Warframe.
Yareli	Aquablades	Surging Blades	Crowd Control Damage	—
				Base ability includes tap-cast for wind vacuum, hold-cast for wind
			Crowd Control Damage Buff	



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Helminth Abilities

The Helminth possesses its own set of **unique abilities** unlocked by ranking up through Metamorphosis. These abilities have their own stats and functions, allowing the player to customize their loadout further. Only one Helminth ability may occupy one ability slot in a loadout configuration at a time. Helminth abilities also count as an ability replacement preventing other subsumed Warframe abilities from occupying the same ability loadout. Mods that affect [Ability Duration](#), [Ability Efficiency](#) and [Ability Strength](#) all function normally on them.

Helminth abilities can be cast with the hotkey assigned to the ability slot it occupies (e.g. default **1**, **2**, **3**, **4**).

*This section is **transcluded** from **Helminth/Unique Abilities** . To change it, please **edit the transcluded page**.*

See [Helminth#Injecting and Replacing Abilities](#) on replacing one of a Warframe's abilities with these.

N/A 25	Empower		Strength:	N/A
	Increase the strength of your next ability use.		Duration:	N/A
			Range:	N/A
			Misc:	
		+ 20 / 30 / 40 / 50 %		
		(strength bonus)		
		∞ (bonus duration)		
	Subsumable to			
	Helminth			

Infested Mobility

Increase your parkour velocity.

N/A

Strength:

35 / 45 / 50 / 60 % (sprint speed bonus)

15 / 20 / 25 / 30 % (parkour velocity bonus)

Duration:

5 / 6 / 7 / 8 s

Range:

N/A

Subsumable to




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✕

	Master's Summons Heal your companion and call it to your side.	Strength: N/A
		Duration: N/A
		Range: N/A
50	Introduced in Update 29.0 (2020-08-25)	Misc: 25 / 50 / 75 / 100 % (health and shield restore) ∞ (teleport range)

N/A 50	Rebuild Shields Instantly restore your shields.	Strength: N/A
		Duration: N/A
		Range: N/A
	Introduced in Update 29.0 (2020-08-25)	Misc: 25 / 50 / 75 / 100 % (shields restored) 12 s (cooldown)

Perspicacity Your next hack will be automatic.		Strength: N/A
N/A 25	Introduced in Update 29.0 (2020-08-25)	Duration: N/A
		Range: N/A
		Misc: 100% (hack chance) ∞ (chance duration)



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Energized Munitions

Imbue your weapons with ammo efficiency.

N/A

50

Introduced in [Update 29.0](#)
(2020-08-25)

Strength:

N/A

Duration:

3 / 3.5 / 4 / 5 s

Range:

N/A

Misc:

75 % (ammo efficiency)

Subsumable to**Helminth****Marked For Death**

Stun an enemy; a portion of the next damage you deal to it will be dealt to all enemies around it.

N/A

50

Introduced in [Update 29.0](#)
(2020-08-25)

Strength:

35 / 45 / 60 / 75 % (damage)

Duration:

N/A

Range:

7 / 8 / 9 / 10 m (explosion range)
15 / 20 / 25 / 30 m (cast range)

Misc:

1 (max targets)
∞ (mark duration)
150% (maximum damage)

Subsumable to**Helminth****Expedite Suffering**

Condense all Slash and Toxin Status Effects into a single damage instance.

N/A

50

Introduced in [Update 29.0](#)
(2020-08-25)

Strength:

1 x (damage multiplier)

Duration:

N/A

Range:

6 / 8 / 10 / 12 m

Misc:

45° (cone angle)
100% (stagger on hit)

Subsumable to**Helminth**

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Parasitic Armor

Sacrifice Shields to reinforce Armor for a period of time.

N/A

50 Introduced in [Update 30.5](#)
(2021-07-06)

Strength:

25 / 50 / 75 / 100 % (Shields to Armor conversion)

Duration:

10 s / 15 s / 20 s / 25 s

Range:

N/A

Subsumable to Helminth

Hideous Resistance

Grant yourself immunity to Status effects.

N/A

50 Introduced in [Update 30.5](#)
(2021-07-06)

Strength:

4 / 6 / 8 / 10 Charges

Duration:

N/A

Range:

N/A

Subsumable to Helminth

Voracious Metastasis

Consume Energy to heal yourself and grant matching Energy to each ally.

N/A

50 Introduced in [Update 30.5](#)
(2021-07-06)

Strength:

200 / 300 / 400 / 500
(health restored)

Duration:

16 / 14 / 12 / 10 s

Range:

N/A

Efficiency:

50 (energy restored, equal to cost)

Subsumable to Helminth



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N/A

50

Sickening Pulse

Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.

Introduced in [Update 30.5](#) (2021-07-06)

Strength:

N/A

Duration:

2 s (expansion duration)

Range:

5 m / 6 m / 7 m / 8 m (pulse initial radius)

Misc:

8 / 12 / 16 / 20 m/s (expansion distance per sec)
10 status stacks / 1 status stack (Heat, Slash, and Toxin)

Subsumable to

Helminth

N/A

50

Golden Instinct

Send out a short-lived Void Spark that is drawn toward the nearest Medallion, Ayatan Sculpture, rare crate, unscanned Kuria or unscanned Fragment.

Introduced in [Update 30.5](#) (2021-07-06)

Strength:

N/A

Duration:

N/A

Range:

200m

Subsumable to

Helminth

Strength Mods

Duration Mods

Range Mods

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X



Invigoration

In addition to injecting abilities, the Helminth can be further enhanced to **Invigorate** a Warframe, providing randomly selected temporary buffs. Invigorations require installing the [Helminth Invigoration Segment](#), whose blueprint can be purchased from [Son](#) in the [Necralisk](#) for **30000** and requires [Mastery Rank](#) 8 and **Rank 5 - Family** with the [Entrati](#). Alternatively, a built Helminth Invigoration Segment can be purchased from the [Market](#) as part of the [Helminth Segments Bundle](#) for **300**.

Manufacturing Requirements					
50,000	5	20	10	15	Time:
					24 hrs
50,000	5	20	10	15	Rush:



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Three random Warframes, each with their own random set of one offense and one utility buffs from the chart below, are chosen to receive Invigorations per week starting on **Monday at 0:00 UTC**. The buffs last for **seven days**.

After ten Invigorations, the Invigoration counter is replaced by an "Override Warframe" button that allows the player to change one of the randomly generated Warframe options to their currently equipped Warframe, including into one that has already received Invigorations. However, Warframes cannot receive a second Invigoration when it already has a previous one active. Once this option is consumed, the Invigoration counter resets, and the player once again needs ten Invigorations to reactivate the override. The override allows four warframes to be invigorated that week (up to seven at the same time).

Warframe Weighting

The chance a specific Warframe is chosen to receive an Invigoration for the week is weighted.^[1] A Warframe with a weighting of 1.00 is neutral, a weighting above 1.00 increases their chance to be selected for the week, and a weighting below 1.00 decreases their chance to be selected for the week.

Weighting	Warframe
2.00	Atlas • Banshee • Garuda • Grendel • Harrow • Hydroid • Nyx
1.00	Ash • Baruuk • Chroma • Ember • Equinox • Excalibur • Frost • Hildryn • Inaros • Ivara • Lavos • Limbo • Loki • Mag • Mirage • Nekros • Nezha • Nidus • Nova • Oberon • Octavia • Protea • Revenant • Rhino • Sevagoth • Titania • Trinity • Valkyr • Vauban • Xaku • Yareli • Zephyr
0.75	Gauss
0.50	Khora • Mesa • Saryn • Volt • Wisp • Wukong

Possible Buffs



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Offense	Utility
• Ability Duration +100%* • Ability Range +100%* • Ability Strength +200%* • Primary Crit Chance +200%† • Primary Damage +250%†* • Secondary Crit Chance +200%†* • Secondary Damage +250%†* • Melee Crit Chance +200%†* • Melee Damage +250%†*	• Armor +1000^ • Energy Max +200%‡* • Energy Regen +2‡^ • Health +1000^ • Health Regen +25/s^ • Jump Resets 5 (i.e. total of four midair jumps) • Sprint Speed +75%* • Parkour Velocity +75%* • Ability Efficiency +75%* • Reload Speed +75%* • Status Immunity (includes resisting knockdown effects from enemies and explosive weapons)

† Affects [Exalted Weapons](#) of the appropriate class. For example, primary buffs will affect [Artemis Bow](#) and secondary buffs will affect [Balefire Charger](#). Warframe abilities that inherit modded stats of melee weapons will also inherit invigoration buff (e.g. [Whipclaw](#) and [Landslide](#))

‡ Not eligible for [Hildryn](#) and [Lavos](#)

* [Additively stacks](#) with bonuses of the same type

^ Flat value increase after all bonuses are applied

Invigoration Costs

Invigorating a Warframe will consume two different types of secretions, each varying between 20% to 90% cost. The costs are randomized each time a Warframe and their buffs are available for invigoration.

Archon Shard

>

The Helminth can be enhanced to imbue [Archon Shards](#) obtained from [Archon Hunts](#)

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×

ent stat bonuses. Archon Shard [Segment](#), whose blueprint is

Manufacturing Requirements					
50,000	2	10	5	50	Time:
					24
					hrs
50,000	2	10	5	50	Rush:
					50
Market Price: N/A			Blueprints Price: N/A		

Each Shard provides a selection from five stats and only one can be chosen per Shard (though the same bonus can be chosen again if multiple Shards of the same colour are socketed in the same Warframe), and each Warframe has 5 available Shard slots. Tauforged Archon Shards provide 1.5x stronger boosts than their normal counterparts.

Shards can be **unsocketed** and returned at the cost of 30% **Bile**.

Once a shard has been socketed, it will appear in the [Arsenal](#) for that Warframe for quicker access to the imbueement system.

There are three primary Shard colors: [Crimson Archon Shard](#), [Amber Archon Shard](#), and [Azure Archon Shard](#)

Fusion

Upon reaching **Rank 2 - Researcher** in the [Cavia](#) Syndicate, the blueprint for the [Helminth Coalescent Segment](#) becomes available for purchase from [Bird 3](#) for **30,000**. This segment allows the player to fuse Archon Shards to grant them more power.

Manufacturing Requirements					
50,000	50	5	5	25	Time:
					24
					hrs
50,000	50	5	5	25	Rush:



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Coalescent Fusion allows the player to fuse two of the three primary Shard colors to form a new type of Archon Shard, featuring unique upgrades.

When selecting the Coalescent Fusion option in the Archon Shard menu, the player will be prompted to choose from any of the unslotted Shards they own. Normal Archon Shards can only be fused with other normal Shards; likewise, only Tauforged Shards can be fused with other Tauforged Shards to create a Tauforged variant. Once a selection has been made, the Helminth requires a sacrifice of 50 [Stela](#) to commence fusion.

- Combining [Crimson](#) and [Azure](#) creates a [Violet Archon Shard](#).
- Combining [Crimson](#) and [Amber](#) creates a [Topaz Archon Shard](#).
- Combining [Amber](#) and [Azure](#) creates an [Emerald Archon Shard](#).

The fusion is permanent and cannot be reversed. The player is prompted to type **CONFIRM** before fusing.

Ascent Fusion

Ascent Fusion allows fusing three primary Shard colors to convert them into a Tauforged.

When selecting the Ascent Fusion option in the Archon Shard menu, the player will be prompted to choose from any of the unslotted primary color Shards they own. Once a selection has been made, the Helminth requires a sacrifice of 100 [Stela](#) to commence fusion.

- Combining three [Crimsons](#) creates a [Tauforged Crimson Archon Shard](#).
- Combining three [Ambers](#) creates a [Tauforged Amber Archon Shard](#).
- Combining three [Azures](#) creates a [Tauforged Azure Archon Shard](#).

The fusion is permanent and cannot be reversed. The player is prompted to type **CONFIRM** before fusing.

Shard Buffs

Stats in parenthesis refer to Tauforged Archon Shards.

[Crimson Archon Shard](#)



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or buffs such as



- Affects [Exalted Weapons](#) of the appropriate class, and abilities that inherit modded stats of melee weapons such as [Whipclaw](#).
- +25% (+37.5%) Primary [Status Chance](#)
 - Status Chance bonus is additive with similar buffs such as [Rifle Aptitude](#)
 - Affects [Exalted Weapons](#) of the appropriate class.
- +25% (+37.5%) Secondary [Critical Chance](#)
 - Critical Chance bonus is additive with similar buffs such as [Pistol Gambit](#)
 - Affects [Exalted Weapons](#) of the appropriate class.
- +10% (+15%) [Ability Strength](#)
 - Bonus is additive with similar buffs
- +10% (+15%) [Ability Duration](#)
 - Bonus is additive with similar buffs

[Amber Archon Shard](#)

- +30% (+45%) Maximum [Energy](#) is filled on Spawn
 - Bonus is additive with similar buffs such as [Preparation](#)
- +100% (+150%) Effectiveness on [Health Orbs](#)
 - Bonus is additive with similar buffs such as [Mending Shot](#)
 - Bonus does not affect [Equilibrium](#)'s conversion.
 - Bonus does affect [Equilibrium](#)'s conversion on Health Orbs from dispensers in [Arena](#) gamemodes.
- +50% (+75%) Effectiveness on [Energy Orbs](#)
 - Bonus is additive with similar buffs such as [Energizing Shot](#)
 - Bonus does not affect [Equilibrium](#)'s conversion.
 - Bonus does affect [Equilibrium](#)'s conversion on Energy Orbs from dispensers in [Arena](#) gamemodes.
 - [Zenurik](#)'s [Energy Pulse](#) is applied after the effects. With one Shard, Energy Pulse will grant $[25 * 1.5 * 0.5] = 18$ energy over 5 seconds, as opposed to $[25 * 0.5] = 12$.



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[Natural Talent](#)



- Bonus is additive with similar buffs such as [Mobilize](#)

[Azure Archon Shard](#)

- +150 (+225) [Health](#)
 - Flat value increase after all bonuses are applied
- +150 (+225) [Shield](#) Capacity
 - Flat value increase after all bonuses are applied
 - Not eligible for [Inaros](#), [Kullervo](#), and [Nidus](#), as they don't possess Shields
- +50 (+75) [Energy](#) Max
 - Flat value increase after all bonuses are applied
 - Not eligible for [Hildryn](#) and [Lavos](#), as they don't use Energy as a resource
- +150 (+225) [Armor](#)
 - Flat value increase after all bonuses are applied
- +5 (+7.5) Health/s [Regenerated](#)
 - Flat value increase after all bonuses are applied

[Violet Archon Shard](#) ([Crimson](#) + [Azure](#))

- Gain +10% (+15%) Ability Damage on enemies affected by [Electricity](#) Status.
 - Ability Damage bonus is a unique modifier, and is only given by Archon Shards.
 - Ability Damage bonus does not double dip on Status Damage caused by abilities.
- Gain +30% (+45%) Primary [Electricity](#) Damage. Gain an additional +10% (+15%) per Crimson, Azure, or Violet Archon Shard equipped.
 - Bonus is additive with similar buffs such as [Stormbringer](#).
- Gain +25% (+37.5%) Melee Critical Damage. When max Energy is over 500, the damage boost doubles.
 - Critical Damage bonus is additive with similar buffs such as



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class, and abilities that inherit

[Whinclaw](#)



- Health pickups give +20% (+30%) Energy. Energy pickups give +20% (+30%) Health.

- Bonus is additive with similar buffs such as [Equilibrium](#).

[Topaz Archon Shard](#) ([Crimson](#) + [Amber](#))

- Gain 1 (2) Health per enemy killed with [Blast](#) Damage. Max 300 (450) Health.
 - Flat value increase after all bonuses are applied
 - Bonus is reset upon consuming a revive.
- Regenerate +5 (+7.5) Shields when you kill an enemy with [Blast](#) Damage.
 - Does not generate [Overshields](#).
 - Does not apply when [Shield Gating](#) occurs; players must wait for shields to recharge for the effect to apply.
- Increase Secondary Critical Chance by 1% (1.5%) every time you kill an enemy affected by [Heat](#) Status. Max 50% (75%).
 - Critical Chance bonus is additive with similar buffs such as [Pistol Gambit](#)
 - Bonus is reset upon consuming a revive.
 - Critical Chance gained on kill and Maximum Critical Chance bonus stacks with each shard embedded for this bonus. For example, a Tauforged and a normal shard embedded in the same Warframe will grant a per-kill bonus of +2.5%, resulting in a maximum of 125%.
- Gain +10% (+15%) Ability Damage on enemies affected by [Radiation](#) Status.
 - Ability Damage bonus is a unique modifier, and is only given by Archon Shards.
 - Ability Damage bonus does not double dip on Status Damage caused by abilities.

[Emerald Archon Shard](#) ([Amber](#) + [Azure](#))

- [Toxin](#) Status Effects deal +30% (+45%) more damage.
 - Bonus is additive with similar buffs such as [Boreal's Contempt](#).
- Recover +2 (+3) Health each time enemies are damaged by a [Toxin](#) Status Effect.
- Gain +10% (+15%) Ability Damage on enemies affected by [Corrosion](#) Status.



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nd is only given by Archon



- Increase max stacks of [Corrosion](#) Status by +2 (+3).
- Increase is applied to Status Capped enemies.

Notes

- A fully subsumed Warframe will leave behind a Lotus flower that inherits the colors that were on the Warframe.
 - The upper, broad part of the petals (*blade*) uses the primary color.
 - The lower, narrow part of the petals (*claw*) and the pistil uses the secondary color.
 - The stem uses the tertiary color.
 - Energy glow uses energy color.
 - Petal veins uses energy accent color.
- If subsuming completes while aboard the Orbiter, the flower will not appear until the next time the player enters their Orbiter. The Subsumed Warframe will also simply vanish.
- Of the 6 main secretions that Helminth uses, subsuming a Warframe will use three and Infusing that ability will use the other three.
 - For example, Subsuming [Excalibur](#) costs Biotics, Pheromones, and Bile, and Infusing [Radial Blind](#) costs Oxides, Calx, and Synthetics.
- The decoys left by [Decoy](#) and [Molt](#) have their appearances altered to match the Warframe using them.
 - This includes Decoy's [Lato](#) on normal Warframes and [Lex Prime](#) on Prime Warframes.
- Subsuming all 57 Warframes currently in game grants a total of **91,200** cumulative experience; enough to reach Helminth Rank 11 as of [Update 36.0](#) (2024-06-18). Note that this value does not take into account feeding resources to the Helminth to restore Secretions, so players can expect to reach Helminth Rank 11 sooner than expected.

Unique Subsuming Interactions

Some Warframes have unique mechanics that affect injected abilities. Alternatively, they may lose access to such mechanics when replacing an ability:



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in autonomous, however, it will this is the same with all



- [Splinter Storm](#) from [Gara](#) does not appear to be able to affect the damage absorb on [Mind Control](#).
- Subsumed abilities injected to [Hildryn](#) will cost [shield](#) points instead of energy, **with their costs multiplied by 10 times**.
- Replacing [Khora's](#) [Venari](#) will only remove the ability to command [Venari](#), change her posture, resummon her, and the ability to equip [Venari Bodyguard](#). Venari will still be present and boost Khora's movement speed while alive, due to also being part of her [Passive](#).
- Subsumed abilities injected to [Lavos](#) costs no energy, **instead having a 10 second cooldown** that begins after the ability was cast.
 - [Transmutation Probe](#)'s cooldown reduction affects subsumed abilities.
 - On non-recastable abilities (e.g. [Roar](#)), the cooldown begins after the ability's duration expires, unless modded with an augment that allows it to be recastable (e.g. [Piercing Roar](#)).
 - On channeled abilities (e.g. [Gloom](#)), they instead have a **12 second base duration**, affected by [Ability Duration](#).
 - Subsumed abilities removes Lavos's ability to [elementally imbue](#) the original ability it replaced. In addition, Lavos cannot elemental imbue subsumed abilities.
- Replacing [Sevagoth's](#) [Exalted Shadow](#) will remove his Death Well gauge as well as his ability to use [Sevagoth's Shadow's](#) [Embrace](#), [Consume](#), [Death's Harvest](#), [Reunite](#), and [Shadow Claws](#). However, Sevagoth will still enter his Tombstone, command his Shadow, and use Consume on [Bleedout](#), due to also being part of his [Passive](#).
 - Sevagoth's Shadow abilities cannot be replaced by Helminth.
- Subsumed abilities removes [Voruna's](#) ability to [passive imbue](#) the original ability it replaced.
- Elemental boosting abilities such as [Smite](#) with [Smite Infusion](#) will add damage and procs to [Khora's](#) [Whipclaw](#) and [Atlas'](#) [Landslide](#).
 - However, they will not add damage to [Exalted Weapons](#), such as [Mesa's](#) [Peacemaker](#) or [Excalibur's](#) [Exalted Blade](#).
- Enemies under [Blood Altar](#) will not be targeted by [Null Star](#), making a combination of both viable on [Garuda](#) or [Nova](#) without fear of losing damage reduction from the latter ability.



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ers from modifying the Phantom it.



Tips

- Augments or abilities that boost the damage or add damage types to friendly units (such as [Roar](#) or augments like [Shock Trooper](#)) will be applied to [Mind Controlled](#) targets, significantly increasing the damage conversion during the invulnerability period and adding damage not originally possible with [Nyx](#) alone.
- To gain large amounts of Helminth experience use all the tricks at your disposal:
 - Subsume instead of selling any standard Warframe you do not like after you have [mastered](#) it.
 - Go through bursts of repeated infusion-then-removal of abilities on the same frame for abilities with a very "even" cost. Given how the Helminth gets tired of eating the same resource in rapid succession (and that resource giving much smaller boosts to the relevant secretion type), you want to spread out your secretion costs as much as possible to get as many infusions as possible between feedings instead of burning out one secretion type in a single shot; Nyx's Mind Control is an excellent example of this with a 32-32-30 spread.
 - Do not waste feed resources that would give more than enough of a secretion to get that type to 100%, the excess is completely lost but the Helminth will still get tired of the resource. You can easily Infuse then remove an ability to open up more capacity for feeding for XP.

Trivia

- The word *helminth* (from Greek: "intestinal worm") is a term used to superficially describe worm-like organisms, some of which are strictly parasitic or worms.
- If you visit the Helminth after regaining the Operator during the New War, the Helminth "mouth" seems to smile.
- Although the community compares it to a virus, the Helminth cyst can be more accurately described as an [infectious disease](#). These include a majority of [infectious agents](#) including viruses, plagues, and [helminths](#).
- Helminth has lines that can only be heard depending on the player's moral [alignment](#) as determined from their chosen decisions in [The War Within](#), [The Glast Gambit](#), and [The Sacrifice](#) quests. Currently, Helminth is the only character who acknowledges this.



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quarium containing two [Mawfish](#)

minth, and their models were



12).

- The Helminth shares its model with the [Deimos Genetrix](#).
- After installing the Helminth Segment, the ability to "interact" with the Helminth's mouth becomes available, in which it will interact with the player's [Companion](#).
 - If the companion is a [Kubrow](#), [Helminth Charger](#), or [Predasite](#), it will dance in front of the mouth which gurgles and grunts before blowing air at the playful companion, seemingly appearing as an allergic reaction.
 - If the companion is a [Kavat](#) or [Vulpaphyla](#), the mouth shows signs of affection by giving them gentle kisses as the companion nuzzles against it. Alternatively it will inhale them, mouthwash them, and then spit them out.
 - If the player has a [Carrion Domestik Drone](#) placed anywhere on the Orbiter, the drone will jump into the mouth to clean it from inside.
- When the Helminth System was first revealed in [TennoCon 2020](#), it was named **Helminth Chrysalis System**. The "chrysalis" was dropped due to the name being too lengthy.
 - A *chrysalis* is the pupa of a butterfly in which it metamorphosizes.
- There are **51** basic Warframes available, meaning there are $4[44 \times (51 - 1) + 13 \times 51 + 3 \times 42] + 3 \times (5 - 1) = \mathbf{11,968}$ different Warframe Power combinations (this accounts for the restriction of only a single damage buffing ability being allowed).
- Fully subsuming every Warframe costs 1,810% Oxides, 1,809% Calx, 1,676% Biotics, 1,117% Synthetics, 1,525% Pheromones, and 1,807% Bile.
- Infusing every Warframe Ability once costs 624% Oxides, 689% Calx, 763% Biotics, 824% Synthetics, 1,036% Pheromones, and 743% Bile.
 - Infusing every Ability, both Warframe and Helminth, once costs 594% Oxides, 773% Calx, 800% Biotics, 795% Synthetics, 976% Pheromones, and 880% Bile.

Bugs

- The player can view the cyst in its fully-matured form *before* the infection is seven days old when switching between [Equinox's](#) Day and Night forms.
- The Cyst is completely invisible on [Equinox Prime](#) while still opening the door to the [Helminth Infirmary](#) and being able to infect other players.
- If the player has been infected *before* completing The Glast Gambit, Helminth's



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removed from Nidus's neck, infected. Helminth will then



- Sitting in the chair as Nidus may immediately trigger the removal of the Cyst, despite Nidus not having sat in the chair to receive the cyst in the first place. Afterward, Nidus will no longer be able to sit in the chair to receive the Cyst and will no longer be able to become infected with the Cyst through other means.
- The player can view the fully matured cyst by looking at someone's profile if that person has a Warframe with the cyst at any stage. (This also includes the player's own profile)
- Some Warframes do not result in a lotus flower, even after reloading the orbiter.
- For players with slow internet connections, hovering over multiple abilities in the Helminth menu will cause them to download the videos, and if they attempt to infuse an ability while they are downloading it can cause a softlock where the ability is applied with no animations, and leaving the chair will have the player stand up immediately. All physical interactions on the Orbiter will be disabled until the player relogs, though accessing these through the menu will still work.

Subsume Ability Bugs

- [Warcry](#) negatively affects [Mind Controlled](#) targets currently (even if Warcry is used after using Mind Control).
- [Reservoirs](#) do not affect [Mind Controlled](#) targets.

Media



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Warframe - Helminth Room - Before & ...



Warframe - Helminth Room - Before & After Heart of Deimos

[TennoCon 2020] Helminth Chrysalis



TennoCon 2020 Helminth Chrysalis

References

1. Voltage_WF (2021, July 8). *Helminth weekly Invigorations are weighted* (https://www.reddit.com/r/Warframe/comments/ogg9pu/helminth_weekly_invigorations_are_weighted/). Reddit. Accessed 2022-07-12. Archived (https://web.archive.org/web/20220712145719/https://www.reddit.com/r/Warframe/comments/ogg9pu/helminth_weekly_invigorations_are_weighted/) from the original on 2022-07-12.

Patch History

Update 36.1 (2024-08-21)

- Fixed floating Cyst on the Hydroid Rakkam skin. Now the Cyst should be nicely nestled in his neck where it belongs!



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- Helminth Coalescent and Helminth Invigoration Segments can no longer be built in the Foundry without the Helminth Segment installed in your Orbiter.

See Also

- [Orbiter](#)
- [Nidus](#)

Characters		Edit	[Collapse]
Main Factions	Syndicates	Mentioned Only	
Tenno	Baro Ki'Teer • Berryin • Excalibur Umbra • Haigos • Jenva • Kahl-175 • Lotus • Mathon • Operator () • Rell • Terolee • Teshin Dax • Varzia		
Cephalon	Apnar • Cy • Drusus • Jordas • Loid • Melica • Ordis • Otak • Suda • Sark • Simaris • Vull		
Grineer	Captain Vor • Councilor Vay Hek • Garv • General Sargas Ruk • Grineer Queens • Kela De Thaym • Kahl-175 • Kuva Lich • Lieutenant Lech Kril • Sprag • The Grustrag Three • Tyl Regor • Ven'kra Tel • Wolf of Saturn Six		
Corpus	Alad V • Exploiter Orb • Frohd Bek • Latrox Une • Nef Anyo • Parvos Granum • Profit-Taker Orb • Sisters of Parvos • The Sergeant • Vala Glarios • Veso • Xeto		
Infested	Fass • Helminth • Technocyte Coda • Vome • Zealoid Prelate		
Orokin	Albrecht Entrati • Ballas • Isaah • Margulis • Nihil • Silvana		
Sentient	Erra • Hunhow • Natah • Pragma		
Murmur	The Man in the Wall		
Stalker	Angst • Malice • Mania • Misery • Stalker () • Torment • Violence		
Narmer	Ballas • Erra () • Archon Amar • Archon Boreal • Archon Nira • Ka-Nuteru		
Duviri	Acritthis • Barris • Brimon • Bombastine • Dominus Thrax • Drifter • Koral • Luscinia • Lodun • Mathila • Pip • Sythel • Teshin • The Warden • The Vagabond		
1999	Amir • Aoi • Arthur • Eleanor • Lettie • Quincy		
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Languages



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