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For the China-exclusive variant, see [Excalibur/Umbra Prime](#).

CODEX

From the shadow of the long night emerges a new Excalibur.

Ferocious and untamed, Umbra's fury is second only to his mastery of the blade.

– Introduction of Umbra (<https://www.warframe.com/thesacrifice/info>)

Release Date: June 15th, 2018

Excalibur Umbra is the Umbra variant of  **Excalibur**, sporting higher **armor** and **energy**, as well as three  polarities while losing a . Unique to Umbra is his display of sentience, allowing him to fight on his own when not piloted by the **Operator**.

He was first released in the **Chinese build** of WARFRAME as  **Excalibur Umbra Prime** and was later added to the Global build in **Update 23.0** (2018-06-15) as a non-prime. He can be acquired through the **The Sacrifice quest**.

Acquisition

The blueprint for Excalibur Umbra is given to players upon completing the

Excalibur Umbra

Portrait

In-Game Menus



Hidden from Codex

Update Infobox Data

Description

From the shadow of the long night emerges a new Excalibur.

Passive

Umbra exhibits sentience in combat without Transference control. Attacks 10% faster and deals 10% more damage while wielding swords.

Abilities

1st Ability

 [Slash Dash](#)

2nd Ability

 [Radial Howl](#)

3rd Ability

 [Radial Javelin](#)



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mission. Unlike other Warframes, Umbra requires no further components and is crafted entirely from the single blueprint. However, even after being crafted, he cannot be used until the penultimate mission, where he is automatically Rank 30 with a free, pre-installed [Orokin Reactor](#) and Warframe slot.

A second blueprint will not be given on replays. Also unlike other quest-tied Warframes, [Cephalon Simaris](#) does not sell Excalibur Umbra blueprints. Thus the player can only own one copy of Excalibur Umbra.

Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	270 (370 at Rank 30)
Armor	315
Energy	175 (225 at Rank 30)
Starting Energy	100
Sprint Speed	1
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 23.0 (2018-06-15)
Themes	Shadow, Swordsman
Progenitor Element	Electricity
Tactical Ability	Radial Howl
Sell Price	0
Official Drop Tables 	
https://www.warframe.com/droptables	

Manufacturing Requirements					
					Time: 10 s
10,000	1	60	1,200	1,600	Rush:  0
 Market Price: N/A			 Blueprints Price: N/A		

Notes



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- Higher Starting Energy (100 vs. 50)
- Different Polarities (vs.)
- Different [Aura](#) Polarity (vs. None)
- Excalibur Umbra, compared to [Excalibur Prime](#):
 - Different Polarities (vs.)
- Umbra, along with the [Skiajati](#), will be obtained by the player already fully ranked. All the [Mastery Rank](#) points that would normally be granted from ranking up Warframe and weapon will be automatically received upon acquiring them.
 - Due to their unique nature both are also unable to be sold from the inventory.
- Excalibur Umbra comes with three mod slots polarized with the unique *Umbra* polarity. He also comes with 3 [Umbral Mods](#): [Umbral Intensify](#), [Umbral Fiber](#), and [Umbral Vitality](#) fused to rank 5 out of 10. His [Skiajati Nikana](#) and [Exalted Umbra Blade](#) each have two polarity slots and come with [Sacrificial Pressure](#) and [Sacrificial Steel](#) equipped.
- In place of [Radial Blind](#), Umbra has [Radial Howl](#), which not only blinds enemies, but also removes any active damage resistances from [Sentient](#) units and [Shadow Stalker](#) within range.
- Unlike other Warframes, Excalibur Umbra's sentience allows him to remain active after using [Transference](#), supporting the [Operator](#) with abilities and equipped weapons. However, Umbra can be damaged, and will stop moving once all of his health is depleted.
 - Excalibur Umbra is incapable of using [Archguns](#) when in autonomous mode, as transferring out with the Operator will make him switch back to using his primary weapon.

Known Bugs

Due to Umbra's sentient passive, the following bugs can be observed:

- If [Exalted Blade](#) is used and the player goes into [Operator](#), on Transference into Umbra the ability will be toggled off. The same happens with any subsumed channeled ability like [Silence](#), [Gloom](#), etc.
- If [Mania](#) applies the [Lifted](#) status effect on Umbra while Exalted Blade is active and the player switches to Operator and back into Umbra, he will be unable to use both

n. Only the first few frames of the canceled.



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Blade and hits at least one enemy then let its combo duration reset, either on its own over time or by using a [Heavy Attack](#), he will lose the Gladiator set bonus applying to Exalted Blade in addition to Weeping Wounds, Blood Rush and the Gladiator set bonus applying to the equipped melee weapon, even if combo remains on it. This seems to be the case for all exalted weapons.

In order for those mods to begin working properly again, the player must either use a Heavy Attack on the equipped melee weapon to lose all combo or wait for Power Spike to drop the combo to its previous multiplier. Another solution is to use negative combo duration mods so that combo is never built up on the Exalted weapon.

- If the Operator goes through a Conduit in [Sanctuary Onslaught](#) but Umbra does not, switching back to Umbra after the Conduit has closed will make Umbra invisible and unable to use his abilities or Transference, weapons are unaffected.

Lore

Main article: [The Sacrifice](#)

But you won't have to imagine. A lovingly cultured [Infestation](#) swarms within your blood. Your transformation has begun, reshaping you into a sacred surrogate of the unholy [Tenno](#)... A [Warframe](#) with but a Single. Burning. Memory. It is... a miracle! But all miracles require sacrifice.

—[Ballas](#)

Excalibur Umbra was originally an [Orokin Dax](#) soldier who was punished by [Ballas](#) for attempting to interfere with his betrayal. Similar to the description of the Warframe creation process previously recorded by Ballas in the [Vitruvian](#), he was shown to be exposed to the [Infestation](#) to become an anti-[Sentient](#) weapon - a Warframe. However, it was a "miracle" that required the "sacrifice" of Umbra's son [Isaah](#), at his own hands, forced by Ballas through a unique Transference Bolt. This memory of filicide was permanently stored in Umbra to be replayed endlessly as punishment for spying on Ballas.

As a result of Umbra's torment, he retains most of his sentience and is capable of acting on his own without the [Tenno](#)'s control, even initially rejecting the [Operator](#)'s

transference and going rogue. Umbra also carries the memories of his final moments before transforming into a Warframe, which the Operator discovers to contain codes



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cient's betrayal, the creation of



Umbra is first seen in a courtyard on [Earth](#) battling his creator and his allied Sentients, but due to Transference influence he is unable to disobey Ballas, leading him to be easily destroyed by [Natah](#). The Operator discovers Umbra's remains on Earth, which leads them to a containment cell on [Lua](#) housing Ballas's Vitruvian, allowing the Operator to rebuild Umbra from the contained data. However, Umbra immediately goes rogue and flees across the solar system, but not before the Operator taps into his memories.

--We had created [monsters](#) we couldn't control. We drugged them, tortured them, eviscerated them... We brutalized their minds... but it did not work. Until [they](#) came. And it was not their force of will - not their [Void](#) devilry - not their alien darkness... It was something else. It was that somehow, from within the derelict-horror, they had learned a way to see inside an ugly, broken thing-- And take away its pain.

—Ballas

After seeing all of Umbra's memories, the Operator reassures Umbra that they will fight Ballas together. In a strange and surreal sequence in his mind, Umbra calms down and finally accepts the Operator's Transference. Together they battle Ballas on Earth, whose attempts to subdue Umbra prove futile when the Operator's Transference overpowers Ballas's control, allowing Umbra to significantly wound his creator.

Trivia

- [Umbra](#)* is the Latin word for "shadow".
- Excalibur Umbra is the first Umbra variant of a Warframe to be released in [WARFRAME](#).
- Excalibur Umbra is the only quest Warframe that cannot be purchased from the [Market](#) or be sold.
- Excalibur Umbra's [Agile and Noble animation sets](#) are the only animation sets that are able to be used on other Warframes without prior purchase.
- According to its Codex entry, the Skiajati, Umbra's signature weapon, is a [Nikana](#) "grafted" from Umbra's flesh.
- In the [Chinese build](#), Excalibur Umbra originated as part of their Founder's pack exclusive, as **Excalibur Umbra Prime**, gameplay-wise identical to [Excalibur Prime](#). The pack also included the [Nikana Prime](#) and the [Spira Prime](#), as well as the Gauvan Prime Sekhara, a shoulder accessory obtainable only through that



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the ability of [Prime](#) Warframes to gain



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as Excalibur Umbra Prime. This was later removed in [Hotfix 23.0.3](#) (2018-06-19).

- Umbra utilizes a different sword design for his [Exalted Blade](#), which is named **Exalted Umbra Blade**. The stats for both weapons, however, are identical.
- Upon completion of The Sacrifice quest, players will receive an Excalibur Umbra-exclusive **Excalibur Umbra Sunder Helmet** in their inbox, which is a battle-damaged version of the regular Umbra helmet.
- Excalibur Umbra is a frame released with the first quest that confirmed Warframes to originally be "human beings". He is also the first frame to have had his face exposed due to self-inflicted damage to his helmet in the Arsenal area.
 - Ballas confirms that Warframes were originally designed from human subjects as [Infested](#)-hybrids cultivated by the [Helminth](#).
 - Aside from his facial features exposed from his damaged helmet, [Xaku](#) is the second Warframe that also has facial features when using the ability, [The Vast Untime](#).
- When interacting with [Baro Ki'Teer](#), Baro will treat Umbra as he would be any other non-Prime frame.
- Umbra's scarf and torso lining, along with his Orokin ornaments, remain visible when other Excalibur skins are equipped, similar to the Prime details of [Prime](#) Warframes when using [TennoGen](#) skins. [Hotfix 25.4.1](#) (2019-07-24) added a "Toggle Prime Details" option, which removes his scarf, torso lining and ornaments on other skins when toggled on.
- Looking closely, [Shadow Stalker](#) uses a unique variant of Excalibur Umbra's body, which lacks the Orokin ornaments and Umbra's signature scarf, along with a different loincloth design.
- In the "[The Sacrifice](#)" teaser of TennoCon 2017, Umbra wielded a regular Nikana on the Orokin Moon tileset.
- It was revealed at [TennoCon 2018](#)'s Sound Panel that Excalibur Umbra's howls were voiced by [DE]Steve Sinclair, Game Director of Warframe.^[1]
- Before [Update 24.6](#) when DE introduced the Two-Energy Colors, Excalibur Umbra used to have gold energy on Radial Howl and Exalted Umbra Blade. The gold energy can still be seen on Radial Howl when using different colors. This can be seen in The Sacrifice quest when Umbra goes berserk when equipping him the first time and also only in public sessions.
- Despite having sentience, Umbra will become immobile during cutscenes of most cinematic quests, using Transference inside the Orbiter and when approaching Orphix fields like any other Warframes. This is likely to avoid any pressure to use al animation work.



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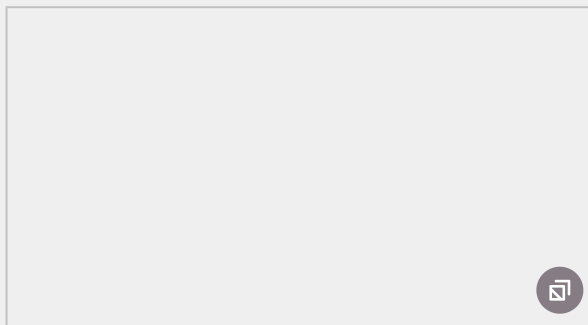
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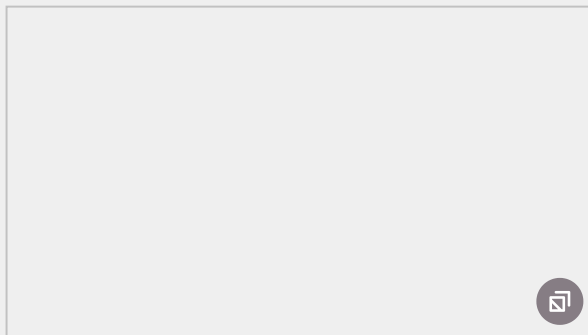
(note: the player cannot use their original Excalibur umbra until they complete [The Sacrifice](#))

- As a Dax, Umbra notably has a unique crest not seen in any other older male Daxes such as the likes of Teshin (more notable during The Awakening opening cutscene and the Erra quest, though it could be possible that the identical Daxes' appearances were merely asset reuses), as seen in his helmet's concept art as well as his portrait. Anything that the crest possibly signifies in the lore is currently unknown.

Media



Umbra on official The Sacrifice info page header.



Umbra's introduction picture on The Sacrifice info page.

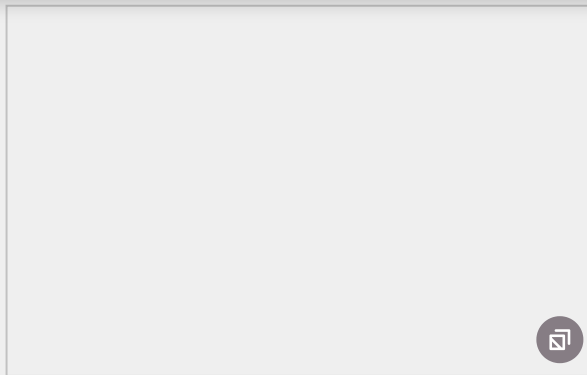


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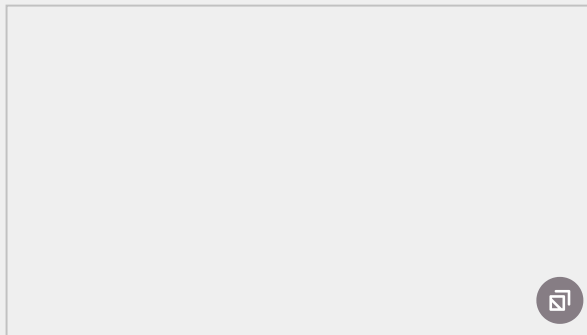


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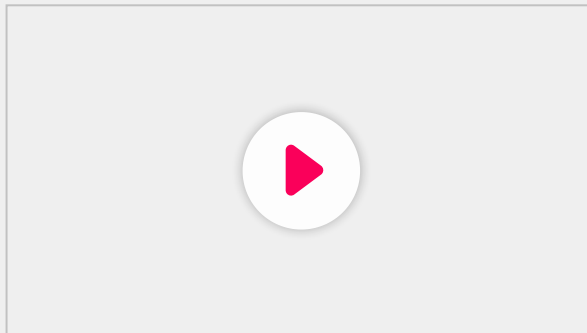




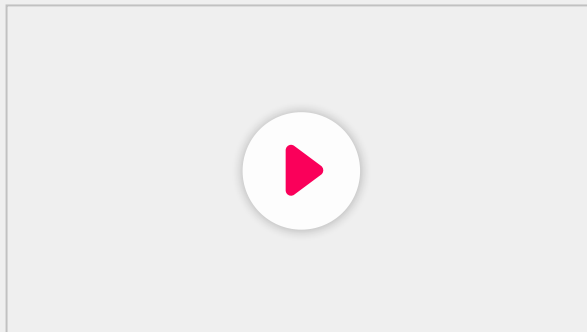
Launcher (English Version)



Dax Umbra and his son



Warframe - The Sacrifice Teaser



Warframe The Sacrifice 'Umbra' E3 Trailer

The Sacrifice "Umbra" E3 2018

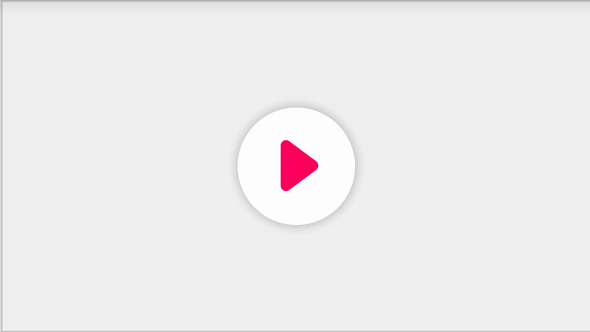


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WARFRAME - Excalibur Umbra Spoilers

External Links

- [Umbra Warframes Megathread \(https://forums.warframe.com/topic/808458-umbra-warframes-discussion-appreciation/\)](https://forums.warframe.com/topic/808458-umbra-warframes-discussion-appreciation/)

References

1. [Tennocon 2018 - Sounds of the System 7:50 \(https://www.youtube.com/watch?v=nxnvRtG9BL4&t=7m50s\)](https://www.youtube.com/watch?v=nxnvRtG9BL4&t=7m50s)

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