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in: [Qorvex](#), [Warframes](#), [Males](#), [Update 35](#)

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CODEX

Albrecht Entrati designed Qorvex to protect a Chosen Operator from the unique hazards of his lab. A Crucible Core gives Qorvex high survivability as he provides crowd control.

Release Date: December 13th, 2023

Crucible reactor overload, containment breach imminent. Erect industrial pylons of radioactive blight to cement our [Tenno](#) presence in the nuclear warzone, then eradicate all hostile forces entrenched by collapsed concrete. Disintegrate the irradiated lifeforms via concentrated emission from the Brutalist Golem, **Qorvex**. Perfect this unstable machine of Master [Entrati](#)'s design, in defense against unspeakable eldritch horrors festering from his labyrinthine laboratories below...

Qorvex was reconstructed in [Update 35.0](#) (2023-12-13): Whispers in the Walls.

Acquisition

Qorvex's main blueprint is acquired upon completion of [Whispers in the Walls](#) quest. His component blueprints are acquired from [Sanctum Anatomica Bounties](#) as an uncommon drop.

Alternatively Qorvex's blueprints can be purchased from [Bird 3](#) of [Cavia](#); component blueprints for **20,000**

**Qorvex**

Portrait

In-Game Menus



 [Update Infobox Data](#)

Description

Albrecht Entrati designed Qorvex to protect a Chosen Operator from the unique hazards of his lab. A Crucible Core gives Qorvex high survivability as he provides crowd control.

Passive

Weapons wield by Qorvex have an additional +3 Punch Through.

Abilities



and the main blueprint for **50,000** and requires **Rank 4 - Scholar**.

Item	Source	Chance
Systems Blueprint	Sanctum Anatomica Bounty 75-80	12.40%
Chassis Blueprint	Sanctum Anatomica Bounty 65-70	13.56%
Neuroptics Blueprint	Sanctum Anatomica Bounty 55-60	13.04%

All drop rates data is obtained from DE's official drop tables (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

2nd Ability

[Containment Wall](#)

3rd Ability

[Disometric Guard](#)

4th Ability

[Crucible Blast](#)

General Information

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Sex

Male

Mastery Rank

0

Max Rank

30

Health

600 (700 at Rank 30)

Shields

200 (300 at Rank 30)

Armor

875

Energy

150 (200 at Rank 30)

Starting Energy

50

Sprint Speed

0.9

Aura Polarity

Exilus Polarity

None

Polarities

Introduced

[Update 35.0](#) (2023-12-13)

Themes

Brutalism, Concrete, Radioactivity

Progenitor Element

[Radiation](#)

Subsumed Ability

[Chyrinka Pillar](#)

Tactical Ability

[Chyrinka Pillar](#)

Sell Price

10,000

Official Drop Tables

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<https://www.warframe.com/droptables>

Crafting

Manufacturing Requirements					
Edit blueprint requirements					
25,000	1	1	1	Echo Voca	Time: 3 Day(s)

					Rush: 50
Market Price: 325			Blueprints Price: N/A		
Qorvex Neuroptics Blueprint					
15,000	Entrati Obols 2,300	Necracoil 45	Stela 25	Entrati Lanthorn 3	Time: 12
					Hour(s) Rush: 25
Qorvex Chassis Blueprint					
15,000	Entrati Obols 1,900	Necracoil 50	Stela 20	Argon Crystal 2	Time: 12
					Hour(s) Rush: 25
Qorvex Systems Blueprint					
15,000	Entrati Obols 1,500	Necracoil 60	Argon Crystal 2	Entrati Lanthorn 4	Time: 12
					Hour(s) Rush: 25

Lore

Tenno, the Warframe Qorvex was designed by my Albrecht's own hand, to protect the chosen Operator from the hazards of his laboratory. This design is yours by right.

—Loid

Qorvex is a hulking mass of concrete arranged around a radioactive Crucible Core. Designed and created by [Albrecht Entrati](#) himself, he serves as a bulwark against the terrifying and eldritch forces that now invade his labs. Qorvex now serves as a new guardian to the Tenno.

Notes

- Qorvex's [signature](#) [Mandonel](#) can empower [Chyrinka Pillar](#) with fully charged shots.
- Qorvex has the highest base [Armor](#) of all Warframes at 875, surpassing

Trivia

- Qorvex is the 55th unique Warframe to be released.
- Qorvex was first mentioned in [Devstream 174](#) during the upcoming features checklist showcase for [Whispers in the Walls](#). His in-game model, abilities, [alt helmet](#), and [signature archgun](#) were revealed in [Devstream 175](#).
- Qorvex is the first Warframe whose name begins with the letter "Q". As of his announcement, the only letter remaining with a related Warframe, is 'U'.
 - The name *Qorvex* could be a portmanteau of the words *core* and *vex*. In nuclear engineering, [core](#) is a term for "the inner part of a nuclear reactor where nuclear reactions takes place", which refers to Qorvex's Crucible Core contained by his innumerable [concrete](#) plating. [Vex](#) is a verb for "to annoy or irritate" or "to cause mental distress", which implies the confusion afflicting his foes by the [Radiation](#) status effect.
- Concrete is often used in the containment of radioactive material due to it being dense enough to absorb most forms of ionizing radiation, and cheap enough to be used in vast quantities. The penetrating nature of radiation is alluded to in Qorvex's [Passive](#) granting additional [Punch Through](#) to any of his guns. This may also be a reference to the use of [depleted uranium](#) in the manufacture of armor-piercing rounds.
- Some of Qorvex' abilities give of the signature clicking sound of a Geiger counter, an instrument used for detection ionizing radiation.
- [Chyrinka Pillar](#) is derived from [Cherenkov radiation](#), a form of energy emitted when the charged particles moving at speeds faster than that of light in a specific medium.
- [Disometric Guard](#) is derived from [dosimetry](#), the measurement and study of ionizing radiation as absorbed by the human body.
- A week prior to Devstream 175, Creative Director Rebecca Ford and Warframe's official Twitter teased Qorvex's descriptive appearance and his official default colors, encouraging players to guess and draw his look.^{[1][2]}
- The development process on Qorvex spanned across 2023 according to Rebecca and Pablo. His brutalist concrete appearance drew heavy inspiration from the stone-like [Murmur](#) faction also introduced with him, and required several iterations from artist Mike "Mynki" Brennan.
 - Qorvex's concrete armor plating are separate slabs that pulsate in a breathing-like pattern during his idle [Animation Sets](#). This animation affects various body parts, such as his helmet, chest, shoulders and arms, codpiece, thighs and legs.



- When Qorvex was first announced, his passive was originally going to grant bonus [Radiation](#) damage to all weapons he has equipped.
- He is the ninth Warframe after [Limbo](#), [Hildryn](#), [Wisp](#), [Titania Prime](#), [Protea](#), [Xaku](#) and [Sevagoth](#), and [Gyre](#) with a unique dodge roll animation, where Qorvex slides in a bashing posture as the sound of moving stone plays.
 - Similar to [Styanax](#)'s armor clanking footsteps, Qorvex's footsteps emit stone friction noise.
- Qorvex's physical design and idle animations appear to be modeled after gorillas.

References

1. Rebecca Teases Qorvex (<https://twitter.com/rebbford/status/1725539440259403932>)

2. Qorvex's Default Colors (<https://twitter.com/PlayWarframe/status/1725653822578610417>)

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Rhino

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Atlas

Dante

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Inaros

Loki

Nyx

Saryn

Volt

Banshee

Ember

Gauss

Ivara

Mag

Oberon

Sevagoth

Voruna

Baruuk

Equinox

Grendel

Jade

Mesa

Octavia

Styanax

Wisp

Caliban

Excalibur

Gyre

Khora

Mirage

Nekros

Titania

Wukong

Chroma

Umbra

Harrow

Kullervo

Nezha

Protea

Trinity

Xaku

Citrine

Frost

Hildryn

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