

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.

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

- Banshee expends **75 energy** to emit a sound dampening aura within **10 / 13 / 15 / 20** meters around her for **10 / 15 / 20 / 30** seconds. Enemies entering the aura will initially experience a sonic disturbance becoming momentarily stunned for 2 seconds; affected enemies remain deafened to sounds which alert them to the direction of nearby combat, as well as become unable to perform special abilities while within Silence's influence.



We want to hear from you!



d when affected by the aura and will

from the stun



WARFRAME Wiki



- Enemies exiting then reentering the aura can repeatedly experience the stun again.
- Silence will also deafen the caster, muffling all gunfire from friend, foe, and self alike.
- Enemies immune to crowd control, such as [Overguard](#) or bosses, will **not** experience the stun effect.
- Enemies under the effect of the aura will not respond to sounds such as gunfire, alarms and death screams, and generally become unable to detect players and other enemies by means other than sight or touch.
 - Unaware enemies will still become alerted when sighting players or taking damage.
 - Taking damage will not inform enemies to the location of the attacking player, but they are still likely to investigate in the direction the attack came from.
 - Enemies that are alert before entering Silence's aura will remain alerted, but may still lose track of players if line of sight is broken.
 - After a brief delay, enemies that do not have line of sight with a player will become susceptible to [Stealth Damage Multipliers](#) from melee attacks as long as line of sight remains broken and the player does not come into direct physical contact with the enemy.
 - The ability does **not** change a weapon's [Noise Level](#) from "Alarming" to "Silent".
- Disables enemies from using most special abilities which are neither a ranged nor melee attack; passive abilities are not disabled.
 - Disabled by Silence:
 - Actively cast buffs & debuffs (Grineer [Regulators](#), Corpus [Scrambus](#) Auras, etc)
 - Actively cast shields & attacks (all [Eximus](#) special abilities, thrown grenades, ground slams from Grineer, all [Ambulas](#) abilities except main gun, etc.)
 - Movement abilities ([Osprey](#)'s charge, [Charger](#)'s charge, [Leaper](#)'s leap, [Flameblade](#)'s teleport, etc)
 - Hook/pull attacks ([Scorpion](#)'s hook, [Ancient](#)'s hook, etc)
 - Summoning/spawning ([Drahk Master](#), [Fusion MOA](#), [Brood Mother](#), [Juno Tech](#), etc) - note that some units such as [Drahk Master](#) immediately summon after spawning. This cannot be prevented unless they are



We want to hear from you!



own, but it will prevent any further



- Immune to Silence:
 - Ranged/melee attacks even if unique ([Osprey](#) grenade launchers, [Swarm Mutalist MOA](#)'s gun, [Bombard](#) homing rockets, [Electric Crawler](#) melee, etc)
 - Intrinsic damage reduction: (Ex: [Nox](#) armor, [Sentient](#) damage adaptation, etc)
 - Passive auras ([Shield Osprey](#) emitter, [Ancient Healer](#)'s aura, [Arbitration Shield Drone](#) aura, etc)
 - On-death abilities ([Volatile Runner](#)'s suicide, [Toxic Crawler](#)'s death cloud, [Boiler](#)'s infested pod, [Undying Flyer](#)'s rebirth, etc)
 - Nullifier fields ([Nullifier Crewman](#), [Isolator Bursa](#) nullifier sphere)
- Special [Grineer](#) Interactions:
 - [Manic](#) is immune to Silence (but is affected by the initial stun) and can still stealth and teleport.
 - [Regulator](#) still disrupts [Tenno](#) minimap even though its buff is removed from enemies.
- Special [Infested](#) Interactions:
 - Projectiles shot by [Lobber Crawler](#) don't come from a gun, they're an ability and are completely disabled.
 - [Mutalist Osprey](#) cannot let go of [Crawlers](#) it has picked up.
 - [Maggots](#) cannot attach to Tenno, they just do nothing and die.
- Special [Corpus](#) Interactions:
 - [Remech Osprey](#) cannot revive disabled [Ambulas](#) and can be stopped mid-cast by **Silence**.
 - [Osprey](#) units cannot charge & self-destruct when low on health.
 - [Isolator Bursa](#) can unpredictably make itself immune to **Silence** due to its nullifier sphere ability.
 - All [Scrambus](#) units can be silenced INCLUDING the [Fog Scrambus](#) which should disable **Silence**, but ironically becomes unable to because it is silenced.
- Special [Sentient](#) Interactions:
 - All attacks which aren't their standard ranged weaponry are disabled, including the spinning laser attack which can be disabled while already



We want to hear from you!



ed then it will do NOTHING because



WARFRAME Wiki



move around helplessly.

- Other Interactions:
 - All abilities of enemies in [The Index](#) are disabled ([Armis Ulta](#) just shoots, [Auditor](#) just shoots, etc.)
 - All abilities of enemy specters are disabled ([Junction Specter](#), [Knave Specter](#), etc) and they can only shoot or melee.
 - All abilities of enemy [Necramech](#) units are disabled and they can only shoot or melee.
 - The following units are immune to Silence: The [Stalker](#), Grineer [Manic](#), [Kuva Guardian](#) (when immune to Warframe damage), [Vomvalyst](#) (when incorporeal), [Nullifier Crewman](#), [Isolator Bursa](#) (when nullifier sphere is active).
- Affected enemies will glow with Banshee's energy color.
- Has a cast delay of about **0.4** seconds.
- Cannot be recast while active.
- Subsuming Banshee to the [Helminth](#) will offer Silence and its augments to be used by other Warframes.

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



We want to hear from you!



WARFRAME Wiki



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

More Fandoms

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



We want to hear from you!



DO YOU PLAY MMORPG GAMES?