

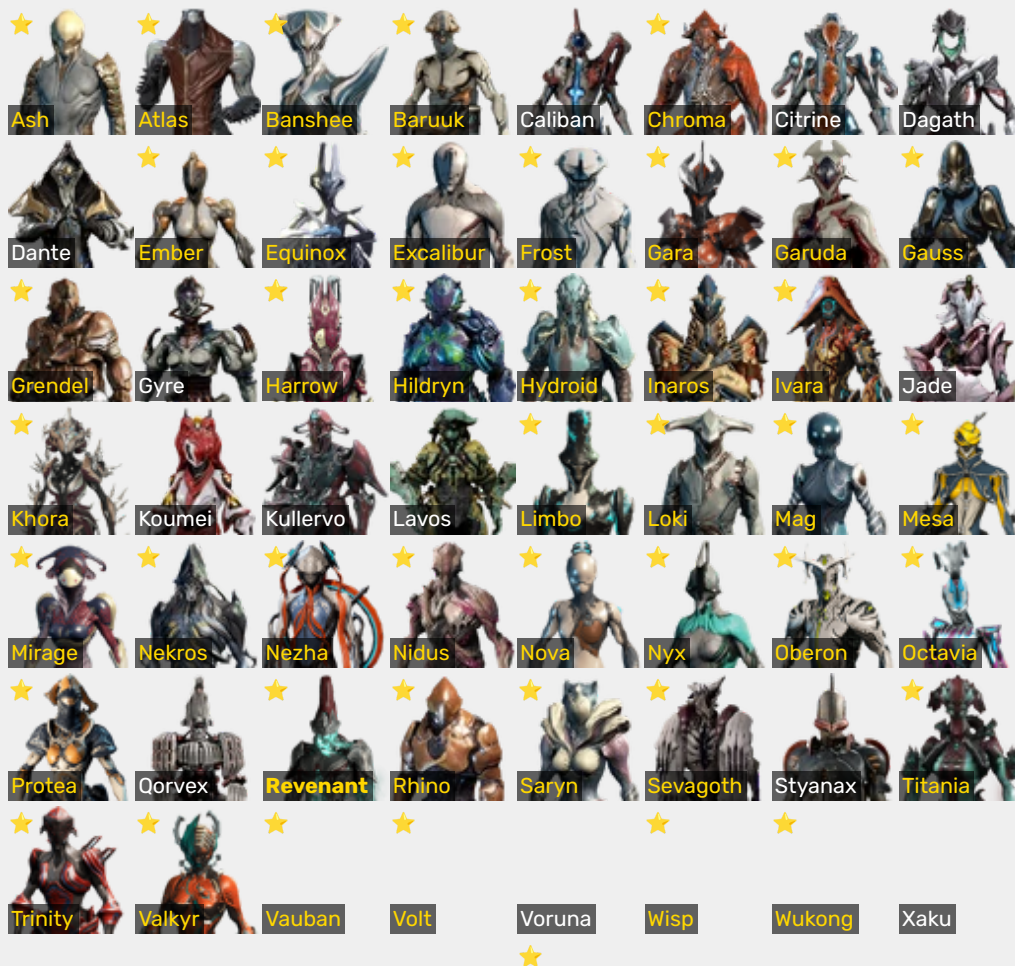
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Revenant

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For the [Sword Stance](#), see [Vengeful Revenant](#).

CODEX

Macabre spectral power has risen. Infused with the essence of the Eidolon, Revenant has strong survivability and deals high damage. Enemies become his thralls.

This is Revenant, the returned - the condemned. Harnessing the essence of Eidolon and warrior alike, he mystifies and obliterates his foes.

Revenant serves last rites for the souls he leaves on fire, without a plea for mercy.

—Lotus

Once the warden of the plains, tasked with protecting the [Unum](#)'s tower and striking down the ghostly [Eidolon](#) forms that rose from the depths every night. Night after night, he cut them down. Not allowing them to take form. Then one night, he disappeared, lost... forever.

—The Lost One Fragment

Release Date: August 24th, 2018

Ravaged by [Sentient](#) energy, wreathed with eldritch Eidolon essence, the blighted sovereign **Revenant** subjugates foes through his affliction. Bestow his sacrificial legion haunted



Revenant

Portrait In-Game Menus



Update Infobox Data

Description

Macabre spectral power has risen. Infused with the essence of the Eidolon, Revenant has strong survivability and deals high damage. Enemies become his thralls.

Passive

Shield depletion smashes enemies within 7.5m with a 100 Damage knockdown shockwave.

Abilities

1st Ability

Enthrall



lifeblood upon the desolate scorched earth. Revenant was resurrected in [Update 23.5](#) (2018-08-24).

Acquisition

Revenant's main [blueprint](#) is awarded upon completion of the [Mask of the Revenant](#) quest, which is unlocked after reaching **Rank 2 - Observer** with [The Quills](#). Revenant's component [blueprints](#) are acquired from [Plains of Eidolon Bounties](#); building at least two different components is required to advance through quest. Additional main blueprints can be bought from [Cephalon Simaris](#) for **50,000**.

Item	Source	Chance
Chassis Blueprint	Cetus Bounty Lvl 30-50 Stage 4 / A	8.79%
	Cetus Bounty Lvl 30-50 Stage 4 / C	8.51%
Chassis Blueprint	Cetus Bounty Lvl 30-50 Stage 4 / B	8.79%

3rd Ability	Reave
4th Ability	Danse Macabre
General Information	
Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	735 (835 at Rank 30)
Armor	135
Energy	140 (190 at Rank 30)
Starting Energy	50
Sprint Speed	1
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 23.5 (2018-08-24)
Themes	Eidolon, Vampirism
Progenitor Element	Cold
Subsumed Ability	Reave
Tactical Ability	Enthrall
Sell Price	10,000
Official Drop Tables	
https://www.warframe.com/droptables	



Item	Source	Chance
Chassis Blueprint	Plague Star Bounty Final Stage	
Chassis Blueprint	Plague Star Bounty Stages 2 & 3	
Chassis Blueprint	Cetus Bounty Lvl 30-50 Stages 2 & 3 / A	
Chassis Blueprint	Cetus Bounty Lvl 30-50 Stages 2 & 3 / C	
Chassis Blueprint	Cetus Bounty Lvl 30-50 Stages 2 & 3 / B	
Chassis Blueprint	Cetus Bounty Lvl 30-50 Final Stage / A	



Item	Source	Chance
Chassis Blueprint	Cetus Bounty Lvl 30-50 Final Stage	/ C
Chassis Blueprint	Cetus Bounty Lvl 30-50 Final Stage	/ B
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Final Stage	/ A
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Final Stage	/ C
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Final Stage	/ B
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100C Stage 4 of 5	/ A



Item	Source	Chance
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5 / C	
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5 / B	
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Stage 4 / A	
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Stage 4 / C	
Neuroptics Blueprint	Cetus Bounty Lvl 40-60 Stage 4 / B	



Item	Source	Chance
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100 Final Stage / A	
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100 Final Stage / C	
Neuroptics Blueprint	Steel Path Cetus Bounty Lvl 100-100 Final Stage / B	
Systems Blueprint	Cetus Bounty Lvl 20-40 Stages 2 & 3 / A	
Systems Blueprint	Cetus Bounty Lvl 20-40 Stages 2 & 3 / C	

Item	Source	Chance
Systems Blueprint	Cetus Bounty Lvl 20-40 Stages 2 & 3 / B	
Systems Blueprint	Cetus Bounty Lvl 20-40 Final Stage / A	
Systems Blueprint	Cetus Bounty Lvl 20-40 Final Stage / C	
Systems Blueprint	Cetus Bounty Lvl 20-40 Final Stage / B	

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

Alternatively, upon completion of [The Duviri Paradox](#), Revenant's main and component blueprints can be earned from [The Circuit](#). By selecting him on the rotating week he is available, players can earn him blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Orokin Cell 1	Time: 3
					Day(s)
					Rush: 50
Market Price: 325		Blueprints Price: N/A			
Revenant Neuroptics Blueprint					
15,000	Neural Sensors 3	Intact Sentient Core 15	Polymer Bundle 6,000	Rubedo 2,200	Time: 12
					Hour(s)
					Rush: 25
Revenant Chassis Blueprint					
15,000	Morphics 3	Intact Sentient Core 10	Rubedo 1,500	Iradite 50	Time: 12
					Hour(s)
					Rush: 25
Revenant Systems Blueprint					
15,000	Control Module 3	Cetus Wisp 3	Salvage 8,000	Polymer Bundle 3,000	Time: 12
					Hour(s)
					Rush: 25

Lore

Main article: [Mask of the Revenant](#)

Why do I remember this? The land here, killing hot, full of strangeness. This is where [Gara](#) vanquished the [Sentient](#)! Where its essence fell into the ground, trapped in some unworldly between. It wanted out. At moon rise its ghostly tendrils would emerge, seeking form, seeking... return... And this... this was the warden... a Warframe. I can see it, like a dream repeating... The tendril emerging night after night, and the warden, night after night, cutting it down... until the warden himself was lost. How?

Following [Gara's](#) sacrifice over the [Eidolon](#), at the very site of her decisive battle which the [Ostrons](#) now call Gara Toht Lake, a Warframe known solely as the **Warden** would arrive to drive away the [Sentient](#) as it emerged night after night. This trial would continue until one fateful evening, where the Warden foolishly tried to make contact with the Sentient and was overwhelmed. Discovering that the Sentient was using him as a means to reform itself, the Warden cast himself into the lake to seal it. The time spent as an "anchor" to the Sentient would infuse the Warden with its eldritch energies, becoming "the **Lost One**".

In the present day, [Nakak](#) receives a strange mask, the Mask of the Lost One, from [Onkko](#). She sells it to the [Tenno](#), instructing them to wear it in the [Plains of Eidolon](#) at nighttime. There, they see a [large spectral silhouette of an Eidolon](#); meanwhile, Nakak receives a [vision](#) from the [Unum](#), explaining the story of the Warden. After completing the story, the Warden, now transformed into the Revenant that serves as a "mask" for the Eidolon, emerges but is driven back, leaving behind its own blueprint. Having rebuilt the Lost One, Nakak claims the Warframe that had been infused with the powers of the Eidolon will be needed to combat a new threat imposed by the Sentient.

Notes

- If Revenant wields his [Signature Weapons](#):
 - [Phantasma](#)/ [Phantasma Prime](#): Magazine size is increased by **4** rounds, for a total of **15** rounds.
 - [Tatsu](#)/ [Tatsu Prime](#): Projectile charge cap is increased by **4**, to a maximum of **9** charges.
- Revenant and Revenant Prime have the fifth and third highest base [shields](#) respectively out of all Warframes in the game, with Revenant Prime beaten by [Hildryn](#) and [Hildryn Prime](#), and Revenant being also beaten out by [Styanax](#) in addition to the previous three.
 - When taking [overshields](#) into consideration, [Harrow Prime](#) and [Harrow](#) take the third and fourth places.
- Revenant is immune to the [Magnetic](#) proc from contacting water during the night in the [Plains of Eidolon](#).

Trivia

- Revenant was revealed in [Devstream 112](#), and is the first [Sentient](#)-themed



- Revenant's codename during development was **Vlad**, likely named after [Vlad the Impaler](#) who, in 1897, Irish writer [Bram Stoker](#) based the famous vampire "[Count Dracula](#)" off of. As described by Stoker, Count Dracula was an undead warlock that fed on human blood.
 - Revenant's abilities are also vampiric in nature:
 - [Enthrall](#) converts others into loyal thralls, a trait in vampires.
 - [Mesmer Skin](#) allows Revenant to cast Enthrall freely; vampires are capable of entralling with their "mesmerizing" eyes.
 - [Reave](#) turns Revenant into intangible mist, another trait in vampires. Additionally, vampires are famous for their ability to steal the life essence of their victims, with Reave displaying such trait when it passes through enemies and thralls.
- A [revenant](#) is an undead being that retains some purpose after its reanimation, usually to seek out and get revenge upon those who wronged it in life.
- To [enthral](#) somebody means to make one subservient.
- The name [Mesmer Skin](#) may be based on [Franz Mesmer](#), a German doctor who came up with the theory of [Animal Magnetism](#).
- To [reave](#) means to deprive (a person) of something through theft or violence.
- [Danse Macabre](#) is based on [Danse Macabre](#), French for "Dance of Death", a late-medieval allegory of the universality of death.
- When Revenant's Danse Macabre is discussed in his [Warframe Profile](#) (<https://www.youtube.com/watch?v=dhB39g1jS6E>), the Lotus says "Bewitch your enemies in the moonlight, Tenno." This is a lyric from the song [Dance Macabre](#) (<https://www.youtube.com/watch?v=ttY0vfyd-dI>) by the Swedish heavy rock band [Ghost](#).
- Revenant's fourth ability was originally a mass crowd control area of effect that put enemies to sleep.
- After [TennoCon 2018](#), Revenant's abilities underwent changes to include more lasers and lights to emphasize the Eidolon theme.
 - Fitting with Revenant's Eidolon theme, Danse Macabre's rotating lasers is derived from an attack used by the [Eidolon Gantulyst](#).
- Revenant, alongside his signature shotgun, [Phantasma](#), are the first Warframe and weapon to require [Sentient Cores](#) to craft.
- Revenant is the 36th Warframe to be released (excluding Primed and Umbra variants).
- Revenant is the second Warframe whose component blueprints are acquired from [Bounties](#), first being [Gara](#).
- Revenant was originally tasked as a warden by the [Unum](#) to prevent the fallen



Earth, at the very least. Whether he had directly participated in the War or not is unknown.

- Revenant is the sixth known frame to be active before and/or during the fall of the Orokin Empire, after [Mirage](#), [Inaros](#), [Titania](#), [Harrow](#), and [Gara](#).
- Unlike most of the Warframes, Revenant's signature melee weapon was not released simultaneously with him. [Digital Extremes](#) decided to withhold and release it later alongside [Melee 3.0](#).
 - His signature Two-Handed Nikana, [Tatsu](#), was released with [Update 24.4](#) (2019-03-08).
- Oddly enough, despite Revenant's Sentient composition that would make him highly susceptible to [Void](#) damage, he and [Caliban](#) do fine in areas rife with Void Energy such as the [Orokin Void](#) and the [Zariman Ten Zero](#).

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