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Path of Statues



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Path of Statues is a [Warframe Augment Mod](#) for [Atlas](#), that makes [Landslide](#) leave a petrifying path for a short period.

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Stats

Rank	Path Duration	Petrify Duration	Cost
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Path of Statues

Full Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



1	8s	5s	7
2	10s	5s	8
3	12s	6s	9

Acquisition

- This mod can be acquired by attaining the rank of **General** under [Steel Meridian](#), or the rank of **Exalted** under the [Red Veil](#), and spending  **25,000** to purchase.

Notes

- Trail and petrify duration are affected by [Ability Duration](#).
- Killing petrified enemies will drop **1** piece of [Rubble](#) for Atlas to pick up, restoring **50** health or provides **50** bonus armor.
 - Amount of Rubble dropped per petrified enemy, health restored, and bonus armor provided are **not** affected by mods.
- The attribute Stone Rate is affected by [Ability Strength](#). The higher this number, the faster enemies become petrified when touching the path.

Maximization

Strength:

Range:

Efficiency:

Duration:

Combo N°:

[Landslide](#)

Path of Statues

Landslide Augment: Leave a trail for 12s that petrifies enemies for 6s.

General Information ^

Type

Ash

Polarity

 Zenurik

Rarity

Rare

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

6

Trading Tax

 8,000

Introduced

Update: [The Silver Grove](#) (2016-08-19)

Vendor Sources ^

Vendors

[Red Veil](#) (Rank 5: Exalted)  25000 for x1[Steel Meridian](#) (Rank 5: General)  25000 for x1

Official Drop Tables ^

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

1.00s	Combo window	14.00s	Petrify duration
15.00m	Dash range		
2.00m	Impact radius		
25.00	Energy		

Bugs

- Enemies petrified by the trail left from (🐛) [Landslide](#) most of the time do not drop Rubble.

Media



PATH OF STATUES - Atlas Augment Warframe

Patch History

[Update 31.6](#) (2022-06-09) [Update 31.6](#) (2022-06-09)

- Fixed Atlas' Path of Statues Augment not working if you've replaced Petrify with a Helminth ability.

Warframe Augments				Edit	[Collapse]
PvE	PvP				
Ash	Seeking Shuriken	Smoke Shadow	Fatal Teleport		
	Rising Storm				
Atlas	Rubble Heap	Path of Statues	Tectonic Fracture		
	Ore Gaze	Rumbled	Titanic Rumbler		
Banshee	Sonic Fracture	Resonance	Savage Silence		
	Resonating Quake				
Baruuk	Elusive Retribution	Endless Lullaby	Reactive Storm		



<u>Chroma</u>	Afterburn • Everlasting Ward • Guardian Armor • Vexing Retaliation • Guided Effigy
<u>Citrine</u>	Recrystallize
<u>Dagath</u>	Spectral Spirit
<u>Ember</u>	Fireball Frenzy • Immolated Radiance • Healing Flame • Purifying Flames • Exothermic
<u>Equinox</u>	Duality • Calm & Frenzy • Peaceful Provocation • Energy Transfer
<u>Excalibur</u>	Purging Slash • Surging Dash • Radiant Finish • Furious Javelin • Chromatic Blade
<u>Excalibur Umbra</u>	Warrior's Rest
<u>Frost</u>	Biting Frost • Freeze Force • Ice Wave Impedance • Chilling Globe • Icy Avalanche
<u>Gara</u>	Mending Splinters • Spectrosiphon • Shattered Storm
<u>Garuda</u>	Dread Ward • Blood Forge • Blending Talons
<u>Gauss</u>	Mach Crash • Thermal Transfer
<u>Grendel</u>	Gourmand • Hearty Nourishment • Catapult • Gastro
<u>Gyre</u>	Cathode Current • Coil Recharge
<u>Harrow</u>	Tribunal • Warding Thurible • Lasting Covenant
<u>Hildryn</u>	Balefire Surge • Blazing Pillage • Aegis Gale
<u>Hydroid</u>	Viral Tempest • Tidal Impunity • Rousing Plunder • Pilfering Swarm
<u>Inaros</u>	Desiccation's Curse • Elemental Sandstorm • Negation Armor
<u>Ivara</u>	Empowered Quiver • Power of Three • Piercing Navigator • Infiltrate • Concentrated Arrow
<u>Khora</u>	Accumulating Whipclaw • Venari Bodyguard • Pilfering Strangledome
<u>Kullervo</u>	Wrath of Ukko
<u>Lavos</u>	Valence Formation • Swift Bite
<u>Limbo</u>	Rift Haven • Rift Torrent • Cataclysmic Continuum
<u>Loki</u>	Damage Decoy • Deceptive Bond • Savior Decoy • Hushed Invisibility • Safeguard Switch • Irradiating Disarm
<u>Mag</u>	Greedy Pull • Magnetized Discharge • Counter Pulse • Fracturing Crush
<u>Mesa</u>	Ballistic Bullseye • Muzzle Flash • Staggering Shield • Mesa's Waltz
	Hall of Malevolence • Explosive Legerdemain • Total Eclipse



<u>Nekros</u>	Soul Survivor • Creeping Terrify • Despoil • Shield of Shadows
<u>Nezha</u>	Controlled Slide • Pyroclastic Flow • Reaping Chakram • Safeguard • Divine Retribution
<u>Nidus</u>	Abundant Mutation • Teeming Virulence • Larva Burst • Parasitic Vitality • Insatiable
<u>Nova</u>	Neutron Star • Antimatter Absorb • Escape Velocity • Molecular Fission
<u>Nyx</u>	Mind Freak • Pacifying Bolts • Chaos Sphere • Assimilate • Singularity
<u>Oberon</u>	Smite Infusion • Hallowed Eruption • Phoenix Renewal • Hallowed Reckoning
<u>Octavia</u>	Partitioned Mallet • Conductor
<u>Protea</u>	Temporal Artillery • Repair Dispensary • Temporal Erosion
<u>Qorvex</u>	Wrecking Wall
<u>Revenant</u>	Thrall Pact • Blinding Reave • Mesmer Shield
<u>Rhino</u>	Ironclad Charge • Iron Shrapnel • Piercing Roar • Reinforcing Stomp
<u>Saryn</u>	Revealing Spores • Venom Dose • Regenerative Molt • Contagion Cloud
<u>Sevagoth</u>	Shadow Haze • Dark Propagation
<u>Styanax</u>	Axios Javelineers • Intrepid Stand
<u>Titania</u>	Ironclad Flight • Spellbound Harvest • Beguiling Lantern • Razorwing Blitz
<u>Trinity</u>	Pool of Life • Vampire Leech • Abating Link • Champion's Blessing
<u>Valkyr</u>	Swing Line • Eternal War • Prolonged Paralysis • Enraged • Hysterical Assault
<u>Vauban</u>	Tesla Bank • Photon Repeater • Repelling Bastille
<u>Volt</u>	Shock Trooper • Shocking Speed • Recharge Barrier • Transistor Shield • Capacitance
<u>Voruna</u>	Prey of Dynar • Ulfrun's Endurance
<u>Wisp</u>	Fused Reservoir • Critical Surge
<u>Wukong</u>	Celestial Stomp • Enveloping Cloud • Primal Rage
<u>Xaku</u>	Vampiric Grasp • The Relentless Lost
<u>Yareli</u>	Surging Blades • Loyal Merulina • Merulina Guardian
<u>Zephyr</u>	Anchored Glide • Target Fixation • Airburst Rounds • Jet Stream • Funnel Clouds



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