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Eternal War



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Eternal War is a [Warframe Augment Mod](#) for [Valkyr](#) that extends [Warcry](#)'s duration for each melee kill.

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Eternal War	
Full	Icon



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Stats

Rank	Duration bonus	Cost
0	1.25	6
1	1.5	7
2	1.75	8
3	2	9

Acquisition

- Can be acquired by attaining the rank of **Partner** under [The Perrin Sequence](#), or the rank of **Flawless** under [New Loka](#), and spending  **25,000** to purchase.
- This mod can periodically be acquired from [The Circuit](#).

Notes

- The duration increase per enemy killed is affected by [Ability Duration](#).
- Kills extend the active duration of Warcry up to a maximum of double the ability's duration after mods.



 Tradeable

Cannot be obtained from transmutation

 [Update Infobox Data](#)

Max Rank Description

Warcry Augment: While active, Warcry's duration is increased by 2s for each Melee Kill.

General Information

Type	Valkyr
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 16.2 (2015-04-01)

Vendor Sources

Vendors

[New Loka](#) (Rank 5: Flawless)  25000 for x1



- Kills also extend Warcry's duration for allies.

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

 - Only melee kills made by the caster will extend the duration.
 - Kills with [Hysterical Assault](#)'s leap do *not* count as melee kills.
- Warcry will persist on allies as long as it persists on Valkyr. This means allies can enter [Nullifier Crewman](#) bubbles and fall off the map without losing the buff, but if Valkyr does either of those, **everyone** will lose the buff.

Tips

- One can cast Warcry on their squad at the beginning of a mission, which can then be maintained for the entire mission with Eternal War by rapidly melee-killing enemies, allowing the team to benefit from Warcry while keeping energy expenditure low. This is easiest to do in endless mode missions like [Survival](#), [Defense](#), and [Interception](#). Care should be taken around [Nullifier Crewmen](#) and tilesets where one can easily fall off the map, as either will end Warcry prematurely.

Maximization

Strength: Range: Efficiency: Duration:

Warcry

Eternal War

50.00%	Attack speed/Armor buff	2.00s	Duration per kill
30.00%	Movement speed reduction		
15.00s	Duration		
25.00m	Range		
75.00	Energy		

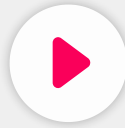
Bugs

- The effect of Warcry may end even when there is still time left on the ability, forcing the player to avoid getting melee kills to recast the ability.

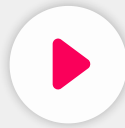


- After maximization, the highest attainable duration for Warcry is 53.55 seconds with 357% duration, meaning Eternal War can never raise its duration past 107.1 seconds, however with invigoration it can be further raised to 68.55 seconds or a max 137.1 seconds.

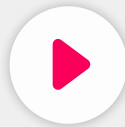
Media



Warframe Valkyr's Eternal War Augment Mod Review



Warframe Syndicates Valkyr's Eternal War thesnapshot



VALKYR MELEE WARMONGER - Eternal War Augment Update 16.5.5

Patch History

[Hotfix: Specters of the Rail 2.3](#) (2016-08-12)



- Fixed Eternal War not working as intended once deactivating Hysteria.

Hotfix: Specters of the Rail 0.1 (2016-07-08)

- Fixed an issue with Eternal War not properly increasing the duration of the buff and also preventing you from recasting.

Update 17.0 (2015-07-31)

Last updated: Hotfix 23.1.3 (2018-07-26)

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		
Chroma	Afterburn • Everlasting Ward • Guardian Armor • Vexing Retaliation • Guided Effigy		
Citrine	Recrystalize		
Dagath	Spectral Spirit		
Ember	Fireball Frenzy • Immolated Radiance • Healing Flame • Purifying Flames • Exothermic		
Equinox	Duality • Calm & Frenzy • Peaceful Provocation • Energy Transfer		
Excalibur	Purging Slash • Surging Dash • Radiant Finish • Furious Javelin • Chromatic Blade		
Excalibur Umbra	Warrior's Rest		
Frost	Biting Frost • Freeze Force • Ice Wave Impedance • Chilling Globe • Icy Avalanche		
Gara	Mending Splinters • Spectrosiphon • Shattered Storm		
Garuda	Dread Ward • Blood Forge • Blending Talons		
Gauss	Mach Crash • Thermal Transfer		
Grendel	Gourmand • Hearty Nourishment • Catapult • Gastro		
Gyre	Cathode Current • Coil Recharge		
Harrow	Tribunal • Warding Thurible • Lasting Covenant		



<u>Hydroid</u>	<u>Viral Tempest</u> • <u>Tidal Impunity</u> • <u>Rousing Plunder</u> • <u>Pilfering Swarm</u>
<u>Inaros</u>	<u>Desiccation's Curse</u> • <u>Elemental Sandstorm</u> • <u>Negation Armor</u>
<u>Ivara</u>	<u>Empowered Quiver</u> • <u>Power of Three</u> • <u>Piercing Navigator</u> • <u>Infiltrate</u> • <u>Concentrated Arrow</u>
<u>Khora</u>	<u>Accumulating Whipclaw</u> • <u>Venari Bodyguard</u> • <u>Pilfering Strangledome</u>
<u>Kullervo</u>	<u>Wrath of Ukko</u>
<u>Lavos</u>	<u>Valence Formation</u> • <u>Swift Bite</u>
<u>Limbo</u>	<u>Rift Haven</u> • <u>Rift Torrent</u> • <u>Cataclysmic Continuum</u>
<u>Loki</u>	<u>Damage Decoy</u> • <u>Deceptive Bond</u> • <u>Savior Decoy</u> • <u>Hushed Invisibility</u> • <u>Safeguard Switch</u> • <u>Irradiating Disarm</u>
<u>Mag</u>	<u>Greedy Pull</u> • <u>Magnetized Discharge</u> • <u>Counter Pulse</u> • <u>Fracturing Crush</u>
<u>Mesa</u>	<u>Ballistic Bullseye</u> • <u>Muzzle Flash</u> • <u>Staggering Shield</u> • <u>Mesa's Waltz</u>
<u>Mirage</u>	<u>Hall of Malevolence</u> • <u>Explosive Legerdemain</u> • <u>Total Eclipse</u> • <u>Prism Guard</u>
<u>Nekros</u>	<u>Soul Survivor</u> • <u>Creeping Terrify</u> • <u>Despoil</u> • <u>Shield of Shadows</u>
<u>Nezha</u>	<u>Controlled Slide</u> • <u>Pyroclastic Flow</u> • <u>Reaping Chakram</u> • <u>Safeguard</u> • <u>Divine Retribution</u>
<u>Nidus</u>	<u>Abundant Mutation</u> • <u>Teeming Virulence</u> • <u>Larva Burst</u> • <u>Parasitic Vitality</u> • <u>Insatiable</u>
<u>Nova</u>	<u>Neutron Star</u> • <u>Antimatter Absorb</u> • <u>Escape Velocity</u> • <u>Molecular Fission</u>
<u>Nyx</u>	<u>Mind Freak</u> • <u>Pacifying Bolts</u> • <u>Chaos Sphere</u> • <u>Assimilate</u> • <u>Singularity</u>
<u>Oberon</u>	<u>Smite Infusion</u> • <u>Hallowed Eruption</u> • <u>Phoenix Renewal</u> • <u>Hallowed Reckoning</u>
<u>Octavia</u>	<u>Partitioned Mallet</u> • <u>Conductor</u>
<u>Protea</u>	<u>Temporal Artillery</u> • <u>Repair Dispensary</u> • <u>Temporal Erosion</u>
<u>Qorvex</u>	<u>Wrecking Wall</u>
<u>Revenant</u>	<u>Thrall Pact</u> • <u>Blinding Reave</u> • <u>Mesmer Shield</u>
<u>Rhino</u>	<u>Ironclad Charge</u> • <u>Iron Shrapnel</u> • <u>Piercing Roar</u> • <u>Reinforcing Stomp</u>
<u>Saryn</u>	<u>Revealing Spores</u> • <u>Venom Dose</u> • <u>Regenerative Molt</u> •



Sevagoth	Shadow Haze • Dark Propagation
Styanax	Axios Javelineers • Intrepid Stand
Titania	Ironclad Flight • Spellbound Harvest • Beguiling Lantern • Razorwing Blitz
Trinity	Pool of Life • Vampire Leech • Abating Link • Champion's Blessing
Valkyr	Swing Line • Eternal War • Prolonged Paralysis • Enraged • Hysterical Assault
Vauban	Tesla Bank • Photon Repeater • Repelling Bastille
Volt	Shock Trooper • Shocking Speed • Recharge Barrier • Transistor Shield • Capacitance
Voruna	Prey of Dynar • Ulfrun's Endurance
Wisp	Fused Reservoir • Critical Surge
Wukong	Celestial Stomp • Enveloping Cloud • Primal Rage
Xaku	Vampiric Grasp • The Relentless Lost
Yareli	Surging Blades • Loyal Merulina • Merulina Guardian
Zephyr	Anchored Glide • Target Fixation • Airburst Rounds • Jet Stream • Funnel Clouds

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