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Warframe Augment Mods

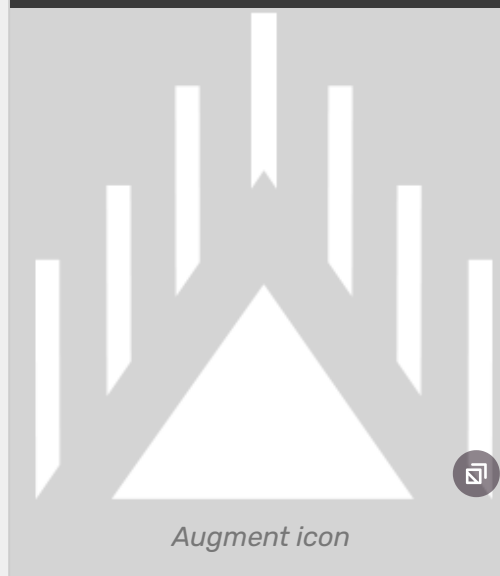
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Warframe Augment Mods are special category of mods. When installed, Warframe Augments alter a Warframe's abilities or passives to perform additional effects, enhancing or modifying that power's utility. Each Warframe Augment modifies a single specific Warframe power, and can only be equipped on the Warframe that possesses that power.

Each Syndicate offers its own set of Warframe Augment Mods, conforming to their list of favored Warframes. Each Warframe is favored by two Syndicates, who may be allied, neutral, or even opposed. In

addition, the [Conclave](#) offers any Warframe Augment Mod that is allowed in [PvP](#), regardless of Warframe. Some of these Warframe Augment Mods can only be equipped in PvP, other Conclave Augments can be used in PvE (might have tweaked effects) and can also be bought with Cred in [Nightwave](#). Like [Weapon Augment Mods](#), Warframe Augments can be freely traded between players after purchase, regardless of Syndicate affiliation.

Warframe Augment Mods



Warframe Augment Mods can be acquired by reaching the highest rank with a particular syndicate, with each mod costing  **25,000** to purchase.

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 [Shocking Speed](#), a Warframe Augment Mod for  [Volt](#).

Lists of Augments

Augment Mods

This section is [transcluded](#) from [Warframe Augment Mods/PvE](#) . To change it, please [edit the transcluded page](#).

The following Syndicates favor particular [Warframes](#):

-  [Arbiters of Hexis](#)
-  [Cephalon Suda](#)
-  [Steel Meridian](#)
-  [Red Veil](#)
-  [New Loka](#)
-  [The Perrin Sequence](#)



Warframes	Augment Mods	Favored Syndicates
 Ash	 Seeking Shuriken  Smoke Shadow  Fatal Teleport  Rising Storm	 Arbiters of Hexis  Red Veil
 Atlas	 Rubble Heap  Path of Statues  Tectonic Fracture  Ore Gaze  Titanic Rumbler	 Steel Meridian  Red Veil
 Banshee	 Sonic Fracture  Resonance  Savage Silence  Resonating Quake	 Cephalon Suda  The Perrin Sequence
 Baruuk	 Elusive Retribution  Endless Lullaby  Reactive Storm	 Arbiters of Hexis  New Loka
 Chroma	 Afterburn  Everlasting Ward  Guardian Armor  Vexing Retaliation  Guided Effigy	 Cephalon Suda  The Perrin Sequence
 Citrine	 Recrystallize	 Steel Meridian  Red Veil
 Dagath	 Spectral Spirit	 Red Veil  The Perrin Sequence
 Ember	 Fireball Frenzy  Immolated Radiance  Healing Flame  Exothermic	 Steel Meridian  Red Veil
 Equinox	 Duality  Calm & Frenzy  Peaceful Provocation  Energy Transfer	 Arbiters of Hexis  New Loka
 Excalibur	 Surging Dash  Radiant Finish  Furious Javelin  Chromatic Blade	 Arbiters of Hexis  Steel Meridian
 Excalibur Umbra	Warrior's Rest	Arbiters of Hexis Red Veil
Frost	Biting Frost Freeze Force Ice Wave Impedance Chilling Globe Icy Avalanche	Cephalon Suda Steel Meridian
Gara	Shattered Storm Mending Splinters Spectrosiphon	Arbiters of Hexis New Loka
Garuda	Dread Ward Blood Forge Blending Talons	Steel Meridian Red Veil



Gauss	Mach Crash Thermal Transfer	Arbiters of Hexis The Perrin Sequence
Grendel	Gourmand Hearty Nourishment Catapult Gastro	Steel Meridian Red Veil
Gyre	Coil Recharge Cathode Current	Arbiters of Hexis The Perrin Sequence
Harrow	Tribunal Warding Thurible Lasting Covenant	Arbiters of Hexis Red Veil
Hildryn	Balefire Surge Blazing Pillage Aegis Gale	Cephalon Suda The Perrin Sequence
Hydroid	Viral Tempest Tidal Impunity Rousing Plunder Pilfering Swarm	Cephalon Suda New Loka
Inaros	Elemental Sandstorm Negation Swarm Desiccation's Curse	Arbiters of Hexis The Perrin Sequence
Ivara	Empowered Quiver Piercing Navigator Infiltrate Concentrated Arrow	Cephalon Suda The Perrin Sequence
Khora	Accumulating Whipclaw Venari Bodyguard Pilfering Strangledome	Steel Meridian Red Veil
Kullervo	Wrath of Ukko	Steel Meridian New Loka
Lavos	Valence Formation Swift Bite	New Loka Red Veil
Limbo	Rift Haven Rift Torrent Cataclysmic Continuum	Arbiters of Hexis Cephalon Suda
Loki	Savior Decoy Hushed Invisibility Safeguard Switch Irradiating Disarm Damage Decoy	Arbiters of Hexis Red Veil
	Greedy Pull Magnetized Discharge	New Loka



Mesa	Ballistic Bullseye Staggering Shield	Muzzle Flash Mesa's Waltz	Steel Meridian Red Veil
Mirage	Hall of Malevolence Explosive Legerdemain	Total Eclipse	Arbiters of Hexis Cephalon Suda
Nekros	Soul Survivor Despoil	Creeping Terrify Shield of Shadows	Red Veil The Perrin Sequence
Nezha	Pyroclastic Flow Safeguard Divine Retribution	Reaping Chakram Controlled Slide	Cephalon Suda Steel Meridian
Nidus	Abundant Mutation Teeming Virulence Parasitic Vitality	Larva Burst Insatiable	Steel Meridian The Perrin Sequence
Nova	Neutron Star Escape Velocity	Antimatter Absorb Molecular Fission	Cephalon Suda Steel Meridian
Nyx	Mind Freak Chaos Sphere	Pacifying Bolts Assimilate	Arbiters of Hexis New Loka
Oberon	Smite Infusion Phoenix Renewal Hallowed Reckoning	Hallowed Eruption	Steel Meridian New Loka
Octavia	Partitioned Mallet	Conductor	Cephalon Suda New Loka
Protea	Repair Dispensary Temporal Artillery	Temporal Erosion	Arbiters of Hexis The Perrin Sequence
Qorvex	Wrecking Wall		Cephalon Suda Steel Meridian
Revenant	Thrall Pact Blinding Reave	Mesmer Shield	Cephalon Suda The Perrin Sequence
Rhino	Ironclad Charge Piercing Roar	Iron Shrapnel Reinforcing Stomp	Steel Meridian The Perrin Sequence
Saryn	Revealing Spores	Venom Dose	Steel Meridian



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

Conclave Augments



Notes

- Warframe Augment Mods can be used on [Prime](#) and [Umbra](#) versions of the Warframes where applicable.
- Only **one** augment of an ability can be equipped at a time. For example, [Loki's Decoy](#) can only equip one of the following: [Damage Decoy](#), [Deceptive Bond](#), or [Savior Decoy](#).
- [Helminth](#) abilities that possess an augment can be equipped when subsumed onto another Warframe. Likewise, augments related to the replaced ability can no longer be equipped. For example, [Shuriken](#) is subsumed onto [Excalibur's Slash Dash](#); Excalibur can now equip [Seeking Shuriken](#), but can no longer equip [Purging Slash](#) or [Surging Dash](#).
- There are 3 groups of syndicates that each consist of syndicates that are all non-hostile towards each other, which means you can be boosting relations with all syndicates within a group in parallel without losing standing with any other syndicate within the group:
 - Arbiters of Hexis, Cephalon Suda, Steel Meridian are all non-hostile towards each other.
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Mag](#), [Nekros](#), [Titania](#), [Trinity](#), [Valkyr](#) and [Zephyr](#).
 - New Loka, The Perrin Sequence, Red Veil are all non-hostile towards each other.
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Excalibur](#), [Frost](#), [Limbo](#), [Mirage](#), [Nezha](#), [Nova](#) and [Xaku](#).
 - Red Veil, Steel Meridian is the smallest group, as each member is hostile to 2 different other syndicates.
 - If you choose this group of syndicates you **cannot** get Rank 5 Warframe augment mods for [Banshee](#), [Baruuk](#), [Chroma](#), [Equinox](#), [Gara](#), [Gauss](#), [Gyre](#), [Hildryn](#), [Hydroid](#), [Inaros](#), [Ivara](#), [Limbo](#), [Mag](#), [Mirage](#), [Nyx](#), [Octavia](#), [Protea](#), [Revenant](#), [Trinity](#), [Valkyr](#), [Vauban](#), [Wisp](#), [Wukong](#) and [Yareli](#).
- Further, each of the 2 bigger groups can be expanded by one additional syndicate that while cannot be farmed directly and will be hampered by 2 of the 3 core group



members, nevertheless can be slowly farmed as an ally of 1 of the 3 core group members:

- New Loka, The Perrin Sequence, Red Veil adds Steel Meridian as a catching-up syndicate (indirectly farmable via Red Veil).
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Limbo](#) and [Mirage](#).
 - You can however get Rank 5 Warframe augments for [Excalibur](#), [Frost](#), [Nezha](#), [Nova](#) and [Xaku](#) from Steel Meridian, the catching up syndicate.
- Arbiters of Hexis, Cephalon Suda, Steel Meridian adds Red Veil as a catching-up syndicate (indirectly farmable via Steel Meridian).
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Mag](#), [Trinity](#), and [Valkyr](#).
 - You can however get Rank 5 Warframe augments for [Nekros](#), [Zephyr](#), and [Titania](#) from Red Veil, the catching up syndicate.

Patch History

[Update 27.4](#) (2020-05-01)

Conclave Mods Converted to PVE

The following Conclave Mods have been converted/balanced to PvE Mods! If you already own these Mods they will automatically be available in your Arsenal. You can still obtain these Mods via Conclave, but will also be added to Nightwave Series 3: Glassmaker Cred Offerings.

Warframe PVP to PVE Mods (listed at max Rank):

Last updated: [Hotfix 29.0.5](#) (2020-08-28)

See also

- [Mods](#)
- [Syndicates](#)

Warframe Augments

[Edit](#)
[\[Collapse\]](#)

[PvE](#) [PvP](#)



<u>Ash</u>	Seeking Shuriken • Smoke Shadow • Fatal Teleport • Rising Storm
<u>Atlas</u>	Rubble Heap • Path of Statues • Tectonic Fracture • Ore Gaze • Rumbled • Titanic Rumbler
<u>Banshee</u>	Sonic Fracture • Resonance • Savage Silence • Resonating Quake
<u>Baruuk</u>	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
<u>Mirage</u>	Hall of Malevolence • Explosive Legerdemain • Total Eclipse • Prism Guard
<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



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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