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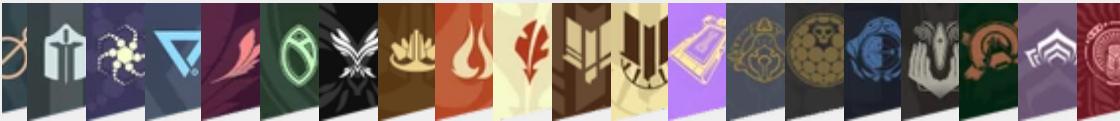
in: [Syndicates](#), [Update me](#), [PvP](#), and [3 more](#)

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Conclave

489 EDIT



We were led astray. We forgot the Conclave, so when that new evil came, we were not prepared. This is how we failed the Orokin. You went into stasis, but not me. I searched the long path for redemption, for the kind of balance only The Conclave can create. Now I return, only to find the Tenno still herded like livestock. Horrors from beyond the Outer Terminus are coming. You must prepare. You must accept The Conclave. Let it be your teacher and I its humble guide. For true

Conclave

Alignments

This Syndicate is neutral to other Syndicates.

Substitution

Preceded by [2V2 PVP](#)

the face of the ultimate enemy. You

Conclave is a neutral [Syndicate](#) led by the Conclave Master, [Teshin Dax](#). Teshin resides within the Conclave Hall of each [Relay](#). He is the one responsible for the management of the Conclave [PvP](#) System, providing incentives through various rewards that can be earned through Conclave battles.

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Ranks

Rank & Title	Sacrifice		Benefits	Standing (Minimum to Maximum)
 5 - Typhoon	100  Orokin Ducats	 500,000  99,000	Access to Conclave Syandana, Conclave Skins, Exilus Adapter Blueprint and Warframes. Additional Conclave loadout slots. One free Typhoon-rank Sigil	0 to 132,000
 4 - Hurricane	 Orokin Catalyst	 250,000 70,000	Access to Weapon and Warframe Conclave Mods. Additional Conclave loadout slot. One free Hurricane-rank Sigil	0 to 99,000
3 - Tempest	Orokin Reactor	100,000 44,000	Access to Augment Conclave Mods. Additional Conclave loadout slot. One free Tempest-rank Mod or Sigil	0 to 70,000
2 - Whirlwind	Forma	50,000 22,000	Access to Rare Conclave Mods. Additional Conclave loadout slot. One free Whirlwind-rank Mod or Sigil	0 to 44,000
1 - Mistral	2 Neurodes	30,000 5,000	Access to Uncommon Conclave Mods. Additional Conclave loadout slot. One free Mistral-rank Mod or Sigil	0 to 22,000



	100 Plastids	10,000	Access to Conclave Sigil	0 to 5,000
0 - Initiation				

Offerings

▼

View Offerings List

▼

Game Modes

Conclave missions can be accessed using the Conclave console located on the right of the Navigation in the [Orbiter](#), as well as the Conclave enclave in the [Relay](#). The player's loadout will be automatically switched to their Conclave loadout upon entering a Conclave mission.

Annihilation

Main article: [Annihilation](#)

A free-for-all game mode that requires the Tenno to battle each other and retrieve their [Oro](#), a red orb entity that appears when a Tenno is defeated. The gameplay is similar to the Kill Confirm variant of [Deathmatch](#), and the round is completed when one player has retrieved 25 Oros, or obtains the most Oro after 10 minutes has passed.

In its variant mode, each Tenno is equipped with a modified [Opticor](#) that takes 1 second to charge and can kill an opponent in one shot. However, all other weapons are disabled, as are Warframe abilities, passives, and mods.

Team Annihilation

Main article: [Team Annihilation](#)

This game mode allows four Tenno to ally with each other against another group of four Tenno in an Annihilation game mode. Each team must retrieve the [Oro](#) of the opposing team to gain a point. The

ends when one of the team has retrieved 50 Oro or obtains the most Oro after 10 minutes has passed.

It has a winter-themed variant mode, called Snowday Showdown, a frosty skirmish of snowballs and minty melee mayhem. Each Tenno equips two weapons, Solstice Spheres (a.k.a Snowballs), a throwing weapon similar to [Kunai](#), with each ball dealing 50 damage, unlimited ammunition, and they fire in an arc similar to Kunai and have travel time, making them impractical for long range combat. In addition, the Tenno receive a melee weapon, the Solstice Scythe, shaped like the [Spearmint Scythe](#), dealing 50 damage. Both weapons proc cold, slowing opponents for 1 second. Warframes can not use their passives, abilities or mods during this mode. The stage will have snowfall and will be partly covered by snow with snowmen as stage decorations in some areas.

Cephalon Capture

Main article: [Cephalon Capture](#)

A simple [Capture the Flag](#)-style game mode in which two teams of four Tenno (for a total of eight players) must steal the [Cephalon](#) from the opponents base and bring it to their own in order to score points.

The match ends when one team has captured the opponent's Cephalon 5 times or has the most captured Cephalons after 10 minutes has passed.



Lunaro

Main article: [Lunaro](#)

Lunaro is an ancient Tenno sport, where two teams try to take control of the '[Lunaro](#)' ball with [Arcatas](#) to score a goal. This game mode does not require weaponry and instead demands teamwork and coordinated plays to achieve victory for the team. The match ends when one team has scored 20 points or has the most points after 6 minutes has passed (split in between two halves of 3 minutes).



Dedicated Servers

Main article: [Dedicated Servers](#)

As of [Update: The Silver Grove](#) (2016-



provide a more robust and optimized matchmaking environment in PvP. Due to networking architecture of consoles, they will not have Dedicated Servers. Leaderboards for Dedicated Servers are found [here \(http://content.warframe.com/dynamic/dedServersStats.php\)](http://content.warframe.com/dynamic/dedServersStats.php).



1/5

Maps

There are currently 21 [Maps](#) for Conclave.

TENNO	ARBITERS ARENA
GRINEER	BUNKERS
GRINEER	CANYON SETTLEMENT

TENNO	CEPHALON CITADEL
TENNO	CEPHALON SPIRES
GRINEER	COMPOUND
CORPUS	CORE
INFESTED	DERELICT CHAMBERS

GRINEER	DOCKING BAY
OROKIN	FORGOTTEN HALLS
CORPUS	FREIGHT LINE
CORPUS	GAS WORKS
INFESTED	INFESTED FRIGATE



OROKIN	LUA RUINS
GRINEER	NAVIGATION ARRAY
OROKIN	OROKIN ARENA
CORPUS	OUTPOST
CORPUS	PERRIN SEQUENCE ARENA



GRINEER	SHIPYARDS
OROKIN	SHRINE
GRINEER	STEEL MERIDIAN ARENA

Special Gameplay Features

Conclave includes several special features common to all modes (with the exception of Lunaro):

General

- Gunfire renders players visible on the minimap for 5 seconds if the weapon fired is not silent.
- Staggers are replaced with the Impair status effect, which disables jumping and slows movement speed for a duration of 2 seconds. After being impaired, players become immune to further impairment for 2 seconds.
 - This 2-second grace period also applies to Knockdowns.
- In team-based game-modes, neither team can see or hear the other team's chat



- [Syndicate Radial Effects](#) from [Syndicate Weapons](#) do not activate in Conclave matches.
- [Signature Weapon](#) bonuses do not apply in Conclave matches (the [Knell](#) will not gain an additional bullet when equipping [Harrow](#) for example).

Damage Mechanics

- [Critical Chance](#) and [Critical Damage](#) are replaced with a **Headshot Multiplier**.
- Physical damage types (despite not being able to proc) perform the same as their PvE counterparts. Warframes retain their pre-[Update 27.2](#) (2020-03-05) health/armor/shield types ([Flesh](#), [Ferrite Armor](#), and [Shield](#) respectively). Shields have no innate damage reduction.
 - [Impact](#) damage is effective against [Shields](#).
 - [Puncture](#) damage is effective against [Health](#).
 - [Slash](#) damage is equally effective against Health and Shields.
- Similarly for elemental damage types. Note that types with reduced multipliers against one defensive type are listed as effective against the other because weapons should have higher base damage to make up for that.
 - [Corrosive](#), [Radiation](#), [Toxin](#), and [Viral](#) damages are effective against Health.
 - [Blast](#), [Cold](#), [Gas](#), and [Magnetic](#) damages are effective against Shields.
 - [Electricity](#) and [Heat](#) damages are equally effective against Health and Shields.
- All elemental weapons and abilities, except for [Blast](#), [Toxin](#), and [Viral](#), will **always** proc on hit.
 - [Toxin](#) will always damage health **directly**, bypassing shields.

Warframes

- Channeled ultimate powers (such as [Banshee's](#) [Sound Quake](#) and [Nyx's](#) [Absorb](#)) require 100 energy to cast, even if the cost to activate the ability is normally below 100, like [Ash's](#) [Blade Storm](#) or [Excalibur's](#) [Exalted Blade](#).
- There is passive [Energy](#) regeneration for Warframes, with the rate of energy gain being higher the less energy a player currently has:
 - 0-25: 2.5/second
 - 26-50: 1.0/second



- 76-150: 0.25/second
- Wall latching lasts **6** seconds and resets instantly upon touching solid ground.
- Each Warframe has a unique **Mobility** stat that is a multiplier on the Warframe's [Bullet Jump](#) and sliding speeds. For example, a Warframe with a Mobility of 1.0 will Bullet Jump as normal.

Guns

- When charged, bows have a set timer to where they can hold an arrow before **instantly** uncharging itself.

Melee

- Slam attacks on quick melee have AoE damage and can knockdown opponents.
 - "Light weapons" such as [Longswords](#), [Fists](#), [Daggers](#), etc have a smaller knockdown radius ~2m while "Heavy weapons" such as [Hammers](#), [Heavy Blades](#) have ~4-5m.
- Blocking absorbs attacks in a 90-degree arc in front of the player.
- All Conclave melee [stances](#) (other stances are disallowed) at least one combo with an attack that inflicts the aforementioned [Impair](#) status effect.
- [Fist](#), [Claws](#) and [Sparring](#) weapons are the only melee weapons that inflict knockdown with slide attacks.
- Thrown melee weapons' explode-in-midair effect has a reduced radius and does not deal bonus damage.

Recruit Conditioning

Recruit Conditioning ensures players new to the Conclave only play matches with other relatively inexperienced Tenno. The option can be toggled on or off in the Conclave console on the Landing Craft, and is only available to players below Tempest rank in the Conclave syndicate.

Players with Recruit Conditioning enabled will only be matched with each-other, and players at [Mastery Rank](#) 0 to 2 have the option enabled by default. Once a player reaches Tempest rank in the Conclave syndicate, however, the option is permanently disabled (and there is no way to reduce a player's rank).

Additionally, all rare (gold-trimmed) mods are disabled in Recruit Conditioning.



This section is [transcluded](#) from [PvP § Limitations](#). To change it, please [edit the transcluded page](#).

Conclave only allows certain Warframes and weapons to ensure balance is fair and even. Conclave mods can be obtained from Teshin with Standing and from completing a Conclave match. Some of these mods can also be used in PvE and are dropped by [Sentients](#) or bought with Cred in [Nightwave](#). Weapon variants such as Prime and MK-1, are generally permitted.

▼ View Available Equipment List ▼

Weapons

- All weapons have their own unique stats in PvP that can be different from their regular stats, including damage, fire rate, and other stats. See [Weapon Comparison/Conclave](#) for a comparison list.
- Weapons cannot [proc](#), however, some weapons will always proc on certain actions. These include:
 - Warframe abilities that always proc, such as [Volt's Shock](#).
 - Weapons that have innate elements, such as [Detron](#) or [Heat Sword](#) and [Heat Dagger's](#) slam attack.
 - [Dread](#), which applies a two-second [Slash](#) proc, each tick dealing three to five damage depending on charge level.
- There are no [critical hits](#). Weapons instead have a headshot multiplier, generally x1.5; shooting an enemy in the head applies this multiplier.
- Melee slide attacks do only as much damage as regular attacks.
- All PvE [Stance Mods](#) cannot be used in PvP, which uses dedicated Stance mods that can only be used in PvP.

Warframes

- Warframes have their own unique health, armor, and shields, and use the default 100 Max [Energy](#).
- For balance reasons, Warframe abilities may behave differently in PvP:

[A-G](#) [H-M](#) [N-T](#) [V-Z](#)

[Ash](#) [Atlas](#) [Banshee](#) [Chroma](#) [Equinox](#) [Excalibur](#) [Frost](#) [Gara](#)

[Shuriken](#) [Smoke Screen](#) [Teleport](#) [Blade Storm](#)



1

25

Shuriken

Launches a spinning blade of pain, dealing high damage and impaling enemies to walls.

Introduced in [Vanilla](#) (2012-10-25)

Strength:

38 (damage)

Duration:

N/A

Range:

N/A

Misc:

1 (shuriken)
60 m (targeting range)

Subsumable to

Helminth

Info

Augment

- Ash throws **1** shuriken which seek-out enemies, each dealing **38**  Puncture damage.
- Can be used while jumping, sliding, clinging to a wall, or executing a front flip.
- Delay of about **0.5** seconds between uses.

Mods

Main article: [Category:PvP Mods](#)

Restrictions on Mod choice is also applied. The **Conclave** Syndicate also sells a variety of Mods for players with sufficient [Standings](#), some of which are currently PvP exclusives. PvE usable mods can also be obtained from defeating [Sentients](#) or bought with Cred offerings in [Nightwave](#). All Conclave mods are also possible rewards after completing a PvP match.

Missions				[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	

		Arena	The Index • Rathuum
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught • Shrine Defense
			Archwing
		Empyrean	Standard
	Endless		Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)
	Free Roam		Free Flight
	Duviri	Free Roam	The Duviri Experience • The Lone Story
		Endless	The Circuit
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

Standing Acquisition

Unlike in most syndicates, players gain Conclave [Standing](#) by participating and finishing matches, getting kills, achieving killstreaks, scoring goals, and completing Missions and Challenges; winning a match can offer players more standing. Completing more than one match in a lobby grants everyone a **10% Consecutive Match Bonus**, giving players 10% more Conclave standing. However, if a player were to quit five early matches, then a **demotion penalty** will activate for that particular player, preventing them from gaining any Conclave standing for one week.

Current Challenges can be viewed when opening the Conclave console. In the top right corner there are two dropdowns for daily Challenges and Weekly Missions, respectively.

Standing from Challenges is considered bonus standing and does not count against your daily standing capacity. There are up to eight Challenges every day, two for each Conclave gamemode. Any challenge with 6000 standings reward is given a prefix

Weekly Missions were introduced in [Update 18.0](#) (2015-12-03). These missions will always be the same:

- **Match Won:** Win 6 matches of any game type.
- **Match Complete:** Complete 20 matches of any game type.
- **Conditioning:** Complete 10 Daily Challenges.

Upon completing *all three*, an inbox message from Teshin will be received, containing 10 Rare Resources of one type, a Stance mod, **100,000**, and **50,000**. These challenges can only be completed once a week, resetting on Friday, 12:00 AM [GMT](#).

As of [Hotfix 18.2.3](#) (2016-01-08), sigils are no longer required to increase Conclave [Standing](#), and the Conclave sigils can be worn in PvE mode as a cosmetic attachment.

Name	Description	Reward
Air Strike	Kill X ^[1] enemies while airborne.	500 , 1500 or 3000 (Focused Air Strike)
Anti-air Strike	Kill X ^[1] airborne enemies.	500 , 1500 or 3000 (Focused Anti.air Strike)
Bandit	Capture X ^[1] Cephalons.	500 , 1500 or 3000 (Focused Bandit)
Blockade	Strike opponents carrying the ball X ^[1] times.	1.000 , 3.000 or 6.000 (Focused Blockade)
Dexterity	Kill X ^[1] opponents using two of melee, guns, powers. ^[2]	500 , 1500 or 3000 (Focused Dexterity)
Domination	Kill X ^[1] enemies without them killing you.	500 , 1500 or 3000 (Focused Domination)
Revenge	Kill X ^[1] Enemies that have killed you.	500 , 1500 or 3000 (Focused Revenge)
Gladiator	Get X ^[1] melee kills.	500 , 1500 or 3000 (Focused Gladiator)
Goal!	Score X ^[1] goals.	1.000 , 3.000 or 6.000 (Focused



Name	Description	Reward
Heads Up!	Catch X ^[1] passes from teammates.	1.000, 3.000 or 6.000 (Focused Heads Up!)
Interception!	Intercept X ^[1] passes from opponents.	1.000, 3.000 or 6.000 (Focused Interception!)
Kill Streak	Go on X ^[1] kill streaks ^[3] .	500, 1500 or 3000 (Focused Kill Streak)
Liberator	Return your team's Cephalon X ^[1] times.	500, 1500 or 3000 (Focused Liberator)
Primary Target	Kill X ^[1] enemies with your primary weapon.	500, 1500 or 3000 (Focused Primary Target)
Secondary Target	Kill X ^[1] enemies with your secondary weapon.	500, 1500 or 3000 (Focused Secondary Target)
See it Through	Complete X ^[1] matches.	500 or 1500
Send It!	Complete X ^[1] successful passes to teammates.	1.000, 3.000 or 6.000 (Focused Send It!)
Shootist	Get X ^[1] Headshot kills.	500, 1500 or 3000 (Focused Shootist)
Slide Strike	Kill X ^[1] enemies while sliding.	500, 1500 or 3000 (Focused Slide Strike)
Snatch and Grab	Steal the ball X ^[1] times.	1.000, 3.000 or 6.000 (Focused Snatch and Grab)
Streak Stopped	Kill X ^[1] enemies on a kill streak ^[3]	500, 1500 or 3000 (Focused Streak Stopped) ^[4]
Versatility	Kill X ^[1] opponents using melee, guns and powers.	500, 1500 or 3000 (Focused Versatility)
Void-Painter	Get X ^[1] Warframe power kills.	500, 1500 or



Name	Description	Reward
		Painter)
1. X is a variable number between 1 and 10 2. Kill a Enemy with Power and Melee or Power and Gun or Melee and Gun 3. A Player is on a kill streak after killing 3 players without being killed himself. 4. Focused Streak Stopped was removed in Update 17.2.		
Rewards		
This section is transcluded from Conclave/Rewards . To change it, please edit the transcluded page. These rewards are offered to players at the end of any Conclave match.		
After Matches Completing All Weekly Challenges		
A	B	C
 Endo x400 8.33%	 Alloy Plate x400 12.65%	
 Adrenaline Boost 2.48%	Cryotic x600 12.65%	
Ambush Optics 2.48%	Ferrite x400 12.65%	
Blind Shot 2.48%	Nano Spores x500 12.65%	
Brain Storm 2.48%	Polymer Bundle x500 12.65%	
Deft Tempo 2.48%	Salvage x600 12.65%	
Directed Convergence 2.48%	Circuits x100 7.37%	
Double Tap 2.48%	Plastids x120 7.37%	
Draining Gloom 2.48%	Rubedo x100 7.37%	
Emergent Aftermath 2.48%	Forma Blueprint 0.25%	
Feathered Arrow 2.48%	Arson Crystal 0.25%	

Final Act	2.48%	Control Module	0.25%
Final Tap	2.48%	Gallium	0.25%
Focused Acceleration	2.48%	Morphics	0.25%
Gorgon Frenzy	2.48%	Neural Sensors	0.25%
Grinloked	2.48%	Neurodes	0.25%
Hastened Steps	2.48%	Orokin Cell	0.25%
Heavy Warhead	2.48%		
Heightened Reflexes	2.48%		
Hydraulic Barrel	2.48%		
Hydraulic Chamber	2.48%		
Hydraulic Gauge	2.48%		
Kill Switch	2.48%		
Lucky Shot	2.48%		
Measured Burst	2.48%		
Mortal Conduct	2.48%		
Plan B	2.48%		
Precision Munition	2.48%		
Secondary Wind	2.48%		
Shrapnel Rounds	2.48%		
Skull Shots	2.48%		
Soaring Strike	2.48%		
Static Alacrity	2.48%		



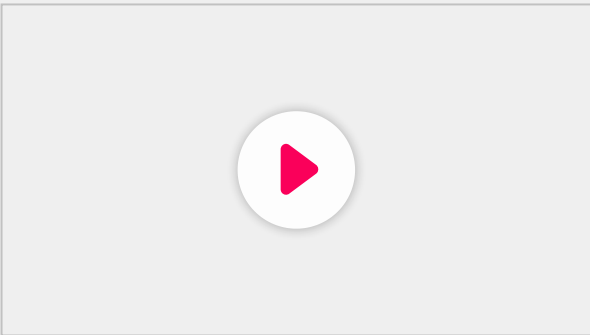
Tactical Retreat	2.48%
Thundermiter	2.48%
Triple Tap	2.48%
Vital Systems Bypass	2.48%

Locations:

- [Annihilation, Saturn](#)

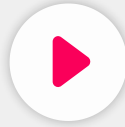
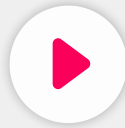
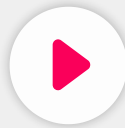
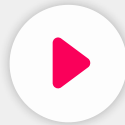
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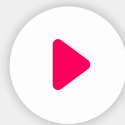
Media



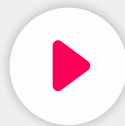
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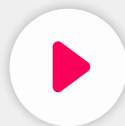
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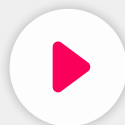
Rhino PVE & PVP guide



Saryn PVE & PVP guide

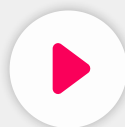


Nyx PVE & PVP guide

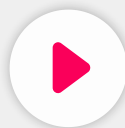


Banshee PVE & PVP guide





Damage Types



Aiming Improvement

Patch History

Hotfix 37.0.4 (2024-10-10)

- Made the following changes to Nova's Antimatter Drop in Conclave following player feedback on ways to reduce the ability's effectiveness:
 - Removed the ability to speed up its projectile (Conclave only).
 - Reduced range from 6m to 4m (Conclave only).
 - Reduced damage by 60% (Conclave only).
- Disabled Limbo in Conclave as requested from player feedback.
 - After we had requested feedback for Nova in Conclave, players



See Also

- [PvP](#)
- [Missions](#)
- [Weapon Comparison/Conclave](#)



Relay	Factions	Arbiters of Hexis • Cephalon Suda • New Loka • Red Veil • Steel Meridian • The Perrin Sequence
	Neutral	Cephalon Simaris • Conclave
Open World	Cetus	Ostron • The Quills
	Fortuna	Solaris United • Ventkids • Vox Solaris
	Necralisk	Entrati • Necraloid
Star Chart	Chrysalith	The Holdfasts
	Sanctum Anatomica	Cavia
	Drifter's Camp	Kahl's Garrison
Event		Operational Supply • Nightwave
Standing • Syndicate Medallions • Syndicate Radial Effects		

Categories

Languages

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