

in: [Warframe Abilities](#), [Wisp](#)


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Reservoirs



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Reservoirs

Choose and summon a Reservoir filled with Motes that attach to and aid Wisp and her allies. Haste Mote grants increased movement and attack speed. Vitality Mote increases maximum health and heals over time. Shock Mote stuns nearby enemies.

Introduced in

Update 25.0 (2019-

Vitality

Haste

Shock

Strength: 300 (max health)
30 s⁻¹ (heal over time)





Duration: 19 / 22 / 26 / 30 s (Mote lifespan)

Range: 5 m (Reservoir range)



Misc: ∞ (Reservoir lifespan)
6 (max reservoirs active)
25 % (Sol Gate damage buff)

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- Birthed from Wisp's dimensional habitat, three species of **Reservoir** pods nursing friendly **Motes** can be selectively summoned by Wisp. Tap the ability key to freely cycle the selection wheel between the Vitality, Haste, and Shock reservoirs. Hold down the ability key to summon the selected reservoir from a portal above Wisp for  **25 energy**, placing the pod directly in front of her. The reservoir pods have a range of  **5** meters and last **indefinitely**, while the motes retrieved from the pods lasts  **19 / 22 / 26 / 30** seconds while outside of the reservoirs. Wisp can summon a maximum of **6** reservoir pods.
 - Casting additional reservoir pods will replace the oldest pod.
 - Up to three different reservoir types can be unlocked as the ability is **ranked up**:
 - **Vitality**: unlocked by default (Unranked Warframe)
 - **Haste**: unlocked at rank 1 (Warframe Rank 7)
 - **Shock**: unlocked at rank 2 (Warframe Rank 14)
 - Reservoir selection wheel is displayed above the ability icons. The icon for the currently selected type is enlarged and shown on the left of the wheel. Tapping the ability key (default  **1**) will cycle between the reservoir types, while holding the key will deploy the selected reservoir (tap/hold functions can be inverted in the **Settings**).

Pods & Motes Vitality Haste Shock

- Reservoir pods are invulnerable static floating objects that are permanently placed until removed by Wisp or by colliding with **Nullifier Crewman** bubbles.
- Each reservoir pod spawns a floating Mote above it, which can be plucked an infinite amount of times by Wisp, other Warframes, **Companions**, summoned allied units such as **Specters** and **Railjack Crews**, allied **Invasion** units, **Hostages**, converted **Liches** and **Sisters**, **Kavor Defectors**, **Sortie** and **Arbitrations** Defense Operatives, and **Defense Objects** coming into the reservoir's range.
 - This includes at least some allies spawned via Warframe abilities such as  **Nidus's** Maggots via his  **Ravenous** ability.
 - Motes attach to the entity that plucked them, floating in orbit and following their target wherever they go.

- Motes grant the affected entity a specialized buff based on the reservoir type.
- Motes respawn from their reservoirs after a brief cooldown if taken by an entity.



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be refreshed and paused
in range of the respective



- Reservoir pods take on Wisp's [Ability Strength](#) when placed, and will remain at that Ability Strength percentage indefinitely.
- If there are multiple reservoir pods, the pod with the highest buff value will take effect, with its corresponding duration.
 - A lower-value pod will still refresh the duration of a higher-value pod.
- Each entity is limited to **1** active Mote buff per reservoir type.

• **Ability Synergy:**

- Casting  [Breach Surge](#) on an active reservoir pod will teleport Wisp to its location and **double** Breach Surge's range.
 - Targeting a reservoir pod with the reticle will encircle it with Wisp's chosen energy color to indicate Breach Surge's ability to be cast on it and can be used at any range, provided there is line of sight.
 - Reservoir pods can be targeted through solid surfaces provided there is vision of them (e.g. windows).
 - Wisp cannot teleport to a pod while within less than **10** meters of it.
- Currently obtained Motes provide additional properties to  [Sol Gate](#).
 - **Vitality:** Provides a **25%** damage increase.
 - **Haste:** Allows Sol Gate to deal  [Corrosive](#) procs on every damage instance.
 - Does **not** gain  [Corrosive](#) damage.
 - **Shock:** Provides a **25%** damage increase.



See Also

-  [Wisp](#)

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