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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](#) (2019-05-22)

Vitality Haste Shock





Strength:
20 % (movement speed)
20 % (attack speed)
30 % (fire rate)

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



Range: 5 m (Reservoir range)

Misc: ∞ (Reservoir lifespan)
6 (max reservoirs active)
100 % (Sol Gate Corrosive status chance)




- 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

- The **Haste Mote** increases **Movement Speed** and melee **Attack Speed** by  **20%** and **Fire Rate** by  **30%**.
- Haste Mote appears made of Infested flesh and sinew, shaped similar to a beetle shell with a green oval-shaped crown.
- Haste Reservoir appears as a three-petalled plant with a green crown at its base. It constantly emits a liquid-like energy particle effect.

• **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.



- **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.



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25 comments



[Ladyvan](#) • 1/30/2024

And Wisps still run around with max range, placing down shock motes...

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[A Fandom user](#) • 5/25/2024

Ah, that makes sense. I have the same issue when I play Hydroid with Pilfering Swarm- I usually play him when doing Excavation, with max range so I can give myself as much breathing room as possible when ferrying power



clearing them out so that the wave doesn't take forever. (Thankfully, Tidal Surge exists.)

Wisp definitely strikes me as a low skill floor, high skill ceiling frame, where doing the absolute bare minimum of placing down three motes at an objective is useful enough in *most* cases. But i've also occasionally played with Wisps who really go out of their way to set up a streamlined network of reservoirs on Interception or Disruption missions, for example, and the difference is quite substantial.



[A Fandom user](#) • 6/19/2024

"Most Wisp players are also Inaros players in denial" least salty WF player 2024
Imao



[Ladyvan](#) • 6/19/2024

Yea, try telling me thats not the truth.



[A Fandom user](#) • 9/1/2024

Ladywvan : I am too pussy to play solo because i know these enemies will bend me over and fuck my asshole senseless so instead i am gonna cry about how other players play their games on internet. Thats the only thing i am good at while getting carried by other 3 players.



Write a reply



[A Fandom user](#) • 9/21/2023

Stun duration and frequency cooldown are both 3 seconds long.

Does this mean it shocks every 3 seconds, or every 6 seconds? Does the cooldown start immediately or only after the stun duration ends?



Write a reply





Geway • 9/18/2023

The tips and tricks section is inaccurate. Temporary strength buffs get stored "inside" the reservoir, so once its placed it will always give out motes with the strength value it was created with. No refreshing endlessly needed. Once the mote runs out on the player you can just run to the strength buffed reservoir and get a new buffed mote. If you touch multiple reservoirs of the same mote with different strength values, highest value counts.



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A Fandom user • 9/17/2023

Ok but how do i pluck a mote? Ive tried but there is no icon/interaction/whatever



A Fandom user • 9/30/2023

Hold it



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UdsUds • 8/16/2023

Some testing..

Mind Controlled units is not affected / Gara's Spectrorage (was disappointed) NOT affected as well.

Sand shadow & Decoy is affected

- Electric Proc is noticeable; kept my distance..
- Speed & health mote is hard to tell. (seems not?!)



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A Fandom user • 8/2/2023

Would Archon Stretch give Energy due to the shock mote ..? If so, would it apply to all teammates that have said mote on them OR would the energy be given to you everytime one enemy gets shocked by ANY OF THE PLAYERS WITH A MOTE ???



A Fandom user • 8/11/2023

Yes it does give you energy, but not to your teammates. You have to have the mod equipped



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A Fandom user • 7/8/2023

"appears made of Infested flesh and sinew"

Imo this should not be on here... super dubious and just not true. It's very clear that they are made out of the same external materials the Wisp Warframe is.. so likely Ferrite. The inner core looks 1:1 like a Sentinel's body, and its pretty damn clear the sheate part is supposed to match the cloth parts of wisp... so if anything they are made of metal and cloth, and nothing about them even remotely look infested... nor fleshy.



A Fandom user • 7/29/2024

Have you played the sacrifice yet m8



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A Fandom user • 12/12/2022

Is the Haste fire-rate multiplicative or additive with weapon fire rate mods?



Additive. Same for melee boost.



Write a reply



[A Fandom user](#) • 7/1/2022

Does wisp's haste mode affect wind up speed?



[A Fandom user](#) • 7/21/2022

No but its buff your animation speed, wind up speed still need attack speed buff for heavy build



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[A Fandom user](#) • 12/17/2021

For some reason, the shock mote may trigger the Aero Set effect :V



Write a reply



[A Fandom user](#) • 9/18/2021

Does the regen from wisp's reservoirs stack? Say I have 80 health/s as my regen and place 2 health mote down, will it be 160/s while I am in the circle or will it be 80?



[A Fandom user](#) • 9/18/2021

Nvm, it doesn't seem to stack the regen while you are in the mote radius.



[Taiiat](#) • 11/17/2021



It's a Binary buff, it's either active or it is not. you can't have a buff twice.



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[Jackalimer](#) • 9/8/2021

Razorflies + Wisp Motes = Supreme Trolling
Tanky distractions that chase and zap Grineer in defense.



[A Fandom user](#) • 5/11/2023

Clearly knows nothing about how buffs work ^^



Write a reply



[A Fandom user](#) • 8/12/2021

Can these reservoirs be destroyed by enemy damage?



[WarpFactor](#) • 8/12/2021

Nope. The pods are invulnerable to damage (imagine they are in between dimensions, can't touch em, Wisp's portal magic) and will stay floating where you left them, unless you cast more than 6 or a Nullifier Crewman's bubble touches it.



Write a reply



[A Fandom user](#) • 8/3/2021

Helminth or Allies' Roar does not affect strength of the reservoir. However,





A Fandom user • 8/31/2021

Roar never increases strength.



Write a reply



A Fandom user • 5/15/2021

Own roar (helminth) doesn't seem to affect this ability strength, boo.



A Fandom user • 6/30/2021

You know roar only increases damage dealt by allies right?



A Fandom user • 7/21/2022

Since when roar has is buff ability strength?



Write a reply



A Fandom user • 3/18/2020

Noticed that her Shock mote doesn't zap it self. It applies a buff that lets players zap. I feel like this otta be different, personally. Her CC is not good enough to be CC but it's good enough to be annoying in defence missions lol.



A Fandom user • 1/26/2021

The shock mote definitely shocks itself. Wisp can place shock Reservoirs around a perimeter and everything that traverses within their radius will receive repeated shocks, in addition to the radius of any player with a Shock Mote attached to their frame.





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[Yogadita](#) • 2/26/2020

Haste Addictive or Multiplicative?



[IceBen](#) • 2/26/2020

Additive with other haste effects, multiplicative with base values.



[A Fandom user](#) • 11/3/2020

I belive its multiplicative with warcry as warcry is addative to base values thus multiplicative abilities will treat the warcry bonus as part of the base value.



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[A Fandom user](#) • 2/13/2020

Is there an option to reduce or remove the reservoir icons on the mini map? It's becoming a problem for railjack missions



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[A Fandom user](#) • 9/25/2019

so if both vitality and shock provide 25% damage increase, what's the difference?



[IceBen](#) • 9/25/2019

Not much, you can have them both on for +50%.





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A Fandom user • 7/11/2019

can reservoirs affect the companion mod link-health?



IceBen • 7/11/2019

Yep, that mod uses your current max health.



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