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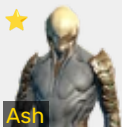
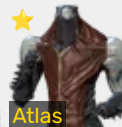
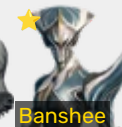
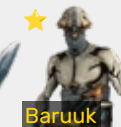
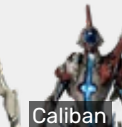
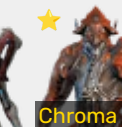
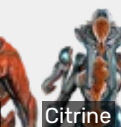
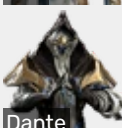
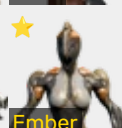
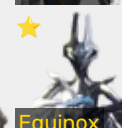
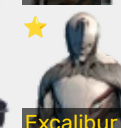
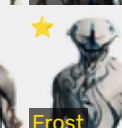
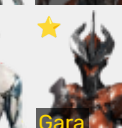
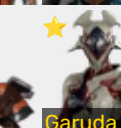
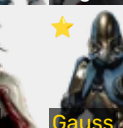
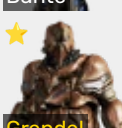
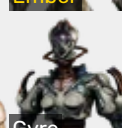
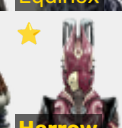
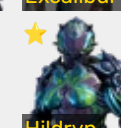
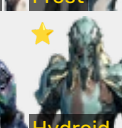
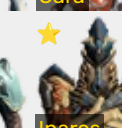
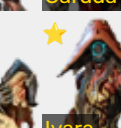
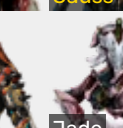
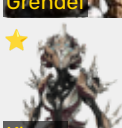
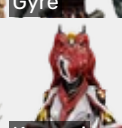
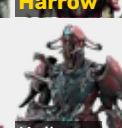
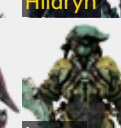
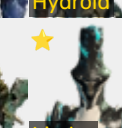
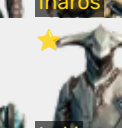
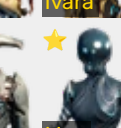
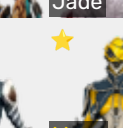
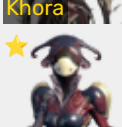
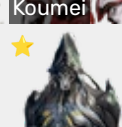
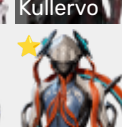
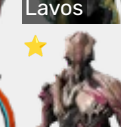
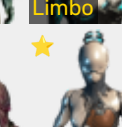
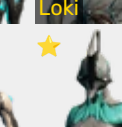
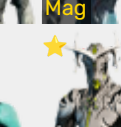
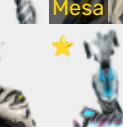
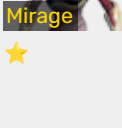
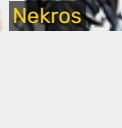
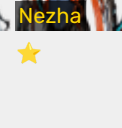
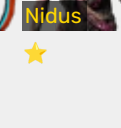
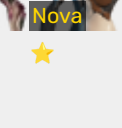
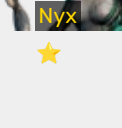
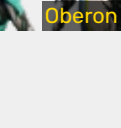
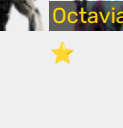
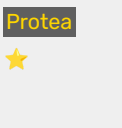
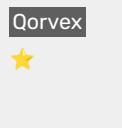
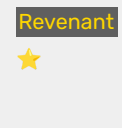
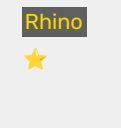
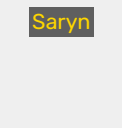
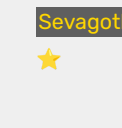
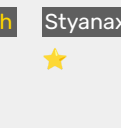
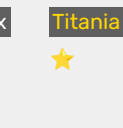
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# Harrow

710 [VIEW SOURCE](#)

|                                                                                                |                                                                                               |                                                                                                 |                                                                                                  |                                                                                                |                                                                                                  |                                                                                                  |                                                                                                  |
|------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| <br>Ash      | <br>Atlas   | <br>Banshee   | <br>Baruuk     | <br>Caliban  | <br>Chroma    | <br>Citrine  | <br>Dagath   |
| <br>Dante   | <br>Ember  | <br>Equinox  | <br>Excalibur | <br>Frost   | <br>Gara     | <br>Garuda  | <br>Gauss   |
| <br>Grendel | <br>Gyre   | <br>Harrow   | <br>Hildryn   | <br>Hydroid | <br>Inaros   | <br>Ivara   | <br>Jade    |
| <br>Khora   | <br>Koumei | <br>Kullervo | <br>Lavos     | <br>Limbo   | <br>Loki     | <br>Mag     | <br>Mesa    |
| <br>Mirage  | <br>Nekros | <br>Nezha    | <br>Nidus     | <br>Nova    | <br>Nyx      | <br>Oberon  | <br>Octavia |
| <br>Protea  | <br>Qorvex | <br>Revenant | <br>Rhino     | <br>Saryn   | <br>Sevagoth | <br>Styanax | <br>Titania |
| <br>Trinity | <br>Valkyr | <br>Vauban   | <br>Volt      | <br>Voruna  | <br>Wisp     | <br>Wukong  | <br>Xaku    |
|                                                                                                |                                                                                               |                                                                                                 | <br>★         |                                                                                                |                                                                                                  |                                                                                                  |                                                                                                  |



Edit Tab

CODEX

Achieve redemption through vengeance. The monastic Harrow increases damage to support allies. Defy enemies and ascend.

*This is Harrow, the monastic, the ritualist.*

*Harrow is suffragan to the Void. Will you believe, Tenno?*

—Lotus

**Release Date:** June 28th, 2017

Dauntless and devout, the dark priest **Harrow** bestows upon his coven three virtues: salvation through sacrifice, redemption through vengeance, and ascension through defiance.

Nemeses beware, for only death awaits. Enchain the tainted, silence their heresy, and deliver their tormented souls unto the Void's embrace. Harrow was absolved in [Update 21.0](#) (2017-06-29).

Acquisition

Harrow's main [blueprint](#) is awarded upon completion of the [Chains of Harrow](#) quest. The Chassis blueprint is acquired from defeating [Void Fissure](#) enemies, the Neuroptics blueprint can be found from Rotation A [Spy](#) vaults on [Page](#), [Kuva Fortress](#), and the Systems



Harrow

Portrait In-Game Menus



Update Infobox Data

Description

Achieve redemption through vengeance. The monastic Harrow increases damage to support allies. Defy enemies and ascend.

Passive

Overshield capacity doubled. Start missions at maximum energy.

Abilities

- 1st Ability [Condemn](#)
- 2nd Ability [Penance](#)
- 3rd Ability [Thurible](#)



missions on Rotations B and C. Both Neuroptics and Systems can also be obtained from Rotation C [Kuva Survival](#) on [Taveuni](#), Kuva Fortress. Additional main blueprints can be bought from [Cephalon Simaris](#) for **50,000**.

| Item              | Source                                     | Chance |
|-------------------|--------------------------------------------|--------|
| Systems Blueprint | Tier 2<br><a href="#">Defection</a><br>/ C | 15%    |
|                   | Tier 2<br><a href="#">Defection</a><br>/ B | 6%     |
| Systems Blueprint | Tier 3<br><a href="#">Defection</a><br>/ C | 15%    |
|                   | Tier 3<br><a href="#">Defection</a><br>/ B | 6%     |
| Systems Blueprint | <a href="#">Kuva Fortress Survival</a> / C | 12%    |
|                   | Tier 1<br><a href="#">Defection</a><br>/ C | 15%    |
| Systems Blueprint | Tier 1<br><a href="#">Defection</a><br>/ B | 6%     |
|                   | <a href="#">Kuva Fortress Survival</a> / C | 12%    |

|                                                                                       |                                          |
|---------------------------------------------------------------------------------------|------------------------------------------|
| Sex                                                                                   | Male                                     |
| Mastery Rank                                                                          | 0                                        |
| Max Rank                                                                              | 30                                       |
| Health                                                                                | 270 (370 at Rank 30)                     |
| Shields                                                                               | 455 (555 at Rank 30)                     |
| Armor                                                                                 | 185                                      |
| Energy                                                                                | 100 (150 at Rank 30)                     |
| Starting Energy                                                                       | 50                                       |
| Sprint Speed                                                                          | 1                                        |
| Aura Polarity                                                                         |                                          |
| Exilus Polarity                                                                       | None                                     |
| Polarities                                                                            |                                          |
| Introduced                                                                            | <a href="#">Update 21.0</a> (2017-06-29) |
| Themes                                                                                | Monastic, Void Manipulation              |
| Progenitor Element                                                                    | <a href="#">Magnetic</a>                 |
| Subsumed Ability                                                                      | <a href="#">Condemn</a>                  |
| Tactical Ability                                                                      | <a href="#">Covenant</a>                 |
| Sell Price                                                                            | 25,000                                   |
| Official Drop Tables                                                                  |                                          |
| <a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a> |                                          |



| Item                 | Source                             | Chance |
|----------------------|------------------------------------|--------|
| Neuroptics Blueprint | Kuva Fortress<br>Spy / A           |        |
| Chassis Blueprint    | Void Fissure<br>Corrupted<br>Enemy |        |

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.  
*For more detailed definitions and information, visit [here](#).*

Alternatively, upon completion of [The Duviri Paradox](#), Harrow's main and component blueprints can be earned from [The Circuit](#). By selecting him on the rotating week he is available, players can earn his blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

## Crafting

| Manufacturing Requirements                                                                                      |                                       |                                         |                                   |                                     |          |
|-----------------------------------------------------------------------------------------------------------------|---------------------------------------|-----------------------------------------|-----------------------------------|-------------------------------------|----------|
|  Edit blueprint requirements |                                       |                                         |                                   |                                     |          |
| 25,000                                                                                                          | 1                                     | 1                                       | 1                                 | <a href="#">Kuva</a><br>2,000       | Time: 3  |
|                                                                                                                 |                                       |                                         |                                   |                                     | Day(s)   |
|                                                                                                                 |                                       |                                         |                                   |                                     | Rush: 50 |
| Market Price: 225                                                                                               |                                       |                                         | Blueprints Price: N/A             |                                     |          |
| Harrow Neuroptics Blueprint                                                                                     |                                       |                                         |                                   |                                     |          |
| 15,000                                                                                                          | <a href="#">Rubedo</a><br>1,500       | <a href="#">Polymer Bundle</a><br>4,000 | <a href="#">Plastids</a><br>2,000 | <a href="#">Neural Sensors</a><br>5 | Time: 12 |
|                                                                                                                 |                                       |                                         |                                   |                                     | Hour(s)  |
|                                                                                                                 |                                       |                                         |                                   |                                     | Rush: 25 |
| Harrow Chassis Blueprint                                                                                        |                                       |                                         |                                   |                                     |          |
| 15,000                                                                                                          | <a href="#">Alloy Plate</a><br>20,000 | <a href="#">Salvage</a><br>25,000       | <a href="#">Oxium</a><br>800      | <a href="#">Orokin Cell</a><br>5    | Time: 12 |
|                                                                                                                 |                                       |                                         |                                   |                                     | Hour(s)  |

|                          |                                   |                                  |                                   |                                      |             |
|--------------------------|-----------------------------------|----------------------------------|-----------------------------------|--------------------------------------|-------------|
|                          |                                   |                                  |                                   |                                      | Rush:<br>25 |
| Harrow Systems Blueprint |                                   |                                  |                                   |                                      |             |
| 15,000                   | <a href="#">Circuits</a><br>2,500 | <a href="#">Cryotic</a><br>1,000 | <a href="#">Ferrite</a><br>25,000 | <a href="#">Control Module</a><br>15 | Time:<br>12 |
|                          |                                   |                                  |                                   |                                      | Hour(s)     |
|                          |                                   |                                  |                                   |                                      | Rush:<br>25 |

## Notes

- If Harrow wields his [signature](#) [Knell](#)/[Knell Prime](#), the weapon's magazine size is increased by **1** round, for a total of **2** rounds.
  - Currently, [Scourge](#)/[Scourge Prime](#) lacks a Signature Weapon bonus with Harrow.
- Due to his [passive](#) doubling [overshield](#) capacity, Harrow possesses the third highest base total shield value of all Warframes (2,955), behind [Hildryn Prime](#) and [Harrow Prime](#).

## Tips

- Harrow's ability kit allows him to make use of [Critical](#)-focused weapons, especially ones that benefit from [headshots](#): [Condemn](#) binds enemies and exposes their heads, [Penance](#) increases weapon reload speed and fire rate, and [Covenant](#) greatly increases [Critical Chance](#) especially on headshots.

## Trivia

- [Harrow](#) means "to traumatize or torment."
  - It originally referred to a farming tool – a frame covered in spikes—which was dragged across soil in order to remove weeds, break up clods of dirt, and cover-up seeds. A 'harrowing' experience has come to mean one where an individual undergoes significant trauma but comes out of it purified.
  - In a particular interpretation of Christianity, Christ's descent into Sheol in order to retrieve the souls of all the individuals who died between the beginning of the world and his sacrifice, excluding the damned, is referred to as the Harrowing of Hell.
- The name of Harrow's abilities refer to various aspects of Catholicism.

- To be [damned](#) in the Catholic faith is to be condemned to hell after death as punishment for mortal sins that are not confessed.
- [Penance](#) is an alternate name for the Sacrament of Reconciliation in the Catholic Church, and is also a name for actions done to atone for confessed sins.
- A [thurible](#) is a metal censer suspended from chains, in which incense is burned. A Thurible is usually used during Mass.
- A [covenant](#) is an agreement made by God with a religious community or with humanity in general.
- Similar to [Excalibur's Exalted Blade](#), [Ivara's Artemis Bow](#), and [Wukong's Iron Staff](#), Harrow's iconic object of power, his thurible, is shown during the casting animations for his Abilities.
  - Harrow's thurible is also visible during his Noble and Agile Idle Animations. However, if the Animations are equipped on another Warframe, the thurible will not be visible.
- Harrow is the first Warframe to have an associated and named original [Operator: Rell](#).
  - Also, he is the first original Warframe to have been *active*, since the [Orokin Empire](#), until the current timeline.
  - Since Rell is said to be a Tenno outcast (where even [Lotus](#) did not know about him) it is unknown how Harrow was created, and by whom.
- Harrow is the sole remaining Warframe whose component blueprints drop from non-boss enemies.
  - In Harrow's case, only the Chassis is dropped by enemies.
  - Prior to [Update 29.10](#) (2021-03-19), the other two were [Ash](#) and [Oberon](#) (their component blueprints are now found in Railjack Missions).
- Harrow is the second Warframe to be controlled by an entity other than the [Tenno](#), after [Chroma](#). He was also hostile toward the player, like Chroma.
  - Unlike Chroma, there is an explanation as to how and why Harrow came to be in such a state. See [Chains of Harrow](#) Quest.
- Upon waiting a short time whilst in Harrow's Abilities page, players will hear the familiar "Rap Tap Tap" of [The Man in The Wall](#).
- Harrow's Noble Animation standing stance mimics a military "parade rest", and his Primary Weapon Noble Animation closely resembles the spinning rifle tricks performed by military honor guards.



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