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Lasting Covenant

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Lasting Covenant is a [Warframe Augment Mod](#) for [Harrow](#) that increases [Covenant](#)'s critical chance buff duration each time an enemy is killed with a headshot.

Stats

Rank	Duration Increase	Cost
0	1s	6
1	1.5s	7
2	2s	8
3	3s	9

Lasting Covenant

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Lasting Covenant
Covenant Augment:
Headshot kills increase
Critical Chance bonus
duration by 3s.

HARROW

 **Tradeable**

e obtained from transmutation



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WARFRAME Wiki



under the [Arbiters of Hexis](#), or the rank of **Exalted** under the [Red Veil](#), and spending  **25,000** to purchase.

- This mod can periodically be acquired from [The Circuit](#).

Notes

- Bonus duration awarded from headshots is affected by [Ability Duration](#).
- The limit of bonus duration is three times of duration of critical chance buff.
 - For [Ability Duration](#) of 130%,  [Covenant](#) would have 15.6s of critical chance buff initially, and bonus time would cap at 46.8s.
 - This can be continually replenished up to the cap with more headshot kills, allowing for unlimited duration as long as the user continues to gain headshot kills frequently enough.

Covenant Augment: Headshot kills increase Critical Chance bonus duration by 3s.	
General Information	
Type	Harrow
Polarity	 Zenurik
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	6
Trading Tax	 8,000
Introduced	Update 22.10 (2018-01-25)
Vendor Sources	
Vendors	
Arbiters of Hexis (Rank 5: Maxim)  25000 for x1	
Red Veil (Rank 5: Exalted)  25000 for x1	
Official Drop Tables	
https://www.warframe.com/droptables	

Tips

- Synergizes well with [Harrow's](#) first ability,  [Condemn](#), as it puts enemies in a position that allows for easier headshots.

Maximization

Strength:



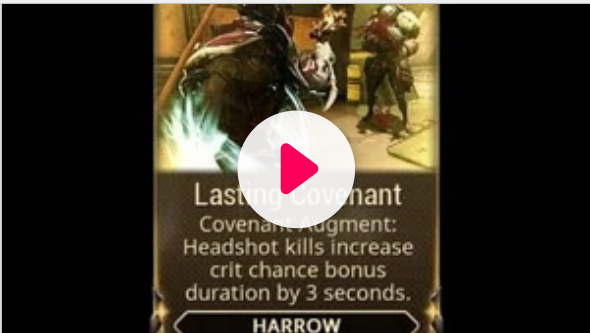


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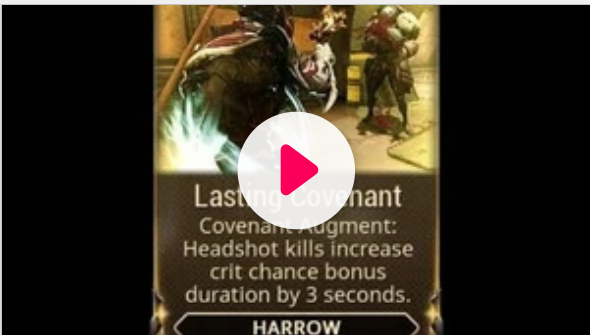


1.50%	critical chance every 100 damage	3.00s	Bonus duration per headshot
6.00s	Invulnerability duration		
12.00s	Critical chance duration		
100.00	Energy		

Media



WARFRAME - Harrow Lasting Covenant



WARFRAME - Harrow Lasting Covenant (Pt.2)

Patch History

Update 25.2 (2019-06-19)

- Fixed Harrow’s Last Covenant Augment bonus time from headshots only appearing in the UI buff section (top right), not the Ability bar, where Ability would simply become "in use".

Update 22.10 (2018-01-25)



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[Collapse]



<u>Ash</u>	<u>Seeking Shuriken</u> • <u>Smoke Shadow</u> • <u>Fatal Teleport</u> • <u>Rising Storm</u>
<u>Atlas</u>	<u>Rubble Heap</u> • <u>Path of Statues</u> • <u>Tectonic Fracture</u> • <u>Ore Gaze</u> • <u>Rumbled</u> • <u>Titanic Rumbler</u>
<u>Banshee</u>	<u>Sonic Fracture</u> • <u>Resonance</u> • <u>Savage Silence</u> • <u>Resonating Quake</u>
<u>Baruuk</u>	<u>Elusive Retribution</u> • <u>Endless Lullaby</u> • <u>Reactive Storm</u>
<u>Chroma</u>	<u>Afterburn</u> • <u>Everlasting Ward</u> • <u>Guardian Armor</u> • <u>Vexing Retaliation</u> • <u>Guided Effigy</u>
<u>Citrine</u>	<u>Recrystallize</u>
<u>Dagath</u>	<u>Spectral Spirit</u>
<u>Ember</u>	<u>Fireball Frenzy</u> • <u>Immolated Radiance</u> • <u>Healing Flame</u> • <u>Purifying Flames</u> • <u>Exothermic</u>
<u>Equinox</u>	<u>Duality</u> • <u>Calm & Frenzy</u> • <u>Peaceful Provocation</u> • <u>Energy Transfer</u>
<u>Excalibur</u>	<u>Purging Slash</u> • <u>Surging Dash</u> • <u>Radiant Finish</u> • <u>Furious Javelin</u> • <u>Chromatic Blade</u>
<u>Excalibur Umbra</u>	<u>Warrior's Rest</u>
<u>Frost</u>	<u>Biting Frost</u> • <u>Freeze Force</u> • <u>Ice Wave Impedance</u> • <u>Chilling Globe</u> • <u>Icy Avalanche</u>
<u>Gara</u>	<u>Mending Splinters</u> • <u>Spectrosiphon</u> • <u>Shattered Storm</u>
<u>Garuda</u>	<u>Dread Ward</u> • <u>Blood Forge</u> • <u>Blending Talons</u>
<u>Gauss</u>	<u>Mach Crash</u> • <u>Thermal Transfer</u>
<u>Grendel</u>	<u>Gourmand</u> • <u>Hearty Nourishment</u> • <u>Catapult</u> • <u>Gastro</u>
<u>Gyre</u>	<u>Cathode Current</u> • <u>Coil Recharge</u>
<u>Harrow</u>	<u>Tribunal</u> • <u>Warding Thurible</u> • <u>Lasting Covenant</u>
<u>Hildryn</u>	<u>Balefire Surge</u> • <u>Blazing Pillage</u> • <u>Aegis Gale</u>
<u>Hydroid</u>	<u>Viral Tempest</u> • <u>Tidal Impunity</u> • <u>Rousing Plunder</u> • <u>Pilfering Swarm</u>
<u>Inaros</u>	<u>Desiccation's Curse</u> • <u>Elemental Sandstorm</u> • <u>Negation Armor</u>
<u>Ivara</u>	<u>Empowered Quiver</u> • <u>Power of Three</u> • <u>Piercing Navigator</u> • <u>Infiltrate</u> • <u>Concentrated Arrow</u>
<u>Khora</u>	<u>Accumulating Whipclaw</u> • <u>Venari Bodyguard</u>



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<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
	Swing Line • Eternal War • Prolonged Paralysis • Repelling Bastille • Recharge Barrier



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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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