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Arcane Power Ramp

Arcane Power Ramp is an Arcane Enhancement that grants additional Ability Strength for every Ability cast. Update 35.0 (2023-12-13) Fixed Arcane Power Ramp losing its stacks upon using Transference. Hotfix 33.5

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Arcane Enhancement

be freely interchanged and will not be destroyed if

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complexity of the **Arcane**.

Common Arcanes are
Bronze, Uncommon

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Melee Influence

Melee Influence is a Melee **Arcane** Enhancement that grants melee Electricity status procs a 20% chance to grant a timed buff that causes melee elemental status effects to spread to enemies within range. The buff

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Arcane Avenger

Arcane Avenger is an **Arcane** Enhancement that provides a 21% chance whenever the player receives damage to increase the absolute critical chance of all attacks by 45% for 12 seconds (additive to the final critical

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Arcane Energize

Arcane Energize is an **Arcane Enhancement** that provides a 60% chance to gain additional Energy for you and nearby allies within 15m whenever you pick up an Energy Orb, with a 15 second cooldown between

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humankind. This collaborative archiving effort, with over 20,000 pages covers a wide array of superpowered abilities, power sets for many fictional archetypes, and fan-made pages made by our community....

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Molt Augmented



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additional Ability Strength for every enemy killed. Molt Augmented can be purchased from Cavalero for 10,000, requiring Rank 5 - Angel with The Holdfasts

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Primary Merciless

Primary Merciless is a Primary **Arcane** that on kill increases primary weapon damage for 4 seconds and stacks up to 12 times. At max rank, it also passively increases reload speed. Can be sold for

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Arcane Aegis

Arcane Aegis is an **Arcane** Enhancement that provides a 3% chance whenever the player receives damage to shields to regenerate Warframe Shields for 12 seconds. Can be sold for 1,000.

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Secondary Encumber

Secondary Encumber is a Secondary **Arcane** that, on a status effect from a secondary weapon, has a chance to apply an additional random status effect. Can be sold for 1,000.

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Melee Duplicate



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Hits to inflict a second instance of damage. All drop rates data is obtained from DE's official drop tables. See Mission Rewards

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Arcane Fury

Arcane Fury is an **Arcane** Enhancement that provides a 60% chance upon delivering a critical hit to increase Melee Damage for 18 seconds. Can be sold for 1,000.

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Arcane Ice Storm

Arcane Ice Storm is an **Arcane** Enhancement for Warframes that grants Ability Strength and Ability Duration when an enemy is frozen from 10 Cold stacks, stacking up to 20x. **Arcane** Ice Storm can be obtained

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Arcane Battery

Arcane Battery is an **Arcane** Enhancement for Warframes that increases maximum energy per point of armor, up to 1,000 additional energy. **Arcane** Battery can be obtained from Ascension's optional Sister of Parvos, summoned

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Secondary Outburst



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the indicated Combo Counter (e.g. the UI displayed 15 but the value used for the **Arcane** was 14).
Update 33.5 (2023-06-21)
Introduced.
<https://warframe.fandom.c...>

Secondary Fortifier

Secondary Fortifier is a Secondary **Arcane** that steals 1 point of Overguard per 100 damage and deals increased damage to Overguard. Secondary Fortifier can be obtained from Ascension's optional Sister of Parvos, summoned by
<https://warframe.fandom.c...>

Melee Crescendo

Melee Crescendo is a Melee **Arcane** Enhancement that has Finisher Kills generate Initial Melee Combo for the rest of the mission. The player loses all accumulated initial combo on death. All drop rates data is
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Primary Frostbite

Primary Frostbite is an **Arcane** Enhancement for primary weapons that increases primary weapon critical multiplier and multishot for 12 seconds when applying Cold procs. Primary Frostbite can be



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Primary Deadhead

Primary Deadhead is a Primary **Arcane** that on headshot kill increases primary weapon damage for 24 seconds and stacks up to 3 times. At max rank, it also passively increases headshot damage multiplier and reduces

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Arcane Steadfast

"It's taking longer than I calculated." This page is actively being worked on and may not be completely correct. Please assist in making this page accurate. See WARFRAME Wiki:Research on ways to <https://warframe.fandom.c...>

Cascadia Flare

Cascadia Flare is an **Arcane** Enhancement for Secondary weapons, that grants increased secondary weapon damage for 10 seconds when applying Heat procs. Cascadia Flare can be purchased from Cavaleiro for 5,500, requiring Rank 2

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Molt Efficiency

Molt Efficiency is an **Arcane** Enhancement for Warframes that grants additional Ability Duration over a period of

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be purchased from Cavalero
for 7,500, requiring Rank 3
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Arcane Blessing

Arcane Blessing is an
Arcane Enhancement for
Warframes that increases
Health on Health Orb
pickups. **Arcane** Blessing
can be obtained from
Conjunction Survival
Circulus on Lua as a
Rotation C reward.
Alternatively it can be
<https://warframe.fandom.c...>

Arcane

Arcane can refer to: **Arcane**
Boiler – Unique Boiler
variant encountered during
the Stolen Dreams quest.,
Arcane Codices – Highly
valuable codex featured in
the Stolen Dreams quest.,
Arcane Distiller – A retired
item used for removing
Arcane
<https://warframe.fandom.c...>

Arcane Velocity

Arcane Velocity is an
Arcane Enhancement that
provides a 90% chance,
whenever the player
achieves a Critical Hit, to
increase Fire Rate on
Secondaries for 9 seconds.
Can be sold for 500.
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When you cast a ability, you will apply Corrosive Damage to melee strikes.

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