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in: [Arcane Enhancements](#), [Melee Arcanes](#), [Rare Arcanes](#), and [3 more](#)

Melee Afflictions

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EDIT

Melee Afflictions is a [Melee Arcane](#) that adds additional statuses to existing [Status Effects](#) on enemies that are knocked down or flung by melee attacks.

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Effect

Melee Afflictions

Tradeable

Update Infobox Data

Max Rank Description

Enemies affected by Status Effects gain 6 additional stacks when they're knocked down or flung by melee attacks.

General Information

Type

Melee

Rarity

Rare

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Arcanes

Required to Max

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Dissolution

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Trading Tax

8,000

Introduced

Update 36.0

(2024-06-18)

Vendor Sources

Vendors

Release Vestigial Motes

10 for x1

Official Drop Tables

https://www.warframe.com/droptables

Acquisition

Melee Afflictions can be obtained from [Ascension](#)'s optional [Sister of Parvos](#), summoned by acquiring 3 Sister Beacons during the elevator ride. Alternatively it can be purchased from [Ordis](#) in the [Drifter's Camp](#) for 10 [Vestigial Motes](#), for a total of 210 for max rank.

Item	Source	Chance	Expected	Nearly Guaranteed
	Sisters of Parvos (Ascension Hard Mode)	20%	~ 5 Kills	30 ± 10 Kills
	Sisters of Parvos (Ascension Mode)	6.60%	~ 15 Kills	101 ± 33 Kills

All drop rates data is obtained from [DE's official drop tables](#) (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

Notes

- Adds up to 6 stacks to **each** existing status on an enemy when triggered, including statuses applied on the attack that triggered **Melee Afflictions**.
 - For damaging status effects, each time **Melee Afflictions** is triggered, the damage of each added stack is calculated as follows:
 - There is 4 main parts, 1. Damage of individual Status procs, 2. The average of all Status procs for each [Status Effect](#), 3. The sum of all the average [Status Effect](#) damage, 4. The calculation of new [Status Effect](#) damages for procs that are present on the target.

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https://warframe.fandom.com/wiki/Melee_Afflictions2/6

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Proc MBD (Modded Base Damage) = Weapon Base

× (1 + Weapon

× (1 + Weapon

× (1 + Weapon

× (Additional M

- Additional Multipliers include modded critical multiplier on [Critical Hit](#) and multipliers on [Enemy Body Parts](#); these stack multiplicatively with each other.
- Note that Faction Damage Bonuses only apply once from the source weapon of the status. The "double dip" is not counted.

2. For each [Status Effect](#) type, sum the damage of all [Status Effect](#) procs is used to find the damage of that [Status Effect](#).

- **Status Effect Average Damage** =
$$\left[\frac{\text{Sum Of All Proc MBI}}{\text{Number Of Status Pro}} \right]$$

3. Affliction Damage Hit is the instance of damage caused by **Melee Afflictions** and is the sum of all of the [Status Effect](#) Average Damage and multiplied by melee faction bonuses.

Affliction Damage Hit = (Slash Status Effect Average

+ Heat Status Effect Average

+ Toxic Status Effect Average

+ Electricity Status Effect Av

+ Gas Status Effect Average I

× (1 + Melee Faction Bonuses

4. Affliction Damage Hit is used to find the Damage Over Time of all [Status Effect](#) types present. Modifiers that are consider are the same as the normal calculation for respective [Status Effect](#) types. Faction Damage Bonuses, and Status Damage Bonuses that are present on the melee weapon are applied to [Status Effects](#).

Affliction Damage Tick of Status Effect = Affliction

× Status Eff

× (1 + Mele

× (1 + Mele



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- [Heat](#) damage will not benefit from Elemental and Faction Damage Bonuses on the melee weapon, unless the melee weapon was the source of the first heat status on the enemy. See Heat Inherit.
- [Blast](#) does use Affliction Damage to calculated the damage of new status procs are added by **Melee Afflictions**.
- [Knockdown](#), [Lifted](#), or [Ragdoll](#) procs will not trigger the arcane if the enemy is not knocked down or flung. Examples are as follows:
 - If [Lifted](#), [Knockdown](#) or [Ragdoll](#) was prevented (for example, enemy is immune or protected by [Overguard](#)), **Melee Afflictions** won't trigger.
 - [Lifted](#) cannot trigger **Melee Afflictions** if the enemy is animation locked (for example, enemies frozen from [Cold](#), Gara's [Mass Vitrify](#) Cristalization). However, can be triggered on enemies panicking from [Heat](#) or stunned from [Electricity](#).
 - [Knockdown](#) cannot trigger **Melee Afflictions** if the enemy is animation locked (for example, enemies frozen from [Cold](#), panicking from [Heat](#) or stunned from [Electricity](#)).
 - [Ragdoll](#) can trigger **Melee Afflictions** on enemies animation locked, including frozen from [Cold](#), panicking from [Heat](#) or stunned from [Electricity](#).
 - Some enemies are [Ragdoll](#) resistant (instead of [Ragdoll](#) they receive [Knockdown](#), unless prevented by other status effect). [Lifted](#) will work better on those enemies.

Tips

- Status effects from any source can be affected by this arcane.
- [Toxin](#) and [Electricity](#) mods can increase the damage of the stacks added by Afflictions. [Heat](#) mods cannot.
- **Faction Damage Bonuses** and [Melee Elementalist](#) can highly increase the damage from Afflictions.
 - These bonuses exponentially scale. Probably a bug.
- Stances that can force [Ragdoll](#) are the most efficient at triggering this arcane since it can ignore most control effects that otherwise would prevent Afflictions from activating.





- # Bugs

- ## Patch History

- Introduced.

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Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct • Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise
Mirror Defense	Arcane Double Back • Arcane Steadfast
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Ray
Ascension	Arcane Battery • Arcane Ice Storm
The Hex	Arcane Bellicose • Arcane Camisado • Arcane Crepuscular • Arcane Impetus • Arcane Truculent
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