

Fandom

20 YEARS

Q

Search

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

ADVERTISEMENT

in: [Components](#), [Update 16](#), [Equipment](#), and [3 more](#)

Arcane Enhancement

416

EDIT

Arcane Enhancements are special items that can be installed on equipment, after fulfilling certain milestones within the game, to grant the equipment buffs that can be activated by achieving specific conditions within a mission. For each archetype of arcane, and the requirements to equip them, look to their individual sections. Arcanes can be freely interchanged and will not be destroyed if they're unequipped or replaced by other Arcanes.

Tradeable

Information

Type

Crafted

Arcane rarity is indicated by the color and design complexity of the Arcane. Common Arcanes are Bronze, Uncommon are Silver, Rare are Gold, and Legendary are Platinum. The higher ranks are denoted by the higher number of connectors on the bottom and the higher number of chevrons on the top of their individual icons.

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

Tradeable

Information

Type

Crafted

<

Explore

Fan
Central

CURRENT



taking damage, etc.), which will then have a percentage chance to activate the stated effect. If an Arcane's effect has a limited duration and is refreshable, the duration can be renewed by triggering it again.

Application

A total of two Arcanes can be equipped on each [Warframe](#), [Operator](#), and Operator [Amps](#) (however, in the case of Warframes when an [Arcane Helmet](#) is used only a single Arcane can be equipped alongside). A maximum of one Arcane can be equipped on all weapons, while [Zaw](#) and [Kitgun](#) Arcanes occupy a unique slot separate from Primary/Secondary/Melee Arcanes. [Archwing](#) weapons have no Arcanes, and thus no slots.

They can be installed through their respective upgrade screens for the item. Arcanes can be upgraded in the [Orbiter](#)'s Arcane Segment located between the Mod and Incubator Segments, which becomes available after acquiring an Arcane, or while equipping one in the [Arsenal](#). Rank insignia of an Arcane will be visible below its name, denoting how many upgrades it has undergone.

Much like Mods, Arcanes can be equipped across multiple items, though they have a unique progress bar of their own to the right of the Foundry selection. Similarly, duplicate Arcanes cannot be equipped on the same item.

> rframe's [Exalted Weapons](#) and [Sentinel's](#)

- 1.1. Application
- 1.2. Rank
- 1.3. Dissolution
 - 1.3.1. Dissolution List
2. Warframe Arcanes
 - 2.1. Arcane
 - 2.2. Theorem
 - 2.3. Molt
 - 2.4. Arcane Revives
3. Operator Arcanes
 - 3.1. Magus
 - 3.2. Emergence
4. Zaw Arcanes
 - 4.1. Exodia
5. Kitgun Arcanes
 - 5.1. Pax
 - 5.2. Residual
6. Amp Arcanes
 - 6.1. Virtuos
 - 6.2. Eternal
7. Primary Weapon Arcanes
 - 7.1. Primary
 - 7.2. Fractalized
 - 7.3. Longbow
 - 7.4. Shotgun
8. Secondary Weapon Arcanes
 - 8.1. Secondary
 - 8.2. Cascadia
 - 8.3. Conjunction
 - 8.4. Akimbo
9. Melee Weapon Arcanes
 - 9.1. Melee

 We want to hear from you!

Explore

Fan Central

CURRENT

Fandom

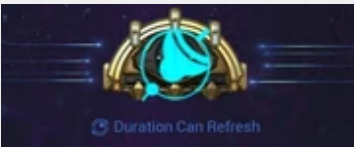
20 YEARS

Q

START A WIKI

SIGN IN

13. Patch History



An Arcane with refreshable duration icon



Arcane upgrade interface.

						
Arcanes required:	Exodia, Virtuos, Pax, and Residual				All Warframe, Primary, Secondary, Melee, Operator, and Eternal Arcanes	
- in Total	1	3	6	10	15	21
- for next Rank	-	+2	+3	+4	+5	+6

Dissolution

Following completion of the [Whispers in the Walls](#) quest, [Loid](#) offers his services for **Arcane Dissolution**. Unwanted Arcanes can be dissolved into  [Vosfor](#) which can be used to purchase.

We want to hear from you!

CALLING ALL HORROR FANS

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

3/50

Explore

Fan
Central

CURRENT



- **50%** chance for a rare arcane (**12.5%** for each rare arcane)
- **5%** chance for a legendary arcane (**2.5%** for each legendary arcane)
- **Duviri Arcane Collection**
 - **45%** chance for an uncommon arcane (**22.5%** for each uncommon arcane)
 - **50%** chance for a rare arcane (**7.143%** for each rare arcane)
 - **5%** chance for a legendary arcane (**1.67%** for each legendary arcane)
- **Eidolon Arcane Collection**
 - **40%** chance for a common arcane (**6.67%** for each common arcane)
 - **35%** chance for an uncommon arcane (**2.69%** for each uncommon arcane)
 - **20%** chance for a rare arcane (**2.5%** for each rare arcane)
 - **5%** chance for a legendary arcane (**1.67%** for each legendary arcane)
- **Holdfasts Arcane Collection**
 - **100%** chance for a rare arcane (**5.263%** for each rare arcane)
- **Necralisk Arcane Collection**
 - **100%** chance for a rare arcane (**8.33%** for each rare arcane)
- **Ostron Arcane Collection**
 - **10%** chance for a common arcane (**2.5%** for each common arcane)
 - **30%** chance for an uncommon arcane (**4.286%** for each uncommon arcane)
 - **60%** chance for a rare arcane (**7.5%** for each rare arcane)
- **Solaris Arcane Collection**
 - **15%** chance for a common arcane (**2.5%** for each common arcane)
 - **15%** chance for an uncommon arcane (**3.75%** for each uncommon arcane)
 - **70%** chance for a rare arcane (**8.75%** for each rare arcane)
- **Steel Arcane Collection**
 - **100%** chance for a rare arcane (**9.091%** for each rare arcane)

Each arcane within a given rarity pool is equally weighted. For example, there is a **5%** chance to get a legendary arcane from the Eidolon Collection. There are **3** arcanes in the legendary rarity pool there ([Arcane Barrier](#), [Arcane Energize](#), and [Arcane Green](#)), so your chance of getting a specific legendary arcane is **5% × (1/3)**



We want to hear from you!



Explore

Fan
Central

CURRENT



Dissolution List

View Dissolution List

Warframe Arcanes

Arcane

Warframe Arcanes, simply referred to as **Arcane**, were originally introduced with [Trials](#), namely [The Law of Retribution](#) in [Update 16.0](#) (2015-03-19) and [The Jordas Verdict](#) in [Update 17.9.1](#) (2015-10-29). However, Trials have since been retired in [Update 22.14](#) (2018-03-01).

Arcane Drop
Model

- In [Hotfix 22.13.2](#) (2018-02-16), they were permanently added to [Eidolon Teralysts](#), [Gantulysts](#), and [Hydrolysts](#) drops from either killing or capturing them. Captures will yield more exquisite rewards than simply killing them; for example, killing a Teralyst will only yield common Arcanes while capturing it will yield a higher chance to drop the more uncommon ones.
 - Later updates added Eidolon Arcanes to limited-time events:
 - [Update 27.3](#) (2020-03-24) added all Eidolon Arcanes in [Operation: Scarlet Spear](#), purchasable from [Little Duck](#) using [Scarlet Credits](#) for the duration of the event.
 - In [Update 29.6](#) (2020-12-18), the Arcanes returned through [Operation: Orphix Venom](#), purchasable from [Father](#) using [Phasic Cells](#) for the duration of the event.
 - In [Update 35.0](#) (2023-12-13), they were available through [Operation: Gargoyle's Cry](#), purchasable from the Vigile Jahu Gargoyle for [Grotesque Splinter](#) for the duration of the event.
 - In [Update 36.0](#) (2024-06-18), they were available through [Operation: Belly of the Beast](#), purchasable from [Ordis](#) for [Volatile Notes](#) for the duration of the event.
- [Hotfix 25.7.6](#) (2019-09-18) introduced five Warframe Arcanes ([Arcane Blade Charger](#), [Arcane Bodyguard](#), [Arcane Pistoleer](#), [Arcane Sniper](#), and [Arcane Tanker](#)), exclusive to [Arbitrations](#). [Arcane Tanker](#) was added to the [Orphix](#) mission to the game,



We want to hear from you!

WARFRAME
WikiSIGN
IN

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

Update 32.3 (2023-02-15) introduced two Warframe Arcanes ([Arcane Double Back](#) and [Arcane Steadfast](#)), exclusive to [Mirror Defense](#).

Update 33.0 (2023-04-26) introduced two Warframe Arcanes ([Arcane Reaper](#) and [Arcane Intention](#)), exclusive to [Duviri](#).

Update 33.5 (2023-06-21) introduced one Warframe Arcane ([Arcane Power Ramp](#)), exclusive to [Duviri](#).

Update 36.0 (2024-06-18) introduced two Warframe Arcanes ([Arcane Battery](#) and [Arcane Ice Storm](#)), exclusive to [Ascension](#).

Update 38.0 (2024-12-13) introduced five Warframe Arcanes ([Arcane Bellicose](#), [Arcane Camisado](#), [Arcane Crepuscular](#), [Arcane Impetus](#), and [Arcane Truculence](#)), obtainable from [Höllvania](#) missions or from [The Hex](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Gantulys (Kill) - 10.20%
			15% / 30% / 45% / 60% /		Gantulys (Capture) 9.25%
Arcane Acceleration	Critical Hit	30%	75% / 90% Fire Rate to Primaries	2 Seconds	Orphix Ver Proxima 6.9%
					Orphix Ve Proxima 5.63%
					Gantulys (Capture) 5.92%
			5% / 10% / 15% / 20% / 25% /		Orphix Ver Proxima 3.45%
Arcane Aegis	Damaged	3%	30% Shield Regen/sec	12 Seconds	Orphix Ve Proxima 2.82%
					Gantulys

We want to hear from you!

X

CALLING ALL HORROR FANS

WARFRAME

Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

6/50

Fan
Central



Fan
Central

CURRENT



We want to hear from you!



50% / 100% / 12 Seconds Arbitration

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					(Rotation - 5%
					Conjuncti Surviva
Arcane Blessing	Health Pickup	100%	4 / 8 / 12 / 16 / 20 / 24 Health	N/A	(Circulus Rotation C 10.20%
					Archimede Yonta Sh
Arcane Bodyguard	6 Melee Kills in 30s	100%	Heal Companion for 150 / 300 / 450 / 600 / 750 / 900 Health	N/A	Arbitratio (Rotation - 5% Arbitratio (Rotation - 5%
					1999
			1% / 2% / 3% / 4% / 5% / 6%		Calenda events ?
Arcane Camisado	Attacks from summoned minions	100%	Ability Strength on next ability cast; stacks up to 10 times. - / - / - / - / - / +20% minion movement speed.	N/A	Techrot Safes 12.5 Scaldra Caches 12.5%
					H-09
					Efervon T
					12.5%
					Eleanor Sh
Arcane Consequence	Headshot	100%	10% / 20% / 30% / 40% / 50% / 60%	18 Seconds	Teralyst (K - 14.95%
					Teralyst
					(Capture] 12.05%
					Parkour Velocity
					Orphix Ver
					Proxima

We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

Fandom		Q		START A WIKI		SIGN IN	
Explore Fan Central CURRENT	Name		Criteria	Chance	Effect	Duration / Range	Location and Rarity
							Proxima 10.34%
							Orphix Pl Proxima 10%
							1999 Calenda events ? Techrot Safes 12.5 Scaldra Caches 12.5%
Arcane Crepuscular		While invisible		100%	Ability Strength. +1x / +1x / +2x / +2x / +3x / +3x	N/A	Final Critical Multiplier. H-09 Efervon Ta 12.5% Eleanor Sh Teralyst (Capture) 6.02% Orphix Pl Proxima 5.67% Orphix Ve Proxima 5.63%
Arcane Deflection		Passive		17% / 34% / 51% / 68% / 85% / 102%	Resist proc	Slash N/A	Mirror Defense (Rotation - 5.1% Otak's Unearth Citrine Sh
Arcane Double Back		Dodge, Double Jump, and Bullet Jump		100%	25% Damage Resistance	5% / 9% / 13% / 17% / 21% / 4 Seconds	Hydrolys



We want to hear from you!





✕

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					(Capture)
					11.92%
					Orphix
					Neptune
					Proxima
					6.90%
					Orphix Ve
					Proxima
					5.63%
					Teralyst
					(Capture)
					6.02%
		17% / 34%			Orphix
		/ 51% /			Neptune
Arcane Healing	Passive	68% /	Resist	N/A	Proxima
		85% /	Radiation proc		6.90%
		102%			Orphix Ve
					Proxima
					5.63%
					Teralyst (k
					- 14.95%
					Teralyst
					(Capture)
					12.05%
		17% / 34%			Orphix Ver
		/ 51% /			Proxima
Arcane Ice	Passive	68% /	Resist	N/A	10.34%
		85% /	Heat proc		Orphix
		102%			Neptune
					Proxima
					10.34%
					Orphix Plu
					Proxima
					10%





We want to hear from you!

X



WARFRAME Wiki

Q

SIGN IN

Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Ability Duration		6.60%
			Max 10 / 12 / 14		Ascensio
			/ 16 / 18 / 20		Sisters c
			Stacks		Parvos (T
					Steel Path
					20%
					Ordis Shc
					1999
					Calenda
			1% / 2% / 3% /		events ?
			4% / 5% / 6%		Techrot
	Unique Status		Ability Strength.		Safes 12.5
Arcane Impetus	Effects from Abilities	100%	0.5% / 1% / 1.5% / 2% / 2.5% / 3%	20 Seconds	Scaldra
			Ability Efficiency.		Caches
					12.5%
					H-09
					Efervon Ta
					12.5%
					Eleanor Sh
			+40 / +80 /		The Circui
Arcane Intention	Per Active Channeled Ability	100%	+120 / +160 / +200 / +250	N/A	The Stee
			Max Health		Path
					Acrithis
					Shop
Arcane Momentum	Critical Hit	60%	25% / 50% / 75% / 100% / 125% / 150%	12 Seconds	Teralyst (k
			Reload Speed on Sniper Rifles		- 14.95%
					Teralyst
					(Capture]
					12.05%
					Orphix Ver
					Proxima
					10.34%
					Orphix
					Neptune





We want to hear from you!

X



WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

13/50

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Proxima 10%
					Teralyst (K - 14.95% Teralyst (Capture) 12.05%
Arcane Nullifier	Passive	17% / 34% / 51% / 68% / 85% / 102%	Resist Magnetic proc	N/A	Orphix Ver Proxima 10.34% Orphix Neptune Proxima 10.34% Orphix Plu Proxima 10%
Arcane Phantasm	Block	45%	10% / 20% / 30% / 40% / 50% / 60% Movement Speed	18 Seconds	Gantulys (Kill) - 10.20% Gantulys (Capture) 9.25% Orphix Plu Proxima 6.67% Orphix Ve Proxima 5.63%
Arcane Pistol	Pistol		17% / 34% / 51% / 68% / 85% / 102%	12 Seconds	Arbitratio (Rotation - 5% Arbitratio (Rotation



We want to hear from you!



20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Ability Strength on next Ability cast Stacks up to 4x Resets when the same ability is recast consecutively		Path Acrithis Shop
Arcane Precision	Headshot	100%	50% / 100% / 150% / 200% / 250% / 300% Damage on Secondaries	18 Seconds	Gantulys (Kill) - 7.0% Gantulys (Capture) 5.92% Orphix Ver Proxima 3.45% Orphix Ver Proxima 2.82%
Arcane Primary Charger	Melee Kill	30%	50% / 100% / 150% / 200% / 250% / 300% Damage on Primaries	12 Seconds	Arbitration (Rotation - 5% Arbitration (Rotation - 5%
Arcane Pulse	Health Pickup	60%	Replenish 50 / 100 / 200 / 300 / 400 / 500 Additional health to you and nearby allies	30 Meters	Gantulys (Capture) 5.92% Orphix Ver Proxima 3.45% Orphix Ver Proxima





We want to hear from you!

X



WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

15/50

Explore

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			150% / 180% Damage on Primaries		Hydrolysis (Capture) 12.74% Orphix Neptune Proxima 3.45% Orphix Ve Proxima 2.82%
Arcane Reaper	On Melee Kill	100%	+4 / + 8 / +12 / +16 / +20 / +24 Heal Rate per second +110 / +220 / +330 / +440 / +550 / +660 Armor	10 Seconds	The Circui The Steel Path Acrithis Shop
Arcane Resistance	Passive	17% / 34% / 51% / 68% / 85% / 102%	Resist Toxin proc	N/A	Teralyst (k 6.78% Teralyst (Capture) 6.02% Orphix Ver Proxima 6.9% Orphix Ve Proxima 5.63%
			25% / 50% / 75% / 100% / 125% / 150% Damage to	24 Seconds	Conjuncti Surviva (Circulus Rotation E 7.94%



We want to hear from you!



20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Arcane Steadfast	Ability Cast	5% / 8% / 11% / 14% / 17% / 20%	Next 3 abilities cost no energy	N/A	Mirror Defense (Rotation - 5.1% Otak's Unearth Citrine Sh
Arcane Strike	Hit	15%	10% / 20% / 30% / 40% / 50% / 60% Attack Speed on Melee	18 Seconds	Gantulys (Kill) - 18.25% Gantulys (Capture] 14.63% Orphix Ver Proxima 6.90% Orphix Ve Proxima 5.63%
Arcane Tanker	Archgun Equipped	100%	200 / 400 / 600 / 800 / 1000 / 1200 Armor	60 Seconds	Arbitratio (Rotation - 5% Arbitratio (Rotation - 5%
Arcane Tempo	Critical Hit	15%	15% / 30% / 45% / 60% / 75% / 90% Fire Rate on Shotguns	12 Seconds	Teralyst (k - 18.5% Teralyst (Capture] 15.68% Orphix Ver Proxima 10.34% Orphix





We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

17/50

Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Orphix Plu Proxima 10%
					Hydrolys (Kill) - 24.78%
					Hydrolys (Capture) 20.24%
Arcane Trickery	Finisher	15%	Become invisible	5 / 10 / 15 / 20 / 25 / 30 Seconds	Orphix Neptune Proxima 6.90%
					Orphix Ve Proxima 5.63%
					1999 Calenda events ?
					Techrot Safes 12.5
Arcane Truculence	Overguard increases by 3000	100%	Applies 10 Viral stacks to enemies within	N/A	Scaldra Caches 12.5%
					H-09 Efervon Ta 12.5%
					Eleanor Sh
Arcane Ultimatum	Finisher	100%		200 / 400 / 600 / 800 / 1000 / 1200 Armor	45 Seconds Gantuly (Capture) 5.92%
					Orphix Neptune Proxima





We want to hear from you!

X



WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

18/50

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Proxima 2.82%
					Hydrolys (Kill) - 22.23%
			20% / 40% / 60% / 80% / 100% / 120%	9 Seconds	Hydrolys (Capture) 16.79%
Arcane Velocity	Critical Hit	90%	Fire Rate on Secondaries		Orphix Plu Proxima 6.67%
					Orphix Ve Proxima 5.63%
			0.5% / 1% / 1.5% / 2% / 2.5% / 3%	9 Seconds	Teralyst (k - 6.02%
Arcane Victory	Headshot	75%	Health Regen/sec		Orphix Ver Proxima 6.90%
					Orphix Ve Proxima 5.63%
					Teralyst (k - 14.95%
					Teralyst (Capture) 12.05%
		17% / 34% / 51% / 68% / 85% / 102%	Resist Cold	N/A	Orphix Ver Proxima 10.34%
Arcane Warmth	Passive				Orphix Neptune Proxima 10.34%

We want to hear from you!

X

CALLING ALL HORROR FANS

WARFRAME Wiki

Q

SIGN IN

Theorem

Theorem Arcanes are Warframe Arcanes, introduced in [Update 29.5](#) (2020-11-19), obtainable from Arcana [Isolation Vaults](#).

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Theorem Contagion	In Zone of Residual Arcane	100%	Creates a globe that orbits the player every 2s. Globe strikes the nearest enemy within 15 m dealing 150 damage increasing the vulnerability to the globe's damage type by 25% / 50% / 75% / 100% / 150% / 200%	6 Seconds Globes persist for 30 seconds upon leaving the zone	Arcana Isolation Vault
Theorem Demulcent	In Zone of Residual Arcane	100%	Increases weapon damage by 2% / 4% / 6% / 8% / 10% / 12% per second up to 15x.	Effect persists for 20 seconds upon leaving the zone.	Arcana Isolation Vault
	In Zone of		Increases damage of companions and summoned allies	15m / 30m / 45m / 60m / 75m / 90m Effect persists for	Arcana Isolation Vault



We want to hear from you!



CALLING ALL HORROR FANS

Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Molt

Molt Arcanes are Warframe Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Effect	Location and Rarity / Price
Molt Augmented	Kill	+ 0.04% / 0.08% / 0.12% / 0.16% / 0.20% / 0.24% Ability Strength . Stacks up to 250x.	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 10,000
Molt Efficiency	While Shields Active	Gain 1% / 2% / 3% / 4% / 5% / 6% Ability Duration per second, up to a maximum of 6% / 12% / 18% / 24% / 30% / 36%	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 7,500
Molt Reconstruct	Warframe Ability	Heal user and allies within Affinity Range 1 / 2 / 3 / 4 / 5 / 6 health for each Energy point spent on the initial casting cost of abilities	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 8,500
Molt Vigor	Operator Ability	15% / 21% / 27% / 33% / 37% / 45% Ability Strength on next Warframe Ability Cast	Void Angel - 1.67 Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 5,000

Arcane Revives

Arcane Revives is a feature that is only gained from equipped Warframe Arcanes that is rank 3 or higher. Other types of arcanes such as Magus or Exodia do not benefit from Arcane Revives. Arcane Revives allows a player to [revive](#) their Warframe an Arcane that is unusable in a mission.



We want to hear from you!



WARFRAME Wiki



SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes21/50

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Magus

Magus Arcanes affect the [Operator](#) and may provide benefits that also affect the Warframe. Magus Arcanes are purchasable from [Quill Onkko](#) and [Little Duck](#). Following [Update 24.6](#) (2019-04-04), Onkko and Little Duck both sell fully built Arcanes rather than Arcane Blueprints.

- [Update 33.0](#) (2023-04-26) introduced one Magus Arcane ([Magus Aggress](#)), exclusive to [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
			100 / 200 / 300 / 400 /		
Magus Vigor	N/A	100%	500 / 600 Increased Health	N/A	2,500
			50 / 100 / 150 / 200 / 250 /		
Magus Husk	N/A	100%	300 Increased Armor	N/A	5,000
			15% / 30% / 45% / 60% /		
Magus Cadence	Void Sling	100%	75% / 90% Increased sprint speed	12 Seconds	10,000
			+50% / +100% / +150% / +200% / +250% / +300%		
Magus Cloud	Void Mode	100%	Void Sling Radius	6 Seconds	10,000





We want to hear from you!

X

Call Operator

by

WARFRAME Wiki

Q

SIGN IN

Explore

Fan Central

CURRENT

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
Magus Elevate	Enter Warframe	95%	Heal Warframe by 50 / 100 / 150 / 200 / 250 / 300	Instant	10,000
Magus Nourish	Exit Warframe	100%	Heal Warframe by 10 / 15 / 20 / 25 / 30 / 35 per second	While Transference (Operator Mode) is active.	10,000
Magus Overload	Void Sling	100%	Stun Robotic enemies for 3s, which then discharge Electricity Damage dealing 15% / 30% / 45% / 60% / 75% / 80% of their Max Health to anyone within 25m.	N/A	10,000
Magus Glitch	Transference Static	17% / 34% / 51% / 68% / 85% / 102%	Chance to negate Transference Static .	N/A	10,000
Magus Revert	Void Sling	100%	Next subsequent use of Void Sling within 3s will	N/A	10,000

We want to hear from you!

X

return the
operator back

WARFRAME Wiki

Q

SIGN IN

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
			Restores 10 / 20 / 30 / 40 / 50 / 60 Health to the Operator. 3s cooldown after use.		
Magus Firewall	Void Mode	100%	Generate Void Particles every 1s up to 6 particles, each granting 12.5% Damage Reduction. Taking damage consumes a particle.	10 / 20 / 30 / 40 / 50 / 60 Seconds	10,000
Magus Drive	Enter Warframe	100%	Increase K-Drive Speed by 25% / 50% / 75% / 100% / 125% / 150% .	30 Seconds	10,000
Magus Lockdown	Void Sling	100%	Drop a Tether Mine at destination that tethers up to 10 enemies within 3 / 6 / 9 / 12 / 13 / 15m .	4 Seconds	10,000
			Reduce Enemy Resistance to Puncture		
			Damage by 12%	N/A	10,000
			15% / 37%		

WARFRAME Wiki

Q

SIGN IN

We want to hear from you!

Explore

Fan Central

CURRENT

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity / Price
Magus Anomaly	Enter Warframe	100%	Enemies within 5 / 10 / 15 / 20 / 25 / 30m are pulled towards Warframe.	N/A	10,000
Magus Melt	Void Sling	100%	Increase Heat Damage in Operator Mode by 30% , stacking up to 2 / 3 / 4 / 5 / 6 / 7x .	15 Seconds	10,000
Magus Accelerant	Void Sling	100%	Reduce Enemy Resistance to Heat Damage by 12% / 25% / 37% / 50% / 60% / 65% .	N/A	10,000
Magus Repair	Void Mode	100%	Heal Warframes within 30m by 5% / 10% / 15% / 20% / 22% / 25% Health/s.	N/A	10,000
Magus Aggress	On Warframe Melee Transfer	100%	+50% / 100% / 150% / 200% / 250% / 350% Critical Damage to Heavy Blades	4 Attacks; 20 Second Cooldown	The Circuit's The Steel Path Acrithis Shop

We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

25/50

Explore

Fan Central

CURRENT

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Effect	Location and Rarity / Price
Emergence Dissipate	Void Sling	Press <PRE_ATTACK> to dissipate the endpoint in a 10m radius. Enemies hit create a short lived Void Mote that replenishes 5 / 6 / 7 / 8 / 9 / 10 Energy on pick up.	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 10,000
Emergence Renewed	Energy Depleted	Increase Energy Regeneration by 50% / 100% / 150% / 200% / 250% / 300% over 5s. Cooldown: 30s	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 7,500
Emergence Savior	Lethal Damage	Become invulnerable for 5s and recover 10% / 20% / 30% / 40% / 50% / 60% Health. Cooldown: 90s	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 5,000

Zaw Arcanes

Exodia

Exodia Arcanes affect [Zaws](#). Exodia Arcanes are purchasable from [Hok](#) for **10,000 Ostron** standing requiring **Rank 5 - Kin**, with the exceptions of [Exodia Contagion](#) and [Exodia Epidemic](#) which are exclusive to [Operation: Plague Star](#).

Name	Criteria	Chance	Effect	Duration / Range
Exodia Brave	Heavy Attack Kill	100%	Increased Energy regen Burst inflicted target for	1.25 / 2.5 / 3.75 / 5 4 Seconds

We want to hear from you!

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

26/50

Fan
Central

CURRENT



[1] For Contagion and Epidemic Arcanes, the effects may only be triggered after performing a [Double Jump](#) or [Bullet Jump](#).

Kitgun Arcanes

Pax



10,000 [Solaris United](#) standing requiring **Rank 5 - Old Mate.**



We want to hear from you!

✕

Effect

Duration /

Dense

Explore

Fan Central

CURRENT

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range
			Increased Strength and Efficiency on next ability	
Pax Charge	Passive	100%	Makes magazine rechargeable	12.5% / 25% / 37.5% / 50% Reduced Recharge Delay
Pax Seeker	Headshot Kill	100%	Releases 1 / 2 / 3 / 4 Homing projectiles	N/A
Pax Soar	Airborne	100%	12.5%, 1.3 / 25%, 2.5 / 37.5%, 3.8 / 50%, 5 +Accuracy - Recoil, +Aim Glide / Wall Latch	While Airborne

Residual

Residual Arcanes are Kitgun Arcanes introduced in [Update 29.5](#) (2020-11-19), obtainable from Arcana [Isolation Vaults](#).

Name	Criteria	Chance	Effect	Duration / Range
Residual Boils	Kill	20%	Spawn volatile hives that explode when enemies approach for 80 Heat Damage Standing in the area applies Heat Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters
			Create a frigid mist dealing 40 Cold Damage Standing in the area applies Cold	3 / 6 / 9 / 12 Seconds 10 Meters

We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

28/50

Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range
Residual Shock	Kill	20%	Spawn an electrified spike, dealing 200 Electricity Damage to enemies within range Standing in the area applies Electricity Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters
Residual Viremia	Kill	20%	Create a pool of toxic blood, dealing 40 Toxin Damage Standing in the area applies the Toxin Damage to Theorem Arcanes	3 / 6 / 9 / 12 Seconds 10 Meters

Amp Arcanes

[Operator](#)'s [Amps](#) possess two Arcane slots. The second slot must be unlocked with an [Amp Arcane Adapter](#), which can be bought from [Cavalero](#) for **20,000**, requiring **Rank 5 - Angel** with [The Holdfasts](#). This second arcane slot is initially hidden until the player has completed the [Angels of the Zariman](#) quest.

Virtuos

Virtuos Arcanes affect the Operator's Amps. Virtuos Arcanes are purchasable from [The Quills](#) and [Vox Solaris](#).

Name	Criteria	Chance	Effect	Duration / Range	Price
		5% / 10% / 15% / 20%	Increased Amp energy regen	4 Seconds	2,500





We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

29/50

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Price
			Increased Amp fire rate		
			7.5% / 15% / 22.5%		
Virtuos Fury	Status Effect	20%	/ 30% Increased Amp Damage	4 Seconds	7,500
			20% / 40% / 60% / 80%		
Virtuos Strike	Critical	20%	Increased Amp Critical Damage	4 Seconds	10,000
			15% / 30% / 45% / 60%		
Virtuos Shadow	Headshot	40%	Multiplicative Amp Critical Chance	12 Seconds	10,000
			15% / 30% / 45% / 60%		
Virtuos Ghost	Headshot	40%	Increased Amp Status Chance	12 Seconds	10,000
			24% / 48% / 72% / 98%		
Virtuos Trojan	Hit	100%	Void Damage Converted to Viral Damage	N/A	7,500
			24% / 48% / 72% / 98%		
Virtuos Surge	Hit	100%	Void Damage Converted to Electricity Damage	N/A	5,000
			24% / 48% / 72% / 98%		
Virtuos Spike	Hit	100%	Void Damage Converted to Puncture Damage	N/A	5,000
			24% / 48% / 72% / 98%		
			Void Damage Converted	N/A	7,500

<

Explore

Fan
Central

CURRENT



We want to hear from you!



Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name

Criteria

Chance

Effect

Duration / Range

Location & Rarity

0.33%

5,500

Primary Weapon Arcanes

Unlike other Arcanes, these slots must be unlocked using [Primary Arcane Adapter](#), which can be bought from the [Market](#) for **20**, [Teshin](#) for 15 [Steel Essence](#), [Acrithis](#) for 25 [Pathos Clamp](#).

These arcane slots are initially hidden until the player acquires a Primary Arcane Adapter or is eligible to partake in [The Steel Path](#). They also occupy their own spot that is separate from [Kitgun](#)'s Pax Arcanes.

Primary

Primary Arcanes were introduced in [Update 30.5](#) (2021-07-06), dropped by [Acolytes](#) in [The Steel Path](#).

- [Update 32.2](#) (2022-11-30) introduced one Primary Arcane ([Primary Frostbite](#)), exclusive to [Conjunction Survival](#).
- [Update 32.3](#) (2023-02-15) introduced one Primary Arcane ([Primary Plated Round](#)), exclusive to [Mirror Defense](#).
- [Update 33.0](#) (2023-04-26) introduced two Primary Arcanes ([Primary Exhilarate](#) and [Primary Obstruct](#)), exclusive to [Duviri](#).
- [Update 33.5](#) (2023-06-21) introduced one Primary Arcane ([Primary Blight](#)), exclusive to [Duviri](#).
- [Update 38.0](#) (2024-12-13) introduced one Primary Arcane ([Primary Crux](#)), obtainable from [Höllvania](#) missions or from [The Hex](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Primary Blight	Weapon	100%	+0.6% / 1.2% / 1.8% / 2.4% / 3% / 3.6%	Stacks last 12 seconds and are	The Circuit's The Steel Path

WARFRAME

Wiki

Q

SIGN IN

CALLING ALL HORROR FANS

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

32/50

Fandom		Q		START A WIKI		SIGN IN	
Explore Fan Central CURRENT	Name		Criteria	Chance	Effect	Duration / Range	Location and Rarity
					1.2% / 1.5% / 1.8% Multishot; Stacks up to 40 times.		
	Primary Crux	Weak Point Hit		100%	5% / 10% / 15% / 20% / 25% / 30% Status Chance. 1% / 2% / 3% / 4 / 5% / 6% Ammo Efficiency. Stacks up to 10 times.	10 seconds and are removed all at once.	1999 Calendar events ?% Techrot Safes 12.5% Scaldra Caches 12.5% H-09 Efervon Tank 12.5% Eleanor Shop
	Primary Deadhead	Headshot Kill		100%	20% / 40% / 60% / 80% / 100% / 120% Damage for Primaries; Stacks up to 3 times. - / - / - / - / - / - / +30% to Headshot Damage Multiplier	Stacks last 24 seconds and decay one at a time. Rank 5 bonuses are Passive	Acolytes - 16.6%
					- / - / - / - / - / - / -50% Recoil		
					10% / 20% /	Stacks last	Acolytes -

Explore

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			Primaries; Stacks up to 6 times. - / - / - / - / - / - +7.5s to Melee Combo Duration	one at a time. Rank 5 bonuses are Passive	
Primary Exhilarate	Weapon Impact Status Effect	100%	+ .2 / .4 / .6 / .8 / 1 / 1.2 Energy per second; Stacks up to 3 times.	10 Seconds	The Circuit's The Steel Path Acritis Shop
Primary Frostbite	Cold Status Effect	100%	+0.5% / 1.0% / 1.5% / 2.0% / 2.5% / 3% Critical Damage and +0.375% / 0.75% / 1.125% / 1.5% / 1.875% / 2.25% Multishot; Stacks up to 40 times.	Stacks last 12 seconds and are removed all at once.	Conjunction Survival (Circulus, Rotation C) - 10.20%
Primary Merciless	Kill	100%	5% / 10% / 15% / 20% / 25% / 30% Damage for Primaries; Stacks up to 12 times. - / - / - / - / - / - 30% to Reload	Stacks last 4 seconds and decay one at a time. Rank 5 bonuses are	Acolytes - 16.6%



We want to hear from you!

WARFRAME
Wiki

**SIGN
IN**

Explore

Fan Central

CURRENT



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Primary Obstruct	Weapon Magnetic Status Effect	100%	Jam enemy weapons	Cooldown 60 / 50 / 40 / 30 / 20 / 10 Seconds 15 Meters	The Circuit's The Steel Path Acridhis Shop
Primary Plated Round	Reload	100%	Increased damage per round loaded based on max magazine size.	3 / 4 / 5 / 6 / 8 / 10 Seconds	Mirror Defense (Rotation B) - 5.4%

Fractalized

Fractalized Arcanes are Primary Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Fractalized Reset	Ability Cast	100%	+40% / 80% / 120% / 160% / 200% / 240% Reload Speed.	5 Seconds	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 5,000





We want to hear from you!

X

es introduced in [Update 33.0](#) (2023-04-

CALLING ALL HORROR FANS

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

35/50

Explore

Fan Central

CURRENT







START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Longbow Sharpshot	On Bow Headshot	100%	50% / 100% / 150% / 200% / 250% / 300% Damage Bonus	Next Attack	The Circuit's The Steel Path Acrithis Shop

Shotgun

Shotgun Arcanes are [Shotgun](#)-only Primary Arcanes introduced in [Update 33.0](#) (2023-04-26), obtainable from [Duviri](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Shotgun Vendetta	On Shotgun Kill within 5 meters	100%	+30% / 60% / 90% / 120% / 150% / 180% Multishot and +12.5% / 25% / 37.5% / 50% / 62.5% / 75% Reload Speed	15 Seconds	The Circuit's The Steel Path Acrithis Shop

Secondary Weapon Arcanes

Unlike other Arcanes, these slots must be unlocked using [Secondary Arcane Adapter](#), which can be bought from the [Market](#) for 20, [Teshin](#) for 15 [Steel Essence](#), [Acrithis](#) for 25 [Pathos Clamp](#).

These arcane slots are initially hidden until the player acquires a Secondary Arcane Adapter or is eligible to partake in [The Steel Path](#). They also occupy their own spot that separate from [Kitgun](#)'s Pax Arcanes.





We want to hear from you!





WARFRAME Wiki



SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

36/50

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



- Update 32.3 (2023-02-15) introduced two Secondary Arcanes ([Secondary Encumber](#) and [Secondary Kinship](#)), exclusive to [Mirror Defense](#).
- Update 33.0 (2023-04-26) introduced one Secondary Arcane ([Secondary Shiver](#)), exclusive to [Duviri](#).
- Update 35.0 (2023-12-13) introduced one Secondary Arcane ([Secondary Outburst](#)), exclusive to [Duviri](#).
- Update 36.0 (2024-06-18) introduced two Secondary Arcanes ([Secondary Fortifier](#) and [Secondary Surge](#)), exclusive to [Ascension](#).
- Update 38.0 (2024-12-13) introduced one Secondary Arcane ([Secondary Enervate](#)), obtainable from [Höllvania](#) missions or from [The Hex](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			20% / 40% / 60% / 80% / 100% / 120%		
			Damage for	Stacks last	
			Secondaries;	24 seconds	
			Stacks up to 3	and decay	
			times.	one at a	
	Headshot		- / - / - / - / - /	time.	Acolytes -
Secondary Deadhead	Kill	100%	+30% to		16.6%
			Headshot	Rank 5	
			Damage	bonuses are	
			Multiplier	Passive	
			- / - / - / - / - /		
			-50% Recoil		

We want to hear from you!

X

WARFRAME Wiki

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes37/50

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Secondary Dexterity	Melee Kill	100%	10% / 20% / 30% / 40% / 50% / 60% Damage for Secondaries; Stacks up to 6 times.	Stacks last 20 seconds and decay one at a time.	Acolytes - 16.6%
Secondary Encumber	Status Effect	4% / 8% / 12% / 16% / 20% / 24%	Inflict second random status effect	N/A	Mirror Defense (Rotation C) - 5.1%
Secondary Enervate	Hit	100%	10% Flat Critical Chance; stacks infinitely until reset.	Resets after 1 / 2 / 3 / 4 / 5 / 6 Big Critical Hits (orange crits).	1999 Calendar events ?% Techrot Safes 12.5% Scaldra Caches 12.5% H-09 Efervon Tank 12.5% Eleanor Shop
Secondary Fortifier	Hit	100%	Steal 1 Overguard per 100 Damage	N/A	Ascension Sisters of Parvos - 6.60% Ascension



We want to hear from you!



CALLING ALL HORROR FANS

Explore

Fan Central

CURRENT

Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Secondary Kinship	Buffing Ally Warframes	100%	3% / 6% / 10% / 13% / 17% / 20% Critical Chance per buff	N/A	Mirror Defense (Rotation B) - 20% Ordis Shop - 5.4%
Secondary Merciless	Kill	100%	5% / 10% / 15% / 20% / 25% / 30% Damage for Secondaries; Stacks up to 12 times. - / - / - / - / - / - / +30% to Reload Speed	Stacks last 4 seconds and decay one at a time. Rank 5 bonuses are Passive	Acolytes - 16.6%
Secondary Outburst	On swapping to Secondary Weapon	100%	Consume all Combo Counter to increase Secondary Critical Chance and Critical Damage by 5% / 7% / 9% / 12% / 16% / 20% per Combo	20 Seconds	The Circuit's The Steel Path Acrithis Shop
Secondary Shiver	Per Active Cold Status Effect	100%	7.5% / 15% / 22.5% / 30% / 37.5% / 45% Damage	N/A	The Circuit's The Steel Path Acrithis Shop
			Damage Multiplier per	Next Shot	Ascension Sisters of

We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
			x5 / x6 / x7 / x8 Damage Multiplier		Sisters of Parvos (The Steel Path) - 20% Ordis Shop

Cascadia

Cascadia Arcanes are Secondary Arcanes introduced in [Update 31.5](#) (2022-04-27), obtainable from the [Zariman Ten Zero](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Cascadia Accuracy	Roll	100%	+50% / 100% / 150% / 200% / 250% / 300% Critical Chance on Headshots	4 Seconds	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax Legatus - 0.33% 5,000
Cascadia Empowered	Status Effect	100%	Deals an extra +250 / 350 / 450 / 550 / 650 / 750 damage matching the damage type of	N/A	Void Angel - 1.67% Ravenous Void Angel - 0.67% Thrax Centurion - 0.33% Thrax





We want to hear from you!

X

WARFRAME Wiki

Q

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

40/50

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Cascadia Flare	Heat Status Effect	100%	+2% / 4% / 6% / 8% / 10% / 12% Damage; Stacks up to 40 times.	10 Seconds	Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
					Centurion - 0.33%
					Thrax
Cascadia Overcharge	While Overshields Active	100%	+50% / 100% / 150% / 200% / 250% / 300% Critical Chance	N/A	Legatus - 0.33%
					5,500
					Void Angel - 1.67%
					Ravenous
					Void Angel - 0.67%
					Thrax
Cascadia Overcharge	While Overshields Active	100%	+50% / 100% / 150% / 200% / 250% / 300% Critical Chance	N/A	Centurion - 0.33%
					Thrax
					Legatus - 0.33%
					10,000

Conjunction Arcanes are Secondary Arcanes introduced in [Update 32.2](#) (2022-11-30), obtainable from [Conjunction Survival](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
 We want to hear from you!			✕ .25% / 0.5% /	Stacks last	Conjunction
 CALLING ALL HORROR FANS			75% / 1.0% /	12 seconds	Survival



Akimbo

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Jimbo Slip Shot	While Sliding or Aim Gliding	100%	+15% / 25% / 35% / 45% / 55% / 65% Ammo Efficiency	N/A	The Circuit's Steel Path Acrithis Shop

Melee Weapon Arcanes

They occupy their own spot that is separate from [Zaw's](#) Exodia Arcanes.

Melee

 We want to hear from you!



We want to hear from you!



Fandom

20 YEARS

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

• [Update 38.0](#) (2024-12-13) introduced one Melee Arcane ([Melee Doughty](#)), obtainable from [Höllvania](#) missions or from [The Hex](#).

Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Melee Afflictions	On Knockdown, Lifted or Ragdoll	100%	Inflict 1 / 2 / 3 / 4 / 5 / 6 additional Status Effects	N/A	Ascension Sisters of Parvos - 6.60% Ascension Sisters of Parvos (The Steel Path) - 20% Ordis Shop Mocking Whisper - 6.25% Scathing Whisper - 6.25% The Fragmented - 6.25% Guzzling - ?% 7,500
Melee Animosity	Melee Hit	100%	7% / 14% / 21% / 28% / 35% / 42% Critical Chance for Heavy Attacks; Stacks up to 10 times.	Stacks are consumed on Heavy Attack.	Netracells - 10% Deep Archimedeia (Silver) - 10% Deep Archimedeia (Gold) - 15%
Melee Crescendo	Finisher Kill	100%	1 / 2 / 3 / 4 / 5 / 6 Initial Combo	N/A	

WARFRAME Wiki

Q

SIGN IN

We want to hear from you!

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

43/50

Explore

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
Melee Doughty	Per 10% Puncture Status Chance	100%	0.5x / 0.6x / 0.7x / 0.8x / 0.9x / 1.0x Critical Multiplier for every 10% Puncture Status Chance.	N/A	(Diamond) - 25% 1999 Calendar events ?% Techrot Safes 12.5% Scaldra Caches 12.5% H-09 Efervon Tank 12.5% Eleanor Shop
	Base Critical Hit	25% / 40% / 55% / 70% / 85% / 100%	Melee attack hits a second time.	N/A	Netracells - 10% Deep Archimedeas (Silver) - 10% Deep Archimedeas (Gold) - 15% Deep Archimedeas (Diamond) - 25%
Melee Duplicate	Ability Cast	100%	10% / 20% / 30% / 40% / 50% / 60% Corrosive	25 Seconds	Mocking Whisper - 6.25% Scathing Whisper - 6.25%



We want to hear from you!



damage for
eels; Stacks

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					Guzzling - 7%
					7,500
					Mocking
					Whisper - 12.5%
					Scathing
			35 / 70 / 105 /	Stacks last	Whisper -
			140 / 175 / 210	10 seconds	12.5%
Melee Fortification	Melee Kill	100%	Armor. Stacks indefinitely.	and decay individually.	The Fragmented - 12.5%
					Guzzling - 7%
					5,000
					Mocking
					Whisper - 6.25%
				3 / 6 / 9 / 12	Scathing
				/ 15 / 18	Whisper -
				Seconds	6.25%
Melee Influence	Electricity	20%	Transfer elemental Melee Status Effects	10 / 12 / 14	The
	Status			/ 16 / 18 /	Fragmented
				20 Meters	- 6.25%
					Guzzling - 7%
					7,500
					Mocking
Melee Retaliation	Current Shields	100%	5% / 10% / 15% / 20% / 25% / 30% Damage for every 200 current Shields.	N/A	Whisper - 12.5%
					Scathing
					Whisper - 12.5%
					The



We want to hear from you!



thus halved for
Overshields

Explore

Fan
Central

CURRENT



Name	Criteria	Chance	Effect	Duration / Range	Location and Rarity
					- 7% 5,000
					Mocking Whisper - 6.25%
	Melee Kill on an enemy affected by	20% / 25% / 30% / 35% / 40% / 45%	Pull in enemies	18 Meters	Scathing Whisper - 6.25%
Melee Vortex	Magnetic Status				The Fragmented - 6.25%
					Guzzling - 7% 7,500

Raw Data

Main article: [Module:Arcane/data](#)

For a community-contributed list of Arcanes in [WARFRAME](#), see [Module:Arcane/data](#).

Notes

- The benefits of Arcane Enhancements do not always carry over to Archwing mode if players have an Arcane enhanced item equipped on their active loadout's Warframe.
 - Arcane Nullifier on the Plains of Eidolon will not block Magnetic procs from water when in Archwing, but will on foot.
- The number of Arcanes A required for rank n follows the sequence of triangular numbers given by: $A = \frac{(n+1)(n+2)}{2}$

emies are considered a Mod drop, and
Mod Drop Chance Boosters.



Explore

Fan
Central

CURRENT



- Primary passives do not apply to Secondary weapons. Similarly Secondary passives do not apply to Primary weapons.
- **Trading** Legendary-grade Arcanes ([Arcane Barrier](#), [Arcane Grace](#), [Arcane Energize](#), [Arcane Reaper](#), [Longbow Sharpshot](#), [Secondary Shiver](#)) require the player to be **Mastery Rank** 11.

Trivia

- Before [Update 24.6](#) (2019-04-04), Magus, Virtuos and Exodia Arcanes in Cetus are purchasable as blueprints, requiring time and resources to build in addition to standing.
 - Built Arcanes can be [traded](#) between players, however Arcane blueprints cannot.

Patch History

Update 38.0 (2024-12-13)

New Arcanes

Stats shown at max rank.

Arcane Bellicose (Warframe)

Gain 6% Ability Strength for every 250 Max Health up to 72%.

Arcanes

Edit

Warframe

Primary

Secondary

Melee

Operator

Amp

Kitgun

Za

Teralyst/Orphix



[Arcane Consequence](#)



[Arcane Ice](#)

[Arcane Momentum](#)

[Arcane Nullifier](#)

[Arcane Tempo](#)

[Arcane Warmth](#)

[Arcane Deflection](#)

[Arcane Healing](#)

[Arcane Resistance](#)

[Arcane Victory](#)

[Arcane Acceleration](#)

[Arcane Agility](#)

[Arcane Awakening](#)

[Arcane Eruption](#)

[Arcane Guardian](#)

[Arcane Strike](#)

[Arcane Aegis](#)

[Arcane Pulse](#)

[Arcane Ultimatum](#)



We want to hear from you!

✕

CALLING ALL HORROR FANS

20 YEARS

Fandom

Q

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Equipment	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech •

20 YEARS

WARFRAME Wiki

Q

CALLING ALL HORROR FANS

Tables • HUD • Key Bindings •

SIGN IN

https://warframe.fandom.com/wiki/Arcane_Enhancement#Primary_Weapon_Arcanes

49/50



Explore



Fan
Central

CURRENT



Software, Networking, and Services

[Cross Platform Play](#) • [Cross Platform Save](#) • [Dedicated Servers](#) • [EE.cfg](#) • [EE.log](#) • [File Directory](#) • [Fonts](#) • [Network Architecture](#) • [Public Export](#) • [Public Test Cluster](#) • [Stress Test](#) • [Warframe Arsenal Twitch Extension](#) • [World State](#)

Audio

Mandachord • Music • Shawzin • Somachord • Sound

Mathematical

Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

Sci-fi	Warframe
--------	----------



We want to hear from you!



CALLING ALL HORROR FANS