

in: [Enemies](#), [Corpus](#), [Update 24](#), and [4 more](#)

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Exploiter harvests energy from the landscape and uses storms of ice and snow to safeguard the Temple of Profit from trespassers.

"Solaris. United. You shall not be spared the rod... as those who came before you. Were. Not. Spared."

—Exploiter's introduction

Exploiter is a large [Raknoid](#) creature that can be found patrolling around the Temple of Profit within the [Orb Vallis](#), acting as one of the [Grand Bosses](#) of the [landscape](#). She is the responsible for the destruction of

Exploiter Orb



Update Infobox Data

Exploiter harvests energy from the landscape and uses storms of ice and snow to safeguard the Temple of Profit from trespassers.

General Information

Corpus

Venus

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X

Corpus

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WARFRAME Wiki

https://warframe.fandom.com/wiki/Exploiter_Orb

1/15

Harindi Crater, requiring a single [Diluted Thermia](#) from the recurring [Thermia Fractures](#) event.

Unlike the [Profit-Taker Orb](#), the Exploiter Orb lacks [Sentient](#) adaptive shielding, but her carapace remains impervious to all gunfire. To defend herself, the Exploiter Orb can surround herself with a winter storm on command and has four vents across her lower body which spray jets of ice and an underbelly turret. Her main weakness of overheating is kept in check by her numerous exhaust vents as well as the small squad of [Coolant Raknoids](#) accompanying her.
















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Tile Set(s)	Orb Vallis
Type	Grand Boss
Statistics	
Affinity	3,011
Health	444,180
Armor	1,107
Dmg. Reduction	57.63%
 	
Base Level	1
Spawn Level	50
Level Scaling	
<div><div></div><div>1</div><div></div><div>500</div></div>	
Selected Level	<div>50</div> <div>Reset</div>
EHP	1,048,336.09
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Voice Actor	Rachel Sellers (https://soundcloud.com/rachelsvoice)
Introduced	Update 24.0 (2018-11-08)
Drops	
 Mod Drops	 Pistol Gambit 38.72%
	 Suppress 38.72%
	 Target Cracker 4.51%
	 Deep Freeze 4.51%
	 Heated Charge 4.51%
	 Pathogen Rounds 4.51%
	 Convulsion 4.51%
Resource Drops	 Lazulite Toroid 100.00%
 Blueprint/Item Drops	 Hildryn Chassis Blueprint 38.72%
	 Hildryn Neuroptics Blueprint 38.72%
	 Hildryn Systems Blueprint 22.56%
Shocking Step Ephemera Blueprint 5.00%	
Freezing Step Ephemera Blueprint 5.00%	

Behavior

Around the Temple of Profit

The Exploiter Orb has a set path that she will follow, taking it in a loose circle around the Temple of Profit. She will climb over terrain, mountains, and roads. She constantly makes noises akin to roaring, indicating her aggressive state. Her steps will do contact damage if a Tenno is too close to her feet. It takes her around 15 minutes to return to her starting position.

Five [Coolant Raknoids](#) will hang behind and trail the Exploiter Orb. When killed, one Coolant Raknoid will spawn under the Exploiter Orb every twenty seconds.

Upon a player getting the Orb's attention, she will begin spewing icy vapor from the jets mounted on her underside, creating a snow vortex around the Orb. This also signifies that the Orb will begin to actively attack the player with her many other attacks. The snow vortex has many interesting properties, though:

- Upon entering the vortex, the player will gain a similar aura around themselves, although much smaller than that of the Orb.
 - While this aura is active, 4 icicle projectiles will spawn at the edge of the player's aura, staying in place for a few moments before homing in on the player, doing a small amount of damage. This will happen every few seconds.
 - The player will also take a minuscule amount of damage every ~2.5 seconds while they have the aura.
 - The hud has no mention of whether or not a player has this aura.
- The vortex makes for quite the visual obstacle, being nearly opaque at times.
- The vortex around the Orb will block bullets, projectiles, and some Warframe abilities.
- A cloud appears directly above the Orb while the vortex is active.



The Orb has many other attacks, such as:



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does an immense amount of enough "ammo" to last ~4

	Charamote Sagan Module 50.00%
	Zodian 50.00%
	Thyst 50.00%
	Longwinder Lathe Coagulant 50.00%
	Exploiter Orb Artacula ?%
Other Drops	
Deck 12 Captura Scene ?%	
Official Drop Tables ^	
https://www.warframe.com/droptables	



seconds before needing to "reload" for ~10 seconds. Will target a single player and track them until they reach cover/leave range.

- **Ice Vents:** The vapor pouring out of the Orb's vents will deal a medium amount of damage and give the player a [Cold](#) status effect that lasts for 5 seconds. It will constantly refresh until the player leaves the vent-stream.
- **Homing Icicle:** As mentioned previously, the aura that the player has while within the snow vortex will spawn 4 icicle projectiles, one after the other, which will stay in place for a few seconds before homing in on the player, doing a noticeable amount of damage.
- **Hull Lasers:** The green spots that dot the sides of the main body of the Orb are all hull-mounted Laser turrets. The Orb will use all of the mounted lasers that are on the side that a player is on. The Orb will stand up on its legs before this attack, which involves the lasers moving around randomly.

In Deck 12

Phase 1

When the Tenno first enters Deck 12, located in a cave northeast of **Harindi Crater** and inserts [Diluted Thermia](#) into the Thermic Condenser located next to where the [Ventkids](#) vent would be, Exploiter Orb will engage the Tenno with the following moveset.

- **Main Turret:** The Orb will use her belly-mounted turret to fire projectiles which deals [Blast](#) damage towards any target within range. The projectile has a fast flying speed and deals a large amount of damage. Although the turret's position makes it hard to hit players higher than its main body, the Orb will turn her belly to the sides, making the turret able to attack targets high up.
- **Ice Slam:** The Orb slams the ground with its main body; creating an avalanching radial ice wave which deals high [Cold](#) damage and status when a Tenno is caught in them. This attack is briefly telegraphed and can be dodged by jumping over them.
- **Summon Mite Raknoids:** Occasionally, [Mite Raknoids](#) will spawn off Exploiter Orb. When one and three of her vents are destroyed, Exploiter Orb will drop a whole swarm of Mites as she moves to a new position.
- **Summon Coolant Raknoids:** Only used when three of her vents are destroyed. Exploiter jumps to the ceiling of Deck 12 and drops off several [Coolant Raknoids](#).



Phase 2



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e Orb Mother will have an



- **Hull Flamethrower:** Instead of lasers, Exploiter Orb fires off a flamethrower from her belly-mounted turret which is aimed towards any nearby Tenno.
- **Mortar Cannons:** Exploiter Orb will occasionally bare mortars from the top of her head and fire them. The shots' intended impact locations are telegraphed as large red circles on the ground.
- **Thermia Fractures:** When Exploiter's heat gauge reaches approximately 45% or more, she slams her main body to the ground to eject the heat off her main body, causing roughly a dozen of Thermia fracture to the surface and in turn resetting her heat gauge down to roughly 15% before heat generation. There is a set cooldown of 30-45 seconds before she does this move again.
- **Fire Dome:** Exploiter Orb vents out flames around her creating a damaging, physical dome which traps any Tenno inside for ~10 seconds. She only uses this ability sparingly when her heat gauge had reached roughly 65% or more, and using it takes away roughly 25% of her heat gauge before heat generation. The dome has its top open, meaning that players can still enter or exit it.
- **Call Coolant Raknoids:** Occasionally used by the Orb to summon any nearby [Coolant Raknoids](#) to come to her aid. Each Coolant Raknoid will fire their coolant (breaking their coolant canister in the process) to cool the Orb Mother once by roughly 5% per shot, and each Raknoid can only cool the Orb exactly once. If killed with their canister intact, these [Coolant Raknoids](#) will drop a *Cooling Canister* which can be used to create *Concentrated Thermia Canister* from the Thermia Fractures.
- **Self-destruct:** When defeated, the Exploiter Orb will begin to draw energy from the Satellite Overcharger and self-destruct, killing anything within a 300m radius. Notably, the Exploiter Orb self-destructs much sooner after her death than [Profit-Taker Orb](#), but Exploiter Orb's rewards will not disappear during the explosion.

Strategy

In the ruins of [Deck 12](#), located in a cave northeast of Harindi Crater, [Rude Zuud](#) exclaims she and her sisters built a device to condense the planet's thermia into a weapon strong enough to be used against the Exploiter Orb's defenses. One player must deliver their [Diluted Thermia](#) into the Thermia Condenser on an upper platform, which is collected from the [Thermia Fractures](#) world state event that occurs once every few weeks; **only the player that interacted with the Condenser will have their**

diluted Thermia consumed. The Exploiter Orb will then climb down the ruins and page the Tenno, proclaiming herself as the one responsible for the destruction of



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The Exploiter Orb engages the Tenno nested high up and will constantly shoot her turret belly throughout the phase. Shoot down the rocks that maintain her footing to bring her down. Once she falls down, the four vents on her sides will be exposed to fire. Shoot down one of the vents.

Once one of the vents is destroyed, the Mother Orb will ice up the rest of her vents rendering them invulnerable. She will then travel to the other side of the room while surrounding herself in a winter storm. Once there, she will constantly shift her body around, summon swarms of [Mite Raknoids](#), and occasionally slam her body to the ground causing an avalanche of ice which can proc [Cold](#).

At this point, six Thermia Condensers will begin to continually dispense a **Condensed Thermia Canister**, which can be found at the following locations:

- The left side of the Deck, where [The Business](#) would usually be found.
- The left side of the Deck, on the third floor above where The Business / [Ticker](#) would usually be found.
- The left side of the Deck, where [Smokefinger](#) would usually be found.
- The left side of the Deck, on the second floor above where Smokefinger would usually be found (entrance to the room is to the left of the [Ventkids](#)'s clubhouse entrance).
- The right side of the Deck, to the left of where [Rude Zuud](#) would usually be found.
- The right side of the Deck, on the second floor to the left of where Rude Zuud would usually be found.

The Condensed Thermia Canister can be used to melt the ice which protects her vents from damage. To use it, the player must lob the canister with [Alternate Fire](#) (default **MMB**) and shoot the canister to make it blow up. The number of canisters it takes to de-ice the vents is dependent on how close the canisters are to them when they explode. For example:

- A direct hit to the vent will immediately melt the ice.
- A close explosion to her vent will melt the ice in two explosions.
- A far explosion to her vent will melt the ice in three explosions.

Once fully exposed, up to two more of her vents can be destroyed before she ices up her final vent if it was partially melted before. She will proceed to the middle of the room

where the [Condensed Thermia Canister](#) must be defeated. It is the Exploiter Orb hangs overhead.



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After defeating enough Coolant Raknoids, the Exploiter Orb will once again descend to the Deck. Melt the last vent and destroy it and she will retreat and head topside. Head out of the cave to proceed to the next phase of the fight.

Phase 2

The Exploiter Orb can be found waiting for the Tenno outside the cave. In this phase, a **Heat Gauge** will be displayed at the top-left of the player's HUD, which indicates the overheat level the Mother Orb is currently at. Throughout the fight, Exploiter Orb will alternate between using her hull flamethrower, firing mortar cannon and calling Coolant Raknoids as reinforcements. The main objective of the phase is to overheat the massive Orb until her heat gauge is full, rendering her vulnerable to assault.

Exploiter Orb herself will heat up passively, though swarms of [Coolant Raknoids](#) will rush in from all directions, each of which can cool her down by **5%** of her heat gauge once they reach her underbelly, after which the Raknoids will slowly "bleed" to death. If the Raknoids are defeated before they reach Exploiter Orb, they may drop a **Coolant Canister** which will be used in the later parts of the fight.

When Exploiter's heat gauge reaches roughly **45%**, she will slam her main body to the landscape's frigid surface to cool herself down to **15%** before commencing heat generation, causing roughly a dozen Thermia Fractures to appear. There is a set cooldown of **30-45** seconds before she repeats this move if her heat gauge surpasses **45%** again. These Fractures can be used to instantly create a **Condensed Thermia Canister** by spending a Coolant Canister into it, then lobbed to the Orb Mother to permanently speed up her overheating rate. The overheating speed added to the heat gauge is doubled if the canister is shot mid-air, near the Orb Mother.

When Exploiter's Heat Gauge reaches roughly **65%** or more, she will vent out flames around her creating a damaging physical dome which traps any Tenno inside for roughly 10 seconds, which will take away roughly **25%** of her heat gauge before preceding heat generation. The dome has its top open, meaning that players can still enter it or exit it.

Once she fully overheats, she will become disabled allowing the Tenno to approach her. This will trigger a cutscene where the Tenno boards her side and rips off a part of her hull, leaving a weak spot for the Tenno squad to assault. Once she loses a third of her health, she regains her invulnerability and the overheating process must be repeated



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... of loot consisting of a



resources both common and rare. Loot and escape as soon as possible as she will self-destruct (notably much faster than [Profit-Taker Orb](#)), obliterating all Tenno in a **300**-meter radius.

Summary

• Phase 1

- **Vent 1:** Shoot down her foothold and destroy one of her exposed vents.
- **Vent 2-3:** Take a Condensed Thermia Canister, lob at the Orb Mother and blow it up near her vents to melt the icy protection.
 - A direct hit to the vent will melt the ice instantly.
 - A close explosion to her vent will melt the ice in two explosions.
 - A far explosion to her vent will melt the ice in three explosions.
- **Vent 4:** Defeat all summoned [Coolant Raknoids](#) until she descends, melt her last vent and destroy it.
- Preferably shoot down one of side vents first, then mid two vents will be faster to melt down and shoot together, and at last shoot the other side vent.

• Phase 2

- **Overheat 1:** Prevent any [Coolant Raknoids](#) from cooling her down until she passively generates heat up to **45%** of the gauge, she will then cool down causing Thermia Fractures to appear. Use a Coolant Canister to create a Condensed Thermia Canister and use it to make her overheat faster. It should be noted that mid-air canister shot adds double the overheat rate. Repeat until she is fully overheated and jump on her to trigger a quick cutscene of your Warframe ripping off a part (possibly a power cell) on her side hull. After the cutscene, shoot the exposed parts (now in flames) until one third of her health is taken away.
- **Overheat 2 and 3:** Repeat the last overheating process until she is defeated. They will be the part on other side and her head. Collect rewards and escape the vicinity as soon as possible as it will self-destruct with a lethal range of **300m**, though unlike Profit-Taker the explosion will **not** destroy Exploiter's drops.



Notes



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rs and [Smeeta Kavat's](#)



- Although the Exploiter Orb follows a set path around Temple of Profit, her legs will try and put themselves on logical surfaces. This can lead to the legs and some of the main body clipping through the ground.
- Although she is immune to [Corrosive Projection](#), she has significantly less [health](#) and [armor](#) than the [Profit-Taker Orb](#).
 - The Exploiter Orb isn't immune to [Shattering Impact](#).
- A major difference between the Exploiter Orb and her counterpart, the Profit-Taker Orb, is that the Exploiter Orb's legs are a part of the main body – the Profit-Taker Orb has separate segments for her four legs and the main body. The Exploiter Orb's legs still can be marked with waypoints, though.
 - However, her four vents (Left-Fore, Left-Aft, Right-Aft, and Right-Fore) are separate parts and can be marked with waypoints.
 - During Phase 1, the four vents have [Object Health](#) class, which means they are immune to [Critical Hits](#).
- The Exploiter Orb will always be level 50, regardless of the mission level she is fought on.
- Players can restart the boss fight by reentering Deck 12. They don't have to go back to [Fortuna](#) to do so.
- While the [Diluted Thermia](#) required to start the Exploiter Orb can only be acquired from [Operation: Buried Debts](#) and recurring thermia events, the actual fight itself can be performed at any time without the event as long as players have Diluted Thermia available.
- The damage dealt by Self Destruct is dealt in two pulses roughly half a second apart. The damage can be mitigated using invulnerability effects, such as [Rhino's](#) [Iron Skin](#), [Nezha's](#) [Warding Halo](#), [Harrow's](#) [Covenant](#), [Hildryn's](#) passive or [Haven](#), [Wukong's](#) passive, [Cloud Walker](#), or [Defy](#), [Revenant's](#) [Mesmer Skin](#) or [Amesha's](#) [Benevolent Decoy](#).

Tips

- When farming the enemies around the Temple of Profit (more often than not, for [Sola Toroids](#)) it is recommended to stay on the Temple grounds or within the temple, as the Orb will rarely come close enough to reach the player with any of its attacks.



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to be constantly moving. Akin to
to is a good way to stay safe from

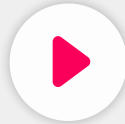


- During Phase 1, it is a good idea throw the Thermia canisters towards the two vents behind the Exploiter Orb so you can save time and canisters by catching two vents at the same time with only one canister. Done right, you will only need to use three Thermia Canisters during the entirety of Phase 1; two for the rear vents, and one more for the final one.
- During Phase 2, the Exploiter Orb can pick up coolant and cool herself down if she goes near them, thus slowing down the fight. Pick up the coolant and move it away from the boss at all costs.
- During Phase 2, it is ideal to have one player in Archwing, keeping overwatch and sniping the far-off Coolant Raknoids before they can reach the Exploiter Orb.
 - A weapon with high status procs and Radiation damage can oftentimes stall the Raknoids, or otherwise force them to fight each other and nearby Corpus. This can make it easier to pick them off, especially if you don't have a weapon that can output a high amount of damage in a short amount of time.
- If you pick up a Thermia Cell with your Warframe and use **Transference** to go into Operator you can pick up two cells at once. Throwing/dropping the one cell as Operator before going back into your Warframe that has the second cell which you picked up first. This is also a useful tip for Excavation missions.
- If you pick up cells in Phase 1 near the Thermia creating machines and drop them, this will restart the timer for the Thermia machine cooldown. This makes more cells spawn faster for other teammates.
- Orange Thermia cells from Phase 1 can be transfered to Phase 2 in the loading room to quicken the pace of Phase 2. Be mindful though, someone will need to stand by the door loading or you will load back into the Phase 1 room if running cells back and forth to doorway outside. Best tactics call for someone staying in Phase 1 room until about 12-18 orange Thermia is by outside loading door. Only 24 Thermia total is needed to overheat Phase 2 boss the three times.
- Phase 2: Exploiter Orb heat buildup is additive via Thermia hits. Meaning Coolant Raknoids do little to prevent you from beating this boss.
 - General gameplay observations: 4/8/12 Thermia Cells are required to push the boss to the next phase.
 - If the Coolant Racknoids do prevent you from beating this boss, 5-6/9/? will force the Exploiter Orb to instantly overheat, no matter the scenario
 - While the heat buildup indicator is not shown, you can still throw Thermia Cells on the Exploiter Orb to count toward this instant

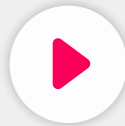


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Exploiter Orb Quick Guide Warframe Event Guide



Warframe Everything you need to Kill the Exploiter Orb Solo!

Patch History

[Update 36.1](#) (2024-08-21)

- Fixed missing transmission portrait for Rude Zuud in the Exploiter Orb fight.

[Update 34.0](#) (2023-10-18)

- Fixed Host getting stuck loading into Deck 12 after triggering it before Clients load into the Orb Vallis.

[Hotfix 33.6.5](#) (2023-08-21)

See Also

- [Profit-Taker Orb](#)




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[Edit](#)[\[Collapse\]](#)**WARFRAME Wiki**

Starchart	Orb Vallis	The Index	Empyrean
Crewmen	Comba • Crewman • Derivator Crewman • Detron Crewman • Elite Crewman • Machinist • Nullifier Crewman • Prod Crewman • Scrambus • Sniper Crewman • Tech		
Rangers	Vapos Detron Ranger • Vapos Elite Ranger • Vapos Nullifier Ranger • Vapos Sniper Ranger • Vapos Tech Ranger		
Walkers	Anti MOA • Bursa (Denial • Drover • Isolator) • Juno Dera MOA • Disc MOA • Juno Geminex MOA • Juno Glaxion MOA • Fusion MOA • Minima MOA • MOA • Railgun MOA • Shockwave MOA • Test MOA		
Ospreys	Attack Drone • Juno Jactus Osprey • Leech Osprey • Lynx Osprey • Mine Osprey • Oxium Osprey • Remech Osprey • Sapping Osprey • Scavenger Drone • Shield Osprey		
Amalgams	Amalgam Alkonost • Amalgam Heqet (Arca) • Amalgam Kucumatz (Arca) • Amalgam Machinist (Cinder) • Amalgam MOA (Phase) • Amalgam Osprey • Amalgam Satyr (Swarm)		
Parvos' Loyalists	Candidate • Errant Specter • Sisters of Parvos • Treasurer		
Archwing	Attack Drone • Carrier • Corpus Stasis Mine • Corvette • Frigate • Gox • Locust Drone • Penta Ranger • Quanta Ranger • Ranger		
Miscellaneous	Corpus Target • Corpus Turret • Domestik Drone • Laser Barrier • Lynx Turret • Nemes • Power Carrier • Ratel • Scanner • Security Camera • Spectralyst • Vapos Bioengineer • Warden • Vapos Aquila		
Bosses			
Alad V • Ambulas • Hyena Pack • Jackal • Lynx • Raptors • Razorback • The Sergeant • Zanuka Hunter			

Bosses and Mini-Bosses			[Collapse]
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)	
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)	
	Quest	Elder Queen (The War Within)	
		Fomorian Fleet (Fomorian Fleet)	
		Ambulas (Pluto) • Jackal (Europa) • Raptors (Europa) • The	



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X

	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)
	Quest	Protea Specter (The Deadlock Protocol)
	Event	Razorback (Razorback Armada)
Infested	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)
	Mission	Juggernaut (Infested Ship)
	Quest	Infested Mesa (Patient Zero)
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
The Murmur	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
	Mission	Scathing Whisper • Mocking Whisper

Categories

Languages



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otherwise noted.

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