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# Larkspur

EDIT

ARCHWING WEAPONS TENNO

## CODEX

From death blooms the Larkspur. A unique and menacing Archgun with a wild initial attack that locks onto a target then chains other targets close to the first. It also sports an explosive projectile mode. In Hildryn's grip the Larkspur carries more reserve ammo.

The **Larkspur Archgun** is [Hildryn's signature](#) heavy weapon, firing a devastating [Radiation](#) beam that can chain between targets to hit multiple enemies at once. Its [Alternate Fire](#) charges up an explosive [Blast](#) round. Holds increased [Ammo Maximum](#) when wielded by Hildryn.

Archwing Atmosphere

## Larkspur



**Untradeable**

[Update Infobox Data](#)

### General Information

**Type** Archgun

### Contents

- 1. Characteristics
- 2. Acquisition



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## Characteristics

- This weapon deals primarily  **Radiation** damage.
- Primary fire releases a continuous beam that can chain to **3** enemies after hitting the initial target, with each chain doing **80%** of the previous chain's damage.
  - In Atmospheric Mode, the beam will chain to enemies within **6** meters of initial target. In Archwing Mode, the max chain distance is increased to **30** meters.
    - The main beam will automatically lock onto enemies within **15** degrees of the reticle up to **20** meters away in Atmospheric Mode. In Archwing Mode, the max lock-on distance is increased to **160** meters.
    - Enemy corpses will still allow the beam to connect to nearby enemies.
- Consumes 0.5 ammo per tick of damage.
- No **Damage Falloff** in

<b>Requirement</b>	
<b>Max Rank</b>	30
<b>Slot</b>	Archgun
<b>Trigger Type</b>	Held
<b>Utility</b> <span>↑</span>	
<b>Ammo Max</b>	0
<b>Disposition</b>	●●○○ (1.05x)
<b>Fire Rate</b>	12.00 attacks/sec
<b>Noise Level</b>	Alarming
<b>Magazine Size</b>	100
<b>Reload Time</b>	4.50 s
<b>Reload Delay</b>	2.50 s
<b>Reload Rate</b>	50.00 rounds/sec
<b>Projectile Type</b>	Hit-Scan
<b>Spread</b>	12.00° (10.00° min, 14.00° max)
<b>Normal Attack</b> <span>↑</span>	
 10 (  11.11%)	 80 (  88.89%)
<b>Total Damage</b>	90 (88.89%  <b>Radiation</b> )
<b>Ammo Cost</b>	0.5
<b>Crit Chance</b>	10.00%
<b>Crit Multiplier</b>	1.40x
<b>Fire Rate</b>	12.00 attacks/sec
<b>Multishot</b>	1 (90.00 damage per projectile)
<b>Noise Level</b>	Alarming
<b>Punch Through</b>	0.0 m
<b>Spread</b>	12.00° (10.00° min, 14.00° max)
<b>Status Chance</b>	50.00%
<b>Projectile Type</b>	Hit-Scan
<b>Alt-Fire Projectile Impact</b> <span>↑</span>	
 140 (  33.33%)	 180 (  42.86%)
	 100 (  23.81%)



- **Alternate Fire** charges and releases an energy grenade that explodes in an **9.6** meter radius upon impacting a surface.
  - Pinpoint **accuracy**.
  - Projectile has guaranteed **knockdown** proc.
  - Projectile has infinite **punch through** on bodies.
  - Initial hit and explosion apply status separately.
  - Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Innate  polarity.

#### Advantages over other Archgun (Atmosphere) weapons (excluding modular weapons):

- Primary Fire is tied with  **Mausolon** alt-fire,  **Arquebex**, and  **Morgha** alt-fire for the highest **status chance** of all Archguns.
- Alt-fire has good ammo efficiency in Atmospheric Mode, generating relatively low cooldown for the **Archgun Deployer** for every second fired.
- Normal Attack (wiki attack index 1)
  - Above average fire rate (12.00 attacks/sec)
  - Above average magazine (100)
  - High status chance (50.00%)
  - High total damage (180)

<b>Ammo Cost</b>	10		
<b>Charge Time</b>	0.5 s		
<b>Crit Chance</b>	26.00%		
<b>Crit Multiplier</b>	2.20x		
<b>Fire Rate</b>	1.00 attacks/sec		
<b>Forced Procs</b>	 Knockdown		
<b>Multishot</b>	1 (420.00 damage per projectile)		
<b>Noise Level</b>	Alarming		
<b>Punch Through</b>	0.0 m		
<b>Spread</b>	0.00° (0.00° min, 0.00° max)		
<b>Status Chance</b>	34.00%		
<b>Projectile Speed</b>	100.0 m/s		
<b>Projectile Type</b>	Projectile		
<b>Explosion</b> 			
	<table border="1"> <tbody> <tr> <td>400 ( 50%)</td> <td>400 ( 50%)</td> </tr> </tbody> </table>	400 ( 50%)	400 ( 50%)
400 ( 50%)	400 ( 50%)		
<b>Total Damage</b>	800 (50.00% <b>Radiation</b> )		
<b>Crit Chance</b>	26.00%		
<b>Crit Multiplier</b>	2.20x		
<b>Damage Falloff</b>	No Damage Falloff: below 0.0 m (100%, 800 damage) Linear Falloff: between 0.0 m and 9.6 m (100% - 40%) Max Damage Falloff: over 9.6 m (40%, 320 damage)		
<b>Fire Rate</b>	1.00 attacks/sec		
<b>Multishot</b>	1 (800.00 damage per projectile)		
<b>Noise Level</b>	Alarming		
<b>Punch Through</b>	0.0 m		
<b>Range</b>	9.6 m		
<b>Status</b>	74.00%		



- **Alt-Fire Projectile Impact** (wiki attack index 2)
  - High ammo max (400)
  - Above average magazine (100)
  - Above average status chance (34.00%)
  - Above average total damage (840)
- **Explosion** (wiki attack index 3)
  - No numerical advantages.

### **Disadvantages over other Archgun (Atmosphere) weapons (excluding modular weapons):**

- **Primary Fire:**
  - Damage ramps up from 20% to 100% over 0.6 seconds when firing. After firing stops for 0.8 seconds, the damage decays back to 20% over 2 seconds.
  - Sub-par ammo efficiency in Atmospheric Mode, generating medium-high cooldown for the **Archgun Deployer** for every second fired.
  - Limited range of:
    - 320 meters in Archwing Mode.
    - 40 meters in Atmospheric Mode.
- **Alternate Fire:**
  - Consumes 10 ammo per shot.
  - Projectile has travel time.
  - Automatically fires after 3 seconds on holding a full charge, which can lead to premature firing.
  - In Atmospheric Mode, charged shots cause a heavy recoiling effect that breaks **zoom**.

<b>Projectile Type</b>	AoE
<b>Miscellaneous</b> ^	
<b>Compatibility Tags</b>	BATTERY
<b>Default Upgrades</b>	TnShieldFrameArchGunInnateMod
<b>Riven Family</b>	Larkspur
<b>Introduced</b>	<a href="#">Update 24.4</a> (2019-03-08)
<b>Polarities</b>	
<b>Sell Price</b>	5,000
<b>Variants</b>	<a href="#">Larkspur</a> <a href="#">Larkspur (Atmosphere)</a> <a href="#">Larkspur Prime</a> <a href="#">Larkspur Prime (Atmosphere)</a>
<b>Vendor Sources</b> ^	
<b>Article Categories</b> ^	
<ul style="list-style-type: none"> <li>• <a href="#">Weapons</a></li> <li>• <a href="#">Tenno Weapons</a></li> <li>• <a href="#">Radiation Damage Weapons</a></li> <li>• <a href="#">Archwing Gun</a></li> <li>• <a href="#">Larkspur</a></li> <li>• <a href="#">Archgun Weapons</a></li> <li>• <a href="#">Held Weapons</a></li> <li>• <a href="#">Continuous Weapons</a></li> <li>• <a href="#">Base</a></li> <li>• <a href="#">Battery Weapons</a></li> <li>• <a href="#">Alarming Weapons</a></li> <li>• <a href="#">Hit-Scan Weapons</a></li> <li>• <a href="#">Weapons with Area of Effect</a></li> <li>• <a href="#">Untradeable Weapons</a></li> </ul>	



- Explosion has a **headshot** multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear **Damage Falloff** from 100% to 40% from central impact.
- Normal Attack (wiki attack index 1)
  - Very low crit chance (10.00%)
  - Below average reload speed (2.50 s)
  - Low crit multiplier (1.40x)
- Alt-Fire Projectile Impact (wiki attack index 2)
  - Very low fire rate (1.00 attacks/sec)
  - Very low crit chance (26.00%)
  - Below average reload speed (2.50 s)
  - Low crit multiplier (2.20x)
- Explosion (wiki attack index 3)
  - Below average active falloff slope (16.0m/%)
  - Low crit chance (26.00%)
  - Below average maximum falloff distance (9.6 m)
  - Below average reload speed (2.50 s)
  - Below average status chance (34.00%)
  - Below average crit multiplier (2.20x)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

### Comparisons:

- **Larkspur** (Normal Attack), compared to **Larkspur Prime** (Normal Attack):
  - Equal base damage
  - Lower base **critical chance** (10.00% vs. 14.00%)
  - Lower base **critical multiplier** (1.40x vs. 1.60x)
  - Lower **average damage per tap** (93.6 vs. 97.56)
  - Lower **burst DPS** (1123.2 vs. 1170.72)
  - Lower **sustained DPS** (790.98 vs. 824.45)
  - Less **polarities** ( vs. )
  - Higher **disposition** (●●●○○ (1.05x) vs. ●●○○○ (0.75x))

## Acquisition

The Larkspur's blueprint can be [researched](#) from the [Tenno Lab](#) in the [dojo](#).



Manufacturing Requirements					
 Edit blueprint requirements					
20,000	<a href="#">Crisma Toroid</a> 2	<a href="#">Venerdo Alloy</a> 80	<a href="#">Radiant Zodian</a> 5	<a href="#">Synathid Ecosynth Analyzer</a> 5	Time: 12 Hours: Rounds:
Market Price: 125			Blueprints Price: 15,000		
Tenno Lab Research 3,000					
5,000	<a href="#">Crisma Toroid</a> 1	<a href="#">Thermal Sludge</a> 5	<a href="#">Travocyte Alloy</a> 6	<a href="#">Axidrol Alloy</a> 6	Time: Days: Prep: N/A
		x1	x3	x10	x30
				x100	

## Notes

- As a [Signature Weapon](#), Larkspur gains a bonus effect with [Hildryn](#) or [Hildryn Prime](#), gaining an additional **300 Ammo Maximum** in Atmospheric mode, for a total of **700**.
- A chain will do **0.8<sup>n</sup>** times the main beams damage, where **n** is the chain number.
  - The damages are: **100%** for the main target, **80%** for the first in the chain, **64%** for the 2nd, and **51.2%** for the 3rd.
  - Headshotting the original target does not affect damage from the chain beam.
  - The beam will chain even if an incapacitated enemy/corpse is chosen as the original target.
- The recoil of the Larkspur's secondary fire is strong enough to push the Warframe back a short distance, which can knock them off cliffs or ledges if players aren't careful.
- The charge rate of the Larkspur's secondary fire can be increased with [Shell Rush](#).
- The [Punch Through](#) from [Sabot Rounds](#) will cause the main beam to chain independently from each additional target hit, potentially doubling or tripling the total damage output when fired into a crowd. The chain from the target hit after the Punch Through can deal damage to the first target, and vice versa.

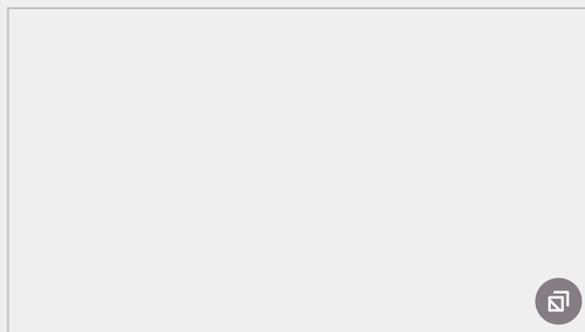
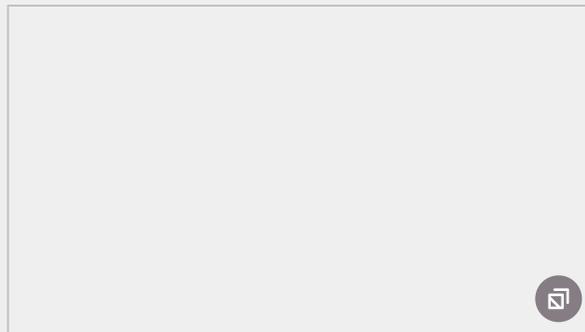
## Trivia

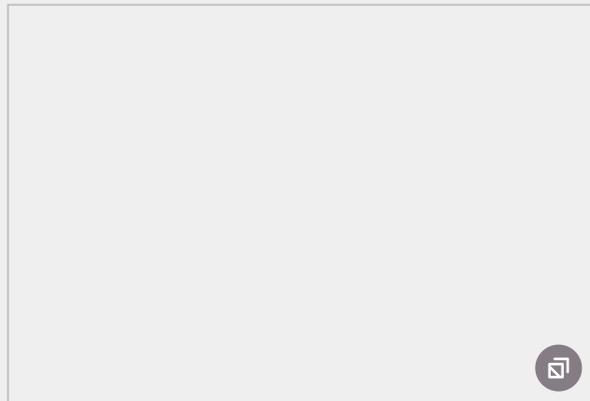
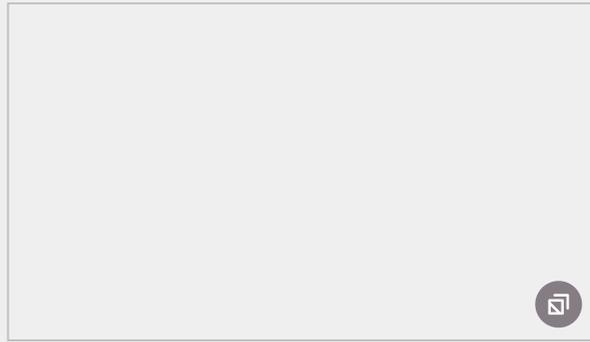
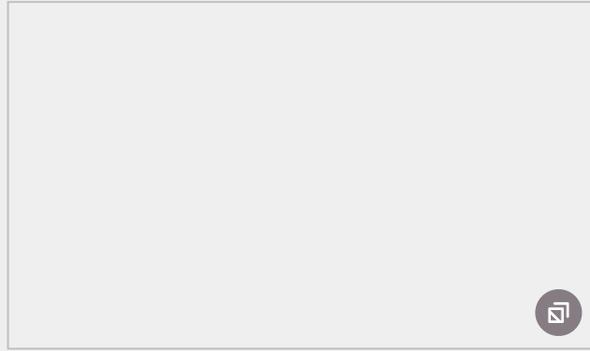


- Given the coloration of its base form and the way its 'petals' open and close as the gun fires, the Larkspur very likely derives its name specifically from *Delphinium* (<https://en.wikipedia.org/wiki/Delphinium>), a genus of 300 flowers in varying shades of purple that are known to be toxic. The juice of these flowers, when mixed with alum, produces a blue ink.

## Media

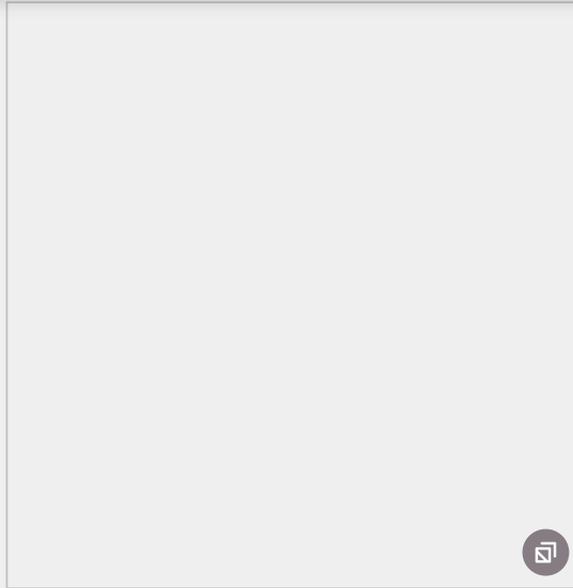
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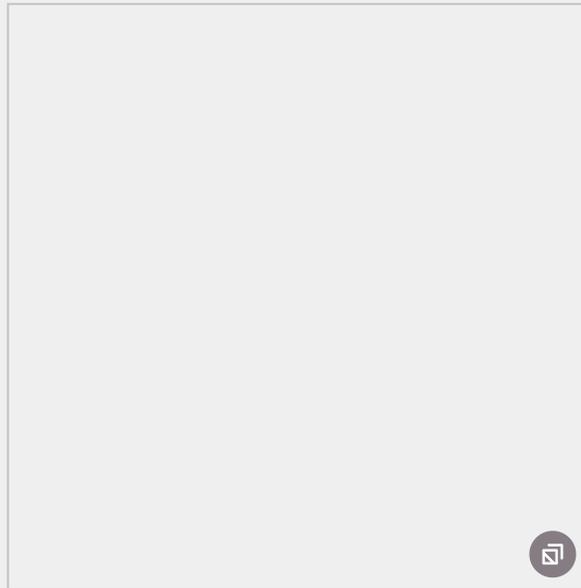


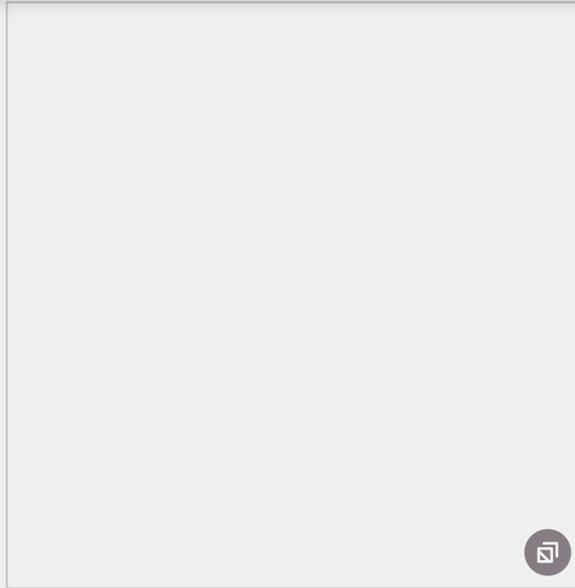
Concept art



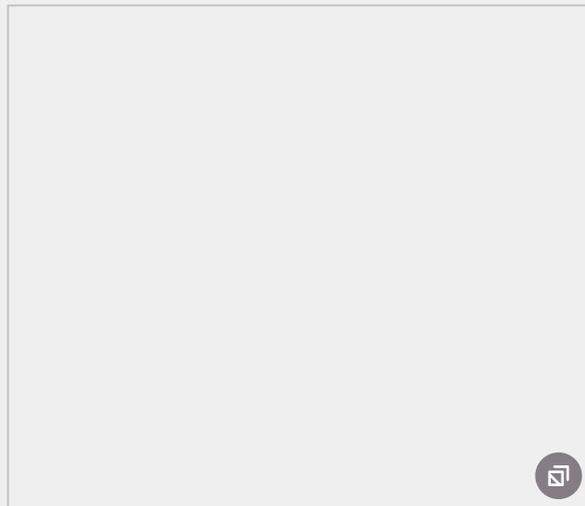
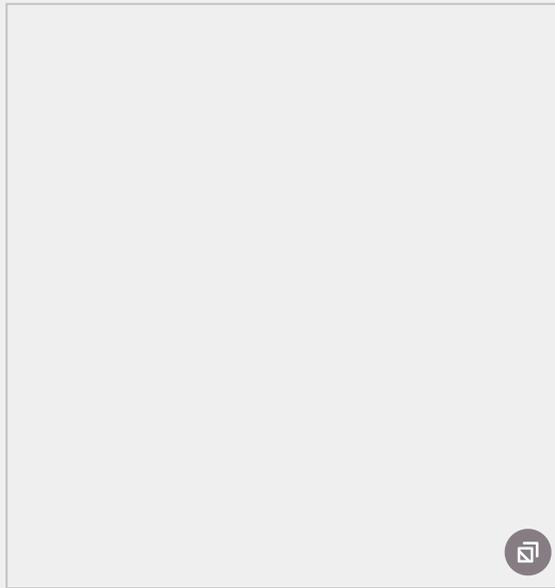


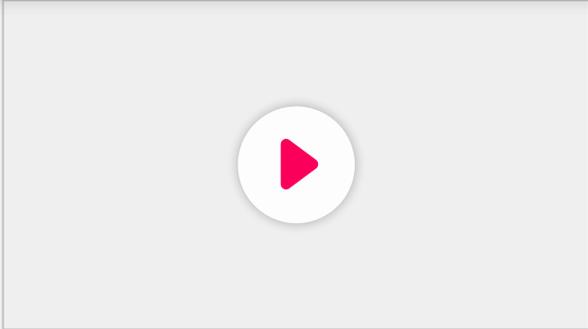
The Larkspur Archgun





Larkspur while equipped as a heavy weapon





**Warframe - All Arch-Guns (Heavy Weapons) - Animations & Sounds (2014 - 2019)**

## Patch History

[Update 35.0](#) (2023-12-13)

### ARCHGUN DEPLOYER: HEAVY WEAPON CHANGES

With the various buffs and adjustments we've made to Warframe weapons over the years, a common question we see in response is "but what about Archguns?". These Heavy Weapons are meant to be heavy-hitters, but arguably have been overshadowed by the Primary and Secondary guns in your Arsenal. To address this feedback, we have made the following changes:

## See Also

- [Amprex](#), a Corpus rifle with a similar chaining beam.
- [Atomos](#), a Grineer particle cannon with a functionally equivalent chaining beam.
- [Kuva Nukor](#), a Kuva Lich sidearm with a functionally equivalent chaining beam.
- [Tenet Cycron](#), a Tenet weapon with a similar chaining beam.

Archwing • <a href="#">Compare All</a>		<a href="#">Edit</a>	<a href="#">[Collapse]</a>
<b>Archwings</b>	<a href="#">Amesha</a> • <a href="#">Elytron</a> • <a href="#">Itzal</a> • <a href="#">Odonata</a> ( <a href="#">Prime</a> )		
<b>Archguns</b>	<a href="#">Cortege</a> • <a href="#">Corvas</a> ( <a href="#">Prime</a> ) • <a href="#">Cyngas</a> • <a href="#">Dual Decurion</a> ( <a href="#">Prisma</a> ) • <a href="#">Fluctus</a> • <a href="#">Grattler</a> ( <a href="#">Kuva</a> ) • <a href="#">Imperator</a> ( <a href="#">Vandal</a> )		
	• <a href="#">Kuva Ayanga</a> • <a href="#">Larkspur</a> ( <a href="#">Prime</a> ) • <a href="#">Mandonel</a> • <a href="#">Mausolon</a> • <a href="#">Morgha</a> • <a href="#">Phaedra</a> • <a href="#">Velocitus</a>		
<b>Archmelees</b>	<a href="#">Agkuza</a> • <a href="#">Centaur</a> • <a href="#">Kaszas</a> • <a href="#">Knux</a> • <a href="#">Onorix</a>		

Research • Clan • Dojo		[Collapse]	
<b>Energy</b>	Bio	Chem	Tenno
<b>Weapons</b>	<a href="#">Amprex</a> • <a href="#">Arca Plasmor</a> • <a href="#">Arca Scisco</a> • <a href="#">Battacor</a> • <a href="#">Convectrix</a> • <a href="#">Cyanex</a> • <a href="#">Cycron</a> • <a href="#">Dera</a> • <a href="#">Dual Cestra</a> • <a href="#">Falcor</a> • <a href="#">Ferrox</a>		
	<a href="#">Flux Rifle</a> • <a href="#">Glaxion</a> • <a href="#">Komorex</a> • <a href="#">Kreska</a> • <a href="#">Lanka</a> • <a href="#">Lenz</a>		
	<a href="#">Ocucor</a> • <a href="#">Opticor</a> • <a href="#">Prova</a> • <a href="#">Quanta</a> • <a href="#">Serro</a> • <a href="#">Spectra</a>		
	<a href="#">Staticor</a> • <a href="#">Supra</a>		
<b>Sentinel</b>	<a href="#">Helios</a>		
<b>Other</b>	<a href="#">Antiserum Injector</a> • <a href="#">Fieldron</a> • <a href="#">Squad Energy Restore (Medium)</a> • <a href="#">Squad Shield Restore (Medium)</a>		

Weapons • Damage • Incarnon • Compare All • Cosmetics		[Collapse]				
<b>Primary</b>	Secondary	Melee	Archwing	Robotic	Modular	Railjack
<b>Arm Cannon</b>						
<b>Auto</b>	<a href="#">Bubonico</a> • <a href="#">Shedu</a>					
<b>Bow</b>						
<b>Charge</b>	<a href="#">Cernos</a> • <a href="#">Cernos Prime</a> • <a href="#">Cinta</a> • <a href="#">Daikyu</a> • <a href="#">Dread</a> • <a href="#">Evensong</a> • <a href="#">Kuva Bramma</a> • <a href="#">Lenz</a> • <a href="#">MK1-Paris</a> • <a href="#">Mutalist Cernos</a>					
	<a href="#">Nataruk</a> • <a href="#">Paris</a> • <a href="#">Paris Prime</a> • <a href="#">Prisma Lenz</a>					
	<a href="#">Proboscis Cernos</a> • <a href="#">Rakta Cernos</a>					
<b>Crossbow</b>						
<b>Auto</b>	<a href="#">Attica</a> • <a href="#">Zhuge</a> • <a href="#">Zhuge Prime</a>					
<b>Semi / Mag Burst</b>	<a href="#">Nagantaka</a> • <a href="#">Nagantaka Prime</a>					
<b>Exalted Weapon</b>						
<b>Charge</b>	<a href="#">Artemis Bow</a> • <a href="#">Artemis Bow Prime</a>					
<b>Launcher</b>						
<b>Active</b>	<a href="#">Carmine Penta</a> • <a href="#">Penta</a> • <a href="#">Secura Penta</a>					
<b>Auto</b>	<a href="#">Tenet Envoy</a>					
<b>Charge</b>	<a href="#">Ogris</a>					
<b>Semi-Auto</b>	<a href="#">Kuva Ogris</a> • <a href="#">Kuva Tonkor</a> • <a href="#">Kuva Zarr</a> • <a href="#">Tonkor</a> • <a href="#">Torid</a>					
	<a href="#">Zarr</a>					
<b>Rifle</b>						
<b>Active</b>	<a href="#">Simulor</a> • <a href="#">Synoid Simulor</a>					
<b>Auto</b>	<a href="#">AX-52</a> • <a href="#">Acceltra</a> • <a href="#">Acceltra Prime</a> • <a href="#">Basmu</a> • <a href="#">Baza</a>					

	<a href="#">Braton Vandal</a> • <a href="#">Buzlok</a> • <a href="#">Dera</a> • <a href="#">Dera Vandal</a> • <a href="#">Gotva Prime</a> • <a href="#">Grakata</a> • <a href="#">Karak</a> • <a href="#">Karak Wraith</a> • <a href="#">Kuva Karak</a> • <a href="#">MK1-Braton</a> • <a href="#">Mutalist Quanta</a> • <a href="#">Panthera</a> • <a href="#">Panthera Prime</a> • <a href="#">Prisma Grakata</a> • <a href="#">Prisma Tetra</a> • <a href="#">Telos Boltor</a> • <a href="#">Tenet Flux Rifle</a> • <a href="#">Tetra</a>
<b>Auto / Active</b>	<a href="#">Alternox</a>
<b>Auto / Charge</b>	<a href="#">Aeolak</a> • <a href="#">Ambassador</a> • <a href="#">Quellor</a> • <a href="#">Stahlta</a>
<b>Auto / Semi</b>	<a href="#">Argonak</a> • <a href="#">Fulmin</a> • <a href="#">Fulmin Prime</a> • <a href="#">Phenmor</a> • <a href="#">Stradavar</a> • <a href="#">Stradavar Prime</a> • <a href="#">Tenet Tetra</a> • <a href="#">Trumna</a> • <a href="#">Zenith</a>
<b>Auto Burst</b>	<a href="#">Battacor</a>
<b>Auto-Spool</b>	<a href="#">Gorgon</a> • <a href="#">Gorgon Wraith</a> • <a href="#">Prisma Gorgon</a> • <a href="#">Soma</a> • <a href="#">Soma Prime</a> • <a href="#">Supra</a> • <a href="#">Supra Vandal</a> • <a href="#">Tenora</a> • <a href="#">Tenora Prime</a>
<b>Burst</b>	<a href="#">Burston</a> • <a href="#">Burston Prime</a> • <a href="#">Dex Sybaris</a> • <a href="#">Harpak</a> • <a href="#">Hema</a> • <a href="#">Kuva Quartakk</a> • <a href="#">Paracyst</a> • <a href="#">Quartakk</a> • <a href="#">Sybaris</a> • <a href="#">Sybaris Prime</a> • <a href="#">Tiberon</a>
<b>Burst / Semi</b>	<a href="#">Hind</a>
<b>Burst / Semi / Auto</b>	<a href="#">Kuva Hind</a> • <a href="#">Tiberon Prime</a>
<b>Charge</b>	<a href="#">Miter</a> • <a href="#">Opticor</a> • <a href="#">Opticor Vandal</a>
<b>Held</b>	<a href="#">Amprex</a> • <a href="#">Flux Rifle</a> • <a href="#">Glaxion</a> • <a href="#">Glaxion Vandal</a> • <a href="#">Ignis</a> • <a href="#">Ignis Wraith</a> • <a href="#">Quanta</a> • <a href="#">Quanta Vandal</a> • <a href="#">Synapse</a> • <a href="#">Tenet Glaxion</a>
<b>Semi-Auto</b>	<a href="#">Grinlok</a> • <a href="#">Kuva Chakkhurr</a> • <a href="#">Latron</a> • <a href="#">Latron Prime</a> • <a href="#">Latron Wraith</a> • <a href="#">Prisma Grinlok</a> • <a href="#">Veldt</a>
<b>Shotgun</b>	
<b>Auto</b>	<a href="#">Astilla</a> • <a href="#">Astilla Prime</a> • <a href="#">Boar</a> • <a href="#">Boar Prime</a> • <a href="#">Kuva Sobek</a> • <a href="#">Sobek</a>
<b>Auto / Semi</b>	<a href="#">Cedo</a> • <a href="#">Felarx</a>
<b>Auto-Spool</b>	<a href="#">Kohm</a> • <a href="#">Kuva Kohm</a>
<b>Charge</b>	<a href="#">Drakgoon</a> • <a href="#">Kuva Drakgoon</a>
<b>Duplex</b>	<a href="#">Sancti Tigris</a> • <a href="#">Tigris</a> • <a href="#">Tigris Prime</a>
<b>Held</b>	<a href="#">Convectrix</a> • <a href="#">Phage</a> • <a href="#">Phantasma</a> • <a href="#">Phantasma Prime</a>
<b>Semi-Auto</b>	<a href="#">Arca Plasmor</a> • <a href="#">Corinth</a> • <a href="#">Corinth Prime</a> • <a href="#">Exergis</a> • <a href="#">Hek</a> • <a href="#">Kuva Hek</a> • <a href="#">MK1-Strun</a> • <a href="#">Rauta</a> • <a href="#">Steflos</a> • <a href="#">Strun</a> • <a href="#">Strun Prime</a> • <a href="#">Strun Wraith</a> • <a href="#">Tenet Arca Plasmor</a> • <a href="#">Vaykor Hek</a>
<b>Sniper Rifle</b>	
<b>Burst</b>	<a href="#">Perigale</a>
<b>Charge</b>	<a href="#">Lanka</a>



<b>Semi-Auto</b>	<a href="#">Komorex</a> · <a href="#">Rubico</a> · <a href="#">Rubico Prime</a> · <a href="#">Snipetron</a> · <a href="#">Snipetron Vandal</a> · <a href="#">Sporothrix</a> · <a href="#">Vectis</a> · <a href="#">Vectis Prime</a> · <a href="#">Vulkar</a> · <a href="#">Vulkar Wraith</a>
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<b>Auto Charge</b>	<a href="#">Javlok</a>
<b>Charge</b>	<a href="#">Ferrox</a>
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