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Proboscis Cernos

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INFESTED WEAPONS

For the [Helminth Charger](#) mod, see [Proboscis](#).

CODEX

Each arrow spawns a swarm of sticky appendages on impact. These tongue-like probes latch onto nearby unfortunates and drag them close before bursting into a mess of diseased goo.

The **Proboscis Cernos** is an enhanced [Mutalist Cernos](#) that launches appendages that pulls enemies in towards its zone of impact before releasing a large [Viral](#) explosion.

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Proboscis Cernos



Untradeable

[Update Infobox Data](#)

General Information

Type Bow

Mastery



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Characteristics

- This weapon deals primarily  **Viral** and  **Slash** damage.
- Impact releases appendages that stuns and pulls all enemies within **9** meters towards the impact zone.
 - Appendages tick damage twice on all affected enemies before exploding.
 - Ticks do **90** damage, with a distribution of **56.25%**  **Slash** and **43.75%**  **Viral**.
 - Appendages are not affected by status chance mods, such as  [Rifle Aptitude](#).
 - Appendages cannot crit.
- Arrows explode in a **7** meter radius after **1.7** seconds on impacting a surface or enemy.
 - Explosion has innate  **Viral** damage.
 - Explosion delay reduces likelihood of inflicting [self-stagger](#).
 - Initial hit and explosion apply status separately.
 - Explosion and appendages does not need direct line of sight to deal damage and

Max Rank	30	
 Slot	Primary	
Trigger Type	Charge	
Utility 		
Accuracy	N/A	
Ammo Max	7	
Ammo Pickup	1	
Ammo Type	Primary	
Disposition	●●○○○ (0.75x)	
Fire Rate	1.00 attacks/sec	
Noise Level	Silent	
Magazine Size	1	
Reload Time	0.60 s	
Projectile Speed	45.0 m/s	
Projectile Type	Projectile	
Spread	6.00° (0.00° min, 12.00° max)	
Charged Shot 		
 103.2 ( 36.99%)	 30.7 ( 11%)	 145.1 ( 52.01%)
Total Damage	279 (52.01%  Slash)	
Ammo Cost	1	
Charge Time	0.7 s	
Crit Chance	7.00%	
Crit Multiplier	1.90x	
Fire Rate	1.00 attacks/sec	
Multishot	1 (279.00 damage per projectile)	
Noise Level	Silent	
Punch Through	0.0 m	
Spread	6.00° (0.00° min, 12.00° max)	
Status Chance	43.00%	
Projectile Speed	45.0 m/s	

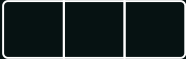


- The explosion can benefit from  [Firestorm](#) ( [Primed](#)) and  [Cautious Shot](#).
- On kill, bodies will follow the arrow that killed them, damaging enemies in their path and pinning the corpse to walls.
-  [Heavy Caliber](#)'s accuracy penalty is minimal on this weapon.
- [Fire rate](#) mods apply double their bonuses.
- Innate two  polarities.

Advantages over other Primary weapons (excluding modular weapons):

- Third highest [status chance](#) of all bows, behind  [Daikyu](#) and  [Mutalist Cernos](#).
- [Silent](#).
- Charged Shot (wiki attack index 1)
 - Very high reload speed (0.60 s)
 - High total damage (279)
 - Very high status chance (43.00%)
- Appendages (wiki attack index 2)
 - Very high reload speed (0.60 s)
 - High status chance (43.00%)
- Charged Shot Explosion (wiki attack index 3)
 - High reload speed (0.60 s)

Projectile Type	Projectile
Trigger Type	Charge
Appendages ⬆	
 50.625 ( 56.25%)	 39.375 ( 43.75%)
Total Damage	90 (56.25%  Slash)
Charge Time	0.7 s
Crit Chance	7.00%
Crit Multiplier	1.90x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 90 damage) Linear Falloff: between 0.0 m and 9.0 m (100% - 100%) Max Damage Falloff: over 9.0 m (100%, 90 damage)
Fire Rate	1.00 attacks/sec
Multishot	1 (90.00 damage per projectile)
Noise Level	Silent
Punch Through	0.0 m
Range	9.0 m
Status Chance	43.00%
Projectile Type	AoE
Trigger Type	Charge
Charged Shot Explosion ⬆	
1,003 (100%)	
Total Damage	1,003 (100.00%  Viral)
Charge Time	0.7 s
Crit Chance	7.00%
Crit Multiplier	1.90x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1003 damage) Linear Falloff: between 0.0 m and 7.0 m (100% - 50%)



- Very high total damage (1,003)
- High status chance (43.00%)

Disadvantages over other Primary weapons (excluding modular weapons):

- Lowest [critical chance](#) of all bows.
- Third slowest [charge speed](#) of all bows, after [Daikyu](#) and [Lenz](#).
 - Cannot be fired at partial charge.
- Arrows have travel time with slight arcing.
- Extremely poor [ammo](#) economy.
 - Very low ammo reserves.
 - Only restores 1 unit of ammunition per ammo pickup.
- Explosion inflicts [self-stagger](#).
- Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear [Damage Falloff](#) from 100% to 50% from central impact.
- Charged Shot (wiki attack index 1)
 - Very low crit chance (7.00%)
 - Very low magazine (1)
 - Very low ammo max (7)
 - Very low fire rate (1.00 attacks/sec)
 - Very low disposition (●●○○○ (0.75x))

Explosion Delay	1.7 s
Fire Rate	1.00 attacks/sec
Multishot	1 (1003.00 damage per projectile)
Noise Level	Silent
Punch Through	0.0 m
Range	7.0 m
Status Chance	43.00%
Projectile Type	AoE
Trigger Type	Charge
Miscellaneous ^	
Compatibility Tags	PROJECTILE, INFBOW
Riven Family	Proboscis Cernos
Exilus Polarity	
Introduced	Update 29.5 (2020-11-19)
Polarities	
Sell Price	7,500
Variants	Proboscis Cernos
Vendor Sources ^	
Article Categories ^	
• Weapons • Infested Weapons • Slash Damage Weapons • Bow • Proboscis Cernos • Primary Weapons • Charge Weapons • Charge • Base • Silent Weapons • Single Shot Weapons • Projectile Weapons • Weapons with Area of Effect • Untradeable Weapons	

- Appendages (wiki attack index 2)
 - Very low active falloff slope (-infm/%)
 - Very low crit chance (7.00%)
 - Low maximum falloff distance (9.0 m)
 - Very low magazine (1)
 - Below average total damage (90)
 - Very low fire rate (1.00 attacks/sec)
 - Very low ammo max (7)
 - Very low disposition (●●○○○ (0.75x))
 - Low crit multiplier (1.90x)
- Charged Shot Explosion (wiki attack index 3)
 - Low active falloff slope (14.0m/%)
 - Low crit chance (7.00%)
 - Below average maximum falloff distance (7.0 m)
 - Very low magazine (1)
 - Very low fire rate (1.00 attacks/sec)
 - Very low ammo max (7)
 - Very low disposition (●●○○○ (0.75x))
 - Very low crit multiplier (1.90x)

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

Acquisition

The Proboscis Cernos's blueprint can be purchased from the [Market](#).

Manufacturing Requirements					
 Edit blueprint requirements					
15,000					Time:
					12
					Hour(s)
	Mutalist Cernos	Polymer Bundle	Nitain Extract	Nano Spores	
	1	1,600	5	25,000	Rush:
					45
Market Price: 245			Blueprints Price: 30,000		

Notes

- Each tick and the final explosion can damage and proc status independently.
- Tendrils do not require line of sight to latch onto enemies, but cannot pull enemies through walls.
- Will not pull or damage enemies inside a [Nullifier](#) bubble. Will deal damage to the bubble on the arrow hit and on explosion, but not on pre-explosion damage ticks. This is the case whether firing outside the bubble or from within the bubble.
- [Thunderbolt](#) causes the arrow to explode immediately after landing.
- [Firestorm](#) only affects the radius of the final blast, and does not increase the range of appendages.
- Direct hits on enemies will immobilize them during the tendril pull as they panic, including enemies with [Overguard](#).

Tips

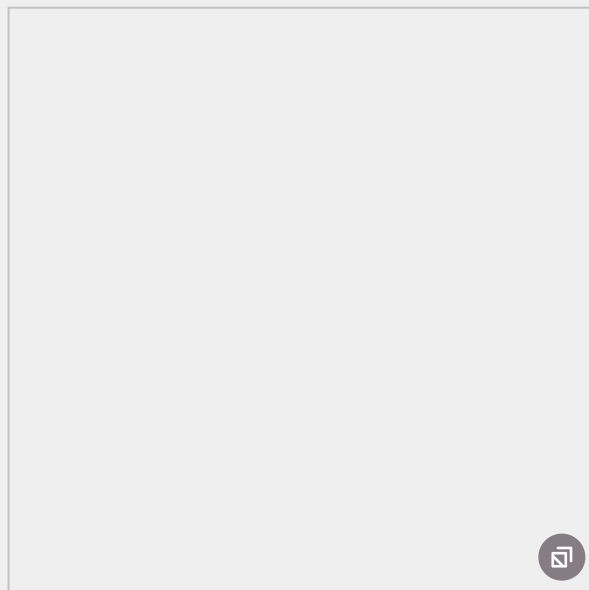
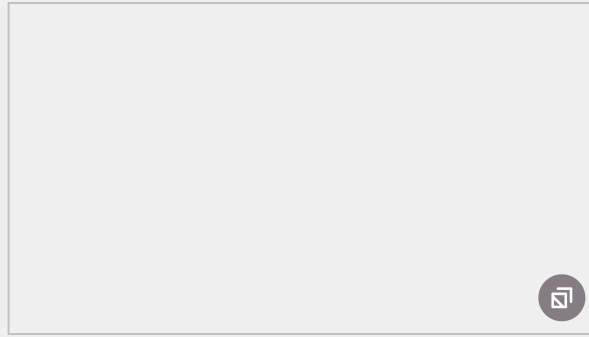
- Because of the weapon's appendages pulling enemies into a cluster, it synergizes extremely well with Warframe ability augment mods that require enemies within the said abilities' area-of-effect to trigger, such as with [Gara's Spectrosiphon](#) and [Hydroid's Pilfering Swarm](#).
- Good primary weapon choice for [Specters](#), because of its crowd control abilities and high base damage.
- Can be used to pull enemies into [Xaku's Gaze](#) to ensure their armor is reduced (or removed) before the explosion takes place.

Trivia

- A [Proboscis](#) is the elongated, tube-like mouthpart on insects like butterflies, mosquitoes, etc.

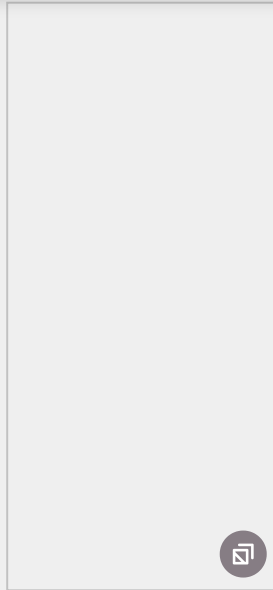
Media



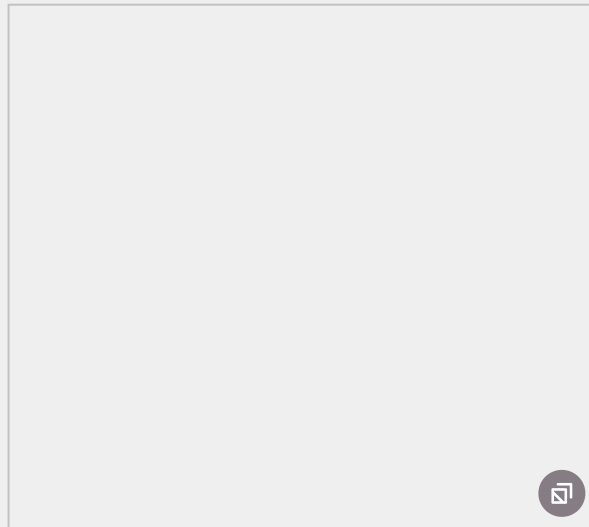


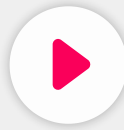
Proboscis Cernos when equipped in the arsenal



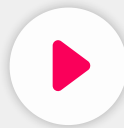


The quiver for Proboscis Cernos



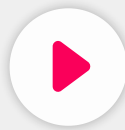


**-U29.5.2- WARFRAME PROBOSCIS CERNOS BUILD
-5-6 FORMA- I Steel path I By -Perfect Ultra
Instinct-**

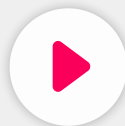


**Proboscis Cernos Build - Revisiting The Fervid
Arrow 2021 (Guide) - Warframe**





Proboscis Cernos, The Only Build You Need - Warframe



Electromancer Proboscis Cernos - Warframe

Proboscis Cernos Skins

[Edit](#)





Meer Arrows



Prisma Arrows



Sylus Arrows

Patch History

[Update 33.0](#) (2023-04-26)

- Fixed certain bosses being permanently stun locked by the Proboscis Cernos stun effect.

[Update 32.0](#) (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by

See Also

- [Cernos](#), the normal counterpart.
- [Rakta Cernos](#), the [Red Veil](#) custom counterpart.
- [Cernos Prime](#), the [Primed](#) counterpart.
- [Mutalist Cernos](#), another [Infested](#) Cernos counterpart that is used as a



Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra					
Auto / Active	Alternox					
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta					
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith					
Auto Burst	Battacor					



Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferroxx
Semi	Afentis

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Languages

▼

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