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Exodia Contagion

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Exodia Contagion is an [Arcane Enhancement](#) for [Zaws](#) that unleashes a projectile of Infested energy upon performing an aerial melee attack while [aim gliding](#) after a [bullet jump](#) or [double jump](#). Increasing the Enhancement's Rank gives the projectile additional damage if it travels 30 meters before it contacts an enemy or a surface.

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Exodia Contagion

Tradeable

Update Infobox Data

Max Rank Description

After a Bullet Jump or Double Jump
Air melee launches a projectile that explodes on impact, increasing damage dealt by 400% damage after traveling 30m

General Information

Type

Zaw

Rarity

Legendary

Refreshable

Incompatibilit

OPERATOR SUIT

8. Patch History

Effect

Rank	Damage (after 30m)	Explosion radius
0	100%	8m
1	200%	8m
2	300%	8m
3	400%	8m

Acquisition

- Exodia Contagion is obtainable from limited-time events:
 - Operation: Plague Star** sold Exodia Contagion from **Nakak** for **5,000** + **1,500**, requiring **Rank 2 - Defender** with **Operational Supply**.
 - The October 2020 and 2022 **Nights of Naberus** event sold Exodia Contagion from **Daughter** for 50 **Mother Tokens** each.

Mechanics

- Upon performing a mid-air attack while **Aim Gliding** after **Bullet Jumping** or **Double Jumping**, an Infested projectile is launched. After traveling **30** meters, the damage of the projectile is increased by **0% / 100% / 200% / 300%** plus **(combo level - 1) / 4**
 - The increased damage is indicated by a small burst of energy at that point.
- The projectile is not limited by range. However, it is affected by **Gravity**.
- Base projectile damage, critical chance, critical damage, and status chance depends on the zaw's stats and equipped mods.
- Weapon Stance affects the Explosion Damage Scaling of the thrown Zaw.
- Has multiple damage instances; projectile direct-hit, explosion, and direct-hit DoT.
 - Projectile direct-hit does **2x** the zaw's damage, with a damage distribution of **33%** **Impact**, **33%** **Puncture**, and **33%** **Slash** damage.
 - The explosion does **5x** the zaw's damage, with a damage distribution of **100%** **Viral** damage.

Max Rank 3

Arcanes
Required to
Max 10

Dissolution Cannot Sell

Trading Tax 100,000

Introduced Update 22.3 (2017-11-15)

Vendor Sources

Vendors

Nights of Naberus 50 for x1

Operational Supply (Rank 2: Defender) 5000, 1500 for x1

Official Drop Tables

<https://www.warframe.com/droptables>

- The direct-hit DoT does **1x** the zaw's damage, with a damage distribution of **100%**  **Blast** damage.
- Direct hits on enemies makes the projectile stick to them, dealing damage and inflicting a forced  **Impact** proc each second for **4** seconds, after which it explodes on the 5th second.
 - If an enemy is instantly killed by the direct-hit instance of damage before the explosion, the projectile will continue traveling, as if going through air, and will only explode after hitting the level geometry or an enemy which survives the direct-hit. This is more noticeable when scoring **headshots**.

Interactions

- [Vigorous Swap](#), [Holster Amp](#), [Arcane Arachne](#), [Vex Armor](#), [Toxin Elemental Ward](#), and [Amp](#) are multiplicative to base damage (e.g. [Pressure Point](#)) on the projectile like [Eclipse](#), and apply twice.
 - [Symphony of Mercy](#) Deathbringer buff is multiplicative but only applies once.
- Damage is affected by the [Stealth Multiplier](#), and [Void Strike](#).
- The speed of the projectile is affected by [Attack Speed](#) mods and buffs.
 - Unaffected by the zaw's base attack speed.
- The projectile is treated as a melee attack.
 - Can trigger arcanes, and mods with conditional effects like [Berserker Fury](#).
 - Kills from the projectile count as melee kills.
- The projectile can proc [Shattering Impact](#) on a direct hit. However, it will not proc on the explosion.
- The projectile can no longer be launched by sliding in the air while [Heavy Attacking](#) as of [Update 35.5](#).
 - The effects of [Killing Blow](#) used to apply, same with any crit chance mod that has a **2x** bonus on heavy attacks. (e.g. [True Steel](#))
 - "On heavy attack" mod effects used to apply on direct hits and the explosion (e.g. [Life Strike](#), [Dispatch Overdrive](#), and [Carnis Mandible](#))
 - Wind-up speed does not change the projectile timing, but used to shorten the attack animation.
- The projectile can be controlled by [Navigator](#), but will disappear in the air a few seconds after hitting an enemy or [Electric Shield](#) if the ability is still in use.



- If controlled by Navigator, the projectile will **not** gain the damage bonus after traveling 30m unless controlled after it has traveled 30m.
- The projectile is **not** redirected by [Magnetize](#).
- The projectile can trigger both the activation and spread of [Melee Influence](#).

Notes

- [Trading](#) tax scales with rank:
 - Rank 0: **100,000**
 - Rank 1: **300,000**
 - Rank 2: **600,000**
 - Max Rank: **1,000,000**

Trivia

- The projectile launched takes on the appearance of the Zaw's Strike, which will embed itself on the first surface it hits before disappearing after a few seconds.
 - If a skin is equipped, it will take on the appearance of the full weapon (minus the sheath for Nikanas).
- Installing this arcane (or [Exodia Epidemic](#)) on a Zaw will give the Zaw's Links an infested visual appearance.
- Unlike other Exodia Arcanes, Exodia Contagion depicts a symbol, instead of [inscription](#).
- Prior to [Update 24.6](#) (2019-04-04), Exodia Contagion was purchasable as a blueprint with the following requirements to build:

Manufacturing Requirements					
7,500	5	10	800	3	Time:
					1 hrs
					Rush:
					10
Market Price: N/A			Blueprints Price: 500 + 1,500		

Bugs

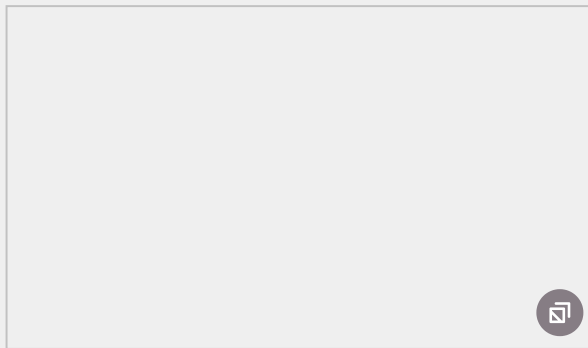
- [Condition Overload](#) is multiplicative to base damage (e.g. [Pressure Point](#))



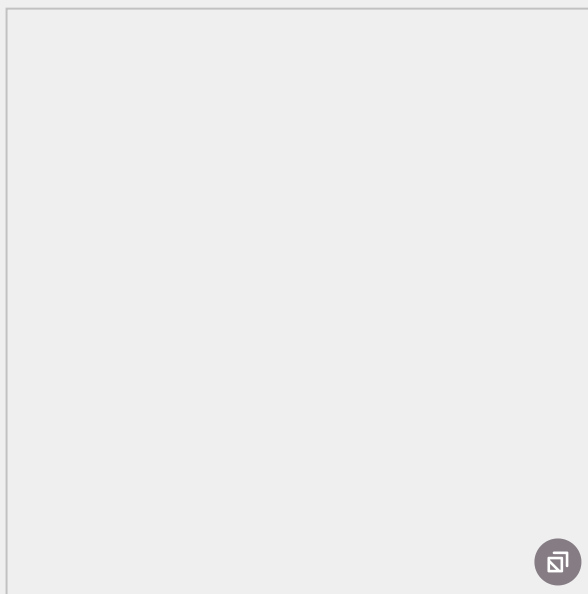
- Embed and explosion are unaffected.
- Occasionally the projectile will not disappear after the second explosion.
- If fired on certain surfaces like small pools of water on Earth, the projectile will vanish on contact and not explode afterwards.
- For the explosion to count as a heavy attack, you need to be in the heavy attack animation when the explosion hits enemies. Which means you have to be close enough so the projectile hits before the animation ends. Or you can use a normal attack, and right before the projectile explodes use a heavy attack to ground slam for example.

Media

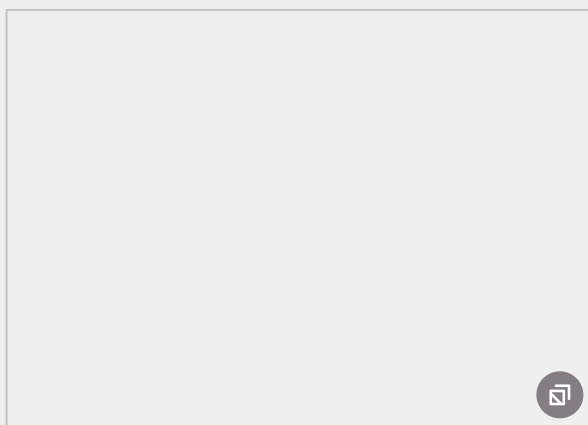
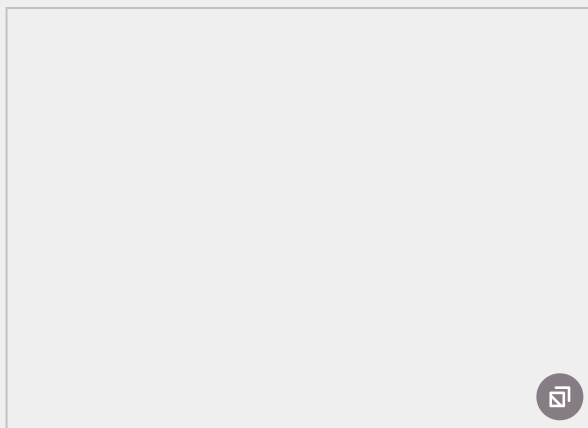




Exodia Contagion projectile take shape as a Zaw's strike.



Exodia Contagion visuals when a skin is equipped on the respective melee weapon



Patch History

[Hotfix 33.6.9](#) (2023-09-12)

- Fixed being able to buff Exodia Contagion's projectile damage with heavy attack multiplier by performing a series of specific parkour movements.
 - *The movements in question allowed for heavy attacks to be performed mid-air instead of triggering the intended ground slam, which then caused the Heavy Attack damage multiplier to be applied to the projectile. In this Hotfix, we've specifically removed the interaction that buffed its damage, as heavy attacking mid-air is not possible otherwise. We understand that this was a popular combination due to its ability to*



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							
Gantulyst/Orphix	Arcane Acceleration • Arcane Agility • Arcane Awakening • Arcane Eruption • Arcane Guardian • Arcane Phantasm • Arcane Strike • Arcane Aegis • Arcane Precision • Arcane Pulse • Arcane Ultimatum							
Hydrolyst/Orphix	Arcane Trickery • Arcane Velocity • Arcane Arachne • Arcane Avenger • Arcane Fury • Arcane Rage • Arcane Barrier • Arcane Energize • Arcane Grace							
Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank							
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection							
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct • Molt Vigor							
Conjunction Survival	Arcane Blessing • Arcane Rise							
Mirror Defense	Arcane Double Back • Arcane Steadfast							
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rail							
Ascension	Arcane Battery • Arcane Ice Storm							
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris								

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