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# Arcane Barrier

42 EDIT

**Arcane Barrier** is an [Arcane Enhancement](#) that provides a chance to instantly restore [Warframe Shields](#) whenever the player receives damage to their [Warframe Shields](#).

Can be sold for  **3,000.**

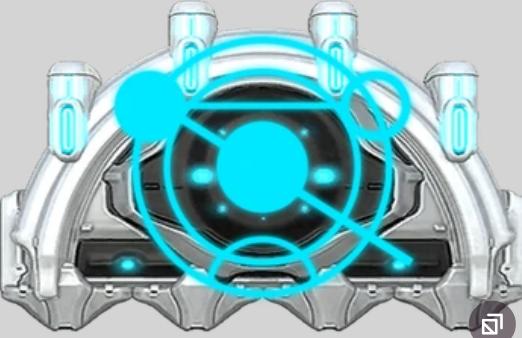
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## Effect

Rank	Chance	Cooldown
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**Arcane Barrier**



Tradeable

Update Infobox Data

Max Rank Description ▾

On Shield Damaged

6% chance to instantly restore all Shields

General Information ▾

Type Warframe

Rarity Legendary

Refreshable ✘

Incompatibility Tags OPERATOR\_SUIT



	<b>restore shields</b>		<b>Arcanes Required to Max</b>	21
0	1%	1s		
1	2%	2s	<b>Dissolution</b>	98
2	3%	3s	<b>Trading Tax</b>	100,000
3	4%	4s	<b>Introduced</b>	Update 16.0 (2015-03-19)
4	5%	5s	<b>Vendor Sources</b>	
5	6%	6s	<b>Vendors</b>	

Orphix Venom  800 for x1  
Scarlet Spear  4000 for x1  
Belly of the Beast  46 for x1

**Official Drop Tables** 

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

## Acquisition

- Awarded for capturing the [Eidolon Hydrolyst](#).
- Dropped in Rotation C of [Orphix Veil Proxima](#) missions.

Item 	Source 	Chance 	Expected	Nearly Guaranteed
	<a href="#">Veil Proxima Orphix / C</a>	1.41%	~ 70 C Rotations	486 ± 162 C Rotations
	<a href="#">Eidolon Hydrolyst Capture</a>	5%	~ 20 Kills	134 ± 44 Kills

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See

[Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

## History

- Arcane Barrier was first introduced in the [Trial](#) mission [The Law of Retribution](#), which was retired in [Update 22.14](#) (2018-03-01).
- The [Operation: Scarlet Spear](#) event sold Arcane Barrier from [Little Duck](#) for 4,000 .
- The [Operation: Orphix Venom](#) event sold Arcane Barrier from [Father](#) for 800 .
- The [Operation: Garaovle's Cry](#) event sold Arcane Barrier from [Jahu Garaovle](#) for 12 .



## Notes

- **Trading** Arcane Barrier requires the trader to be **Mastery Rank 11** or higher.

## Tips

- Strong synergy with high shield frames, such as  **Caliban**,  **Harrow**,  **Hildryn**,  **Mag**, or  **Styanax**, and  **Adaptation**, allowing shields to resist high amounts of damage and continually be restored to full.

## Patch History

### Update 36.0 (2024-06-18)

- Trading Legendary Arcanes now requires you to be Mastery Rank 11.
  - It's important to note that only the player trading requires MR 11 and not the receiver.
  - We needed to address an issue with exploitative Legendary Arcanes farming and ban-evasion account creation used to trade Legendary Arcanes. Other options we experimented with had the risk of innocent players getting caught in the crossfire of the ban-evasion subjects. When we took a look at Trading stats we found that a very

	Arcanes						Edit
Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za
<b>Teralyst/Oraphix</b>	<a href="#">Arcane Consequence</a> • <a href="#">Arcane Nullifier</a> • <a href="#">Arcane Deflection</a> • <a href="#">Arcane Victory</a> •	<a href="#">Arcane Ice</a> • <a href="#">Arcane Tempo</a> • <a href="#">Arcane Healing</a> •	<a href="#">Arcane Momentum</a> • <a href="#">Arcane Warmth</a> • <a href="#">Arcane Resistance</a> •				
<b>Gantulyst/Oraphix</b>	<a href="#">Arcane Acceleration</a> • <a href="#">Arcane Awakening</a> • <a href="#">Arcane Phantasm</a> • <a href="#">Arcane Precision</a> •	<a href="#">Arcane Agility</a> • <a href="#">Arcane Eruption</a> • <a href="#">Arcane Strike</a> • <a href="#">Arcane Pulse</a> •	<a href="#">Arcane Guardian</a> • <a href="#">Arcane Aegis</a> • <a href="#">Arcane Ultimatum</a> •				
<b>Hydrolyst/Oraphix</b>	<a href="#">Arcane Trickery</a> • <a href="#">Arcane Avenger</a> • <a href="#">Arcane Barrier</a> •	<a href="#">Arcane Velocity</a> • <a href="#">Arcane Fury</a> • <a href="#">Arcane Energize</a> •	<a href="#">Arcane Arachne</a> • <a href="#">Arcane Rage</a> • <a href="#">Arcane Grace</a> •				
<b>Arbitrations</b>	<a href="#">Arcane Blade Charger</a> • <a href="#">Arcane Pistoleer</a> •	<a href="#">Arcane Bodyguard</a> • <a href="#">Arcane Primary Charger</a> •	<a href="#">Arcane Tank</a> •				



<b>Isolation Vaults</b>	<a href="#">Theorem Contagion</a> • <a href="#">Theorem Demulcent</a> • <a href="#">Theorem Infection</a>
<b>The Zariman</b>	<a href="#">Molt Augmented</a> • <a href="#">Molt Efficiency</a> • <a href="#">Molt Reconstruct</a> <a href="#">Molt Vigor</a>
<b>Conjunction Survival</b>	<a href="#">Arcane Blessing</a> • <a href="#">Arcane Rise</a>
<b>Mirror Defense</b>	<a href="#">Arcane Double Back</a> • <a href="#">Arcane Steadfast</a>
<b>Duviri</b>	<a href="#">Arcane Reaper</a> • <a href="#">Arcane Intention</a> • <a href="#">Arcane Power Rai</a>
<b>Ascension</b>	<a href="#">Arcane Battery</a> • <a href="#">Arcane Ice Storm</a>
<a href="#">Eidolon</a> • <a href="#">Arcane Helmets</a> • <a href="#">Ostron</a> • <a href="#">Operator</a> • <a href="#">Amp</a> • <a href="#">Solaris United</a> • <a href="#">The Holdfasts</a> • <a href="#">The</a> <a href="#">Quills</a> • <a href="#">Vox Solaris</a>	

## Categories



## Languages



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