

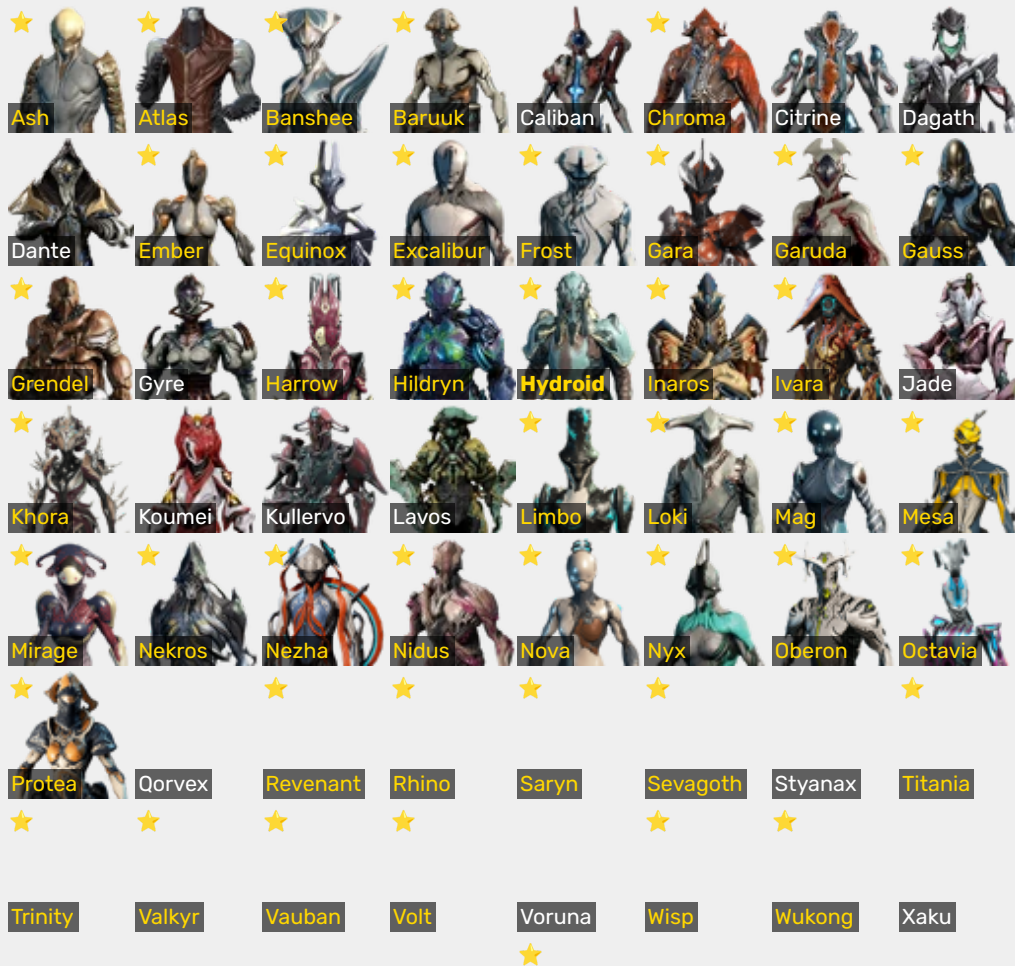
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Hydroid

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WARFRAME Wiki



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CODEX

Hydroid summons the power of the ocean depths. He provides crowd control with aqueous attacks. His enemies will meet a watery demise.

This is Hydroid, a deadly marauder from the deep.

Whether the seas or the stars, Tenno, Hydroid takes a foreboding command of the battlefield.

—Lotus

Release Date: April 10th, 2014

Wash ashore with oceanic momentum to turn the tides of war. Below unfathomable depths lurking in an abyssal trench, the Kraken awaits his call. Drench the surface dwellers in torrential downpour and deluge as the Maritime Marauder, **Hydroid**, sails across strange seas to pillage and plunder. Command elemental water to rend foes asunder, as horrid tendrils grasp flailing prey and relentless waves erode away the drowned.

Acquisition

Hydroid's main blueprint can be purchased from the [Market](#). Hydroid's component blueprints can be obtained from defeating from [Councilor Vay Hek](#) on [Oro-Forth](#). The mission requires



Hydroid

Portrait In-Game Menus



Update Infobox Data

Description

Hydroid summons the power of the ocean depths. He provides crowd control with aqueous attacks. His enemies will meet a watery demise.

Passive

Enemies damaged by Hydroid are more vulnerable to Corrosion Status, with initial status reducing armor by 50%.

Abilities

- 1st Ability [Tempest Barrage](#)
- 2nd Ability [Tidal Surge](#)
- 3rd Ability [Plunder](#)



Item	Source	Cha
Chassis Blueprint	Councilor Vay	38.
	Hek Assassination	
Systems Blueprint	Councilor Vay	22.
	Hek Assassination	
Neuroptics Blueprint	Councilor Vay	38.
	Hek Assassination	

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](#).

Alternatively, upon completion of [The Duviri Paradox](#), Hydroid's main and component blueprints can be earned from [The Circuit](#). By selecting him on the rotating week he is available, players can earn his blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

General Information	
Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	365 (465 at Rank 30)
Armor	240
Energy	140 (190 at Rank 30)
Starting Energy	75
Sprint Speed	1.05
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 13.0 (2014-04-09)
Themes	Pirate, Water Elemental
Progenitor Element	Magnetic
Subsumed Ability	Tempest Barrage
Tactical Ability	Tempest Barrage
Sell Price	10,000
Official Drop Tables	
https://www.warframe.com/droptables	

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Orokin Cell 1	Time: 3 Day(s)
					Rush: 50

Hydroid Neurooptics Blueprint					
15,000	Alloy Plate 150	Control Module 1	Polymer Bundle 150	Argon Crystal 2	Time: 12
					Hour(s)
					Rush: 25
Hydroid Chassis Blueprint					
15,000	Argon Crystal 2	Polymer Bundle 1,000	Rubedo 300	Nano Spores 1,200	Time: 12
					Hour(s)
					Rush: 25
Hydroid Systems Blueprint					
15,000	Orokin Cell 1	Gallium 4	Polymer Bundle 500	Alloy Plate 220	Time: 12
					Hour(s)
					Rush: 25

Trivia

- *Hydroid* is derived from the Greek "*Hydro*" meaning Water and the suffix "*-oid*" meaning 'Of similar form to', likely alluding to his ability to transform into water. It is also a [life stage](#) for species of the [Hydrozoa](#) class of jellyfish.
- Hydroid was claimed by the [Development Team](#) to have been inspired from the theme of pirates and seems to resemble [Davy Jones](#) from [The Pirates of the Caribbean movie franchise](#).
- Hydroid is the first Warframe to use self-degrading [Argon Crystal](#) for construction in the [Foundry](#).
- Hydroid is one of the few Warframes that has visible "eye-spots" on his helmet.
- Hydroid is one of two Warframes with powers capable of ignoring enemy armor, the other being [Ash's](#) [Blade Storm](#).
 - Hydroid was the first Warframe to have [True](#) Damage, followed by Ash's revamped Blade Storm. Hydroid's True Damage also ignores [shields](#).

Warframes							Edit
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Dagath	Dante	Ember	Equinox	Excalibur	Umbra	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Ivara	Ivara	Jade	Khora	Korvas	Kullervo	

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