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Passive

Enemies damaged by  **Hydroid** are **permanently** more vulnerable to  **Corrosive** Status, with initial status reducing **armor** by **50%** rather than 26%, allowing Corrosive Status to reach **100%** armor reduction at full stacks. As long as Hydroid has damaged the enemy, the Corrosive Status Effects can be applied from any source, not just from Hydroid's weapons or abilities, and will receive the benefit.

Affected enemies are marked with a translucent water-dripping  **Corrosive** symbol over their head, and a splashing sound is played when a new enemy is affected. The symbol color is affected by Hydroid's chosen Warframe energy color.

Bosses are immune to the increased armor reduction from Hydroid's passive, except in the Simulacrum.

Abilities

View Maximization

This section is *transcluded* from *Tempest Barrage* . To change it, please *edit the transcluded page*.



Tempest Barrage

Summon a tempest to rain down upon a target area.



1

25

Introduced in [Update 13.0](#)
(2014-04-09)

**Strength:**

150 / 175 / 225 / 300 ()

 **Corrosive** base damage)

**Duration:**

4 / 6 / 8 / 10 s

**Range:**

5 m (explosion radius)

Misc:

∞ (cast range)

4/s (salvos per sec)

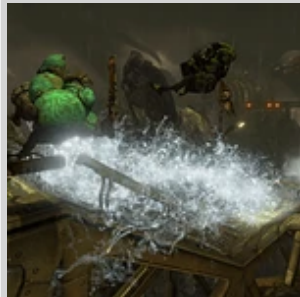
3 / 5 / 8 / 10 m (barrage radius)

100% ( **Corrosive** status chance)

Subsumable to

Helminth

This section is [transcluded](#) from [Tidal Surge](#) . To change it, please [edit the transcluded page](#).





2

50

Tidal Surge

Crash through enemies in a ferocious wall of water.

Introduced in [Update 13.0](#)
(2014-04-09)

Strength:

100 / 200 / 250 / 300 

Corrosive damage

Duration:

N/A

Range:

3 / 4 / 5 / 6 m striking radius

Misc:

Self status cleanse on cast
Invulnerable during dash
? / ? / ? / 40 m/s speed
1 s wave duration
 Ragdoll on contact
 **Corrosive** status on initial hit and variable stacks in contact
50% recast energy discount



This section is [transcluded](#) from [Plunder](#) . To change it, please [edit the transcluded page](#).





3

75

Plunder

Plunder Armor from nearby enemies and increase Corrosive Damage on your Abilities and weapons. Enemies affected by Corrosion Status offer a greater increase.

Introduced in [Update 34.0](#)
(2023-10-18)

Strength:

20 / 25 / 30 / 40 (armor per enemy)
20 / 25 / 30 / 40 (armor per  **Corrosive** status)
750 (armor cap)
5% / 6% / 7.5% / 10% (**Corrosive** bonus damage per enemy)
5% / 6% / 7.5% / 10% (**Corrosive** bonus damage per enemy per **Corrosive** status)
200% (**Corrosive** bonus damage cap)

Duration:
10 / 15 / 20 / 25 s (duration)

Range: 25 m (range)

This section is *transcluded* from *Tentacle Swarm* . To change it, please *edit the transcluded page*.

Tentacle Swarm

Summon a creature from the depths. Its watery tentacles emerge from nearby surfaces to wreak havoc.

4
50

Introduced in [Update 13.0](#)
(2014-04-09)

Strength:

50 / 100 / 150 / 200 ([Corrosive](#) capture damage per second)
50 / 100 / 150 / 200 ([True](#) contact damage against [Overguarded](#) targets)

Duration:

10 / 13 / 18 / 20 s

Range:

15 / 15 / 15 / 15 m (spawn radius)

Misc:

∞ (cast range)
8 / 12 / 16 / 20 (tentacles)
[Ragdoll](#) during capture
100% ([Corrosive](#) status chance)

Strength Mods

Duration Mods

Range Mods



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Garuda

Gauss

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Gyre

Harrow

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Hydroid

Inaros

Ivara

Jade

Khora

Koumei

Kullervo

Lavos

Limbo

Loki

Mag

Mesa

Mirage

Nekros

Nezha

Nidus

Nova

Nyx

Oberon

Octavia

Protea

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