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Arcane Arachne

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Arcane Arachne is an [Arcane Enhancement](#) that increases the player's weapon damage for 30 seconds whenever they [wall latch](#), but cannot retrigger until after it expires.

Can be sold for  **1,000**.

Effect

Rank	Damage Bonus
0	+25%
1	+50%
2	+75%
3	+100%
4	+125%
5	+150%

Arcane Arachne



 **Tradeable**

 [Update Infobox Data](#)

Max Rank Description

On Wall Latch
+150% Damage for 30s

General Information

Type

Warframe

Rarity

Rare

Refreshable

✗

Incompatibility Tags

OPERATOR_SUIT



Arcanes

Required to Max

21

Dissolution

 28

Trading Tax

 8,000

Introduced

[Update 17.9.1](#) (2015-10-29)

Vendor Sources

Vendors

Orphix Venom

 400 for x1

Scarlet Spear

 2000 for x1

Belly of the Beast

 5 for x1

Official Drop Tables

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

Acquisition

- Awarded for killing or capturing the [Eidolon Hydrolyst](#).
- Dropped in Rotation C of [Orphix Pluto Proxima](#) or [Veil Proxima](#) missions.
- Awarded from the completion of a Side Objective Undercroft Portal.

Item ↕	Source ↕	Chance ↕	Expected	Nearly Guaranteed
	Veil Proxima Orphix / C	2.82%	~ 35 C Rotations	241 ± 80 C Rotations
	Pluto Proxima Orphix / C	3.33%	~ 30 C Rotations	203 ± 67 C Rotations
	Tier 9 The Circuit (Normal)	4%	~ 25 A Rotations	169 ± 56 A Rotations
	Tier 1 The Circuit (Normal)	0.67%	~ 149 A Rotations	1027 ± 342 A Rotations
	Tier 3 The Circuit (Normal)	0.67%	~ 149 A Rotations	1027 ± 342 A Rotations
	Eidolon Hydrolyst Kill	13.76%	~ 7 Kills	46 ± 15 Kills
	Eidolon Hydrolyst Capture	12.74%	~ 7 Kills	50 ± 16 Kills

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](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 Arachne was first introduced in the [Trial](#) mission [The Jordas Verdict](#), which was retired in [Update 22.14](#) (2018-03-01).
- The [Operation: Scarlet Spear](#) event sold Arcane Arachne from [Little Duck](#) for 2,000  [Scarlet Credits](#).
- The [Operation: Orphix Venom](#) event sold Arcane Arachne from [Father](#) for 400  [Phasic Cells](#).
- The [Operation: Belly of the Beast](#) event sold Arcane Arachne from [Ordis](#) for 5  [Volatile Notes](#).

Notes

- Stacks additively with mods like  [Serration](#) and  [Hornet Strike](#) as well as  [Holster Amp](#) and  [Vigorous Swap](#).
- The buff duration **cannot** be refreshed, and must be triggered again through a new wall latch, *after* it expires.

Special Interactions

- Does **not** apply to *regular* melee attacks or exalted melee weapons like  [Exalted Blade](#).
 - However, applies to certain melee *projectiles*
 - Multiplicatively
 - [Exodia Contagion](#) (but additively with mods that are multiplicatively on exodia contagion such as Vigorous Swap or Holster Amp).
 - Thrown [Glaive](#) damage from direct hit and heavy explosion
 - Stacks additively with [Power Throw](#).
 - Additively
 - [Exodia Epidemic](#)
 - [Tenet Agendus](#)
 - [Tenet Grigori](#)
 - [Wolf Sledge](#)
 - [Ceramic Dagger Incarnon](#)



- [Hate Incarnon](#)

- Applies to certain abilities and is multiplicative to [Ability Strength](#)
 - [Shuriken](#)
 - [Desolate Hands](#)
 - [Spectral Scream](#)
 - [Fireball](#)
 - [Radial Javelin](#)
 - [Dread Mirror](#)'s explosion damage and [Seeking Talons](#)'s contact damage
 - [Redline](#)'s bolts
 - [Balefire](#)
 - [Artemis Bow](#)
 - [Warding Halo](#)'s damage
 - [Null Star](#) and [Antimatter Drop](#)
 - [Smite](#) Orb's damage
 - [Enthrall](#)'s projectiles
 - [Razorwing](#)'s [Dex Pixia](#), but not [Diwata](#)
 - [Minelayer](#) Flechette Orb's damage
 - [Breach Surge](#) sparks
 - [Final Stand](#)

Trivia

- Prior to [Update 24.2](#) (2018-12-18), Arcane Arachne damage multiplier could be stacked upon subsequent wall latches, allowing for a large damage increase on the next hit.

Patch History

[Update 31.6](#) (2022-06-09)

ARCANE STAT CHANGES PER RANK

We've adjusted the values of older Arcanes with the goal of making lower rank Arcanes more viable, and more desirable while collecting as a result. In short, there are three stats that each Arcane tends to have (speaking generally) -- for example, a percentage chance, a stat buff, and the duration of the buff.



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							
	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							
	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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Languages

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