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in: Arcane Enhancements, Amp Arcanes, Rare Arcanes, Update 31 IN

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Eternal Eradicate

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Eternal Eradicate is an [Arcane Enhancement](#) for [Operator Amps](#) that increases Amp damage upon using an [Operator](#) ability.

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Effect

Rank	Damage Increase
0	10%
1	20%

Eternal Eradicate



Tradeable

Update Infobox Data

Max Rank Description

On Operator Ability
+60% Damage to Amps for 8s

General Information

Type Amp

Rarity Rare

Refreshable ✓

Incompatibility Tags OPERATOR_SUIT



3	40%
4	50%
5	60%

Arcanes Required to Max	21
Dissolution	22
Trading Tax	8,000
Introduced	Update 31.5 (2022-04-27)

Acquisition

Eternal Eradicate can be purchased from [Cavalero](#) for 5,000, requiring **Rank 1 - Fallen** with [The Holdfasts](#). It can also be dropped by [Thrax Centurion](#), [Thrax Legatus](#), and [Void Angels](#) on the [Zariman Ten Zero](#).

Item	Source	Chance	Expected	Nearly Guaranteed
	Thrax Centurion	0.33%	~ 299 Kills	2067 ± 689 Kills
	Thrax Legatus	0.33%	~ 299 Kills	2067 ± 689 Kills
	Void Angel	1.67%	~ 59 Kills	410 ± 136 Kills
	Ravenous Void Angel	0.67%	~ 149 Kills	1032 ± 344 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](#).

Farming Tips

- Thrax enemies are abundant in [Mobile Defense](#) and [Void Cascade](#) missions.
- The Zariman Arcane drop is considered as a mod drop, and is thus affected by [The Steel Path](#) and [Mod Drop Chance Booster](#).

Notes

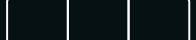
- Damage bonus is additive to other Operator and Amp damage bonuses, such as [Madurai's Void Strike](#) and [Phoenix Talons](#), [Unairu's Unairu Wisp](#), and [Virtuos Fury](#).

Patch History

Update 31.5 (2022-04-27)



WARFRAME Wiki



- Introduced

		Arcanes							Edit
	Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za	
Teralyst/Oraphix		Arcane Consequence	•	Arcane Ice	•				
		Arcane Momentum	•	Arcane Nullifier	•	Arcane Tempo	•		
		Arcane Warmth	•	Arcane Deflection	•				
		Arcane Healing	•	Arcane Resistance	•	Arcane Victory			
Gantulyst/Oraphix		Arcane Acceleration	•	Arcane Agility	•				
		Arcane Awakening	•	Arcane Eruption	•	Arcane Guardia			
		Arcane Phantasm	•	Arcane Strike	•	Arcane Aegis			
		Arcane Precision	•	Arcane Pulse	•	Arcane Ultimati			
Hydrolyst/Oraphix		Arcane Trickery	•	Arcane Velocity	•	Arcane Arachn			
		Arcane Avenger	•	Arcane Fury	•	Arcane Rage			
		Arcane Barrier	•	Arcane Energize	•	Arcane Grace			
		Arcane Blade Charger	•	Arcane Bodyguard					
Arbitrations		Arcane Pistoleer	•	Arcane Primary Charger	•	Arcane Tank			
		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 Ra			
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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