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Verdilac

41 EDIT

CODEX

Archon Nira's spine-shattering whip. Has a unique Tactical Combo that whips out a wide wave of energy with each stroke.

Verdilac is the signature [whip](#) of [Archon Nira](#). [Blocking](#) Combo is replaced by a Tactical Combo that hurls energy waves dealing [Toxin](#) damage.

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Verdilac

Untradeable

Hidden from Codex

Update Infobox Data

General Information

Type	Whip
Mastery Rank Requirement	13



9. See Also

Characteristics

- This weapon deals primarily  Slash damage.
- Stance slot has  polarity, matching  Burning Wasp stance.
- Slam Attack inflicts  Electricity procs, and has the largest slam radius of any Whip weapon.
- Unique Block Combo performs up to three strikes, each hurling 2-meter wide energy projectiles that inflict  Toxin damage with 30% Critical Chance and 2.5 Critical Multiplier.
 - The combo consists of a **400%** strike, a **200%** damage strike, and a **500%** damage strike.
 - Projectile damage is affected by these multipliers.
 - Projectiles have a maximum range of 35 meters (1.3s lifetime). Range reduces with each impact against enemy or terrain.
 - Speed and distance traveled affected by Projectile Speed ( Zephyr's Jet Stream).

 Slot	Melee	
Trigger Type	N/A	
Utility ^		
Attack Speed	1.00x animation speed	
Block Angle	45°	
Combo Duration	5.0 s	
Disposition	●●●○○ (1.05x)	
Follow Through	0.5x	
Range	3.00 m	
Noise Level	Silent	
Sweep Radius	0.25 m	
Normal Attack ^		
 21.3 ( 10%)	 85.2 ( 40%)	 106.5 ( 50%)
Total Damage	213 (50.00%  <u>Slash</u>)	
Attack Speed	1.00x animation speed	
Crit Chance	30.00%	
Crit Multiplier	2.50x	
Fire Rate	1.00 attacks/sec	
Noise Level	Silent	
Status Chance	21.00%	
Energy Wave ^		
 213 ( 100%)		
Total Damage	213 (100.00%  <u>Toxin</u>)	
Crit Chance	30.00%	
Crit Multiplier	2.50x	
Fire Rate	1.00 attacks/sec	
Noise Level	Alarming	
Range	35.0 m	
Status Chance	21.00%	



- Projectiles explode after reaching its max life for 2 ⚡ Electricity damage with 0% Status Chance.
- Projectiles have Infinite Body Punch Through.
- Projectile innate 🦠 Toxin will combine with elemental mods installed on the weapon.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High crit chance (30.00%)
 - High attack range (3.00 m)
 - High crit multiplier (2.50x)
- Energy Wave (wiki attack index 2)
 - High crit chance (30.00%)
 - High attack range (3.00 m)
 - Very high crit multiplier (2.50x)
- Energy Wave Explosion (wiki attack index 3)
 - High crit chance (30.00%)
 - Above average attack range (3.00 m)
 - Very high crit multiplier (2.50x)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)

⚡ 2 (⚡ 100%)	
Total Damage	2 (100.00% ⚡ <u>Electricity</u>)
Crit Chance	30.00%
Crit Multiplier	2.50x
Fire Rate	1.00 attacks/sec
Noise Level	Alarming
Status Chance	0.00%
Heavy Attack ^	
Heavy Damage	959
Crit Chance	30.00%
Crit Multiplier	2.50x
Status Chance	21.00%
Wind-up	0.4 s
Heavy Slam Attack ^	
Slam Damage	639
Crit Chance	30.00%
Crit Multiplier	2.50x
Slam Element	<u>Electricity</u>
Forced Procs	Lifted
Slam Radius	9.0 m
Status Chance	21.00%
Slam Attack ^	
Slam Damage	426
Crit Chance	30.00%
Crit Multiplier	2.50x
Slam Radius	7.0 m
Slam Element	<u>Electricity</u>



- Below average status chance (21.00%)
- Below average disposition (●●●○○ (1.05x))
- Energy Wave (wiki attack index 2)
 - Below average total damage (213)
 - Below average status chance (21.00%)
- Energy Wave Explosion (wiki attack index 3)
 - Very low total damage (2)
 - Very low status chance (0.00%)
 - Below average disposition (●●●○○ (1.05x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

Verdilac's blueprint is acquired from [Narmer Bounties](#) after completion of [The New War](#).

Item	Source	Chance
Blueprint	Narmer Fortuna Bounty Lvl 50-70 Stage 4 / A	5.45%
	Narmer Cetus Bounty	7.50%

Forced Procs	Impact
Status Chance	21.00%
Slide Attack	
Slide Damage	426
Crit Chance	30.00%
Crit Multiplier	2.50x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	21.00%
Miscellaneous	
Compatibility Tags	WHIPS_STANCE
Riven Family	Verdilac
Introduced	Update 31.0 (2021-12-15)
Polarities	None
Sell Price	5,000
Stance Polarity	
Users	Archon Nira
Variants	Verdilac
Vendor Sources	
Article Categories	
- Weapons - Sentient Weapons - Slash Damage Weapons - Whip - Verdilac - Melee Weapons - N/A Weapons - Weapons With No Trigger Type - Archon Nira - Base - Silent Weapons - Codex Secret - Untradeable Weapons	



Item	Source	Chance
	70 Stage 5 / A	
Blueprint	Narmer Fortuna Bounty Lvl 50-70 Stage 5 / A	
Blueprint	Narmer Cetus Bounty Lvl 50-70 Stage 4 / A	

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](#).

Manufacturing Requirements					
 Edit blueprint requirements					
20,000					Time: 12
	Narmer Isoplast	Mortus Horn	Intact Sentient Core	Star Amarast	Hour(s)
	12	20	10	6	Rush: 25
Market Price: 180			Blueprints Price:N/A		

Combos

Default Combos of Stance or Weapon ( [Edit Stance Data](#))

Combo/Attack	Name	Attack Multipliers and Forced Procs	Avg Dmg Multi/s	Length @ 1.0 Attack Speed	Animation

Block (While Blocking)	Verdilac Block (unofficial)	2x 400% 400%	2x 200% 200%	500% 500%	700.0%/s	4.0s	
Default "Sweep" Attack • 360°/Spin Attack • Direct and Radial Slam Attack • Ranged Attack • "Thrust" Attack							
View Full Legend • Average Damage Multiplier per second only applies to single-target DPS calculations. • Note that hits marked as "Radial Slam Attack" will not apply at the epicenter of a single target hit so these will not be accounted for in Avg Dmg Multi/s calculations. • Combo animation lengths are approximate and are only accurate within a few tenths of a second. • Each tile marking in stance preview gifs are 2m apart. • Combos labeled with an asterisk (*) are shared between weapons within the same weapon type.							

Notes

- Projectiles have infinite [Punch Through](#) but it has random exceptions, like Grineer doors and railings on [Grineer Galleons](#). In these cases the projectile will immediately explode instead of going through.
- Projectiles that explode naturally (after a certain distance or randomly when punching through enemies) deal very minimal damage.
- The player must be not moving forward, sliding, or in the process of slowing down from forward movement in order to utilize the projectile attack, otherwise they will do the forward block attack instead.
- Projectiles do not build combo on hit.

Known Bugs

- [Condition Overload](#) is multiplicative to base damage sources on direct hits from waves.

Trivia

- The term Verdilac refers to one of many spellings of a creature of Slavic and Russian folklore, also spelled "Verdilak", "Wurdulac", or "Wurdalak". It is very similar to a combination of vampire and werewolf, however the compulsion of the Verdilac is not to merely drink blood, but it must consume the blood and flesh of its own

family and bloodline, converting them into verdilac as well. For this, it is sometimes known as "The Twice Cursed Vampire".

Media

Verdilac Venom Thrower Whip Showca...

Patch History

- Update 34.0 (2023-10-18)
- Fixed the Verdilac ending up in a broken pose at the end of attack animations.
- Hotfix 31.0.8 (2022-01-12)
- Fixed swapping weapons while the Verdilac is mid-animation resulting in it becoming improperly offset from your Warframe.
- Update 31.0 (2021-12-15)

See Also

- [Korumm](#)
- [Nepheri](#)

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Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack	
Arm Cannon							
Auto	Bubonico • Shedu						
Bow							

Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos
Crossbow	
Auto	Attica • Zhuge • Zhuge Prime
Semi / Mag Burst	Nagantaka • Nagantaka Prime
Exalted Weapon	
Charge	Artemis Bow • Artemis Bow Prime
Launcher	
Active	Carmine Penta • Penta • Secura Penta
Auto	Tenet Envoy
Charge	Ogris
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa



Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
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