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in: [Arcane Enhancements](#), [Warframe Arcanes](#), [Rare Arcanes](#), [Update 38](#)

Arcane Truculence

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EDIT

Arcane Truculence is an [Arcane Enhancement](#) for Warframes that releases a radial attack applying 10 stacks of  **Viral** damage upon reaching a certain [Overguard](#) threshold.

Contents

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Effect

Arcane Truculence



Tradeable

Update Infobox Data

Max Rank Description

When gaining 3,000 or more Overguard threshold, release a 30m Radial Attack that applies max Viral Status stacks.

General Information

Type

Warframe

Rarity

Rare

Refreshable

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Max

Dissolution  24

Trading Tax  8,000

Introduced [Update 38.0](#) (2024-12-13)

Vendor Sources ^

Official Drop Tables ^

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

Rank	Overguard Threshold	Attack Radius	Arcane Revives
0	3000	5m	
1	3000	10m	
2	3000	15m	
3	3000	20m	
4	3000	25m	
5	3000	30m	+1

Acquisition

Can be bought from [Eleanor](#) of [The Hex](#) for  **7,500** upon reaching the rank of **Hot & Fresh**.

Notes

Patch History

[Update 38.0](#) (2024-12-13)

- Introduced.

 Arcanes

Edit

Warframe

Primary

Secondary

Melee

Operator

Amp

Kitgun

Za

 [Arcane Consequence](#)

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 Arcane Acceleration •  Arcane Agility •  Arcane Awakening •  Arcane Eruption •  Arcane Guardian
 •  Arcane Phantasm •  Arcane Strike •  Arcane Aegis
 Arcane Precision •  Arcane Pulse •  Arcane Ultimate

 [Arcane Trickery](#) •  [Arcane Velocity](#) •  [Arcane Arachnoid](#)
 •  [Arcane Avenger](#) •  [Arcane Fury](#) •  [Arcane Rage](#) •
 [Arcane Barrier](#) •  [Arcane Energize](#) •  [Arcane Grace](#)

 Arcane Blade Charger •  Arcane Bodyguard •  Arcane Pistoleer •  Arcane Primary Charger •  Arcane Tanker

 Theorem Contagion •  Theorem Demulcent •  Theorem Infection

 Molt Augmented •  Molt Efficiency •  Molt Reconstruction
•  Molt Vigor

 Arcane Blessing •  Arcane Rise

 Arcane Double Back • Arcane Steadfast

 Arcane Reaper •  Arcane Intention •  Arcane Power Ramp

 Arcane Battery •  Arcane Ice Storm

 Arcane Bellicose •  Arcane Camisado •  Arcane Crepuscular •  Arcane Impetus •  Arcane Maelstrom

Arcane Truculence

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A Fandom user • 11h

They went through so much effort to make this arcane useless. Not only does it require you to be 3,000 below your Overguard cap, and to then regain 3,000 Overguard, but it also only applies to enemies WITHIN LINE OF SIGHT. As if the frame limitation and the Overguard cap management limitations weren't bad enough.



Write a reply



A Fandom user • 18h

Stops proc'ing if your overguard is full and only cares about overguard on yourself (I.e. will NOT build up faster/keep activating by applying it to allies and companion)



A Fandom user • 17h

I've noticed this too. Sadly it doesn't seem super useful on Dante, but I also haven't tested in a way that makes it so you are constantly losing 3k overguard rapidly, and thus Dante's ease of replenishing overguard could come into play. But...I don't think you want to be in that situation in the first place.



Write a reply



SigmaGuardianSoul • 1d

Plague mage Dante inbound.



Write a reply

