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Resources

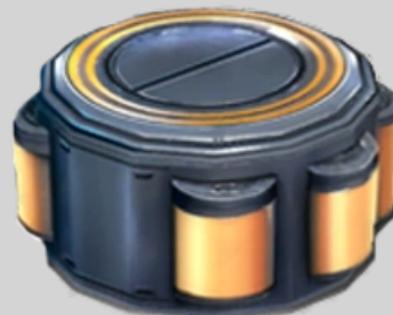
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Resources are items that are obtained in any mission around the [Star Chart](#) and can have multiple uses depending on the type of Resource; most of them however are used solely for the manufacturing of other items in the [Foundry](#) with [Blueprints](#).

Resources are usually shown on the map as unique objects that resemble the actual resources themselves. Players can also find resource caches unique to the resource type around the [map](#).

With very few exceptions such as [Ayatan Stars](#), resources are automatically picked by the player while moving over them. Several [Mods](#) can help in detecting resources or storage containers, or make the process of harvesting resources faster by increasing the range at which loots are automatically picked (e.g.  [Vacuum](#)).

Resources



Generic resource drop model

Contents

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Resource Types

Resources are classified by the method of collection, quantity obtained in each pickup, and their primary purposes.

Type	Description	Example(s)
Common	Common resources, like the name implies, are very commonly found. They drop from lockers, breakables, normal enemies, and bosses.	 Nano Spores ,  Alloy Plate ,  Salvage
Uncommon	Uncommon resources, like the name implies, are found uncommonly in quantities usually between 10 and 30. They drop from lockers, breakables, normal enemies, and bosses. Some of the uncommon Resources are found in higher quantities between 50 and 100.	 Rubedo ,  Plastids ,  Circuits
Rare	Rare resources will usually drop one at a time. Some drop in higher quantities, like 2 or 3. They are most often found by defeating bosses or a specific type of enemy, and very rarely from common enemies or storage lockers/containers.	 Orokin Cell ,  Argon Crystal ,  Control Module
Research	Research resources are resources with a distinctive blue color and are dropped uncommonly from common enemies in quantities of 1 to 3. They are crucial materials for Research .	 Detonite Ampule ,  Fieldron Sample , Mutagen Sample
Navigators	Navigators are orbs that are required to build a variety of keys. Like Research Resources, they can be classified as uncommon or rare depending on different factors such as drop rate or quantity obtained.  Nav Coordinates are dropped uncommonly in storage containers.	 Mutalist Alad V Nav Coordinate ,  Cryptographic ALU ,  Omega Isotope



Special These unique resources are usually not dropped by normal enemies, but are obtained as a reward for completing very specific mission types or challenges, or are dropped by specific enemy types (such as [Sentient Cores](#) dropped by [Sentients](#)). Some of these resources currently have only one use.

 [Riven Sliver](#),  [Kuva](#), 
[Steel Essence](#)

Minerals
(ores/gems) Special ores and rough gems are acquired through [mining](#) in [Landscapes](#) such as the [Plains of Eidolon](#), the [Orb Vallis](#) and the [Cambion Drift](#). They can be refined into alloys or cut gems and are usually used for building equipment purchased in [Cetus](#), [Fortuna](#), and the [Necralisk](#). These include [Kitguns](#), [K-Drives](#), Operator [Amps](#), several weapons and Warframes components, [MOA](#) companions, [Zaws](#), and [Necramechs](#).

 [Auron](#),  [Hesperon](#), 
[Thaumica](#)

Fish Fish are acquired through [fishing](#) in the [Plains of Eidolon](#), the [Orb Vallis](#), and the [Cambion Drift](#). Their organs can be extracted and are usually used for building equipment purchased in [Cetus](#), [Fortuna](#), and the [Necralisk](#). They can be used to build the items listed in [mining](#)

 [Glappid](#),  [Tromyzon](#), 
[Glutinox](#)

Empyrean Empyrean resources are mostly unique to the [Empyrean](#) game mode and have three different rarity types like normal Star Chart resources. They are dropped from enemy fighters, can be found in storage containers inside of Crewships/points of interest, or dropped by destructible items around the space. [Carbides](#), [Cubic Diodes](#), [Ticor Plate](#), and [Titanium](#) are also dropped by [Eximus](#) units spawning in specific planets. Mainly used for building Railjack components/turrets, but also required for crafting several Warframe parts or weapons.

[Gallos Rods](#), [Nullstones](#),
[Isos](#)

Quest/Event-exclusive Exclusive to the quest/event they are tied to, these resources serve no purpose outside of them. Most of event resources were removed with the end of their Operations.

[Pyrus Essence](#),
[Zealot Derelict Code](#),
[Corpus Cipher](#)



Resource Deposits

Main article: [Storage Containers#Resource Deposits](#)

Resource Deposits are special containers that hold only a single type of [resource](#). These deposits have a unique name and appearance matching the resource that they contain, and can only be found in the same areas as their associated resource. The rarity of deposits usually corresponds to the rarity of the contained resource; for example, Alloy Drums will be more common than Neural Arrays. Rare resource deposits can drop between **1 to 3** of the associated rare resource.

The various types of Resource Deposits include:

[Alloy Drum](#)
(150-450x  [Alloy Plate](#))

[Argon Pegmatite](#)
(1-3x  [Argon Crystal](#))
(May be located on walls and ceilings)

[Circuitry Lockbox](#)
(105-150x  [Circuits](#))

[Robotics Lockbox](#)
(1-3x [Control Module](#))

[Ferrite Deposit](#)
(150-300x [Ferrite](#))

[Gallium Deposit](#)
(1-3x [Gallium](#))



Grokdru Drum

(1-5x [Grokdru](#), depends on current bounty difficulty/enemy level on [Plains of Eidolon](#))

Iradite Formation

(1-5x [Iradite](#), depends on current bounty difficulty/enemy level on [Plains of Eidolon](#))

Maprico Tree

(1-5x [Maprico](#), depends on current bounty difficulty/enemy level on [Plains of Eidolon](#))

Morphics Stabilizer

(1-3x [Morphics](#))

Spore Culture

(150-300x [Nano Spores](#))

Neural Array

(1-3x [Neural Sensors](#))

Neuroptic Mass

(1-3x [Neurodes](#))

Nistlebrush

(1-5x [Nistlepod](#), depends on current bounty difficulty/enemy level on [Plains of Eidolon](#))

Cell Array

(1-3x [Orokin Cell](#))



[Plastid Carapace](#)
(45-75x [Plastids](#))

[Polymer Case](#)
(120-225x
[Polymer Bundle](#))

[Rubedo Formation](#)
(45-75x [Rubedo](#))

[Compacted Salvage](#)
(225-450x [Salvage](#))

Each deposit has to be scanned five times to complete codex entry (currently, unscanned deposits will not be shown in Codex).

Farming Tips

For best results, it is recommended to farm resources either solo or in a dedicated group. This will reduce any tensions that might otherwise come up between players who are trying to farm resources and those who have other goals and do not wish to look for resources.

- [Infested](#) levels tend to spawn more enemies, which means more chances for resources.
 - In addition to always being controlled by the Infested, all [Dark Sector](#) missions have an increased resource drop rate that varies by individual mission.
- The [Vacuum](#) Robotic mod and [Fetch](#) Beast mod picks up materials around you in a good radius, removing the need to focus on manually collecting every last resource drop.
 - At rank 0, Vacuum and Fetch still have respectable ranges at 6.5 meters and 8.5 meters respectively, while costing only two mod capacity. Adding it to every companion streamlines resource pickup and should reduce (though not eliminate) the need for dedicated resource farming.



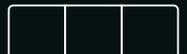
abilities break containers, which can be combined with Vacuum to vastly speed up the process.

- If playing a level with a very linear route, explore the *entire* level, including taking elevators to floors where the objective isn't located to look for more containers.
- [Thief's Wit](#) enables the player to spot all breakable crates within range through the mini-map, along with highlighting mods through walls.
- [Master Thief](#) grants the player a certain chance to open locked lockers (40% at level max).
- [Scavenge](#) allows a [Kubrow](#) to have a 90% chance to open locked lockers. However, this only works on lockers the Kubrow can actually reach.
- [Codex Scanner](#) can be used to see all containers in the current room within the range of 50 meters.
- Weapons such as the [Ignis](#) with large AoE bursts are very useful for breaking multiple containers or Resource formations at once.
 - Weapons like [Orthos Prime](#) or [Telos Boltace](#), with a large range and decent attack speed, are also very useful at cracking open containers.
- Keep a lookout for resource deposits that may spawn around the map. These are a good source for uncommon and rare resources when destroyed.
- Several Warframe abilities or [Augments](#) affect resource drops.
 - [Nekros'](#) [Desecrate](#) gives a 54% chance for most enemies killed in a wide radius around him to roll their loot tables again, as well as spawning health orbs that help you keep up the fight, especially against the shield-bypassing [Toxic](#) damage used by many [Infested](#) enemies. Neither Power Strength nor Power Duration affects this ability; mod for range and efficiency. The [Despoil](#) augment is also a good idea, as it makes desecrate entirely self-sustaining and allows you to freely use your energy on other abilities. In addition, it makes it much less likely that Desecrate will deactivate itself, as Nekros generally has a much larger health pool than energy pool. In combination with [Rejuvenation](#), the ability is essentially free with all the health orbs that drop.
 - The *fixed* 54% chance makes this the least efficient ability on a *per-enemy* basis, which is balanced out by its extreme ease of use and lack of augment requirement. This, in combination with Nekros being commonly known as "the farming frame," makes Desecrate a popular choice.
 - [Ivara's](#) [Prowl](#) allows her to passively "pickpocket" nearby enemies, releasing one random item from their drop table per enemy. This is slow, only working on one enemy at a time and taking multiple seconds, but prioritizing specific enemies allows for more focused farming efforts and since it leaves affected enemies completely untouched, it can be easily coordinated with other farming abilities used by teammates.



beneficial effect on pickpocket but corrupted mods that *reduce* Power Strength give the ability a failure chance, requiring the ability to start over and try again.

- [Atlas'](#) [Ore Gaze](#) augment gives [Petrified](#) enemies a base 25% chance to reroll their drop tables. Unlike Desecrate, this *is* affected by Power Strength (up to a 100% chance at 400% Power Strength) but is harder to use, only working on enemies that are turned to stone at the time of their deaths. It can be used alongside Desecrate.
 - "Thawed" enemies aren't affected by Ore Gaze; increase Power Duration or coordinate with your teammates to ensure that enemies are killed while still petrified.
- [Hydroid's](#) [Pilfering Swarm](#) doubles the drop chance of all enemies killed while ensnared by [Tentacle Swarm](#) and tentacles formed by Hydroid's passive. Note that the tentacles **do not** have to kill the enemy for the effect to occur. Drop chance is unaffected by Power Strength but this is still the most powerful single effect, which is counterbalanced by Tentacle Swarm being difficult to use efficiently in the first place. Its ability to synergize with other farming abilities appears to need more testing.
 - *All* ability-affecting mods have their uses with Pilfering Swarm: Despite not affecting the *augment* or increasing the number of tentacles, Power Strength scales particularly well with Tentacle Swarm's damage, allowing you to kill enemies and re-target a different horde much more quickly and easily. Likewise, Efficiency allows you to more easily compensate for the difficult targeting and the limited number of tentacles. Power Range can be either increased to give the tentacles more room to target groups of enemies or reduced to limit them to smaller choke points. Duration, of course, gives you and your teammates more time to kill ensnared enemies but may be wasteful if you find yourself targeting new groups of enemies often.
- [Khora's](#) [Pilfering Strangledome](#) gives a 65% chance for enemies ensnared by [Strangledome](#) to drop additional loot. This chance is not affected by mods, and as with Hydroid's Pilfering Swarm the enemy must be held in the dome to be affected by the additional drop chance but do not need to be killed by it. As the Strangledome only has a set amount of vertices that can hold enemies this limits its effectiveness against hordes, however, this is balanced by the fact that foes are drawn into it from range, take damage over time, take extra damage from attacks and become vulnerable to friendly fire.
 - The same enemy *cannot* be affected by both Pilfering Swarm and Pilfering Strangledome at the same time. However it does have some synergy with Desecrate as 1/3 of the damage over time effect is Slash based, giving a decent chance for foes to be dismembered.

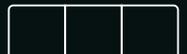


- A common squad composition for a dedicated farming mission is a Speed [Nova](#) – that is, a Nova with less than 70% strength using her [Molecular Prime](#) ability, which will speed enemies up instead of slowing them down, a Desecrating Nekros, sometimes with the [Despoil](#) augment for ease of use, a [Pilfering Swarm](#) [Hydroid](#) and an [Energy Vampire](#) [Trinity](#) to allow the other frames to recast their abilities. A common tactic is to find an easy room and "camp" for a while, speeding the enemies to the camping location and massacring them.
- The [Spare Parts](#) mod can slightly increase drops, though the increase is largely negligible compared to the effects of Warframe abilities.
- For passive farming, [Extractors](#) can be placed on planets with all of its nodes completed. However, this method is effective for getting common and uncommon resources, even with the [Distilling Extractor](#). Rare resources are hard to come by using Extractors.

Recommended Farming Locations

These recommendations are based on player opinions and may not be optimal. See discussion comments and individual resource pages for more details.

Resource	Location
Alloy Plate	Gabii (Ceres), Draco (Ceres) or Malva (Venus)
Argon Crystal	Any Void Survival/Exterminate
Circuits	Draco (Ceres) or Malva (Venus)
Control Module	Any Void Survival/Defense, Hyena Pack (Psmathe, Neptune) or Raptors (Naamah, Europa)
Cryotic	Any Excavation mission
Ferrite	Any Void Survival/Defense, Tikal (Earth) or Apollodorus (Mercury)
Gallium	Assur (Uranus) or Lieutenant Lech Kril (War, Mars)
Hexenon	Ganymede (Jupiter) or Cameria (Jupiter)
Morphics	Wahiba (Mars), Captain Vor (Tolstoj, Mercury) or Apollodorus (Mercury)
Nano Spores	Hyf (Deimos), Terrorem (Deimos), the Cambion Drift (Deimos), Akkad (Eris) or Piscinas (Saturn)
Neural Sensors	Cameria (Jupiter), Alad V (Themisto, Jupiter) or Raptors (Naamah, Europa)
Neurodes	Tycho (Lua), Hyf or Terrorem (Deimos), Lephantis (Magnacidium, Deimos) or Zealoid Prelate (Exequias, Deimos), Tikal (Earth) or Zabala (Eris)
Orokin Cell	Terrorem (Deimos), Draco (Ceres) or Piscinas (Saturn)
Oxium	Io (Jupiter), Galatea (Neptune), Despina (Neptune), or Apollo (Lua)
Plastids	Zeugma (Phobos), Ophelia (Uranus) or Zabala (Eris)
Polymer Bundle	Assur (Uranus), Ophelia (Uranus) or Apollodorus (Mercury)
Rubedo	Any Void Survival/Defense or Zeugma (Phobos)



Resource

Location

[Tellurium](#)

Ophelia ([Uranus](#)), Caelus ([Uranus](#)) or Salacia ([Neptune](#))

Resources By Planet

Main article: [Region Resource](#)

Note, some resources are not tied to specific planets: [Tellurium](#) can drop as a rare resource in any Archwing mission and [Oxium](#) will drop from [Oxium Ospreys](#) in most [Corpus](#) missions.

Common	Mercury	Venus	Earth	Lua	Mars	Deimos	Phobos	Ceres	Jupiter	Europa	Saturn	Uranus	Neptune	Pluto	Eris	Sedna	Void	Kuva Fortress	Zariman
Alloy Plate		✓					✓	✓	✓					✓		✓			✓
Ferrite	✓		✓	✓									✓				✓		✓
Nano Spores						✓					✓		✓		✓				
Salvage					✓				✓							✓			✓

Uncommon	Mercury	Venus	Earth	Lua	Mars	Deimos	Phobos	Ceres	Jupiter	Europa	Saturn	Uranus	Neptune	Pluto	Eris	Sedna	Void	Kuva Fortress	Zariman
Circuits		✓						✓										✓	
Cryotic		✓	✓		✓					✓			✓	✓					
Hexenon									✓										
Plastids							✓				✓	✓		✓	✓				
Polymer Bundle	✓	✓										✓							
Rubedo			✓	✓			✓			✓				✓		✓	✓		
Voidgel Orb																			✓

Rare	Mercury	Venus	Earth	Lua	Mars	Deimos	Phobos	Ceres	Jupiter	Europa	Saturn	Uranus	Neptune	Pluto	Eris	Sedna	Void	Kuva Fortress	Zariman
Argon Crystal																	✓		
Control Module										✓			✓				✓		
Gallium					✓							✓							
Morphics	✓				✓		✓			✓				✓					
Neural Sensors									✓										✓



Uncommon	Carbides · Circuits · Cryotic · Cubic Diodes · Hexenon · Oxium · Plastids · Polymer Bundle · Rubedo · Stela · Thra
	Voidgel Orb
Rare	Argon Crystal · Control Module · Gallium · Morphics · Neura
	Neurodes · Orokin Cell · Tellurium · Entrati Lanthorn
Research	Antiserum Injector Fragment · Detonite Ampule (Detonite Inje
	Fieldron Sample (Fieldron) · Mutagen Sample (Mutagen Mass) · Synthula
Navigation	Animo Nav Beacon · Cryptographic ALU · Judgement Points · Nav
	Omega Isotope · Granum Crown (Exemplar Granum Crown , Zenith (
Special	Aya · Ayatan Amber Star · Ayatan Cyan Star · Endo · Intact Se
	Javlok Capacitor · Kavat Genetic Code · Lua Thrax Plasm · Nitain
	Orokin Cipher · Kuva · Riven Sliver · Somatic Fibers · Steel E
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