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Ore Gaze



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Ore Gaze is a [Warframe Augment Mod](#) for [Atlas](#) that modifies [Petrify](#) to cause enemies turned to stone to be scanned into the [Codex](#) and have a chance to make them drop extra loot.

Stats

Rank	Loot Chance	Cost
0	10%	6
1	15%	7
2	20%	8
3	25%	9

Ore Gaze

Full Icon



Ore Gaze
Petrify Augment: Petrified enemies are scanned into the Codex and have a 25% chance to drop additional loot when killed.

ATLAS

Tradeable

e obtained from transmutation



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under [Steel Meridian](#), or the rank of **Exalted** under the [Red Veil](#), and spending  **25,000** to purchase.

Notes

- Extra loot chance is affected by [Ability Strength](#); requiring 400% to achieve 100% chance of loot.
- The extra loot chance does **not** cause enemies to drop additional [Rubble](#).
- Enemies must stay petrified for the chance at extra loot. If the enemy remains alive after the effects of Petrify expire it must be petrified again.
 - If an enemy is fully scanned into the Codex, the extra loot drop can still occur.
- Enemies that have already been fully scanned into the Codex can **not** be scanned by Ore Gaze, making it an ineffective way to scan [Kavats](#) for their [Genetic Codes](#).
- The mod also affects enemies petrified by  [Path of Statues](#) and [Metamorphic Magazine](#).
- [Additional loot retrieval](#) stacks with other loot abilities that loot while alive ( [Ivara's Prowl](#)), loot on death ( [Hydroid's Pilfering Swarm](#),  [Khora's Pilfering Strangledome](#), and  [Wukong's Monkey Luck](#) passive), and loot corpse ( [Nekros's Desecrate](#) and [Chesa Kubrow's Retrieve](#)).

Petrify Augment: Petrified enemies are scanned into the Codex and have a 25% chance to drop additional loot when killed.

General Information

Type Atlas

Polarity  Zenurik

Rarity Rare

Max Rank 3

Endo Required To Max 210

Credits Required To Max 10,143

Base Capacity Cost 6

Trading Tax  8,000

Introduced [Hotfix 18.4.7](#) (2016-02-04)

Vendor Sources

Vendors

[Red Veil](#) (Rank 5: Exalted)  25000 for x1

[Steel Meridian](#) (Rank 5: General)  25000 for x1

Official Drop Tables

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

Maximization



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20.00s	Petrify duration	25.00%	Loot chance
14.00m	Cone length		
75.00	Energy		

Media



ORE GAZE AUGMENT MOD - Atlas the Stoner
Warframe

Bugs

- As with the normal ability, heavy units like Grineer [Heavy Gunners](#) may resist petrification if line of sight is broken before fully petrified.

Patch History

Update 31.6 (2022-06-09)

- Fixed Atlas' Ore Gaze Augment always applying at 20% even if you don't have the Mod equipped.

Update 25.8 (2019-10-01)

Warframe Looting Ability Changes

Warframe Loot Abilities will again be able to yield multiple-drops from already looted corpses. A single enemy can be looted by at most one Ability from each group -



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<u>Atlas</u>	Rubble Heap · Path of Statues · Tectonic Fracture · Ore Gaze · Rumbled · Titanic Rumbler
<u>Banshee</u>	Sonic Fracture · Resonance · Savage Silence · Resonating Quake
<u>Baruuk</u>	Elusive Retribution · Endless Lullaby · Reactive Storm
<u>Chroma</u>	Afterburn · Everlasting Ward · Guardian Armor · Vexing Retaliation · Guided Effigy
<u>Citrine</u>	Recrystalize
<u>Dagath</u>	Spectral Spirit
<u>Ember</u>	Fireball Frenzy · Immolated Radiance · Healing Flame · Purifying Flames · Exothermic
<u>Equinox</u>	Duality · Calm & Frenzy · Peaceful Provocation · Energy Transfer
<u>Excalibur</u>	Purging Slash · Surging Dash · Radiant Finish · Furious Javelin · Chromatic Blade
<u>Excalibur Umbra</u>	Warrior's Rest
<u>Frost</u>	Biting Frost · Freeze Force · Ice Wave Impedance · Chilling Globe · Icy Avalanche
<u>Gara</u>	Mending Splinters · Spectrosiphon · Shattered Storm
<u>Garuda</u>	Dread Ward · Blood Forge · Blending Talons
<u>Gauss</u>	Mach Crash · Thermal Transfer
<u>Grendel</u>	Gourmand · Hearty Nourishment · Catapult
<u>Gyre</u>	Cathode Current
<u>Harrow</u>	Tribunal · Warding Thurible · Lasting Covenant
<u>Hildryn</u>	Balefire Surge · Blazing Pillage
<u>Hydroid</u>	Viral Tempest · Tidal Impunity · Rousing Plunder · Pilfering Swarm
<u>Inaros</u>	Desiccation's Curse · Elemental Sandstorm · Negation Armor
<u>Ivara</u>	Empowered Quiver · Power of Three · Piercing Navigator · Infiltrate · Concentrated Arrow
<u>Khora</u>	Accumulating Whipclaw · Venari Bodyguard · Pilfering Strangledome



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<u>Mag</u>	Greedy Pull • Magnetized Discharge • Counter Pulse • Fracturing Crush
<u>Mesa</u>	Ballistic Bullseye • Muzzle Flash • Staggering Shield • Mesa's Waltz
<u>Mirage</u>	Hall of Malevolence • Explosive Legerdemain • Total Eclipse • Prism Guard
<u>Nekros</u>	Soul Survivor • Creeping Terrify • Despoil • Shield of Shadows
<u>Nezha</u>	Controlled Slide • Pyroclastic Flow • Reaping Chakram • Safeguard • Divine Retribution
<u>Nidus</u>	Abundant Mutation • Teeming Virulence • Larva Burst • Parasitic Vitality • Insatiable
<u>Nova</u>	Neutron Star • Antimatter Absorb • Escape Velocity • Molecular Fission
<u>Nyx</u>	Mind Freak • Pacifying Bolts • Chaos Sphere • Assimilate • Singularity
<u>Oberon</u>	Smite Infusion • Hallowed Eruption • Phoenix Renewal • Hallowed Reckoning
<u>Octavia</u>	Partitioned Mallet • Conductor
<u>Protea</u>	Temporal Artillery • Repair Dispensary • Temporal Erosion
<u>Qorvex</u>	Wrecking Wall
<u>Revenant</u>	Thrall Pact • Blinding Reave • Mesmer Shield
<u>Rhino</u>	Ironclad Charge • Iron Shrapnel • Piercing Roar • Reinforcing Stomp
<u>Saryn</u>	Revealing Spores • Venom Dose • Regenerative Molt • Contagion Cloud
<u>Sevagoth</u>	Shadow Haze • Dark Propagation
<u>Styanax</u>	Axios Javelineers • Intrepid Stand
<u>Titania</u>	Ironclad Flight • Spellbound Harvest • Beguiling Lantern • Razorwing Blitz
<u>Trinity</u>	Pool of Life • Vampire Leech • Abating Link • Champion's Blessing
<u>Valkyr</u>	Swing Line • Eternal War • Prolonged Paralysis • Enraged • Hysterical Assault



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[Recharge Barrier](#)

Wukong	Celestial Stomp · Enveloping Cloud · Primal Rage
Xaku	Vampiric Grasp · The Relentless Lost
Yareli	Surging Blades · Loyal Merulina · Merulina Guardian
Zephyr	Anchored Glide · Target Fixation · Airburst Rounds · Jet Stream · Funnel Clouds

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