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Xoris

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CODEX

An obscure glaive weapon of Corpus provenance, intrinsically linked to Specter technology. The Xoris strikes rapidly and with great devastation. It is capable of chaining combos infinitely.

The **Xoris** is a  [Corpus](#) glaive possessing high [attack speed](#) and uniquely has infinite [combo duration](#). Built from [Parvos Granum](#)'s [Specter](#) technology, it is effective against dispatching [Errant Specters](#) in the [Granum Void](#).

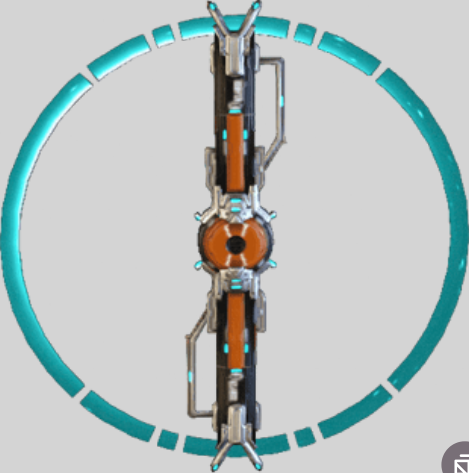
☰ Contents

1. Characteristics

2. Acquisition

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Xoris



Untradeable

Hidden from Codex

 [Update Infobox Data](#)

General Information

Type

Glaive

Mastery Rank

4

5. Media
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Characteristics

- This weapon deals primarily  Slash damage.
- Slam Radial Damage deals only  Electricity damage.
- Infinite combo duration.
 - Combo resets when used with certain Warframe abilities and Exalted Weapons.
- Can be wielded in-tandem with a single-handed secondary weapon.
- Holding the melee button throws the glaive, which can bounce up to three times or travels up to **21** meters before returning to the user, damaging anyone in its path. Meleeing while the glaive is in mid-flight commands it to return.
 - Primary and secondary weapons can be fired and reloaded normally with a thrown glaive, and retrieving the glaive does not interrupt these actions. Additional throws can also be "buffered" while the glaive is in mid-flight.
 - Thrown glaive deals primarily  Electricity damage.

Max Rank	30	
 Slot	Melee	
Trigger Type	N/A	
Utility 		
Attack Speed	1.17x animation speed	
Block Angle	55°	
Disposition	●○○○○ (0.65x)	
Follow Through	0.7x	
Range	1.30 m	
Noise Level	Silent	
Sweep Radius	0.25 m	
Normal Attack 		
 24 ( 20%)	 40.8 ( 34%)	 55.2 ( 46%)
Total Damage	120 (46.00%  <u>Slash</u>)	
Attack Speed	1.17x animation speed	
Crit Chance	20.00%	
Crit Multiplier	2.40x	
Fire Rate	1.17 attacks/sec	
Noise Level	Silent	
Status Chance	18.00%	
Throw 		
 24 ( 20%)	 40.8 ( 34%)	 55.2 ( 46%)
Total Damage	120 (46.00%  <u>Slash</u>)	
Crit Chance	20.00%	
Crit Multiplier	2.40x	
Fire Rate	1.17 attacks/sec	
Forced Procs	 <u>Impact</u>	
Noise Level	Silent	
Range	22.0 m	



- Thrown glaive has a guaranteed  Impact proc.
- Thrown glaive is [silent](#).
- Thrown glaive has no [punch through](#).
- Slowest flight speed of all glaives.
- Cannot use melee attacks or block while the glaive is in mid-flight.
- [Heavy Attacks](#) ([Alternate Fire](#) for some players) while the glaive is in mid-flight produce an **8** meter explosion and forces the glaive to return.
 - Explosion inflicts a guaranteed  Impact and  Electricity proc.
 - Highest explosion radius of all glaives.
 - No [Damage Falloff](#).
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Stance slot has  polarity, matching  [Gleaming Talon](#),  [Astral Twilight](#) and  [Celestial Nightfall](#) (Conclave only) stance.

Advantages over other Melee weapons (excluding modular weapons):

Projectile Speed	25.0 m/s
Projectile Type	Thrown
Throw Bounce Explosion ^	
 250 ( 100%)	
Total Damage	250 (100.00%  Electricity)
Crit Chance	20.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 250 damage) Linear Falloff: between 0.0 m and 8.0 m (100% - 30%) Max Damage Falloff: over 8.0 m (30%, 75 damage)
Fire Rate	1.17 attacks/sec
Noise Level	Silent
Range	8.0 m
Status Chance	18.00%
Projectile Type	AoE
Throw Recall Explosion ^	
500 (100%)	
Total Damage	500 (100.00% Electricity)
Crit Chance	20.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 500 damage) Linear Falloff: between 0.0 m and 8.0 m (100% - 100%) Max Damage Falloff: over 8.0 m (100%, 500 damage)
Fire Rate	1.17 attacks/sec
Forced Procs	<u>Impact</u> , Electricity
Noise Level	Silent



- Largest explosion range of all glaives (8m).
- Normal Attack (wiki attack index 1)
 - High attack speed (1.17x animation speed)
 - High crit multiplier (2.40x)
- Throw (wiki attack index 2)
 - Above average attack speed (1.17x animation speed)
 - High crit multiplier (2.40x)
- Throw Bounce Explosion (wiki attack index 3)
 - Above average maximum falloff distance (8.0 m)
 - Above average attack speed (1.17x animation speed)
 - High crit multiplier (2.40x)
- Throw Recall Explosion (wiki attack index 4)
 - High maximum falloff distance (8.0 m)
 - Above average attack speed (1.17x animation speed)
 - Above average crit multiplier (2.40x)
- Charged Throw (wiki attack index 5)
 - No numerical advantages.
- Charged Throw Bounce Explosion (wiki attack index 6)
 - No numerical advantages.

Status Chance	18.00%	
Projectile Type	AoE	
Charged Throw ^		
48 (20%)	81.6 (34%)	110.4 (46%)
Total Damage	240 (46.00% Slash)	
Charge Time	1.2 s	
Crit Chance	22.00%	
Crit Multiplier	2.40x	
Fire Rate	0.83 attacks/sec	
Forced Procs	Impact	
Noise Level	Silent	
Range	22.0 m	
Status Chance	20.00%	
Projectile Speed	25.0 m/s	
Projectile Type	Thrown	
Charged Throw Bounce Explosion ^		
	500 (100%)	
Total Damage	500 (100.00% Electricity)	
Charge Time	1.2 s	
Crit Chance	22.00%	
Crit Multiplier	2.40x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 500 damage) Linear Falloff: between 0.0 m and 9.0 m (100% - 30%) Max Damage Falloff: over 9.0 m (30%, 150 damage)	
Fire Rate	0.83 attacks/sec	
Noise Level	Silent	
Range	9.0 m	
Status		



- No numerical advantages.

Disadvantages over other Melee weapons (excluding modular weapons):

- Slowest flight speed of all glaives.
- Normal Attack (wiki attack index 1)
 - Very low total damage (120)
 - Very low attack range (1.30 m)
 - Low status chance (18.00%)
 - Very low disposition (●○○○○ (0.65x))
- Throw (wiki attack index 2)
 - Low total damage (120)
 - Low attack range (1.30 m)
 - Below average status chance (18.00%)
 - Very low disposition (●○○○○ (0.65x))
- Throw Bounce Explosion (wiki attack index 3)
 - Low active falloff slope (11.4m/%)
 - Low total damage (250)
 - Below average attack range (1.30 m)
 - Below average status chance (18.00%)
 - Very low disposition (●○○○○ (0.65x))
- Throw Recall Explosion (wiki attack index 4)

Projectile Type	AoE	
Charged Throw Recall Explosion ^		
	1,000 (100%)	
Total Damage	1,000 (100.00%	Electricity)
Charge Time	1.2 s	
Crit Chance	22.00%	
Crit Multiplier	2.40x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1000 damage) Linear Falloff: between 0.0 m and 9.0 m (100% - 100%) Max Damage Falloff: over 9.0 m (100%, 1000 damage)	
Fire Rate	0.83 attacks/sec	
Forced Procs	Impact, Electricity	
Noise Level	Silent	
Range	9.0 m	
Status Chance	20.00%	
Projectile Type	AoE	
Heavy Attack ^		
Heavy Damage	0	
Crit Chance	20.00%	
Crit Multiplier	2.40x	
Status Chance	18.00%	
Wind-up	1.2 s	
Heavy Slam Attack ^		
Slam Damage	360	
Crit Chance	20.00%	
Crit Multiplier	2.40x	
Slam Element	Electricity	



- Below average total damage (500)
- Low status chance (18.00%)
- Very low disposition (●○○○○ (0.65x))
- Charged Throw (wiki attack index 5)
 - Low total damage (240)
 - Low status chance (20.00%)
 - Very low disposition (●○○○○ (0.65x))
- Charged Throw Bounce Explosion (wiki attack index 6)
 - Below average total damage (500)
 - Low status chance (20.00%)
 - Very low disposition (●○○○○ (0.65x))
- Charged Throw Recall Explosion (wiki attack index 7)
 - Below average total damage (1,000)
 - Low status chance (20.00%)
 - Very low disposition (●○○○○ (0.65x))

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

Acquisition

The blueprint, core, handle, and blade

Forced Procs	Lifted
Slam Radius	8.0 m
Status Chance	18.00%
Slam Attack	
Slam Damage	240
Crit Chance	20.00%
Crit Multiplier	2.40x
Slam Radius	6.0 m
Slam Element	Electricity
Forced Procs	Impact
Status Chance	18.00%
Slide Attack	
Slide Damage	240
Crit Chance	20.00%
Crit Multiplier	2.40x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	18.00%
Miscellaneous	
Compatibility Tags	GLAIVES_STANCE
Riven Family	Xoris
Introduced	Update 28.0 (2020-06-11)
Polarities	None
Sell Price	5,000
Stance Polarity	
Variants	Xoris
Vendor Sources	
Article Categories	
- Weapons - Corpus Weapons	



[Protocol](#). Additional blueprints and parts can be bought from [Cephalon Simaris](#) for **100,000** and **15,000** respectively.

- [Xoris](#)
- [Melee Weapons](#)
- [N/A Weapons](#)
- [Weapons With No Trigger Type](#)
- [Base](#)
- [Silent Weapons](#)
- [Weapons with Area of Effect](#)
- [Codex Secret](#)
- [Untradeable Weapons](#)

Manufacturing Requirements						
 Edit blueprint requirements						
5,000	1	1	1		Time: 30	
					Second(s)	
					Rush:	
					0	
Market Price:			Blueprints Price:N/A			
N/A						

It can be sold for **5,000**.

Notes

- At release, it was the only weapon with an infinite combo duration. This was later followed by other weapons such as the [Tenet Livia](#).
- With an infinite Combo duration the timer does not tick down, but combo stacks are still consumed by heavy attacks.
- Modding for -100% combo duration will remove its infinite duration entirely.
- Unlike other glaives, the charged throw's explosion radius is larger than a regular throw's.
- The Slam Radial Damage has an 18% chance to inflict the [Electricity](#) status effect, which is unaffected by mods.
- In the [Granum Void](#), the Xoris's charged throw explosion can convert any [Errant Specters](#) into Specter Particles regardless of their level, who can then be absorbed up to **3** times. Detonating a fully charged Xoris will greatly increase the area of effect and free captured Solaris within the area, adding **20** seconds to the Void timer.
- Combo duration is reset when the Xoris is used alongside the following Warframe abilities:
 - [Ash's](#) [Blade Storm](#)
 - [Atlas's](#) [Landslide](#)
 - [Baruuk's](#) [Serene Storm](#)

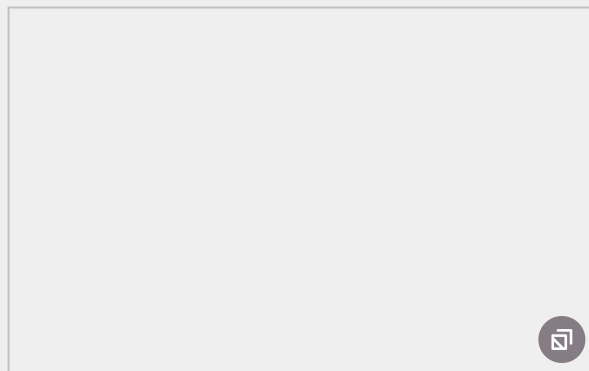
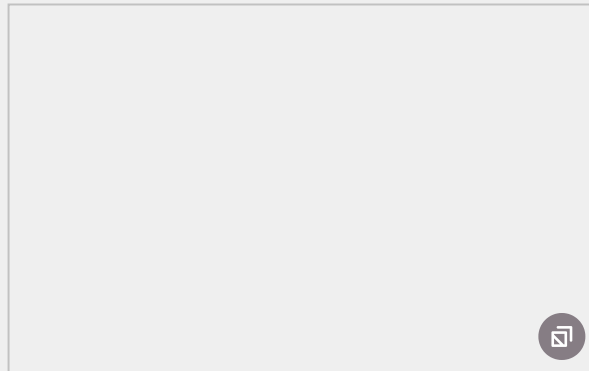


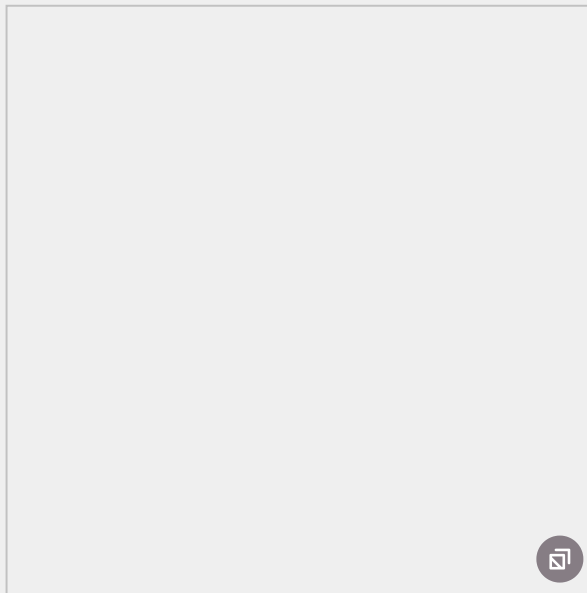
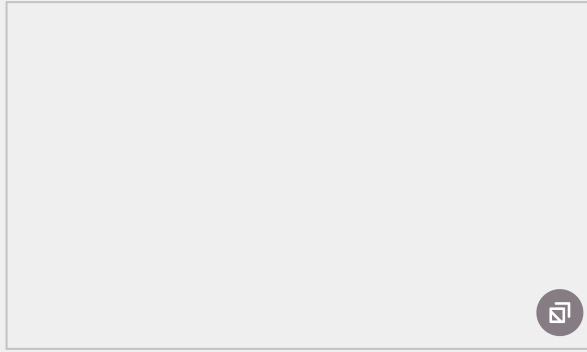
- [Gara's](#) [Shattered Lash](#)
- [Khora's](#) [Whipclaw](#)
- [Valkyr's](#) [Hysteria](#)
- [Wukong's](#) [Primal Fury](#)

Tips

- The Xoris synergizes well with [Corrupt Charge](#) or [True Punishment](#), as it can completely ignore their combo duration penalties before they reach -100%.
- Known bug: clicking the button normally associated with exploding your charged Xoris will throw bait/canister instead of exploding your Xoris, when you have one equipped.

Media





Concept art

Patch History

[Update 32.0](#) (2022-09-07)

- Fixed Xoris being able to spontaneously shed combo-stack buffs (Blood Rush/Weeping Wounds) as if they had done a heavy attack, but without actually doing it, when chaining throws.

[Update 30.9](#) (2021-11-11)

- Fixed Glaives not being affected by abilities that attract projectiles (i.e Mag's Magnetize).



Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
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					



WARFRAME Wiki



Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
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	Astillia • Astillia 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
Charged Auto	Tenet Ferroxx
Semi	Afentis

Categories



Languages

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