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# Corrupted

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*For the soundtrack, see [Corrupted \(Soundtrack\)](#).*

The **Corrupted** consist of [Corpus](#), [Grineer](#), and [Infested](#) creatures implanted with a control device that hijacks their psyche, allowing the [Neural Sentry](#) of the [Orokin](#) Towers to manipulate them. They are the primary enemy of the [Void](#), the Undercroft of [Duviri](#), as well as [Lua's](#) [Conjunction Survival](#) ([Yuvarium](#) and [Circulus](#)). They also appear in [Derelict Orokin Towers](#) upon breaching their [Orokin Vaults](#).



Their [Faction](#) is listed as [Orokin](#) in the [Codex](#), who, regardless of their former faction, take increased damage from  [Puncture](#) and  [Viral](#), but resist  [Radiation](#).

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## Overview

Most Corrupted appear shining white, with golden hues pulsating through their bodies. Their bodies are "perfected" in a way that mirrors the Orokin aesthetic taste: this is especially evident of Corrupted Grineer units, whose crude armor is replaced by golden, symmetrical plates and bionics.

The Neural Sentry also provides the Corrupted with Orokin weapons and defenses to aid in the protection of the tower. The tower is not without its own defense and utilizes flying sentries similar to [Shield Ospreys](#) that provide shields to the Corrupted. Orokin towers also sport defense turrets, elemental dangers, and cleverly hidden traps.

## Missions

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## Corrupted Enemies



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normal Lancers, Corrupted





## Corrupted Butcher



Grineer [Butchers](#) enslaved by Orokin Neural Sentries to defend the Orokin Void, Corrupted Butchers are slightly tougher than their normal counterparts. Aside from that, they are identical to their normal counterparts.

## Corrupted Drahk Master

Grineer [Drahk Masters](#) enslaved by Orokin Neural Sentries after exploring [Lua](#) for treasure, Corrupted Drahk Masters are slightly tougher than their normal counterparts. Aside from that, they are identical to their normal counterparts.



## Corrupted Drahk

Grineer [Drahks](#), like their masters, became enslaved by the Neural Sentry and are slightly tougher than their normal counterparts.



## Corrupted Crewman

In Orokin-controlled Corpus [Crewman](#). Like regular Crewmen, Corrupted Crewmen are protected by shielding, and have heavily armored heads. They differ from Corpus



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✕ head of [Dera](#) plasma





## Corrupted Nullifier

Corpus [Nullifier Crewmen](#) enslaved by the Orokin Void Tower's Neural Sentry, featuring their nullification fields capable of neutralizing Warframe powers as well as absorbing ranged attacks.



## Orokin Drone

Orokin drones that behave in a similar manner to [Shield Ospreys](#), projecting shields to nearby Corrupted allies. The energy shields created by Corrupted drones recharge instantly, and their charging rate is rapid.



## Corrupted Heavy Gunner

Orokin-controlled Grineer [Heavy Gunners](#). They share the same abilities and traits as regular Heavy Gunners, but have twice as much HP as the regular Grineer units.



## Corrupted Bombard

Orokin-controlled [Bombards](#). The Corrupted Bombards are identical to their normal counterparts, with the exception of



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curve at a faster rate.



## Corrupted MOA

These Corrupted [Fusion MOAs](#) behave in a similar manner to their [Corpus](#) brethren.



## Corrupted Drone

Deployed by [Corrupted MOAs](#), Corrupted Drones behave like and look like [Drones](#).



## Corrupted Ancient

An Orokin-controlled Infested [Ancient Healer](#). Corrupted Ancients behave just like normal Ancient Healers, regularly healing all other Corrupted units nearby while granting them [Overguard](#).



## Corrupted Bosses

[Corrupted Vor](#)

[Corrupted Jackal](#)

*Main article: [Corrupted Vor](#)*



**Corrupted Vor** is Captain Vor after becoming **corrupted** and the boss of the [Orokin Void](#), found as an encounter in the high-level Void missions (Level >40) or [The Circuit Exterminate](#). After being revived



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Some time after his defeat at the or has abandoned his ties to the



Vor will make his presence known via a taunting transmission, after which he will appear near players to engage them in battle.

Upon defeat in the Orokin Void, he is guaranteed to drop one of the four status/elemental  [Toxin Mods](#):  [Malignant Force](#), [Virulent Scourge](#), [Pistol Pestilence](#) and [Toxic Barrage](#), along with either an [Orokin Cell](#) or [Argon Crystal](#). In The Circuit, he is guaranteed to drop a [Rune Marrow](#).

## Notes

- Corrupted units inherit the damage resistances of their previous selves, but have their own faction mods such as [Smite Orokin](#).
- [Faction Damage Mods](#) of other enemy types have no effect on their Corrupted counterparts. For example, [Bane of Infested](#) does not increase damage dealt to a [Corrupted Ancient](#).

## Trivia

- All Corrupted units were collectively referred to as "Corrupted" until the addition of the [Codex](#) in [Update 11.0](#) (2013-11-20); now each Corrupted unit has been given its own designation.
  - As of [Update 36.0](#) (2024-06-18), the Codex and Faction Damage Mods now list them as "Orokin".
- The Corrupted have unique taunts and battle calls which range from evil laughter to electronically dampened, haunting moans.
  - As of [Hotfix 18.10.3](#) (2016-04-30), the Corrupted have been given new voices, based on their base unit with a modulation effect applied. Previously they had been silent, apart from basic hit/death sound barks.
- The Corrupted Grineer's symmetrical armor plates appear similar to the Orokin material found on [Frost Prime](#)'s helmet.
- Inspection of unmasked Corrupted Grineer Lancer reveals their eyes—like their models—have been changed to reflect their Corrupted nature, sporting a glowing Orokin gold.
- The golden headpieces worn by many Corrupted enemies closely resembles that of [Albrecht Entrati](#), as seen in his [Vitruvian](#) records in the [Necralisk](#) and on statues



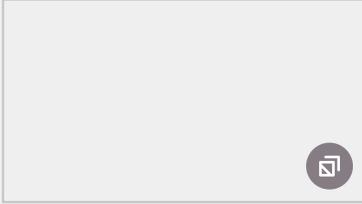
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✕ It is unknown if this is rokin defenses.

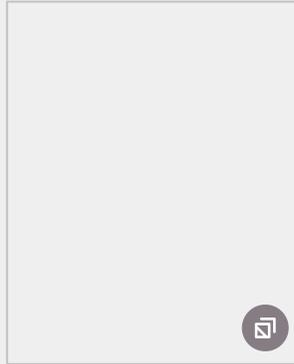


Crewman used to use a modified [Strun](#) with golden energy projectiles.

## Media



The face of an unmasked Corrupted.



A Corrupted Lancer pre Update 31.5



### New Corrupted Voices

## Patch History

### Update 30.3 (2021-05-25)

- Fixed ugliness on certain enemies when they become Corrupted, and other instances of this style of effect.

## See also

- [Factions](#)
- [Orokin](#)
- [Orokin Void](#)



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<b>Grineer</b>	<a href="#">Corrupted Butcher</a> • <a href="#">Corrupted Bombard</a> • <a href="#">Corrupted Drahk</a> • <a href="#">Corrupted Drahk Master</a> • <a href="#">Corrupted Heavy Gunner</a> • <a href="#">Corrupted Lancer</a> • <a href="#">Corrupted Warden</a>
<b>Corpus</b>	<a href="#">Corrupted Drone</a> • <a href="#">Corrupted Crewman</a> • <a href="#">Corrupted MOA</a> • <a href="#">Corrupted Nullifier</a>
<b>Infested</b>	<a href="#">Corrupted Ancient</a>
<b>Orokin</b>	<a href="#">Orokin Drone</a> • <a href="#">Orokin Spectator</a> • <a href="#">Orokin Turret</a>
<b>Bosses</b>	
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