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Storage Container



Storage Containers are breakable objects appearing in all mission types and can drop [pickups](#) such as [credits](#), [ammo](#), [resources](#), and even [mods](#).

Variations

Multiple variations of storage containers can also spawn once per mission. They are different in appearance (not to be confused with holiday/event themed containers) and give out a wide range of awards, such as trinkets of credits, ammo, resources, mods, faction parts or even a [Forma](#).

Common Storage Containers

The most common variation of all Storage Containers and the most abundant in numbers. They are most often found in large numbers of up to 7 at once inside a vacant high-value hotspot.

When broken, they typically contain only one of the following:

- A small / medium trinkets of Credits.
- A random type of ammo magazine.
- [Energy](#) Orb / [Health](#) Orb / [Affinity](#) Orb.
-  [Nav Coordinates](#).
- [Resources](#) of the respective planet.



Containers found in Treasure Rooms, side rooms and hidden compartments throughout the [Orokin Void](#) have a chance to drop a mod from the [Treasure Rooms](#) mod list.

As for now on the [Cambion Drift](#) there are Ralizer Infested Cysts which can contain common mining, fishing and general [Deimos](#) resources.

There is a small chance for the containers to not yield any items.



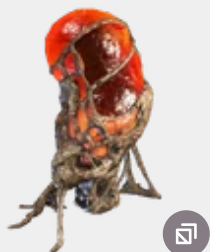
Common [Grineer](#)
Container



Common [Corpus](#)
Container



[Orokin](#) Container



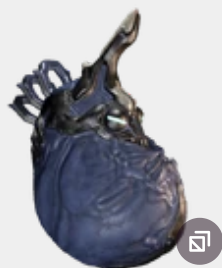
Ralizer Infested Cyst
([Cambion Drift](#))



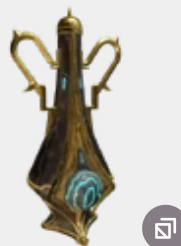
Carypod (Zariman Ten
Zero)



Reinforced Carypod
(Zariman Ten Zero)



Nascent Membroid
(Sentient Murex)



Urumith Entrati Coffin
(Albrecht's Laboratories)

Uncommon Storage Containers

The second most common variation of the Storage Containers. Whilst somewhat more



mission.

On Deimos there are Sagiant Entrati Caskets which can generally be found around [Requiem Obelisks](#) in the [Cambion Drift](#). Spitia Infested Cysts occur inside Cambion Drift caves only.

When broken, they typically contain several of these drops at once:

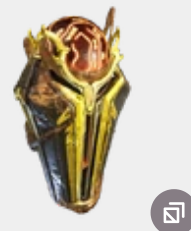
- A small/medium trinkets of Credits.
- Few random types of ammo magazines.
- [Energy](#) Orb / [Health](#) Orb / [Affinity](#) Orb.
- [Nav Coordinates](#).
- [Resources](#) of the respective planet.



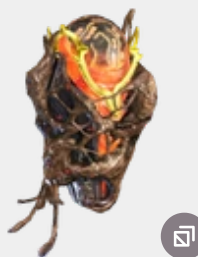
Uncommon [Grineer](#) Container.



Uncommon Corpus Container



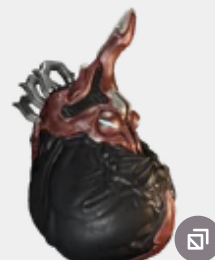
Sagiant Entrati Casket (Cambion Drift)



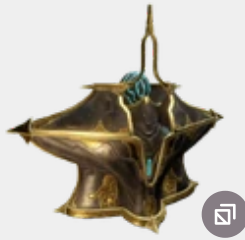
Spitia Infested Cyst (Cambion Drift)



Omnipak (Zariman Ten Zero)



Juvenile Membroid (Sentient Murex)



KlystorEntrati Coffin
(Albrecht's Laboratories)

Rare Storage Containers

A rare variation of the Storage Containers, their appearance is similar to the standard storage container, but with a golden glow and a humming noise identical to that of the [Sabotage Resource Caches](#).

- (download, history)

While they lack the distinct humming sound of other rare containers, Auroron Entrati Caskets are nevertheless rare and can be found either as a rare spawn in the [Cambion Drift](#) on Deimos, or as a guaranteed spawn within the vaults of [Isolation Vault](#) Bounties.

With the exception of the Auroron Entrati Casket, all containers usually contain:

- [Mantis](#) Engines (Grineer), [Mantis](#) Fuselage (Corpus), or [Mantis](#) Avionics (Orokin).
- A [Detonite Injector](#) (Grineer), [Fieldron](#) (Corpus), or [Forma](#) (Orokin, Zariman).
- 80 [Endo](#).
- A 30-minute [Affinity](#) or [Credit Booster](#).
- Occasionally a random weapon blueprint, including [Research](#) exclusive blueprints.
- Credit quantity of around 700 to 1,200.

Each of the container variations (Grineer, Corpus, Orokin, Entrati, Zariman, Albrecht's Laboratories) has their own entry in the [Codex](#).





Rare [Grineer](#) Container



Rare [Corpus](#) Container



Rare [Orokin](#) Container



Auroron Entrati Casket
(Cambion Drift)



Molted Cask (Zariman
Ten Zero)



Mature Membroid
(Sentient Murex)



Muzureh Entrati Coffin
(Albrecht's Laboratories)

Reinforced Storage Containers

Reinforced containers are the rarest of the Storage Containers and have their own models with significantly bulkier plating than the standard variants, plus the golden glow and humming sound of the rare storage container. They require more damage to break than any other container. The models also reflect this with sections breaking off as the container is damaged.

When broken, they usually contain:

- [Mantis](#) Engines (Grineer), [Mantis](#) Fuselage (Corpus), or [Mantis](#) Avionics (Orokin).
- A [Detonite Injector](#) (Grineer), [Fieldron](#) (Corpus), or [Forma](#) (Orokin).



- 80 [Endo](#).
- A 60-minute [Affinity](#) or [Credit Booster](#).
- Occasionally a random weapon blueprint, including certain [Research](#)-exclusive blueprints.
- Credit quantity of around 5,000 to 10,000.

Each of the container variations (Grineer, Corpus, Orokin, Zariman, Albrecht's Laboratories) has their own entry in the [Codex](#).



Reinforced [Grineer](#)
Container



Reinforced [Corpus](#)
Container



Reinforced [Orokin](#)
Container



Ancient Molted Cask
(Zariman Ten Zero)



Apex Membroid
(Sentient Murex)



Thalmin Entrati Coffe
(Albrecht's Laboratories)

Forgotten Grineer Storage Containers

Forgotten Grineer Storage Containers are rare containers that look almost identical to the Rare Storage Containers with some moss growing on it. They still produce the humming sound and glow of a Rare Storage Container. They are currently only found on Earth.

When broken, they contain:

- [Grineer Forest Factory Scene](#)
- [Grineer Forest Industry Scene](#)
- [Grineer Forest Water Pump Scene](#)



This container has its own entry in the [Codex](#).



Forgotten [Grineer](#)
Storage Container

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)
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Robotics Lockbox (1-3x Control Module)	Ferrite Deposit (150-300x Ferrite)	Gallium Deposit (1-3x Gallium)
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Grokdrul Drum (1-5x Grokdrul, 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)
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Morphics Stabilizer (1-3x Morphics)	Spore Culture (150-300x Spores)	Neural Array (1-3x Neural Sensors)
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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

These are based on opinions and may not be true. These should be viewed as advice unless proven undoubtedly true. Check comments for confirmation. Results may vary.



- In any given mission, there is a low chance of a single Rare Storage Container and a lower chance of a single Reinforced Storage Container spawning somewhere in the map. If one spawns, it will randomly select a vacant high-value hotspot, similar to that of a [Syndicate Medallion](#), and spawn in it.
- [Golden Instinct](#) allows for a convenient way of locating rare stuff around a tileset, including those of the rare and reinforced containers. It is worth noting that an **opened** Rare/Reinforced Storage Container will **not** trigger Golden Instinct.
- Special mission types like Alerts and Syndicate missions have a higher than average chance of spawning rare and reinforced containers.
- [Dark Sectors](#) seem to have an increased chance to spawn Rare and Reinforced Containers.
- Some abilities can break containers:
 - [Limbo's Cataclysm](#)
 - [Equinox's Mend & Maim](#): Cast Maim, kill enemies to charge it, then release Maim for a nuke that can break containers
 - [Chroma's Heat or Toxin Elemental Ward](#)
 - [Yareli's Aquablades](#)
 - [Revenant's Danse Macabre](#)
 - [Xaku's The Vast Untime](#) can break containers at very long range
 - [Gara's Splinter Storm](#)
 - [Carrier's](#) exclusive mod [Looter](#)
- It is helpful to go into your Options menu, under the Audio Tab, and make sure your "Sound Effects Volume" is at max while all other volume controls being down. Rare Containers and Caches make a humming noise and this will make them easier to find.

Drop Table



Container	Possible Resource Drop
Common Grineer Storage Container Variant 1	Region Resource (25%)
Common Grineer Storage Container Variant 2	Region Resource (19.36%) Nav Coordinate (5.64%)
Common Corpus Storage Container Variant 1	Region Resource (18.97%) Nav Coordinate (5.5275%) Oxium (0.5025%)
Common Corpus Storage Container Variant 2	Region Resource (19.36%) Nav Coordinate (5.64%)
Orokin Storage Container	Region Resource (18.97%) Nav Coordinate (5.5275%) Oxium (0.5025%)
Abandoned Storage Container	Region Resource (25%)
Uncommon Grineer Storage Container Variant 1	Region Resource (18.97%) Nav Coordinate (5.5275%) Oxium (0.5025%)
Uncommon Grineer Storage Container Variant 2	Region Resource (24.355%) Oxium (0.645%)
Uncommon Grineer Storage Container Variant 3	Region Resource (19.36%) Nav Coordinate (5.64%)
Uncommon Grineer Storage Container (Empyrean missions)	The following drop table will roll two times (resource drop chance is 200.00%) Carbides (75.88%) Gallos Rods (22.11%) Komms (2.01%)



Rare Grineer Storage Container (Empyrean missions)	The following drop table will roll three times (resource drop chance is 300.00%) Carbides (75.88%) Gallos Rods (22.11%) Komms (2.01%)
Reinforced Grineer Storage Container	Detonite Injector (100%)
Reinforced Grineer Storage Container Variant 1 (Empyrean missions)	The following drop table will roll four times (resource drop chance is 400.00%) Carbides (75.88%) Gallos Rods (22.11%) Komms (2.01%)
Reinforced Grineer Storage Container Variant 2 (Empyrean missions)	The following drop table will roll four times (resource drop chance is 400.00%) Cubic Diodes (75.88%) Isos (22.11%) Aucru Capacitors (2.01%)
Uncommon Corpus Storage Container Variant 1	Region Resource (19.36%) Nav Coordinate (5.64%)
Uncommon Corpus Storage Container Variant 2	Region Resource (18.97%) Nav Coordinate (5.5275%) Oxium (0.5025%)
Rare Corpus Storage Container	Fieldron (100%)
Reinforced Corpus Storage Container	Fieldron (100%)
Rare Orokin Storage Container Variant 1	Region Resource (12.5%) Forma (12.5%)
Rare Orokin Storage Container Variant 2	Forma (100%)
Rare Orokin Storage Container	Carbides (25.49%)



(Empyrean missions)	Cubic Diodes (25.49%) Titanium (25.49%) Isos (20.17%) AucruX Capacitors (3.36%)
Rare Orokin Storage Container (Level 51 - 75) (Empyrean missions)	Carbides (45.35%) Cubic Diodes (27.33%) Titanium (27.33%) Asterite (less than 0.01%) Gallos Rods (less than 0.01%) Komms (less than 0.01%)
Rare Orokin Storage Container (Level 76 - 100) (Empyrean missions)	Carbides (37.28%) Cubic Diodes (22.47%) Titanium (22.47%) Asterite (17.78%) AucruX Capacitors (less than 0.01%) Nullstones (less than 0.01%)
Reinforced Orokin Storage Container	Forma (100%)
Reinforced Orokin Storage Container (Level 0 - 50) (Empyrean missions)	Carbides (24.64%) Cubic Diodes (24.64%) Titanium (24.64%) Isos (20.29%) AucruX Capacitors (5.80%)
Reinforced Orokin Storage Container (Level 51 - 75) (Empyrean missions)	Carbides (59.68%) Cubic Diodes (20.16%) Titanium (20.16%) Asterite (less than 0.01%) Gallos Rods (less than 0.01%) Komms (less than 0.01%)
Reinforced Orokin Storage Container (Level 76 - 100) (Empyrean missions)	Carbides (51.19%) Cubic Diodes (17.29%) Titanium (17.29%) Asterite (14.24%)



	Aucru Capacitors (less than 0.01%) Nullstones (less than 0.01%)
Forgotten Grineer Storage Container	Grineer Forest Factory Captura Scene (33.33%) Grineer Forest Industry Captura Scene (33.33%) Grineer Forest Water Pump Captura Scene (33.33%)

Last updated: [Update 27.2](#) (2020-03-05)

Notes

- When affected by [Mirage's](#) [Sleight of Hand](#) ability, the container will blind enemies in a radius around the container when broken, but only if the container has not already been looted.
- All storage containers in Empyrean missions contain 15 endo regardless of level, making it a decent source of early game endo especially when paired with [Master Thief](#) and/or [Scavenge](#).
 - Rare containers will have an increased amount of endo (around 165).

Trivia

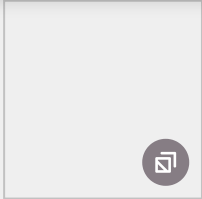
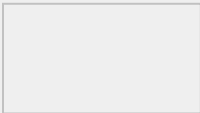
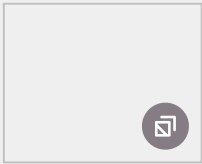
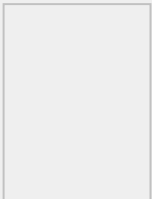
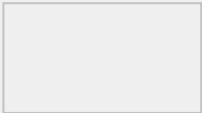
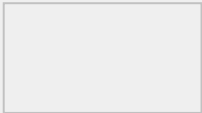
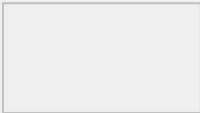
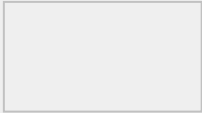
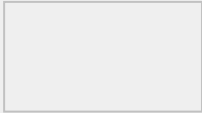
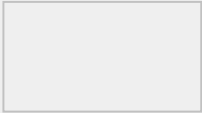
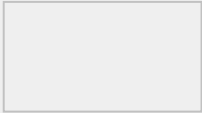
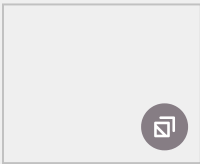
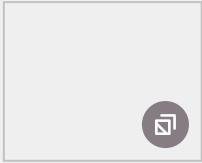
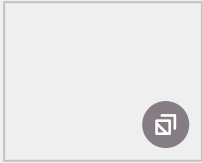
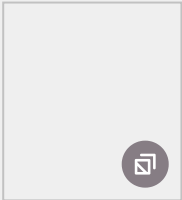
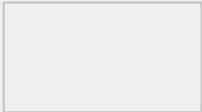
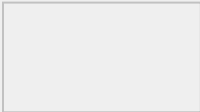
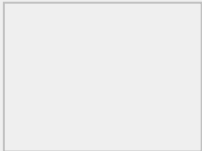
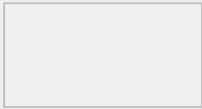
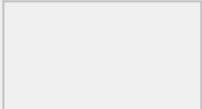
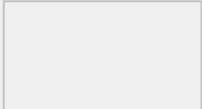
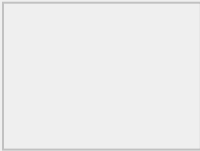
- Before the [Boar Prime](#) was moved into the [Prime Vault](#), Reinforced Orokin Containers used to drop its blueprint. There was a brief time after it was moved into the Prime Vault that it still dropped from the containers.
- [Darvo](#) has a reinforced Orokin container in the back of his store.

Bugs

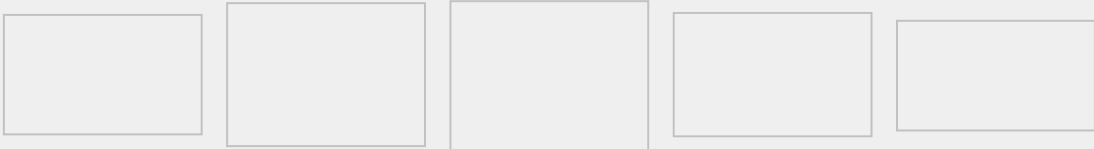
- [Dying](#) and reviving, after receiving boosters from the Rare Storage Containers, will remove the accumulated duration of the boosters gained from the containers.

Media



				
A Grineer Storage Container.	A Corpus Storage Container.	An Orokin Storage Container.	A Grineer Storage Crate.	Rare Grineer Storage Container.
				
Reinforced Storage Container.	The container in Codex.	An opened Reinforced Orokin Storage Container.		
				
Rare Orokin Storage Container.	Rewards from a Rare Orokin Void Container.	Codex entry for Rare Orokin Storage Container.	A Rare Corpus Storage Container.	Reinforce Orokin Storage Container.
				
Reinforced Orokin Storage Container Codex Entry.	Reinforced Grineer Storage Container Codex Entry.	Green Orb from a Rare Container.	A Rare Grineer Storage Container.	Reinforced Corpus Storage Container.
				
Codex Entry for Reinforced Corpus Storage	This seems a bit out of place.			A Rare Corpus Storage Container in the



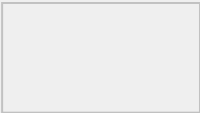


A Common
Corpus Storage
Container in the
Codex.

An Uncommon
Corpus Storage
Container in the
Codex.

An Abandoned
Storage
Container in the
Codex.

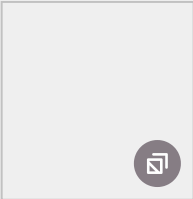
Comparison
between Rare
(left) and
Reinforced (right)
Grineer Storage
Containers.



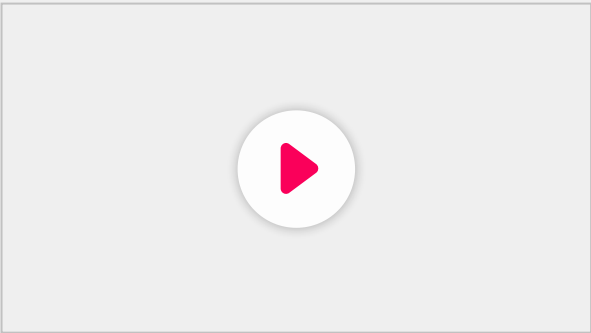
Forgotten Grineer
Storage
Container Codex
Entry



'Abandoned
Orokin Container'
from outdated
Orokin Derelict

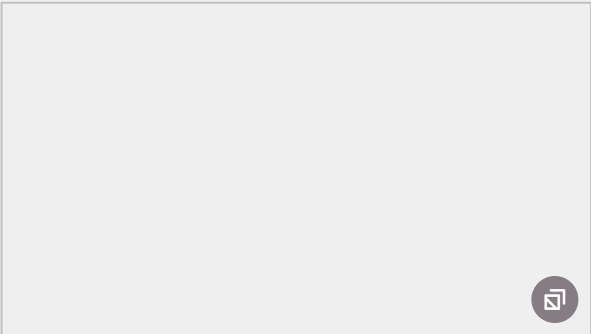


Molted Cask on
the Zariman



Warframe 2014 11 14 01 05 26 64

Reinforced Container w/ sound.



Broken Reinforced Orokin Container

Patch History

- Fixed being unable to destroy Orokin Containers by shooting the top of it.

Hotfix 19.5.4 (2017-01-03)

- Fixed various spawning issues with Rare Containers.

Game System Mechanics		Edit	[Collapse]
Currencies		<a>Credits • <a>Orokin Ducats • <a>Endo • <a>Platinum • <a>Aya • <a>Regal Aya • <a>Standing	
General	Basics	<a>Arsenal • <a>Codex • <a>Daily Tribute • <a>Empyrean • <a>Foundry • <a>Market • <a>Mastery Rank • <a>Nightwave • <a>Orbiter • <a>Player Profile • <a>Reset • <a>Star Chart	
	Lore	<a>Alignment • <a>Fragments • <a>Leverian • <a>Quest	
	Factions	<a>Corpus • <a>Grineer • <a>Infested • <a>Orokin • <a>Sentient • <a>Syndicates • <a>Tenno	
	Social	<a>Chat • <a>Clan • <a>Clan Dojo • <a>Leaderboards • <a>Trading	
	Squad	<a>Host Migration • <a>Inactivity Penalty • <a>Matchmaking	
	Player Housing	<a>Clan Dojo • <a>Dormizone • <a>Drifter's Camp • <a>Orbiter	
Gameplay	Basics	<a>Affinity • <a>Buff & Debuff • <a>Death • <a>Hacking • <a>Invisible • <a>Maneuvers • <a>One-Handed Action • <a>Open World • <a>Pickups • <a>Radar • <a>Stealth • <a>Tile Sets • <a>Void Relic • <a>Waypoint	
	Damage Mechanics	<a>Critical Hit • <a>Damage • <a>Damage Redirection • <a>Damage Reduction • <a>Damage Reflection • <a>Damage Type Modifier • <a>Damage Vulnerability • <a>Health • <a>Status Effect	
	Enemies	<a>Bosses • <a>Death Mark • <a>Enemy Behavior • <a>Eximus (Overguard) • <a>Lich System	
	Mission	<a>Arbitrations • <a>Archon Hunt • <a>Break Narmer • <a>Empyrean • <a>Invasion • <a>Sortie • <a>Tactical Alert • <a>The Circuit • <a>The Steel Path • <a>Void Fissure	
	Activities	<a>Captura • <a>Conservation • <a>Fishing • <a>K-Drive Race • <a>Ludenox • <a>Mining	



Equipment	Other	Gravity • Threat Level
	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



Languages

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