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in: [Pages with script errors](#), [Corrosive Damage](#), [Damage 2.0](#), and [3 more](#) REGISTER

Corrosive Damage

 2  EDIT< [Damage](#)

For the aura mod, see [Corrosive Projection](#).

DAMAGE EFFICACY

x1.5 damage to Grineer

x1.5 damage to Kuva Grineer

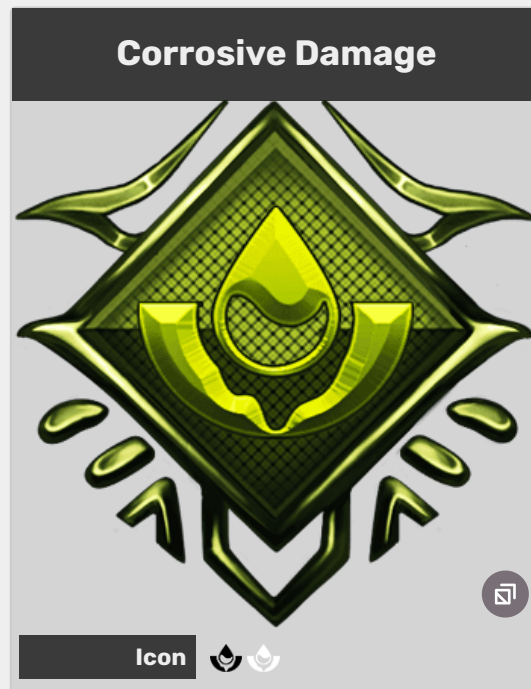
x0.5 damage to Sentient

STATUS EFFECT

Created by combining  [Toxin](#) and

 [Electricity](#) damage.

 [Corrosive](#) temporarily removes up to 80% of the target's armor value with multiple stacks.



—In-game Description

 **Corrosive Damage** is one of the six secondary elemental damage types, composed



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ased damage to [Grineer](#) and

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[us Effect](#) temporarily degrades

WARFRAME Wiki



☰ Contents

1. Status Effects
 - 1.1. General
 - 1.2. Railjack
2. Corrosive Sources
 - 2.1. Weapons
 - 2.2. Mods
 - 2.3. Enemies
 - 2.4. Abilities
3. Additional Effects
4. Tips
5. Media
6. Patch History
7. See Also

Status Effects

General

The status effect of  **Corrosive** damage is **Corrosion**. It temporarily degrades the [armor](#) of the afflicted target by **26%** for **8** seconds. Subsequent procs further reduce armor by **6%**, culminating in a total armor reduction of **80%** at **10** stacks, with each stack having its own duration. Any stacks applied after the 10th will replace the oldest stack.

 [Emerald Archon Shard](#) can increase the maximum  **Corrosive** status procs by **+2** (**+3** for  [Tauforged](#)). Applying **14** stacks can fully remove all armor for the duration of the status.

 [Hydroid](#)'s [passive](#) causes enemies damaged by him to be permanently more vulnerable to  **Corrosive** status, with the first proc degrading **50%** of armor, allowing him to have **100%** armor reduction at 10 stacks. This vulnerability can come from any source of  **Corrosive** procs, not just from Hydroid's weapons or abilities, as long as



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corpses partially corroded and dissolved.

 **Corrosive** status [armor](#) reduction is **multiplicative** with other armor reduction sources. This can be expressed as the following:

Armor after reduction = (1 - 50%) × [1 - (20% + 6% × Number of Corrosive stacks)] × (1 - 18% × Number Corrosive Projections)

▼View detailed examples▼

Railjack

 **Corrosive** does not have a [Railjack](#) space counterpart and is thus not able to proc any status effect nor is it included in calculations for status proc weighting.

Corrosive Sources

Main article: [Category:Corrosive Damage](#)

Weapons

Main article: [Category:Corrosive Damage Weapons](#)

Weapons with Corrosive damage						
Name	Slot	Class	Attack Name	Corrosive	Majority	
Catabolyst	Secondary	Pistol	Primary	53	100.00%	Corrosive
Caustacyst	Melee	Scythe	Normal Attack	103	39.62%	Corrosive
Scourge Prime	Primary	Speargun	Projectile Impact	80	100.00%	Corrosive
Scourge	Primary	Speargun	Projectile Impact	70	100.00%	Corrosive
Stug	Secondary	Pistol	Blob Explosion	75	100.00%	Corrosive
Synapse	Primary	Rifle	Normal Attack	20	100.00%	Corrosive





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[Sancti Tigris](#) (Purity Effect)

[Sancti Castanas](#) (Purity Effect)

[Gazal Machete](#)

(Added by [Fatal Attraction](#) bursts)

Mods

[Weapons](#)

[Warframe](#)



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[Acid Shellst](#)

[Bright Purity](#)

[Disarming Purity](#)

[Lasting Purity](#)

[Winds of Purity](#)

†Denotes a source of corrosive damage that does not inflict the status effect on enemies.

Enemies



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Artificer wielding the [Stug](#) [Juggernaut](#)'s stomp attack creates a [Corrosive](#) web that spawns additional Infested

[Scyto Raknoid](#)'s attacks, particularly its ability to launch a slowing web in front of it [Tar-Mutalist MOA](#) can launch puddles of [Corrosive](#) tar

Abilities

[Hydroid](#) [Inaros](#) [Revenant](#) [Saryn](#)

[Tempest Barrage](#) [Tidal Surge](#) [Plunder](#) [Tentacle Swarm](#)

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[Tempest Barrage](#)

Summon a tempest to rain down upon a target area.

Introduced in [Update 13.0](#)
(2014-04-09)

[Strength:](#)

150 / 175 / 225 / 300 ([Corrosive](#) base damage)

[Duration:](#)

4 / 6 / 8 / 10 s

[Range:](#)

5 m (explosion radius)

[Misc:](#)

∞ (cast range)
4/s (salvos per sec)
3 / 5 / 8 / 10 m (barrage radius)





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100% (**Corrosive** status chance)

Subsumable to
Helminth

Additional Effects

Some mods add additional effects when a **Corrosive** occurs or dealing **Corrosive** damage.

[Emerald Archon Shard](#)

Tips

- **Corrosive** damage can be combined with **Viral** damage (when applicable) to create a deadly damage combo against enemies with armor, especially the **Grineer**. The reduction of armor will lessen the reduction of damage, while viral procs will increase damage dealt even further.
- **Corrosive** pairs well with weapons that do primarily **Impact** damage. This results in an excellent faction-neutral build, as Corrosive is either buffed or normal against every damage type except for Corpus **Proto Shields**, which the Impact makes up for, especially on a high-crit weapon.

Media

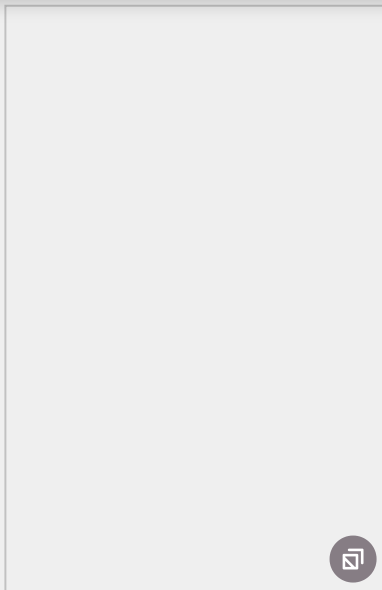


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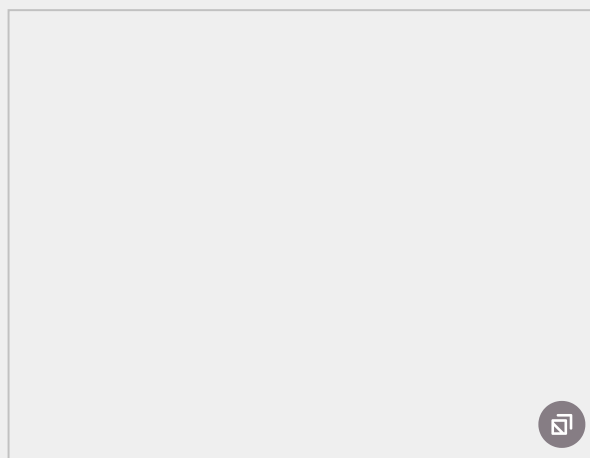


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An enemy affected by a corrosive proc, the green electric like visuals can be seen, although faint



Corrosive visual effects on death

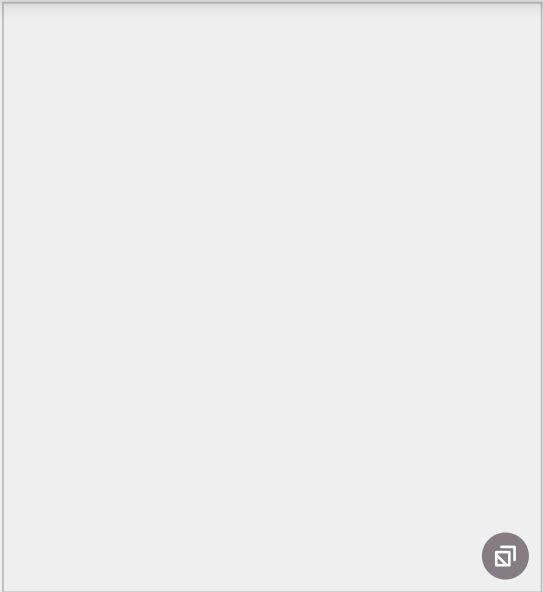


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Corrosive visuals on a melee weapon

Patch History

Update 36.0 (2024-06-18)

Simplified Faction Resistances

- Grineer: Vulnerable to **Corrosive**
- Sentient:
 - Resistant to **Corrosive**
- Kuva Grineer
 - Vulnerable to **Corrosive**

See Also

- [Purity](#)

Damage Mechanics Edit [Collapse]

[Attack Speed](#) • [Buff & Debuff](#) • [Critical Hit](#) • [Damage \(Faction Damage Bonus, Positive Type Modifier, Quantization\)](#) • [Damage Reflection](#) • [Enemy Body Parts](#) • [Punch Through](#) • [Status Effect](#)

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Defense		Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • Shield			
Damage Types					
Physical (IPS)		Impact •		Puncture •	Slash
Elemental	Primary (HCET)	Heat •		Cold •	Electricity • Toxin
	Secondary	Blast •	Corrosive •	Gas •	Magnetic •
		Radiation •		Viral	
Special		Tau •		True •	Void
Hidden/Internal		Cinematic • Energy Drain • Shield Drain			
Status Effects					
Physical		Knockback •		Weakened •	Bleed
Elemental	Primary	Ignite •		Freeze •	Tesla Chain • Poison
	Secondary	Inaccuracy •	Corrosion •	Gas Cloud •	Disrupt
				Confusion •	Virus
Special		Status Vulnerability •		Bullet Attractor	
Effect Only		Big Stagger •		Disarmed •	Impair (PvP only) •
		Knockdown •	Lifted •	Microwave •	Parried •
		Ragdoll •	Silence •	Sleep •	Slow • Stagger •
		Stun			
Shield, Armor, and Health Classes					
Tenno		"Tenno" wasn't found in Module:DamageTypes/data			
Grineer		Grineer • Kuva Grineer			
Corpus		Corpus • Corpus Amalgam			
Infested		Infested • Infested Deimos			
Corrupted		Orokin			
Sentient		Sentient			
Narmer		Narmer			
Zariman		Zariman			
The Murmur		The Murmur			
Miscellaneous		Hit Points • Object • Overguard			
Calculating Bonuses					



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Languages



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More Fandoms

[Sci-fi](#) | [Warframe](#)



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