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# Oxium

400 EDIT

*Oxium is a rare lighter than air alloy of Orokin origin, used in certain Corpus Robotics.*

—In-Game Description

**Oxium** is an uncommon component. Dropped by the uncommonly encountered [Oxium Osprey](#) with a guaranteed drop rate, it can be found in quantities of 7-12 and will only drop if the Osprey is killed before it [destroys itself](#) by charging against the player, an ally, or a wall.

Oxium can also be found by destroying [Storage Containers](#), completing low-tier [Bounties](#), and by opening the 3rd Cache in [Grineer Sealab Sabotage](#) missions.

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Oxium



Untradeable

Update Infobox Data

Description

Oxium is a rare lighter than air alloy of Orokin origin, used in certain Corpus Robotics.

Locations: Venus, Jupiter, Mars, Neptune, Pluto, Eris, Europa, and Lua.

General Information

Type

Resource

Drop Amount

7-12x



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Sell Price

Cannot Sell

Introduced

Update 11.9 (2014-01-29)

Vendor Sources

Official Drop Tables

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

Farming Locations

These are based on opinions and may not be 100% true. These should be viewed as advice for finding the resource until better facts are proven.

| Target                                                                              | Planet  | Name           | Type       | Level   | Tile Set          |
|-------------------------------------------------------------------------------------|---------|----------------|------------|---------|-------------------|
|    | Phobos  | Gulliver       | Defense    | 10 - 15 | Corpus Ship       |
|  | Jupiter | Io             | Defense    | 15 - 20 | Corpus Gas City   |
|  | Pluto   | Outer Terminus | Defense    | 30 - 40 | Corpus Outpost    |
|  | Lua     | Apollo         | Disruption | 35 - 40 | Orokin Moon       |
|  | Europa  | Paimon         | Defense    | 18 - 23 | Corpus Ice Planet |

These locations are always available and are additionally useful for gathering resources that drop from enemies. However, in the event that one only needs large amounts of Oxium, and one does not have an active resource booster, it is highly advisable to run the open world bounty missions if Oxium is being offered. Since it only drops in stage 1 and 2, the Oxium farm can be optimized by intentionally failing Stage 3 and restarting the bounty without entering the hub section.

Drop Locations

| Mission Type ▾    | Source ▾                                  | Rotations<br>or<br>Drop<br>Table ▾ | Chance <sup>[1]</sup> ▾ | Quantity <sup>[2]</sup> ▾ | Avg.<br>per<br>roll <sup>[3]</sup> ▾ | Star Chart Nodes ▾                                                                            |
|-------------------|-------------------------------------------|------------------------------------|-------------------------|---------------------------|--------------------------------------|-----------------------------------------------------------------------------------------------|
| Cetus<br>Bounty   | Cetus<br>Bounty Lvl<br>5-15<br>Stage 1    | A                                  | 20%                     | 100                       | 20                                   | <ul style="list-style-type: none"><li>Plains of Eidolon/Cetus, Earth; talk to Konzu</li></ul> |
| Cetus<br>Bounty   | Cetus<br>Bounty Lvl<br>10-30<br>Stage 2   | A                                  | 15.97%                  | 200                       | 31.94                                | <ul style="list-style-type: none"><li>Plains of Eidolon/Cetus, Earth; talk to Konzu</li></ul> |
| Cetus<br>Bounty   | Cetus<br>Bounty Lvl<br>10-30<br>Stage 1   | A                                  | 25%                     | 200                       | 50                                   | <ul style="list-style-type: none"><li>Plains of Eidolon/Cetus, Earth; talk to Konzu</li></ul> |
| Cetus<br>Bounty   | Cetus<br>Bounty Lvl<br>5-15<br>Stage 2    | A                                  | 15.49%                  | 100                       | 15.49                                | <ul style="list-style-type: none"><li>Plains of Eidolon/Cetus, Earth; talk to Konzu</li></ul> |
| Fortuna<br>Bounty | Fortuna<br>Bounty Lvl<br>5-15<br>Stage 1  | A                                  | 25%                     | 100                       | 25                                   | <ul style="list-style-type: none"><li>Orb Vallis/Fortuna, Venus; talk to Eudico</li></ul>     |
| Fortuna<br>Bounty | Fortuna<br>Bounty Lvl<br>5-15<br>Stage 2  | A                                  | 15%                     | 100                       | 15                                   | <ul style="list-style-type: none"><li>Orb Vallis/Fortuna, Venus; talk to Eudico</li></ul>     |
| Fortuna<br>Bounty | Fortuna<br>Bounty Lvl<br>10-30<br>Stage 1 | A                                  | 25%                     | 200                       | 50                                   | <ul style="list-style-type: none"><li>Orb Vallis/Fortuna, Venus; talk to Eudico</li></ul>     |
| Fortuna<br>Bounty | Fortuna<br>Bounty Lvl<br>10-30            | A                                  | 15%                     | 200                       | 30                                   | <ul style="list-style-type: none"><li>Orb Vallis/Fortuna, Venus; talk to Eudico</li></ul>     |



| Mission Type ↕ | Source ↕                                 | Rotations<br>or<br>Drop<br>Table ↕ | Chance <sup>[1]</sup> ↕ | Quantity <sup>[2]</sup> ↕ | Avg.<br>per<br>roll <sup>[3]</sup> ↕ | Star Chart Nodes ↕                                                    |
|----------------|------------------------------------------|------------------------------------|-------------------------|---------------------------|--------------------------------------|-----------------------------------------------------------------------|
| Sabotage       | Sealab<br>Sabotage<br>Resource<br>Caches | C                                  | 15.49%                  | 250                       | 38.725                               | <ul style="list-style-type: none"><li>Desdemona,<br/>Uranus</li></ul> |

Enemy Drop Tables

| Enemy ↕                  | Drop<br>Table<br>Chance <sup>[4]</sup> ↕ | Item<br>Chance <sup>[5]</sup> ↕ | Chance <sup>[6]</sup> ↕ | Expected<br>Kills <sup>[7]</sup> ↕ | Quantity <sup>[8]</sup> ↕ | Avg. per<br>roll<br>attempt <sup>[9]</sup> ↕ |
|--------------------------|------------------------------------------|---------------------------------|-------------------------|------------------------------------|---------------------------|----------------------------------------------|
| Carabus                  | 100%                                     | 100%                            | 100%                    | 1                                  | 1                         | 1                                            |
| Juno<br>Oxium<br>Osprey  | 100%                                     | 100%                            | 100%                    | 1                                  | 1                         | 1                                            |
| Nemes                    | 100%                                     | 100%                            | 100%                    | 1                                  | 1                         | 1                                            |
| Oxium<br>Osprey          | 100%                                     | 100%                            | 100%                    | 1                                  | 1                         | 1                                            |
| Vapos<br>Oxium<br>Osprey | 100%                                     | 100%                            | 100%                    | 1                                  | 1                         | 1                                            |

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Blueprints Requiring Oxium

Click to view the Blueprints requiring Oxium

Gathering Tips

Tips collected from common player experience and should be viewed as advice rather than fact.

- Playing [Corpus Excavation](#), [Defense](#), [Survival](#), and [Mobile Defense](#) missions can offer a decent amount of Oxium as well, the lowest level being Kiliken, [Venus](#).
- Jupiter Gas City missions have various interactive sources of Oxium, such as reactors that can be raised from a console at their base.
- Keeping enemies in an alerted state in [Sabotage](#) missions can bring a fair amount of



right away.

- Io, [Jupiter](#) yields around 80 Oxium in 10 waves.

## Notes

- [Ivara](#) can use [Prowl](#) on the Ospreys, potentially doubling the amount of Oxium dropped by a single unit.
- As it's dropped by a specific enemy and is not a planet-specific drop, it cannot be obtained by using [Extractors](#).
- Sometimes Oxium can get stuck in the ceiling in narrow hallways/locations with a low ceiling, Loot Radar mods ( [Animal Instinct](#) & [Thief's Wit](#)) can help locating those otherwise invisible resource drops.
- Oxium can also be acquired from [Grineer/Corpus/Orokin](#) storage containers, albeit with a very low chance. Therefore, one should not rely on this source due to it being infrequent.
- As of [Update 18.0](#) (2015-12-03), [Nekros](#) can [Desecrate Oxium Ospreys](#).
- Each player obtains a different amount of Oxium from the same pickup, implying that the amount of Oxium contained in a pickup is not pre-determined.
- Recommended manner of dealing with Oxium Ospreys before they self-destruct without dropping the desired resource is incapacitating them before they are able to see the enemy and attack. Otherwise focusing on diverting their attention from fighting ( [Terrify](#), [Radial Blind](#) ( [Radial Howl](#)), [Rest & Rage](#), and similar abilities) is a good way of approaching the situation.
  - [Nidus](#) can use [Larva](#) to catch [Oxium Ospreys](#), leaving them open for potshots before they have a chance to destroy themselves while also potentially granting him Mutation stacks as well. Doing it this way however, it is ill-advised to melee the Oxium Ospreys as they can still detonate if they aren't destroyed quickly enough.
  - [Harrow](#) can use [Condemn](#) to hold Oxium Ospreys in place, creating an ample opportunity to land potshots.
  - [Khora](#) can use [Strangledome](#) to hold the Oxium Ospreys in place and finish them off, although if the Ospreys start their kamikaze charge before the Strangledome casting animation is complete, they will still explode. As a bonus, with the [Pilfering Strangledome](#) augment there is a good chance that the Ospreys will drop double the amount of Oxium.
- [Sorties](#) seem to have somewhat higher spawn rates for the Ospreys.

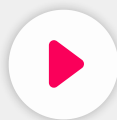
## Market

*By purchasing this item you can directly exchange **30** for 300 Oxium.*

—In-Game Description

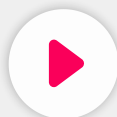


## Media



### **Best Way To Get Oxium In Warframe - 2023 beginners guide**

Farming Oxium warframe Farming guide (2023)



### **Farming Oxium warframe Farming guide (2018)**

## Patch History

### [Update 24.0](#) (2018-11-08)

- (Undocumented) Oxium resource pickups are now green.

### [Update 23.8](#) (2018-09-12)

- As a result of a review from the Capture Mission changes that affected Oxium acquisition (Galatea, Neptune) and Oxium acquisition as a whole, we have made tweaks to better benefit your Oxium grofit:
- Oxium Ospreys now appear within the first 5 Waves/Rounds of all Corpus

*Last updated: [Update 22.8](#) (2017-12-21)*



- The word Oxium might be made up out of *Oxy-* (ancient greek ὀξύς, romanized oxús), meaning "sharp" or "pointy" and *-ium* which is a common suffix for elements.
  - Considering the resource's description of being lighter than air, the name Oxium might instead be derived from [oxygen](#).
- Anything containing Oxium, being it enemies or weaponry, is showing golden color, same as the resource icon. In real-world, pure Gold will form crystals as well, so Oxium might be the far future name for Au<sub>79</sub>.

See Also

- [Oxium Osprey](#), the enemy which drops this resource.
- [Operation: Oxium Espionage](#), the event which first introduced this resource.

| Resources / Components |                                           |                                               |                                         |                                  |                                                  |
|------------------------|-------------------------------------------|-----------------------------------------------|-----------------------------------------|----------------------------------|--------------------------------------------------|
| Star Chart             | Empyrean                                  | Plains of Eidolon                             | Orb Vallis                              | Cambion Drift                    | Duviri                                           |
| Common                 |                                           | <a href="#">Alloy Plate</a> •                 | <a href="#">Entrati Obols</a> •         | <a href="#">Ferrite</a> •        | <a href="#">Nano Spores</a> • <a href="#">S</a>  |
| Uncommon               | <a href="#">Carbides</a> •                | <a href="#">Circuits</a> •                    | <a href="#">Cryotic</a> •               | <a href="#">Cubic Diodes</a> •   | <a href="#">Hexenon</a> •                        |
|                        | <a href="#">Oxium</a> •                   | <a href="#">Plastids</a> •                    | <a href="#">Polymer Bundle</a> •        | <a href="#">Rubedo</a> •         | <a href="#">Stela</a> • <a href="#">Thra</a>     |
|                        |                                           |                                               | <a href="#">Voidgel Orb</a>             |                                  |                                                  |
| Rare                   |                                           | <a href="#">Argon Crystal</a> •               | <a href="#">Control Module</a> •        | <a href="#">Gallium</a> •        | <a href="#">Morphics</a> • <a href="#">Neura</a> |
|                        |                                           | <a href="#">Neurodes</a> •                    | <a href="#">Orokin Cell</a> •           | <a href="#">Tellurium</a> •      | <a href="#">Entrati Lanthorn</a>                 |
| Research               |                                           | <a href="#">Antiserum Injector Fragment</a> • | <a href="#">Detonite Ampule</a> (       | <a href="#">Detonite Inje</a>    |                                                  |
|                        | <a href="#">Fieldron Sample</a> (         | <a href="#">Fieldron</a> ) •                  | <a href="#">Mutagen Sample</a> (        | <a href="#">Mutagen Mass</a> ) • |                                                  |
|                        |                                           |                                               | <a href="#">Synthula</a>                |                                  |                                                  |
| Navigation             | <a href="#">Animo Nav Beacon</a> •        | <a href="#">Cryptographic ALU</a> •           | <a href="#">Judgement Points</a> •      | <a href="#">Nav</a>              |                                                  |
|                        | <a href="#">Omega Isotope</a> •           | <a href="#">Granum Crown</a> (                | <a href="#">Exemplar Granum Crown</a> , | <a href="#">Zenith</a> (         |                                                  |
| Special                | <a href="#">Aya</a> •                     | <a href="#">Ayatan Amber Star</a> •           | <a href="#">Ayatan Cyan Star</a> •      | <a href="#">Endo</a> •           | <a href="#">Intact Se</a>                        |
|                        | <a href="#">Javlok Capacitor</a> •        | <a href="#">Kavat Genetic Code</a> •          | <a href="#">Lua Thrax Plasm</a> •       | <a href="#">Nitain</a>           |                                                  |
|                        | <a href="#">Orokin Cipher</a> •           | <a href="#">Kuva</a> •                        | <a href="#">Riven Sliver</a> •          | <a href="#">Somatic Fibers</a> • | <a href="#">Steel E</a>                          |
|                        | <a href="#">Synthetic Eidolon Shard</a> • | <a href="#">Vitus Essence</a> •               | <a href="#">Void Traces</a> •           | <a href="#">Vosfor</a> •         |                                                  |

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll



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