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Bane of Corpus

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Bane of Corpus is a [mod](#) that increases the [damage](#) of rifles against [Corpus](#). The mod increases both the base damage and elemental damage of a weapon.

Stats

Normal

Rank	Effect	Cost
0	x1.05	4
1	x1.1	5
2	x1.15	6
3	x1.2	7
4	x1.25	8
5	x1.3	9



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[WARFRAME Wiki](#)

2	x1.075	4
3	x1.1	5

Drop Locations

x1.3 Damage to Corpus	
General Information ^	
Type	Rifle
Polarity	Madurai
Rarity	Uncommon
Incompatible Mods	Primed Bane of Corpus Flawed Bane of Corpus
Max Rank	5
Endo Required To Max	620
Credits Required To Max	29,946
Base Capacity Cost	4
Trading Tax	4,000
Introduced	Update 9.0 (2013-07-13)
Vendor Sources ^	
Official Drop Tables ^	
https://www.warframe.com/droptables	

Mission Drop Tables



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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempts
Crawler	3%	7.37%	0.2211%	452	1	0.00221
Demolisher Anti MOA	15%	25%	3.75%	27	1	0.0375
Demolisher Bursa	15%	25%	3.75%	27	1	0.0375
Demolisher Hyena	15%	25%	3.75%	27	1	0.0375
Demolisher Machinist	15%	25%	3.75%	27	1	0.0375

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.



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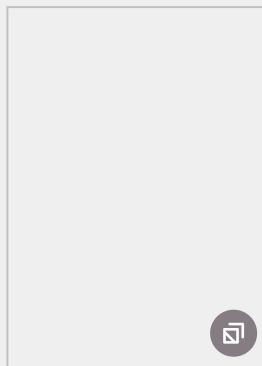


[g. Corrupted Crewman, Narmer](#)

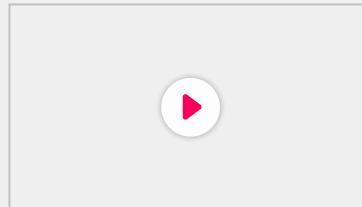


- Despite being listed as a multiplier, it will stack **additively** with other sources of Damage to Corpus.
 - For example, if you had a [Riven Mod](#) with x0.5 Damage to Corpus and a max rank Bane of Corpus with x1.3 Damage to Corpus, you would have a **1 - 0.5 + 0.3 = x0.8** multiplier for damage against Corpus with both mods equipped.

Media



Old appearance

**Warframe Playtesting Bane & Primed Bane Mods doingitraw**

Patch History

Update 34.0 (2023-10-18)

- Changed the Faction Damage Mod (includes Bane, Cleanse, Expel, Smite, Railjack, and Riven Faction Stats) descriptions to use multiplier instead of percentage based stat formatting. Damage values have not changed! Just the way they are communicated.
 - For example: Smite Corpus (at max rank)
 - Was: "+30% Damage to Corpus."
 - Now: "x1.3 Damage to Corpus."

Faction Damage Mods

Bane of Corpus (Primed)	Bane of Orokin (Primed)	Bane of Infested (Primed)
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	Cleanse Infested (Primed)	



Pistol	Expel Corpus (Primed) • Expel Grineer (Primed) • Expel Infested (Primed) • Expel The Murmur	Expel Orokin (Primed) • Expel Infested (Primed) • Expel The Murmur
Melee	Sacrificial Pressure (Primed) • Smite Corpus (Primed) • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur	Sacrificial Steel (Primed) • Smite Orokin (Primed) • Smite Infested (Primed) • Smite The Murmur
Plexus	Granum's Nemesis • Sentient Scalpel • Worm's Torment	

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
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

Categories

Languages

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