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Legendary Core

215



EDIT

Consumed in the fusion process to power up existing [Mods](#). A single [Legendary Core](#) will instantly fuse a [Mod](#) to its maximum capacity without [credit](#) cost.

—In-Game Description

The **Legendary Core** is a special type of consumable [Mod](#), which cannot be equipped, but instead can be used to maximize any single mod without [Endo](#) and [Credits](#) costs but will be consumed in the process. It is currently very rare, making it a highly valuable object to have.

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Legendary Core

Full

Icon



Tradeable

Cannot be obtained from transmutation

Update Infobox Data

Max Rank Description



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instantly fuse a Mod to its maximum capacity without credit cost.

General Information	
Type	Mod
Polarity	Core
Rarity	Legendary
Max Rank	0
Base Capacity Cost	0
Trading Tax	1,000,000
Introduced	Update 12.2 (2014-02-19)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Acquisition

- Awarded from [Sorties](#) or [Archon Hunt](#) upon completion of the third mission, at a very low 0.18% chance.
- Can be [traded](#) with other players (with a base tax of  **1,000,000** per Core).
- 1 is given for completing a [Mastery Rank](#) Legendary Rank Test.
- Occasionally given away as an exclusive reward by [Digital Extremes](#).

Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Archon Hunt	Archon Hunt	A	0.18%	1	0.0018	See in-game World State Window, must complete Veilbreaker quest
Sortie	Sortie	A	0.19%	1	0.0019	See in-game World State Window

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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.

Notes

- When trading, Legendary Cores are found in the Mods section.
 - Outside of a trade one can check how many Legendary Cores they have by opening their Mods collection (default: **Esc** > EQUIPMENT > MODS) and selecting any single mod (below maximum rank) for fusion and the clicking on START FUSING INTO SELECTED MOD. The number of Cores will be displayed in top right corner of the game window above LEGENDARY CORE label.
- The most efficient use of a Legendary Core is on rank 0 Primed, Umbra Mods or Archon Mods, such as [Primed Continuity](#), [Umbral Fiber](#) or [Archon Intensify](#), which would save 40,920 [Endo](#) and 1.7m [Credits](#). The second-most efficient use of a Legendary Core is on rank 0 Rare Mods that have a maximum

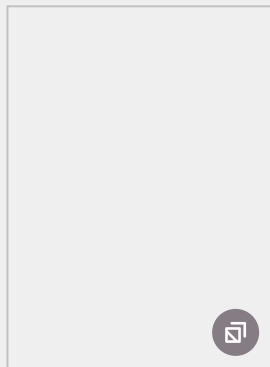
[Galvanized Scope](#) or  [Amalgam Serration](#), which would save 30,690 [Endo](#) and 1.4m [Credits](#), relative to 75% savings compared to the Primed/Umbra/Archon mods.

Trivia

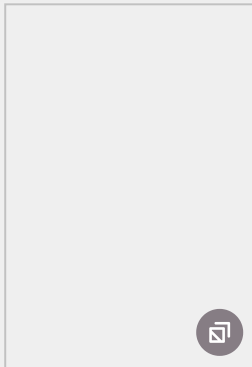
- Legendary Core is currently the only item in game that appears in [Trading](#) listing selection, but does not appear in any inventory listing selection (including [Mod](#) listing selection).
- Legendary Core has two different context-dependent icons: one in [Trading](#) window and another in [Mod](#) window (but is not the only item with this feature - since [Credits](#) and many common [Resources](#) also have multiple icons).
- Before [Update: The Silver Grove](#) (2016-08-19) was deployed:
 - Legendary Core was stored in the form of a mod card, before converted into a [Fusion](#) resource.
 - Legendary Core was the first Legendary-tier mod ever distributed in the game. The next being primed mods offered by [Baro Ki'Teer](#) and [Daily Tribute](#).
 - Legendary Core was the second mod with no fusion levels after [Coolant Leak](#).
 - Legendary Core was the only mod that does not provide any mod value in the Mod storage total value.
- Originally given out during [Update 12.2](#) (2014-02-19) to all players who possessed a [Steel Charge Aura](#) mod that was rank 6 or higher as a compensation for the resources players have spent in ranking up Steel Charge, as the subsequent update changed the mod's rank from 10 to 5.

Media

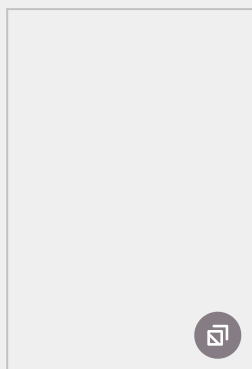




Mod card prior to Update 14.5



Mod card prior to Update 19: The Silver Grove



Mod card after Update 19: The Silver Grove

Patch History

[Hotfix 37.0.2](#) (2024-10-03)

- Removed the controller binding that applies a Legendary Core to a mod during Fusion to prevent players from accidentally selecting it.
 - Now, if you wish to apply a Legendary Core you can manually do so by moving the virtual cursor over the button and selecting. If you accidentally did this since the launch of Koumei & the Five Fates, you can submit a ticket to support.warframe.com.

[Hotfix 37.0.1](#) (2024-10-02)

Last updated: [Hotfix 25.7.5](#) (2019-09-09)

See also





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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