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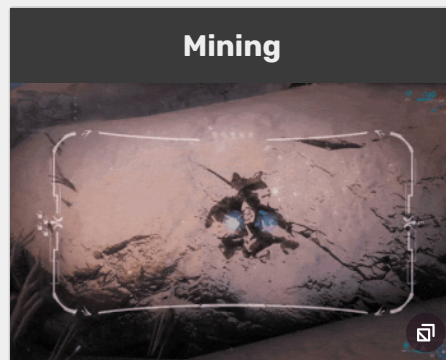
Mining

119  EDIT

The pursuit of mineralogy can make a person very happy indeed!

- Smokefinger

Mining is a non-combat activity that allows players to excavate various minerals and ores that are used as resources in [Cetus](#), [Fortuna](#), or the [Necralisk](#). It can be performed in the [Plains of Eidolon](#), the [Orb Vallis](#), and the [Cambion Drift](#).



Mining UI

☰ Contents

1. Mechanics
 - 1.1. Gear Acquisition
 - 1.2. Finding Veins
 - 1.3. Mining Process
2. Cutters
 - 2.1. Widgets
3. Ores
4. Gems
5. Notes
6. Tips
7. Media
8. Patch History





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Gear Acquisition

Before players can begin mining, they must first acquire a [Nosam Cutter](#) from [Old Man Suumbaat](#) in [Cetus](#) for [Ostron](#) standing, or a [Sunpoint Plasma Drill](#) from [Smokefinger](#) in [Fortuna](#) for [Solaris United](#) standing. Players must then equip the mining tool in their [Gear Wheel](#) to use it.

The Sunpoint Plasma Drill is superior to the Nosam Cutters: it can mine Very Rare gems, includes the features of other Cutters, can be [upgraded](#), and can be purchased earlier than most other Cutters as it does not require any Syndicate ranks. It also has the slowest drill progress, making precise timing easier. It does, however, require at least  **2,500** with Solaris United to be able to purchase, which could involve multiple Bounty Missions.

Acquiring a Basic Nosam Cutter in Cetus for a much simpler 500 standing (low enough to be gained during [Saya's Vigil](#)) and mining Venus gems that can be traded in for Standing is a quick way to get the Sunpoint Plasma Drill. Keeping the Nosam Cutter after this process is recommended, since the Drill has a remarkably low chance of finding Common and Uncommon ores and gems. However, note that a Nosam Cutter and a Sunpoint Plasma Drill **cannot** be equipped at the same time.

Finding Veins

Out on the Plains, Vallis, or Drift, players have several means of finding resource deposits.

- Veins stand out visually as bright colored spots surrounded by light grey patches on rocks and rock formations. **Red and yellow** spots denote **Ores**, while **Blue** spots denote **Gems**. Note that the various fossilized [Sentient](#) bones littering the Plains are **not** rocks (despite bearing a superficial resemblance to them) and will not have any mineral veins.
- Mining tools have several features to find minerals from a distance. Equipping a Sunpoint Plasma Drill or a Nosam Cutter (default hold  and select the desired Cutter) will bring up a HUD with the following features:
 - The left side of the HUD will display icons of rocks indicating the number of mineral deposits within the detector's range (higher tiers of Cutters have an increased detectable number).
 - The right side of the HUD is equipped with a rangefinder that shows the distance to the closest detected mineral vein (higher tiers of Cutters have an increased detection range).
 - An audible repeating tick (akin to a metal detector) will be heard if the detector is within range of a deposit. This sound will grow in pitch if the player is looking in the direction of the vein, and tick more frequently the closer player is to the source.
 - When unzoomed, a faint diamond-shape object will appear over veins that are within your field of view.
 - Higher grade Cutters will also display a gemstone icon on your Minimap when you are close enough, making it much easier to find the deposit.

Mining Process

Extraction is now done by heating a deposit to the ideal temperature. Aiming and shooting your Mining tool at any of the heat spots (flashing blue dots) on a deposit will begin the





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A thermometer gauge ring will appear with boxed indicators that denote where you have to land in order to extract from the deposit. Simply hold the fire button and release when you are inside any of the indicators on the ring. Red deposits indicate Ores and Blue indicates Gems. Landing in the smaller of the indicators yields Gems (even on a Red deposit).

Perfect score



—Update 24.0 (2018-11-08) patch notes

Once the player has located a vein, they can begin mining it by equipping their Cutter, and then zooming in on the vein (default hold **RMB**). This will reveal 1–3 blue drilling spots. You must aim onto a drilling spot, then press and hold the fire button (default **LMB**) while remaining still. A ring of unlit colored lights with white brackets will appear. You can also press the Secondary Fire button after zooming in to adjust the magnification of the zoom (default **MMB**).

The goal is to stop firing when the colored lights reach as close to the **middle** of these white brackets as possible. The brackets can sometimes be moving or changing in size, presenting a challenge in hitting the desired spot. Occasionally, these brackets can also be accompanied by a second, smaller set of special narrow brackets, which players can attempt to hit instead of the larger brackets for additional rewards.

A progress gauge will fill up at the top of the Cutter's HUD, composed of 5 small mineral icons determining the amount of resources gained **and** the quality of the deposit that was just mined, all affected by the timing of the cut. The mining is completed once the yellow gem bar fills up, which will reward a random mineral, either Ore or Gem depending on whether an Ore or Gem deposit was mined. Additionally, successfully hitting the special narrow brackets during mining will grant additional gem rewards on completion, even on ore veins.

The more accurate the timing during mining, the higher the likelihood a better-grade mineral will be mined, and the higher the amount of minerals will be given upon completion. Players can halt cutting at any time, however doing so will immediately "complete" the drilling spot that was cut into, preventing a retry of that spot, and thus reducing the quality and quantity of extracted minerals. This makes uninterrupted cutting most desirable, after clearing the immediate area of enemies.

The result of the mining is determined by different factors:

- The usual calculation is to first multiply the total amount of filling of small icons by the multiplier of the resource type and then rounding the result to the upper integer number.
 - Blue veins have a x1 multiplier and Red veins have x2. Some resources have no multiplier as there can only be 1 gain, such as [Nyth](#).
 - For example, [Coprion](#) has a x2 multiplier and 10 maximum gain from a vein. If the total amount of filling is just below 3 full icons by a small amount then the result will be 6. And if it is above 3 by just a small amount then it will be 7.
- Minimum and maximum number of gains are also affected by the distance of the vein to the gates.
 - Red veins give a minimum of 3 near the gate and will give at least 6 far away. In both cases, 10 is the maximum number.

Blue veins give a minimum of 2 but maximum of 4 near the gate, and will give a minimum of 4





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- For instance, [Hesperon](#), the rarest variant of [Orb Vallis](#) ores, can be found much more frequently in the lake and the mushroom forest in the northwest at the Temple of Profit; one of the furthest point of distance from the gate.
- Without boosters, Blue Veins have a maximum gain of 6, and Red Veins have a maximum gain of 10.
 - [Resource Booster](#) will double (x2) this amount.
 - Either [Loyal Retriever](#) or [Resourceful Retriever](#) has the potential to individually affect each ore type in a vein when hitting the special narrow brackets. This will be indicated with the "2x" icon near the name of the affected ore after mining the vein.
 - While having both boosters, the gain can be multiplied up to 4; x2 from [Resource Booster](#), a %13 chance for another x2 from [Loyal Retriever](#) or an 18% chance from [Resourceful Retriever](#).

Cutters

Cutters can be purchased from [Old Man Suumbaat](#) or [Smokefinger](#) for standing. More advanced Cutters feature more accurate mining beams, longer mineral detection ranges and Minimap mineral radar. While being able to cut all rarities of ore, only certain Cutters can mine rare gems. Regardless, all Cutters have a base beam range of **9** meters (without upgrades).

Nosam Cutter	Focused Nosam Cutter	Advanced Nosam Cutter	Sunpoint Plasma D
Ostron 500 Rank 0: Neutral	Ostron 750 Rank 2: Visitor	Ostron 1000 Rank 4: Surah	Solaris United 2500 Rank 0: Neutral
Not Upgradable			Upgradable
No rare Gems		All rare Gems	All rare Gems
Fastest, unstable laser	Fast, less unstable laser	Slower, stable laser	Slow, stable laser
No Radar 30m Detection Range 5 Deposits Detection Amount	No Radar 45m Detection Range 10 Deposits Detection Amount	50m Radar (Minimap) 60m Detection Range 10 Deposits Detection Amount	50m Radar (Minimap) 60m Detection Range 10 Deposits Detection Amount

Widgets

Widgets are upgrades that are permanently applied to only the **Sunpoint Plasma Drill** upon being purchased, enhancing their utility. There are two Widgets available and are both bought from [Smokefinger](#) for **30,000** at the rank of Old Mate. Both Widgets can be applied simultaneously.



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Sunpoint Plasma Drill Range Widget

Increases plasma beam range.

(9 to 14 meters)

Sunpoint Plasma Drill Silencer Widget

Mine in peace and avoid alerting nearby enemies

with this drill silencing widget.

Ores

Ores can be mined from **red veins** in [Plains of Eidolon](#)/[Orb Vallis](#) and **yellow veins** in [Cambion Drift](#). Raw Ores can be refined and combined with other [Resources](#) in the [Foundry](#) to form materials suitable for construction. Unlike Gems, Ores cannot be turned in for standing to their local vendors (with the exception of [Cambion Drift](#)'s [Otak](#) for [Otak Tokens](#)), and cannot be traded to other players.

Type	Plains of Eidolon	Orb Vallis	Cambion Drift
Image			
Common	Coprun	Axidite	Adramalium
	Pyrol	Travoride	Bapholite
Uncommon			
	Ferros	Venerol	Namalon
Rare			
	Auron	Hesperon	Thaumica





- However, once refined, they can no longer be turned for Standing.

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- A selection of (refined) gems can be bought directly from the traders for under **Today's Special**.
- Refined gems are [Tradeable](#) under "*Crafting Components*".
- Gems are used as materials in open-world crafting, including the creation of [Zaws](#), [Kitguns](#), and [Amps](#).
- The secondary fire function (default middle mouse button) can be used to enhance the mining tool's zoom level while aiming.
- Firing the Cutter is considered an alarming action, and will thus alert enemies within the vicinity. Consequently, it will disrupt [Ivara's](#) [Prowl](#) ability when used, rendering her visible for the duration the cutter is active. The Silencer Widget for the Sunpoint Plasma Drill will counteract this, costing **30,000** with Solaris United.
- The color of the Cutter/Drill and its beam is determined by the Warframe's chosen Colors and Energy Color, respectively.
- The Advanced Nosam Cutter or Sunpoint Plasma Drill is required to mine the Eidolon gems [Sentirum](#) and [Nyth](#), while the Sunpoint Plasma Drill is required to mine Vallis gems [Zodian](#) and [Thyst](#). Both the Advanced Nosam Cutter and Sunpoint Plasma Drill can mine the Cambion gems [Embolos](#) and [Xenorhast](#), although the Sunpoint Plasma Drill greatly increases the chances of finding them.
- With an Advanced Nosam Cutter or Sunpoint Plasma Drill, it may show that 10 deposits were detected. However, there can be, in fact, more than 10 deposits marked on the Mini-map.
- Using the built-up charge of [Volt's](#) passive ability, it is possible to deal damage with a Nosam Cutter or Sunpoint Plasma Drill equal to the amount of electricity stored.
- The amount of resources yielded in mining are affected by [Resource Boosters](#), [Loyal Retriever](#) or [Resourceful Retriever](#), multiplying the amount acquired.
- The frequency of gem deposits is affected by a [Resource Drop Chance Booster](#).

Tips

- Although significantly outclassed by the Sunpoint Plasma Drill, the Focused Nosam Cutter's inability to mine any sort of rare gem makes it ideal for farming gems such as [Amarast](#)
- Using your melee during the reward popups from a vein will close it early, allowing you to go back to your cutter more quickly. (Nodes do not appear while the rewards are on screen.)
- While caves have a high concentration of veins, they may generate in areas that are quite difficult to reach with a cutter, such as high up rock faces and on ceilings.
 - Using [Ivara's](#) Dashwire Arrow to create elevation can make reaching these veins much easier.
 - [Titania](#) can also use the cutters in [Razorwing](#) mode, which can aid in scouting for veins, and also reaching veins that are otherwise difficult or impossible to mine, even with the 14-meter beam upgrade for the Sunpoint Drill.
- Mining veins spawn in greater numbers in areas with many rocks packed closely together, such as caves and rock tunnels. As for specific locations;
 - The area on the Plains where one can consistently find the most mining veins in the smallest area is the bay known as **Er-Phryah's Vigil**. It is located west and slightly north of the Cetus gates, around Grineer Base #2 (as marked on the map). This bay area can be recognized by the towering Sentient bones in the local shallows, which are periodically electrified by a nearby Grineer machine. This bay and the nearby cave will almost always have 15 or more veins in a





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take care of **Akkalak Turrets** placed at the far end of the cave, as they can knock miners out of position on top of killing unattentive players.

- Between **Central Maintenance** and the small coolant lake behind **Fortuna**'s entrance is a stretch of road with a high number of deposits, as well as a small cave system where more veins can spawn. Both features making it ideal for quick mineral gathering. Be wary of patrols arriving via **Condor Dropships**.
- Entering and exiting **Deck 12** will respawn any veins.
- The two cave systems that flank the **Catabolic Gutter** are quite large and often contain a significant number of deposits, with the northern cave system relatively close to the **Necralisk** entrance.

Media

Plains of Eidolon gems concept art

A concise guide to mining- Ores, gems and locations

Warframe Farming - Eidolon Mining (Gems & Ore)

MINING ON VALLIS - Toroid Hunting and Cave Dwelling Warframe

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	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	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

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