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Sanctuary Onslaught

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Hunter, you have proven your dedication to the cause. It is time to enlighten you, to show you what we have built together. It is time to enter the Sanctuary.

In the simulated universe of the Sanctuary, my data-immortals have fought each other countless times. Through this violence, I have studied and documented their true character. But my study cannot be complete without the power of the Tenno, the most powerful specimen in the system – you. Your duty in this experiment is to kill as many specimens as efficiently as possible. In this chaos, the true nature of these creatures will be revealed... as



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Challenge my specimens within the construct and enlighten me. I will reward you in kind.

—In-Game Description

Sanctuary Onslaught is an endless game mode introduced in [Update 22.18](#) (2018-04-20). The objective is similar to [Survival](#) missions, where players must last as long as possible by continuously killing hordes of increasingly difficult enemies, as quickly as possible.

Players are limited to one large room from a random [tileset](#) in every zone. In order to advance through the zones, players must maintain efficiency by constantly killing enemies, then entering a conduit at the end of the zone's time limit in order to progress to the next. The opposing [faction](#) of enemies encountered in each zone is also randomized on a per-zone basis.

Players must complete [The New Strange](#) to access this game mode. To begin, players must talk to [Cephalon Simaris](#) at his [Sanctuary](#) in any Relay or select "Sanctuary Onslaught" in the Syndicate World State Window tab.

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Mechanics

Upon starting the mission, players will have to enter a conduit and maintain efficiency meter against increasingly difficult enemies. Each enemy killed in the process will contribute to the overall efficiency, with [Eximus](#) enemies contributing more.

Every zone lasts for 2 minutes and 30 seconds. When a zone is complete, Simaris will open a Data-Conduit to a new and harder zone within his Sanctuary. The conduit closes after 30 seconds. Players who have not entered the conduit before then will be extracted with their rewards.

Terminology

- Zones:** Equivalent to a 'Wave', 'Round', etc.



- **Conduits:** Portals connecting one Zone to the next.
- **Efficiency:** The means to maintain a Conduit. Once efficiency reaches zero, the run will be over. The deeper the player progresses into the Sanctuary the faster their efficiency drops and less efficiency is gained from enemy kills, capping at Zone 16.
 - **Efficiency Stimulus:** Pick-ups which increase the player's efficiency by 10%. The number of Efficiency Stimuli that appears starts at 4, which gradually decreases the deeper the player progresses into the Sanctuary, up until after Zone 15 after which they will stop appearing.

Rules

Simaris has his own rules within his sanctuary, as he seeks to produce an accurate experiment. These are the following rules:

- The [Gear](#) wheel and [Specters](#) are disabled. [Emotes](#) can still be used.
 - However, [Helios](#) can still take scans if the  [Investigator](#) mod and [Codex Scanner](#) charges are equipped.
- Specimens do not drop [Mods](#) or [Resources](#) in the Sanctuary but will still drop [Health Orbs](#), [Energy Orbs](#) and [ammo pickups](#).
- [Storage Containers](#) do not appear in the Sanctuary.
 - However, locked lockers may appear depending on the tileset, and can be opened using  [Master Thief](#) or  [Scavenge](#) to acquire orbs and ammo pickups. Lockers do not drop resources or mods, but, unlike specimens, they may yield Affinity Orbs and sometimes an invisible [Ayatan Star](#).
- [MOA Cabinet Spawners](#) can appear in their appropriate tilesets, producing fragile allied [Shockwave MOAs](#) if hacked.
 - Despite gear restriction, [Ciphers](#) are still available if equipped before starting, visible only while hacking a cabinet.
- Each conduit entered/zone advanced removes current buffs, active Warframe abilities, combo multipliers, and resets Energy to the respective initial level, as well as restoring ammunition back to 100%.
 - Additional base energy contributed by a Warframe's spare mod capacity will not be accounted for.
 - [Preparation](#) works however.
- [Nidus](#) will lose 4 [Mutation Stacks](#) upon entering the Data Conduit.



- [Atlas](#) will lose approximately 300 [Rubble](#) upon entering the Data-Conduit.
- [Saryn](#)'s [Spores](#) damage growth decreases by 30% upon entering the Data-Conduit.
- However, [Gauss](#)' battery will not drain upon entering the Data-Conduit; the same goes for [Baruuk](#)'s restraint meter.
- Instead of dropping normally, [Convergence Orbs](#) are granted automatically at the beginning of each zone after the first. The Convergence Orb Boost scales in multiplier up to 16x.
- There is a 20% chance for a random [environmental hazard](#) to appear in a zone.
- Enemy level starts at 20-30 and gradually increases to 80-100 beyond Zone 15, 110-130 beyond Zone 20, and 130-150 beyond Zone 25.
- Weekly leaderboards are available based on overall score for both Sanctuary Onslaught and Elite Sanctuary Onslaught.

Elite Sanctuary Onslaught

Rank yourself among Hunters by facing the most elite specimens of Sanctuary.

—In-Game Description

Elite Sanctuary Onslaught is a higher difficulty mode of Sanctuary Onslaught. In addition to featuring stronger specimens, tilesets and enemies are predetermined every week, and usage of Warframe abilities must be staggered or they will become temporarily disabled.

- **A Rank 30 Warframe or a [Mastery Rank 30](#) player whose Warframe has been [polarized](#) once is required to play Elite Sanctuary Onslaught.**
- Enemy level starts at 60-70 and gradually increases to 150-180 beyond Zone 15, 200-220 beyond Zone 20, and 250-280 beyond Zone 25. Increased efficiency drain caps at Zone 15.
- Abilities become disabled if used in quick succession:
 - First abilities are disabled for 8 seconds if used six times within 2 seconds.
 - Second abilities are disabled for 8 seconds if used four times within 10 seconds.
 - Third abilities are disabled for 10 seconds if used four times within 10 seconds.
 - Fourth abilities are disabled for 15 seconds if used twice within 10 seconds.
 - Channeled abilities only count when turned on; however the cooldown timer only begins once the ability is turned off again.

• [Injected](#) abilities are disabled using the conditions applicable to the new slot.



- Zones 1-5 only spawn 2 Efficiency Stimuli (Stimulus spawns in Zone 6 and beyond remain unchanged).

Rewards

Rewards are given per two successful zones in an AABC rotation in both Sanctuary Onslaught and Elite Sanctuary Onslaught to players before they jump into the Data-Conduit.

- 2, 10, 18, etc. Zones = Rotation A
- 4, 12, 20, etc. Zones = Rotation A
- 6, 14, 22, etc. Zones = Rotation B
- 8, 16, 24, etc. Zones = Rotation C

This section is [transcluded](#) from [Sanctuary Onslaught/Rewards](#) . To change it, please [edit the transcluded page](#).

Normal Elite

A		B		C	
 Lith A6	9.17%	 Khora Neuroptics Blueprint	9.09%	 Khora Blueprint	11.28%
Lith C12	9.17%	Meso A7	9.09%	Khora Systems Blueprint	11.28%
Lith G10	9.17%	Meso B9	9.09%	Neo A13	9.68%
Lith G12	9.17%	Meso F5	9.09%	Neo B9	9.68%
Lith N15	9.17%	Meso H7	9.09%	Neo E4	9.68%
Lith P9	9.17%	Meso N17	9.09%	Neo G7	9.68%
Lith W4	9.17%	Meso V9	9.09%	Neo M5	9.68%



Endo x300	9.17%	Meso W4	9.09%	Neo P7	9.68%
Corpus Depository Scene	9.17%	Endo x300	9.09%	Neo Z11	9.68%
Grineer Sealab Centrifuge Scene	9.17%	Synthetic Eidolon Shard	9.09%	Endo x600	9.68%
Khora Chassis Blueprint	8.33%	Grineer Settlement Artillery Scene	9.09%		

Locations:

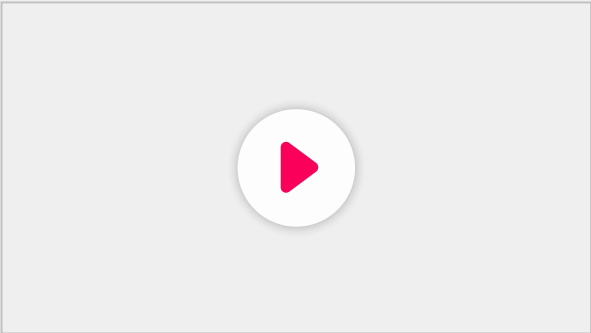
- **Sanctuary Onslaught, Sanctuary Onslaught**

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.

Tips

- [Equinox's Spores](#), or [Maim](#), [Mirage's Discharge](#), [Explosive Legerdemain](#), [Saryn's Volt](#) are effective at clearing out the entire map of enemies.

Media



SANCTUARY ONSLAUGHT - Guide Rewards Builds
Warframe

Update 36.0 (2024-06-18)

- Fixed Shields in Sanctuary Onslaught not scaling like the rest of the game.

Hotfix 35.1.2 (2024-02-28)

- Fixed physics getting whacky after using Qorvex’s Chyrinka Pillar to dive into a Sanctuary Onslaught portal.

Update 34.0 (2023-10-18)

Last updated: [Hotfix 23.6.1](#) (2018-08-30)

Missions				[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	
		Free Roam	Bounty (Isolation Vault, Heist)	
		Arena	The Index • Rathuum	
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught	
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage	
	Empyrean	Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)	
		Endless	Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)	
		Free Roam	Free Flight	
	Duviri	Free Roam	The Duviri Experience • The Lone Story	
Endless		The Circuit		
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro	
	Other		Frame Fighter • Duel	



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