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Granum Void

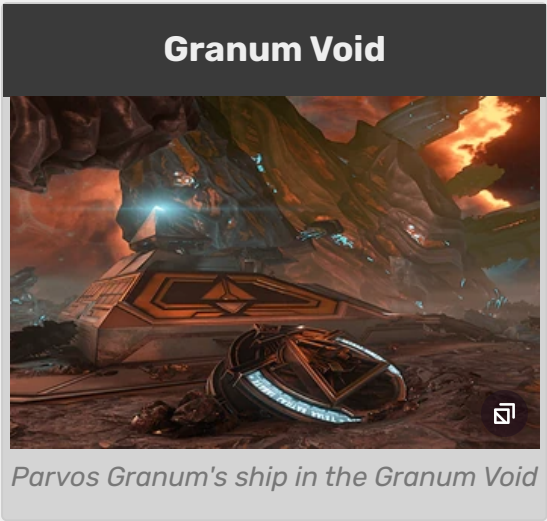
261 EDIT

QUOTES

"I live. Treachery seethed within the heart of the faith I had built. When the Board's assassins overloaded my transport's Void drive, [Protea](#)... my beautiful Protea... and her gift for manipulating time... preserved me."

—[Parvos Granum](#)

The **Granum Void** is a set of challenges present on the [Corpus Ship](#) tileset, where players fight off [Errant Specters](#) in [Parvos Granum](#)'s pocket of the [Void](#) to reap rewards. These challenges can only be accessed after completing [The Adlock Protocol](#).



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[Granum Crown](#), but if the Tenno takes too long he will escape and vanish. The type of crown the Treasurer drops is based on the mission's level;

6. Bugs
7. Media
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Name	Level Range	Planet and Mission
 Granum Crown	0-15	• Venus/Fossa (Assassination) • Venus/Ishtar (Sabotage) • Phobos/Iliad (Assassination) • Phobos/Roche (Extermination) • Phobos/Skyresh (Capture)
 Exemplar Granum Crown	16-30	• Jupiter/Adrastea (Sabotage) • Neptune/Laomedeia (Disruption) • Neptune/Triton (Rescue)
 Zenith Granum Crown	30+	• Neptune/Psamathe (Assassination) • Pluto/Acheron (Extermination) • Pluto/Cypress (Sabotage) • Pluto/Hydra (Capture) • Any Sisters of Parvos mission • Any Steel Path mission

From there players must locate a **Golden Hand Tribute** and interact with it, spending one Crown to access the Granum Void. These Tributes are scattered around the map, with some tiles having more than one Tribute available. Once a Crown is spent, [Lotus](#) will inform the squad that the Granum Void has been opened and urge other players to enter the portal before it closes after **30** seconds. Only the player that opened the Void will have their Crown consumed. There are 3 tiers of Granum Void missions based on the tier of crown was used in:





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In the Granum Void, players must kill as many [Errant Specters](#) as possible within **60** seconds. The timer can be replenished in two ways:

- Collecting particles (yellow triangles) either dropped by the Specters or occasionally found as is in the Void will add **5** seconds to the timer.
- Freeing Solaris captives (floating in the air, with a yellow mission marker) by killing the specters with  [Xoris](#) to stack charges and using its Charged Throw and detonating with [Alternate Fire](#) near a trapped Solaris will add **20** seconds to the timer. There are always **3** Solaris on the map, giving players an additional **60** seconds in total.

The Errant Specters become **Specter Particles** when "killed" and while harmless in this state, the Particles can be absorbed by any Errant Specters, increasing their level in the process. When fully charged, the Charged Throw of the Xoris can be used to instantly kill Errant Specters regardless of their level, breaking them down into Specter Particles which can be used to charge the Xoris once more.

Once the time is up or players have reached the highest reward Rank, all players in the Granum Void are teleported back to the standard map, and all Golden Hand Tributes will turn away from the player, preventing further access to the Granum Void for the rest of the mission.

Rewards

The reward table is based on how many Errant Specters players manage to kill before they leave the Granum Void;

- Rank 1: 25 Kills (+25 per additional squad member, 150 max)
- Rank 2: 50 Kills (+25 per additional squad member, 150 max)
- Rank 3: 75 Kills (+25 per additional squad member, 150 max)

Players are awarded for each Rank they qualify for, so qualifying for Rank 3 will additionally roll rewards from Ranks 1 and 2. **In other words, players will get a reward from A, B, AND C reward tables upon qualifying for Rank 3.**



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C

 Stahlta

22.22%



Void Traces x5	33.33%	Endo x200	33.33%	Stropho Barrel	22.22%
Granum Crown Decoration	16.67%	Corpus Ship Bridge Scene	16.67%	Stropho Blade	22.22%
				Velox Barrel	22.22%
				Protea Neuroptics Blueprint	11.11%

Locations: See [Granum Void#Mechanics](#) for specific locations

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

Freeing captured Solaris will award [Solaris United](#) standing:

- Normal: **100** per captive, **300** total
- Extended: **200** per captive, **600** total
- Nightmare: **300** per captive, **900** total

If the player(s) qualify for at least Nightmare Rank 1 rewards, and have completed both [The War Within](#) and [Call of the Tempestarii](#) beforehand, a [Candidate](#) will spawn back on the Corpus Ship. The player that dealt the final hit to her will be allowed to [Mercy](#) her, generating a [Sister of Parvos](#) for that player.

Notes

- Players cannot interact with the Golden Hand Tribute if there are enemies nearby.
- [Errant Specters](#) do not drop [pickups](#).

- However, abilities and augments that increase drop rate, such as [Energy Generator](#), [Exothermic](#), [Reaping Chakram](#), [Spectrosiphon](#), and [Synth Deconstruct](#), will cause Specters to have a



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objectives.
[Adapted](#) can appear inside the
e timer ends.



- During [Survival](#) missions, life support still runs out within the Void, so plan accordingly.
 - Errant Specters do however, drop life support

Tips

- Due to lack of pickups, players should bring [Team Bonus Consumables](#) and weapons with high reserve ammo, modded with [ammo efficiency](#) or with infinite self-regenerating ammo to help alleviate the lack of drops.
- [Xoris](#) is the best weapon for this game mode, due to its ability to instantly kill specters and free captured Solaris, particularly when paired with a full-auto, one-handed secondary.
- [Mesa's](#) [Peacemaker](#) can be used to quickly kill enemies within range as long as energy is kept up. (Note: After Jade's Shadow the Peacemaker is unable to target specters)
- [Vauban's](#) Tether in [Minelayer](#) will not be able to grab and pull specters, however it will constantly attempt to do so dealing constant link damage and eventually killing specters and particles.
- [Volt's](#) [Discharge](#) can be used to soften up groups of enemies or outright kill them, and regenerate shields for defensive purposes with [Capacitance](#)
- [Octavia's](#) [Mallet](#) can be used to passively damage specters as they attack, as long as they are within range and line of sight of the Mallet.
- [Revenant's](#) [Danse Macabre](#) can be used to quickly kill specters from a decent range. Stand on a rock as the beams damage things below the level of Revenant's outstretched arm, but not above it.
- [Mirage's](#) [Prism](#) with max range can make easy work of specters. Use [Natural Talent](#) to speed up the casting time.
- [Wukong's](#) [Celestial Twin](#) should make this mission more bearable, particularly when attempting it solo.

Trivia

- The [Lotus](#) serves as mission control for the Granum Void, despite her complete lack of involvement in [The Deadlock Protocol](#).



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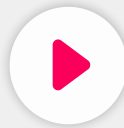
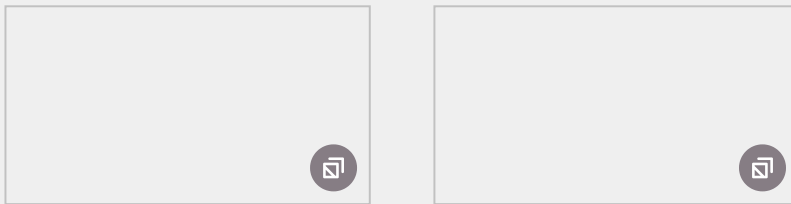


um Void may disable all abilities
er refrain from freeing Solaris

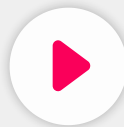


- [Wisp's](#) [Reservoirs](#) placed outside the Void will allow her to teleport to them through [Breach Surge](#). She cannot reenter if the Void gate is closed, and is barred from collecting rewards if she remains outside.
- If the Zanuka Hunter enters the mission before the player accesses the Granum Void, and is not defeated, the Zanuka Hunter may teleport the player back outside of the void. The player cannot reenter if the Void gate is closed, and is barred from collecting rewards if they remain outside.
- Using [Transference](#) immediately after returning from Granum Void can cause the animation to replay on the [Operator](#).

Media



Nightmare Granum Void Builds & Guide



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complete



- Fixed the Granum Void particle pickup SFX being heard from outside of the Granum Void.

Update 32.3 (2023-02-15)

- Increased the pickup range of the time-increasing particles in the Granum Void.
 - *With its former pickup range, you had to basically be exactly aligned with the particles in order to pick them up. The difficulty to collect was also*

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	
			Frame Fighter • Duel	



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uva Siphon • Lich (Kuva Lich •
orties • The Steel Path • Void



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