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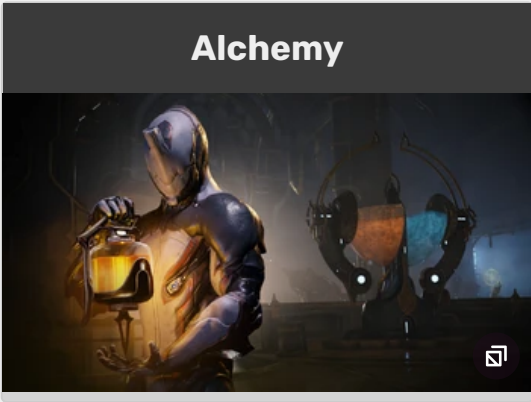
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Alchemy

29 EDIT

Alchemy is an endless [Mission](#) type introduced in [Update 35.0](#) (2023-12-13). The [Tenno](#) are tasked to mix and create secondary elements using special vials of primary elements.

Access to this mission requires completion of the [Whispers in the Walls](#) quest.



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Mechanics

Players are instructed to mix a chosen secondary element ([Blast](#), [Corrosive](#), [Gas](#), [Magnetic](#), [Radiation](#), or [Viral](#)) within a [Crucible](#), by acquiring [Amphors](#)

or  [Toxin](#)). The Amphors can be thrown via [Alternate Fire](#) and can also be used to damage enemies.

Once the gauge of the two primary elements reaches 100%, a **Conversion Progress** gauge and a pressure gauge appears on the left side of the HUD, and players receive a temporary damage bonus of that secondary element. The Tenno must keep the pressure gauge within the brackets by shooting marked Distressed Pipes. Over time, the required range marked by the brackets will shift, meaning Tenno must only vent pressure when necessary. A [Rotation](#) is completed after the Conversion Progress reaches 100%. The reward structure is **AABC**.

After completing **4** rotations, stronger enemy variants denoted by the prefix Elemental will begin to spawn, along with an increased rate of [Eximus](#) units.

Rewards

A		B		C	
 x5000 Credit Cache	22.5%	 x7500 Credit Cache	25%	 Endo x1200	20%
 Endo x600	17.5%	 Mandonel Barrel	17.5%	 Mandonel Receiver	16%
 Entrati Obols x150	15%	 Neo A13	7.5%	 Mandonel Stock	16%
 Necracoil x15	10%	 Neo B9	7.5%	 Condition's Perfection	12%
 Meso A7	5%	 Neo E4	7.5%	 Master's Edge	12%
 Meso B9	5%	 Neo G7	7.5%	 Opportunity's Reach	12%
 Meso F5	5%	 Neo M5	7.5%	 Discipline's Merit	6%
 Meso H7	5%	 Neo P7	7.5%	 Dreamer's Wrath	6%
 Meso N17	5%	 Neo Z11	7.5%		
 Meso V9	5%		5%		

Locations:

- [Cambire](#), [Deimos](#)

Drop tables outdated?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

Notes

- The overall mechanics for the Conversion Progress is the same as the Empyrean-exclusive [Volatile](#) missions, except that in Alchemy missions players do not fail the mission if the gauge hits 100%.

Patch History

Update 36.0 (2024-06-18)

- Slightly reduced the amount of Amphors required to fill up an element in the Crucible for Squads of 3 or 4 players.
- Updated the damage type icons to their colored versions to improve visibility in the following UI areas (not exhaustive):
 - Alchemy mission HUD (including icons over Amphors)
- Fixed the Distressed Pipes in Alchemy missions not properly resetting after being destroyed with a high damage weapon, which could lead to a halt in

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	



	Empyrean	Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage
		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
PvP	Conclave	Endless	The Circuit
			Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeas • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

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