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# Sisters of Parvos/Gameplay

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## Strategy

### Drawing out the Sister

To fight a Sister, the player must draw them out. To do this, nodes that the Sister has influence over must be completed and her Hounds must be destroyed. A Sister will also have specific resistances and immunities that are unique to her. The player will know a Sister is active when an icon appears in the Navigation and Menu screens. This icon will appear beside the Nightwave button and will allow the player to check details about their Sister, including her Level, Requiem Mod attempts, and more.

A Sister's territory will be shown as a blue clouds on the Navigation screen. It will start on Venus, clicking it in to view it will show which nodes the cloud is spreading over. These nodes will give the option to run the standard node mission, the Sister version, or any other active special version, such as Nightmares or Invasions.

Endless missions in Sister controlled territories only feature one "round", with [Defense](#) lasting five waves, [Survival](#) lasting five minutes before extraction is called, [Interception](#) lasting one wave, and [Excavation](#) requires 500 [Cryotic](#) before extraction is called. [Defection](#) missions are unavailable and are replaced by [Exterminate](#).

Only one Sister or [Kuva Lich](#) can be active at any time, so the current Sister must be defeated before a new one can be made by the player.

## Requiem Murmurs

To determine which Requiem Mods are needed to defeat the Sister, the player will need to gain **Requiem Murmurs**. A multitude of **Requiem Murmurs** will update the Sister's status screen, revealing part of the Requiem Mod combination that will prove fatal to the Sister.

Note that Murmurs will only reveal the Requiem Mods required to kill the Sister, not the order they are needed to be in. The player will need to figure out the order by trial-and-error.

Any mission under a Sister's influence will periodically spawn Hounds as the squad advances through the mission. Killing a Hound via a Mercy Finisher will reward all players in the mission one **Requiem Murmur**.

Attempting a Mercy on a Sister also rewards **Requiem Murmurs**. If a Mod is guessed incorrectly the entire squad gains 10 Murmurs. If a mod is guessed correctly



Requiem Mod attempts in Kuva Lich profile. Bottom row displays known Requiem mods and Requiem Murmur progress. Top row displays currently equipped Requiem Mods. Middle rows are previous




the accumulated Murmurs will transfer over to the next Mod reveal.

If a player joins a mission mid-progress, all killed Hounds and repelled Sisters are instantly added to the Murmur progress.

## Combat

If a Sister is sufficiently **enraged**, there is a chance that they will appear in the mission to combat the players. It is entirely possible that a Sister will appear long before the player has deduced all three Requiem Mods; because of this, killing or even fighting the Sister is not required for mission success (for example, waves in Defense missions will end even if the Sister is still active).

A Sister has a shield bar and three health bars. Depleting a Sister's health bar to 5% will cause them to stumble and begin to gradually recover health for 10 seconds, giving the player a chance to use their [Parazon](#) for a Mercy attack. If the Requiem Mods are in the correct sequence, the Sister's health bar will be destroyed, otherwise, the Sister will simply despawn and also gain a rank up. Each mercy attempt has the Sister drop 7,000 - 10,000  [Credits](#).

Sisters have the ability to spawn one Hound per health bar (~30 second cooldown between spawns) regardless of the mission's existing or defeated Hounds. If this Hound is still alive before her health bar is depleted, it will self-destruct, dealing radial damage and yields no Murmur progress. Up to 3 Hounds can be spawned in this manner, as long as the first two Parazon stabs are correct.

In addition to having [Flesh](#), [Ferrite Armor](#), and [Shield](#) health types, Sisters have variable [resistances and weaknesses](#) to damage types. A Sister can have a weakness (+25% damage), resistance (-50% damage) or immunity (-100% damage) to a particular damage type. As a Sister levels up, the type against which it is vulnerable to may become one of those it resists. Unlike most bosses, Sisters and their Hounds are vulnerable to status effects with some restrictions; they can only receive up to 4 stacks of any status effect with the exception of [Impact](#) which can stack up to 6 times, and [Radiation](#) only amplifies the damage the Sister and Hound receives from allied units and does not enable friendly fire unless those allies themselves are inflicted by the status. [Toxin](#) damage and status will also not bypass the Sister's shields. Finally, she possesses [Damage Attenuation](#) which resists high damage weapons, which is especially more noticeable at higher ranks. However, unlike [Kuva Liches](#), both the

or position, and Requiems greyed out are untested on the Lich.



Murmur progress; inner ring for Hint 1, middle ring for Hint 2, and outer ring for Hint 3



If a Sister stumbles three times without attempting to use the Parazon on the Sister, or all Tenno are in bleedout or are dead, it will automatically flee and leave the mission. This prevents it from leveling up, but will not generate Murmur knowledge.

Only one Sister can be present at any given time. The present Sister must be repelled or defeated in order for another player's Sister to spawn.

## Final Confrontation

When the right combination of Requiem Mods is found and all three of the Sister's health bars have been destroyed, all the Requiem mods used will lose one charge and the Sister will have a 25% chance to drop the Requiem Mod Oull for only their player before retreating to the [Neptune Proxima](#), appearing in a node dubbed "Sister Confrontation". This is an [Empyrean Skirmish](#) mission where players must embark in their [Railjack](#) and eliminate a number of [Crewships](#) and Corpus Ship Security Nodes before boarding the ship for the final confrontation with the Sister. If there are multiple squad members, each player's Sister will spawn in one-by-one until all of them are defeated.

The Sister in the final confrontation is protected by two random [Warframe Specters](#) and her Hound and is invulnerable until her guardians are defeated, and only has one large health bar. Once depleted, the Sister will be finally defeated for good and prompt one final Mercy. The player will be given two choices: to Vanquish the Sister or Convert her.

- Whichever choice made, all rewards stolen from the Sister will be returned to the player. If the Sister has an [Ephemera](#) equipped, the player is also guaranteed to get it. There is also a 25% chance the Sister will reward a [Requiem Ultimatum](#) for only their player. All players will also receive one [Corrupted Holokey](#).
- **Vanquish:** The Sister will permanently die and award the player her Tenet Weapon and Hound, which is also named after the defeated Sister (e.g. "Gonia Bek Tenet Detron"); these will be "Ready to Claim" in the Foundry and bypasses their [Mastery Rank](#) requirement. She will also drop a random Hound component blueprint for all players.
- **Convert:** The Sister becomes the player's ally, allowing her to appear randomly in a mission after the player enters [bleedout](#), and can be brought aboard [Railjacks](#) as defensive [Crew](#).
  - The player can [trade](#) a converted Sister, allowing another player a chance to earn their weapon and/or Ephemera. The trade is performed inside a [Clan Dojo](#)'s Crimson Branch room, and the recipient must not have any active [Kuva Lich](#) or Sister.



- The stats of the Sister being traded can be previewed by right-clicking its token.
- Once traded, the Sister will become the recipient's active Sister, and the Requiem Mod combination used to defeat her will change.
- A converted Sister can only be traded **once**. If the recipient converts their received Sister, she will not be tradeable.

The player has **20** seconds to choose. If no choice is made, the Sister is automatically vanquished.

## Summary

1. Play missions controlled by your Sister and kill her Hounds to get closer to finding out their [Requiem Mods](#) sequence.
2. Farm Requiem Mods by opening up [Requiem Relics](#) during [Kuva Fortress Void Fissures](#). Requiem Relics can be dropped by Kuva Thralls, Mechanical Hounds, and [Kuva Siphons](#).
3. Equip these Requiem Mods on your [Parazon](#) in any desired order to test out the sequence against your Sister.
4. Keep playing on Sister-controlled nodes and farming Thralls until you encounter your Sister.
5. Lower her health to 0 and attempt to finish them with your Parazon. If the Requiem order is incorrect, the Parazon attempt(s) will stop at the first incorrect Mod. The Sister will then level up, controlling another planet and nodes in the Star Chart.
6. Reorder or change the Requiem Mods installed on your Parazon depending on newly gained info.
7. If the Requiem sequence is correct, all Requiem Mods used in the sequence will lose one charge. The Sister will retreat to the [Neptune Proxima](#) in a [Skirmish](#) mission for one final confrontation. Once defeated there, all stolen drops are returned, and her Ephemera (if she has one) is rewarded. Choose to Vanquish and acquire the Sister's Weapon and Hound, or Convert to turn it into an ally that randomly appears in missions or to trade it to another player.

## Tips

- Although the Sisters of Parvos are unlockable as early as [Mastery Rank 5](#), it may be wise to hold off on creating a Sister until you have a more varied arsenal; assuming players only do the bare minimum of mission nodes and [Junction](#) requirements required to access [The War Within](#), reaching Mastery Rank 5 only



additional 10 levels in another, which is likely to be a very insufficient arsenal for taking down a Sister, particularly considering what is available to players up to and at Mastery Rank 5.

- If you feel that you won't be able to handle a Sister of Parvos, simply do not mercy kill any [Candidates](#) that appear.
- A safe 4 attempt run would entail the following:
  1. Collect murmurs until the first hint is acquired, do not mercy the Sister until then. Equip the known requiem mod in the first slot, and the remaining two slots being random. If this fails, move it to the second slot.
  2. Collect murmurs until the second hint is acquired. Equip this new requiem mod into the soonest unknown slot (the first slot if the above step was unsuccessful, otherwise the second slot). If this fails, move it to the third slot. If this is successful, and your second slot fails, move the second slot to the third instead.
  3. Repeat the above steps for the third hint and slot. By this third attempt, you should have revealed your first slot, making the second and third slot unknown in the worst-case scenario, which only requires that you swap them for your fourth attempt, guaranteeing the kill.
- Safe 4 attempt run with Oull:
  1. Collect murmurs until the first hint is acquired, do not mercy the Sister until then. Equip Oull in the first slot and the known requiem in the second, and if it fails swap them around.
  2. Continue to collect murmurs. If the first known requiem fails the first slot, move it to the third slot.
  3. Collect murmurs until the second hint is acquired. Equip this new requiem mod into the soonest unknown slot (the third slot, or the first slot if the first two steps were unsuccessful). If this fails, move it to the second slot.
  4. If all the above steps were followed and the Sister is still not defeated, this final mercy will guarantee the sequence. If the third hint is revealed before then, replace Oull with it.
- Should a Sister spawn in mission, deal with her Hound first; depleting the Sister's health will instead order her Hound to self-destruct and yield no murmur.
- [Shield Ospreys](#) can link with Hounds and Sisters, rapidly restoring their shields.
- Due to their [Damage Attenuation](#), weapons with low base damage such as high fire rate rifles or high multishot shotguns are more effective than weapons that deal high damage in a single shot.
- Sisters are vulnerable to Warframe abilities. In particular, [Banshee's](#) [Sonar](#)



[Sevagoth's](#) [Gloom](#) ([Helminth](#) subsumable) drastically slows them down.

## Trivia

- The chance of downing a Sister on the first try assuming the player has at least three Requiem Mods installed is a 1/336 (0.2976%) chance. This can be improved to a 1/56 (1.7857%) chance with an Oull Mod.
- During the final confrontation, if for whatever reason a player does not Mercy the defeated Sister (such as the Sister clipping out of bounds where the player cannot reach) the Sister will flee after two minutes of inactivity. The mission will proceed as normal and will not result in failure, and the remaining players will get their normal rewards, but the Sister will not be defeated and that player will have to redo the mission

## References

### Categories



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