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Ascension



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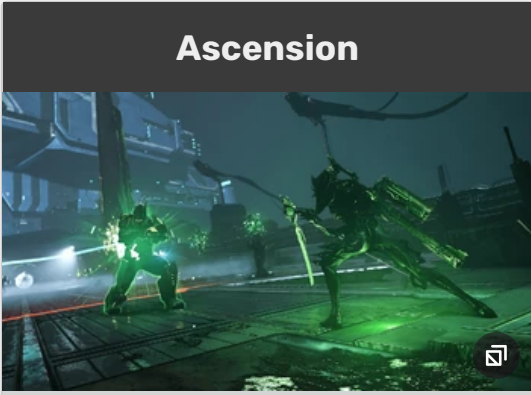
For [Styanax's](#) animated short, see [Ascension Day](#).

V QUOTES

Ascension is a [Mission](#) type. Marauding [Corpus](#) forces seek to claim a treasure guarded by the [Stalker](#), forcing the Tenno to intervene and ascend the item safely to the surface.

Access to this mission requires completion of the [Jade Shadows](#) quest.

It is located at Uranus- Brutus



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Mechanics

At the start, players are instructed to locate a **Mote Collector** and protect it from waves of [Corpus](#) in a 1 minute timed defense. If the collector loses all its health, the timer will pause until it regenerates.

After successfully protecting the collector, they must then proceed to an elevator and guard an **Extraction Capsule** as it ascends. Players must charge the **Elevator Power** gauge by throwing **Ionic Charges**, dropped by enemies, or **Boosted Ionic Charges**, found within roughly 50m of the elevator at fixed spawn points, at the Extraction Capsule. Boosted Charges are slightly larger and possess two marker outlines instead of one. Boosted charges will speed up the elevator by 3x, lasting for 10 seconds when applied, stacking up to a maximum of 50 seconds total. Power is maxed at **50**, with the first charge providing full power, and subsequent charges (Boosted or otherwise), providing **20** power. The capsule is invulnerable during this phase.

During the elevator ride, players can also optionally collect 3 **Sister Beacons** found throughout the floors to summon a [Sister of Parvos](#) once the elevator reaches the top.

Once the elevator stops and the summoned Sister is defeated, players must continue to defend the capsule as it travels a preset path to extraction upon which will complete the mission, similar to [Hijack](#). If the capsule loses all its shields, it will stop moving and become invulnerable until it regains its shields.

The mission has a high spawn rate of **Jade Light Eximus**, who have the ability to summon continuous jade satellite lasers that move and hover above player's heads, rapidly damaging them with  [Heat](#). These lasers can be destroyed by killing the Eximus that summoned them or shooting the orb at the top of the laser.

Rewards

Completion of the mission awards 11-13  [Vestigial Notes](#) (16-18 on [The Steel Path](#)), which can be traded to [Ordis](#) in the [Drifter's Camp](#) for the blueprints for  [Jade](#),  [Harmony](#),  [Cantare](#), and  [Evensong](#), and the [Arcane Enhancements](#)  [Arcane Ice Storm](#),  [Arcane Battery](#),  [Secondary Surge](#),  [Secondary Fortifier](#), and  [Melee Afflictions](#).



Summoned [Sisters of Parvos](#) will drop 5-7 Vestigial Motes and 33% chance at the above Arcanes (8-10 Motes, guaranteed Arcane, and 2  [Steel Essence](#) on The Steel Path).
Loot abilities (e.g.  [Nekros's](#)  [Desecrate](#)), [Resource Boosters](#), and  [Smeeta Kavats](#)'s  [Charm](#) have **no** effect on the Sister.

[Juno Sapper MOA](#) are unique to this mission which can drop the mods  [Semi-Rifle Cannonade](#),  [Semi-Pistol Cannonade](#),  [Semi-Shotgun Cannonade](#),  [Rifle Elementalist](#),  [Melee Elementalist](#),  [Pistol Elementalist](#), and  [Shotgun Elementalist](#).

Rewards	
 Endo x3000	14%
 Meso A7	8%
 Meso B9	8%
 Meso F5	8%
 Meso H7	8%
 Meso N17	8%
 Meso V9	8%
Meso W4	8%
Cantare Blueprint	5%
Evensong Blueprint	5%
Harmony Blueprint	5%
Jade Chassis Blueprint	5%
Jade Neuroptics Blueprint	5%
Jade Systems Blueprint	5%



- [Brutus, Uranus](#)

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

Notes

- [Jade's](#) [Prex](#) appears directly south of the starting area, underneath a ramp.
- Before starting the elevator ride, [Ordis](#) will permanently buff all Tenno with **Uplift**, increasing Bullet Jump distance.
- There are more than 3 Sister Beacons scattered around the elevator shaft, giving players some leeway in searching known spawn locations.
- The summoned [Sister of Parvos](#) has a randomly generated name, personality, weapons, and abilities, only possesses a single health bar, and she and her [Hound](#) will immediately be defeated upon depleting her health without the need for [Mercy](#). However, she will not drop any traditional Sister rewards, such as her weapon, Hound, and [Ephemera](#) if any. She also lacks the randomized resistances normal to both Sisters of Parvos and [Kuva Liches](#).
- [Acolytes](#) will not spawn in [The Steel Path](#) version this mission.

Tips

- All enemies are [Corpus](#) which are vulnerable to [Puncture](#) and [Magnetic](#) damage. Magnetic damage also helps curb the high prevalence of the [Eximus's](#) [Overguard](#).
- In case the players miss the elevator as it goes up or fall off, there are [Sentient](#)-themed launch pads which can hurl them upwards, scaling with the height of the elevator.
- Ionic Charges only detonate if they land on the Extraction Capsule, and so they can be stockpiled by throwing or dropping them on the elevator.
- If intending to do this mission solo, Warframes who have high survivability and/or burst damage capability are recommended, especially if one intends to summon a Sister of Parvos.
 - [Revenant](#) can use [Mesmer Skin](#) to enhance his survivability while leaving enemies open for [Enthrall](#) free of cost, and [Danse Macabre](#) is very effective at stripping the shields from Eximus units, as well as the Sister of Parvos.
 - [Kullervo](#) has plenty of opportunities to build up his combo counter in this



- damage for [Wrathful Advance](#) in order to deal with Jade Light Eximus units, as well as to deal heavy damage to the Sister of Parvos.
- [Gloom](#), either from [Sevagoth](#) himself or infused into other Warframes, will greatly help in crowd control and especially against the summoned Sister, who is not immune to the aura's slowing effects.
 - [Silence](#), either on [Banshee](#) as is or [subsumed](#) onto another Warframe, will prevent Eximus from using their abilities.
 - As the summoned Sister of Parvos is randomized, this can potentially include [Toxin](#)-based Sisters whose weapons can bypass [Shields](#) on top of access to [Cursed Ground](#) to inflict [Radiation](#) procs on players. Having a Warframe who can generate [Overguard](#) for the squad, such as [Dante](#) or [Frost](#) with [Icy Avalanche](#), is recommended.
 - Boosted Ionic Charges are plentiful enough that there is no need to interact with their lesser variant at all. If one is purely concerned with speed of mission completion, there is no reason to kill anyone during the elevator portion of the mission, as the time spent killing them is better spent keeping up with the elevator spawning more Boosted charges.

Patch History

Hotfix 36.0.5 (2024-07-20)

- Fixes towards projectiles phasing through the Ascension elevator while it's in motion.
- Fixed Boosted Ionic Charges incorrectly giving 20s of boost time if the elevator was not boosted.
 - Now all Boosted Ionic Charges grant 10s of increased speed, up to the cap of 50s for stacked charges.
- Fixed the Sister Beacon side objective UI disappearing after a Host Migration.

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	



		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
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

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