

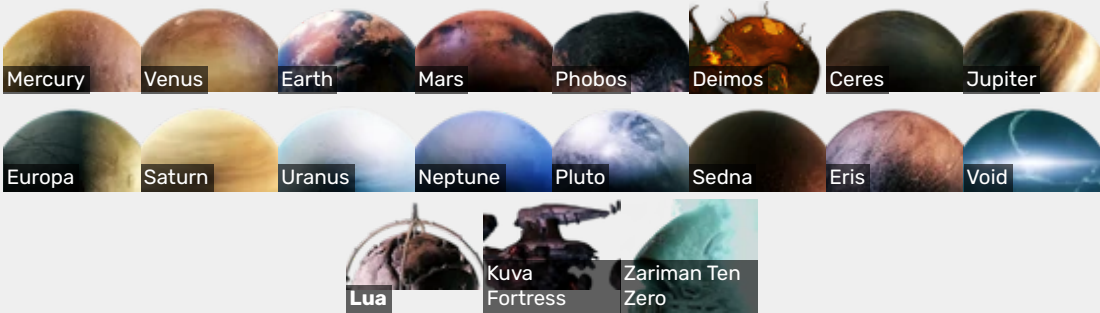
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Lua

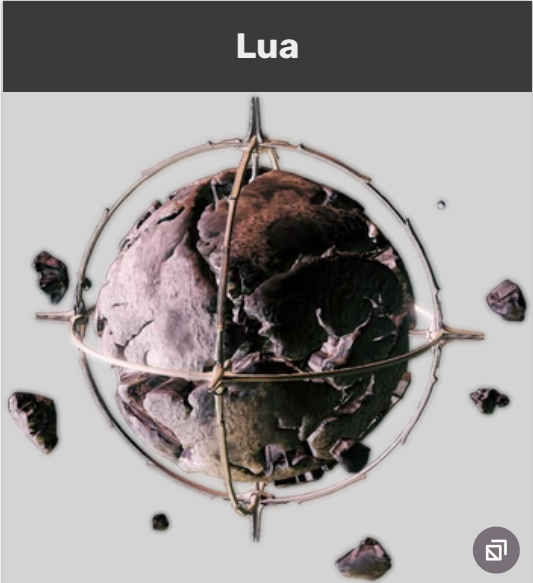
[48](#) [EDIT](#)



Gold rings circle and encapsulate the desolate moonscape – lavish architecture signifying the Orokin mastery over all things natural and technological during their reign. The opalescent halls stitching together what the enemy destroyed have been vacated since that era came to an end.

—Lua Fragment

[>](#) a is the [Earth](#)'s moon, accessible as a



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Information

System [Sol](#)



WARFRAME Wiki



scarred by the Old War. Formerly hidden away by the [Lotus](#) to protect the [Tenno](#)'s [secret](#), [recent events](#) have led to the reemergence of this lost celestial body, and now its fragmented remains are fought over by the  [Grineer](#) and the  [Corpus](#), with  [Sentient](#) fighters lurking about.

Missions

8

Resources

 [Ferrite](#)

 [Rubedo](#)

 [Neurodes](#)

 [Detonite Ampule](#)

Miscellaneous

Connections

[Earth](#)

Lua can only be unlocked after a player completes [The Second Dream](#). Both Grineer and Corpus contest possession of the moon since its reappearance, leading to Lua being the only other location, besides [Mars](#) and [Mercury](#), that has (permanent) [Crossfire](#) missions. Sentients also appear in any of the missions, scanning for the player's presence and deploying fighters once detected.

The [Orokin Moon Tileset](#) serves as the primary environment for Lua.

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Lore & History





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Creation of Transference

The Collapse

The Sacrifice

Enemies

 Corpus	 Grineer	 Sentient
• Corpus Techs • Crewmen • Elite Crewmen • Prod Crewmen • Sniper Crewmen • Anti MOAs • MOAs • Shockwave MOAs • Mine Ospreys • Oxium Ospreys • Scavenger Drones • Shield Ospreys	• Butchers • Ballistas • Eviscerators • Lancers • Shield Lancers • Troopers • Commanders • Heavy Gunners • Rollers	• Conculysts • Battalysts • Oculyst

Unique Enemies

- [Sentient](#) units can be found and fought on this moon. Combat against them revolves around their ability to adapt themselves to the damage dealt by the player's weapons and abilities, requiring Tenno to have multiple types of damage (both physical and elemental) in their loadouts, or use [Void](#) damage to strip Sentients of their damage resistances.
- [Corrupted Wardens](#) can be found in "Lua Rescue" missions.
- [Orokin Spectators](#) can be found in "Lua Spy" missions.
- Unique Thrax enemy variants spawn in "Conjunction Survival" missions every rotation, with Hollow variants spawning in Yuvarium and Lua variants in Circulus.

Missions



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Target ▾	Name ▾	Type ▾	Level ▾	Credit Reward ▾	Additional Credit Reward ▾	Tile Set ▾	Mastery EXP ▾
	Yuvarium	Survival	25 - 30	3,400	0	Orokin Moon	0
	Zeipel	Rescue	25 - 30	3,400	0	Orokin Moon	0
	Tycho	Survival	25 - 30	3,400	0	Orokin Moon	0
	Plato	Exterminate	25 - 30	3,400	0	Orokin Moon	0
	Copernicus	Capture	25 - 30	3,400	0	Orokin Moon	0
	Stöfler	Defense	25 - 30	3,400	0	Orokin Moon	0
	Pavlov	Spy	25 - 30	3,400	0	Orokin Moon	0
	Grimaldi	Mobile Defense	25 - 30	3,400	0	Orokin Moon	0
	Apollo	Disruption	35 - 40	4,400	0	Orokin Moon	0
	Circulus	Survival	80 - 100	8,900	0	Orokin Moon	0

Notes



- During **Mobile Defense** missions, the presence of **Sentient** fighters – **Conculysts**



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al hacking progress. Any Sentients
resume.

- [Neurodes](#) appear to drop more commonly than on [Earth](#), [Eris](#) and the [Orokin Derelict](#). Sentient fighters in particular have a very high chance of dropping Neurodes when killed.
- Completing [Spy](#) Missions on Lua will have a chance to drop one of the following [Acolyte](#) mods from [Operation: Shadow Debt](#): [Blood Rush](#), [Hydraulic Crosshairs](#), [Shrapnel Shot](#), [Focused Defense](#), or [Catalyzer Link](#).
- If someone hasn't completed [The Second Dream](#) and tries to access any mission on Lua (via taxi or otherwise), they will be prompted to complete it before continuing and will be kicked from the party. Other party members who qualify will still be able to run the mission.
- [Octavia](#) Systems blueprint can be awarded from Lua Crossfire [Exterminate](#) Caches.
- Lua features the [Orokin Moon](#) tileset on which the so-called [Halls of Ascension](#) can be found. Those reward the Drift Mods.
- Besides the Halls of Ascension, there are other puzzle rooms like the [Lua Music Puzzle](#) and the Arboriform room where the player encountered the [Shadow Stalker](#) during [The Second Dream](#). The Lua Music Puzzle rewards the [Octavia](#) Chassis Blueprint and occasionally a Forma.
- [Demolishers](#) units in [Disruption](#) have a chance of dropping [Somatic Fibers](#), an essential component for crafting [Lua lenses](#).

Trivia

- [Lua](#) is [Portuguese](#) and [Galician](#) for "Moon" and resembles the [Latin](#) name *Luna*. The name Luna is also used in verbal English to distinguish between Earth's Moon and moons as a kind of celestial body. e. g. "Luna is Earth's only moon" as opposed to "The Moon is Earth's only moon".
- Missions on Lua are named after various craters on the Moon: [Apollo](#), [Copernicus](#), [Grimaldi](#), [Pavlov](#), [Plato](#), [Stöfler](#), [Tycho](#), [Von Zeipel](#).
 - The craters are in turn named after historically significant physicists, astronomers, philosophers, and other important figures in the scientific field.
 - The crater & node *Apollo* is also named after the [Apollo Program](#).
- The positioning of the missions on Lua form a crescent shape.
- Before [Update: Specters of the Rail 0.0](#) (2016-07-08), *Lua* was the name of a node on [Earth](#), and the [Orokin Moon](#) missions introduced in [Update 18.0](#) (2015-12-03)



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Rail update subsequently moved with the *Lua* node being renamed



- The name *Lua* for the Earth's Moon was foreshadowed by dialogue in [The Second Dream](#), named as the place where the "rejects were consigned", likely referring to the [Tenno](#).
- While Lua's post-Orokin dimensions are unclear, the Moon is larger than Phobos, Ceres, Europa, Pluto, Sedna, and Eris.
- Circulus, Lua has the highest level of all non-Steel Path non-Sortie/Archon Hunt Star Chart missions, ranging from level 80-100.

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed navigation pathing issues for enemies in Lua Defense missions.
- Fixed map holes on Lua.

[Hotfix 35.5.3](#) (2024-04-04)

- Fixed Halls of Ascension not rewarding Drift Mods.

[Update 35.5](#) (2024-03-27)

Star Chart

[Mercury](#) • [Venus \(Proxima\)](#) • [Earth \(Proxima\)](#) • **[Lua](#)** • [Mars](#) • [Deimos](#) • [Phobos](#) • [Ceres](#) • [Jupiter](#) • [Europa](#) • [Saturn \(Proxima\)](#) • [Uranus](#) • [Neptune \(Proxima\)](#) • [Pluto \(Proxima\)](#) • [Sedna](#) • [Kuva Fortress](#) • [Eris](#) • [Void \(Veil Proxima\)](#) • [Zariman](#)

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Languages



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