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Shrine Defense



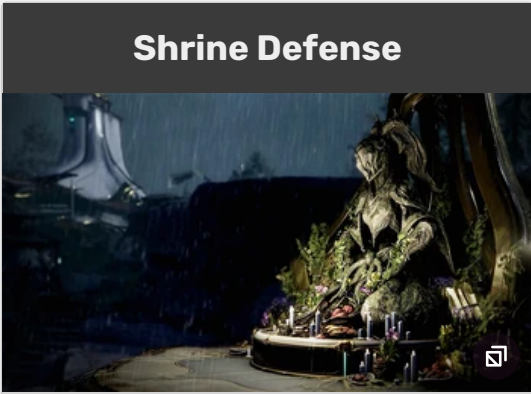
EDIT

QUOTES

For standard Defense, see [Defense](#).

Shrine Defense is a [Mission](#) type. Players must safeguard  [Ostrons](#) from  [Infested](#) as they prepare offerings for  [Koumei](#).

Access to this mission requires completion of [Saya's Vigil](#) and [Once Awake](#) quests. Players must talk to [Saya](#) in [Cetus](#) who will introduce them to Koumei's Shrine where the mission can be initiated.



Despite the name, it is not an endless mission and its mechanics largely differ from standard [Defense](#).

General



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Fate Dream, sent from Koumei, who offers to help you assist in defending the Ostrons...

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Infested enemies are emerging from the ocean and advancing on the Ostrons. You must collect Fate Pearls for Koumei and defend the village at all costs! You may be in for a challenging fight with the Infested Oni, but by offering tribute to Koumei you can wield her powerful dice rolls for yourself and bring peace back to Cetus.

Infested horrors lie dormant beneath the muck of Cetus' shores. The sudden threat of their awakening prompts the re-emergence of the Dice-Maiden, Koumei, who offers a chance to ensure they sleep forever and spare the Ostrons an Infested doom.

Mechanics

Unlike standard [Defense](#), the objective that is being protected does not have a health bar and thus the mission does not have a failure state.

To begin the mission, acquire a **Koumei's Offering**. Players must keep Infested at bay from two Ostron dwellings as the villagers prepare additional offerings every **30** seconds, but the timer is paused when Infested enemies are within the offering's radius. The offerings can be delivered to **Koumei's Shrine** which produces [Health Orbs](#) and a variety of buffs.

Once **5** offerings have been delivered to the shrine, players must kill Infested equal to **30** times the number of squad members (up to **120**) to spawn the [Infested Oni](#) boss.

The Infested Oni has two health bars. Once the first bar is depleted, it becomes invulnerable and players must provide **2** more offerings to the shrine, after which the Oni can be defeated for good and complete the mission.

Shrine Blessing

Once an offering is brought the shrine, Koumei will cast her dice, granting a random buff for **30** seconds.



ffs can be acquired simultaneously by delivering multiple offerings. Rerolling a buff



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Icon ↕	Buff ↕	Effect ↕
1	Lyre-Worm's Feast	Squad becomes Invulnerable for 30 seconds.
2	Twin Kavats	Squad gains Life Steal effect for 30 seconds.
3	Ripples on the Deep	Squad gains Critical Chance buff for 30 seconds.
4	The Virtues	Squad gains  Heat Damage buff for 30 seconds.
5	Stars of Perfection	Squad gains Sprint Speed and Parkour Velocity buffs for 30 seconds.
6	Eidolon's Jaws	Squad gains Reload Rate and Fire Rate buffs for 30 seconds.

Locations

There are a total of 1 Shrine Defense Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias ↕	Level
Earth	Saya's Visions	Infested	1,400	0	ShrineDefense	5 - 10

Rewards

The [Infested Oni](#) drops 14-18 [Fate Pearl](#) (20-24 on [The Steel Path](#), unaffected by [Resource Boosters](#)), which can be traded to Koumei's Shrine in [Cetus](#) for the blueprints and components for [Koumei](#), [Higasa](#), and [Amanata](#), and Koumei's [Prex](#) Card. Players who have unlocked Steel Path can also purchase the weapon augment mods [Higasa Serration](#) and [Amanata Pressure](#).



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This section is *transcluded* from *Shrine Defense/Rewards* . To change it, please *edit the transcluded page*.

Rewards	
Endo x450	10%
Meso A7	6.43%
Meso B9	6.43%
Meso F5	6.43%
Meso H7	6.43%
Meso N17	6.43%
Meso V9	6.43%
Meso W4	6.43%
Amanata Blade Blueprint	4.09%
Amanata Blueprint	4.09%
Amanata Handle Blueprint	4.09%
Higasa Barrel Blueprint	4.09%
Higasa Blueprint	4.09%
Higasa Receiver Blueprint	4.09%
Higasa Stock Blueprint	4.09%
Koumei Blueprint	4.09%
Koumei Chassis	4.09%



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Koumei Systems Blueprint

4.09%

Locations:

- [Saya's Visions](#), Earth

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

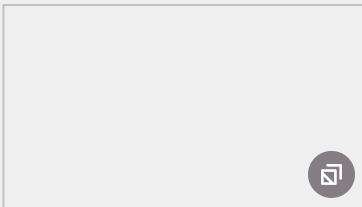
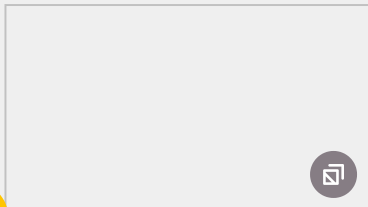
Notes

- The [Infested Oni](#) is immune to most Warframe abilities and [Viral](#) status effect, and can only receive a maximum of 4 status effects of each type. In [The Steel Path](#), it also possesses [Damage Attenuation](#) which drastically increases its durability.
- Shortly after the Infested Oni loses its first health bar, it will burrow into the ground and surface again near Koumei's Shrine (a functional teleport).

Tips

- All enemies are [Infested Deimos](#) which are vulnerable to [Blast](#) and [Gas](#) damage, but resist [Viral](#).
- When farming for [Fate Pearl](#), [The Steel Path](#) is notably less time efficient due to the increased enemy durability, despite the additional Fate Pearls and the [Acolyte's](#) [Steel Essence](#).
- During the later section of the Extermination stage, grab the offerings but don't bring them to the shrine. After the objective to remove the Oni's invulnerability appears, insert them to reduce travel times.

Media



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- Fixed matchmaking issues when attempting to start a Steel Path Shrine Defense mission from the Star Chart “Saya’s Visions” node.
- Due to the amount of people playing on the node, the matchmaking requests were likely to time out with people filling open slots in the squads before you. This would cause the “Unable to join” popup to occur on most attempts to start the mission.
- You can now access the Steel Path Saya’s Visions node from the Star Chart without having to complete a Steel Path Plains of Eidolon Bounty first.

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 • Shrine Defense	
		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	



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Game Fighter • Duel
Fire • Dark Sectors • Deep
Kuva Siphon • Lich (Kuva Lich) •



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[Sisters of Parvos](#)) • [Nightmare Mode](#) • [Nightwave](#) • [Sorties](#) • [The Steel Path](#) • [Void Fissures](#)

Categories ▼

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