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The Circuit

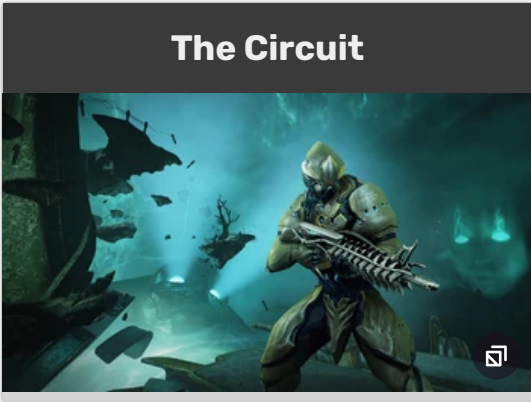
97 EDIT

For the resource, see [Circuits](#).

Warframe only. Battle through an endless chain of missions.

—In-Game Description

The Circuit is an endless game mode that takes the player through the [Undercroft](#) of [Duviri](#). It can be accessed after completing [The Duviri Paradox](#) quest.



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Mechanics

As with all Duviri content, players begin in [Teshin's Cave](#) with a selection of randomly generated [Warframes](#) and weapons that change at the start of every Duviri spiral. This selection can be viewed within the player's [Navigation Console](#), once you reach Rank 4 Opportunity [Intrinsics](#) and can be changed by choosing to extract after beating any stage. Failing by aborting or through any mission's fail condition will not change their selection, allowing players to retry with another configuration, so long as the spiral has not yet changed.

The Circuit primarily features traditional Warframe gameplay. The game cycles between random mission types and [tilesets](#) as stages are cleared.

Possible mission types:

- [Defense](#) (Defend stationary target for 3 waves)
- [Survival](#) (Survive for 5 minutes)
- [Excavation](#) (Excavate 300  [Cryotic](#))



- [Void Flood](#) (Seal 5 Ruptures)
 - Unlike traditional Void Flood, no corruption gauge is present. As such this mission type does not have a failure state.
- [Corrupted Jackal Assassination](#)
 - Cannot appear before the 5th Stage.
 - This version of the [Jackal](#) has slightly different mechanics:
 - It has only 3 health bars instead of the usual 4.
 - The field it patrols in is protected by a spherical barrier that nulls all outside gunfire, but can be physically passed through.
 - During its Grid Wall attack, the Jackal additionally fires seeking projectiles.
 - After depleting one of its health bars, it will teleport to another part of the field, spawn numerous enemies, and become invulnerable until all its reinforcements are killed. It will continue to attack during this phase.
- [Alchemy](#) (2 Crucibles)
 - No conversion process; a Crucible is considered completed after being filled.

Although the order of the mission types during each run of the circuit is chosen at random, the order for that run will stay the same if the squad stays for enough stages to begin repeating. For example, if stage 1 is Exterminate, stage 2 is Survival, and stage 3 is Excavation then stage 8, 15, 22, etc. will be Exterminate, stage 9, 16, 23, etc will be Survival, and stage 10, 17, 24, etc will be Excavation.

[Gear](#) items and [Companions](#) cannot be used. However, all players will have innate [Enemy Radar](#) in The Circuit.

Enemies do not drop [Origin System](#) loot such as [Mods](#) or [Resources](#), but will still drop [Health and Energy Orbs](#) and [ammo pickups](#).

During each stage, players can find 3 blue diamond-shaped objects called Decree Fragments scattered across the map, often placed within secluded locations. Collecting them all awards 1 [Decree](#) to all players in the squad, lasting for the mission. They produce a sound similar to Trauma Clamps, though at a slightly higher pitch, when near a fragment.



A Decree Fragment



Traps called **Trauma Clamps** can be found throughout the environment. Breaking them releases a vortex that pulls in both players and enemies, with the radius being larger for enemies, dealing  [Void](#) + player healing pulses (Joy), [Heat](#) (Anger), [Toxin](#) (Envy), [Cold](#) (Sorrow), or [Electricity](#) (Fear) damage and status.

Enemies

Corrupted	Wild
Corrupted Ancient Corrupted Butcher Corrupted Crewman Corrupted Heavy Gunner Corrupted Lancer Corrupted MOA Orokin Drone Corrupted Bombard Corrupted Nullifier	Dax Arcus Dax Gladius Dax Herald Dax Malleus Hollow Thrax Centurion Hollow Thrax Legatus

Rewards

Resources

[Rune Marrow](#) is found exclusively in The Undercroft areas from breakable Runic Compacts and is guaranteed to drop from [Corrupted Vor](#) and the [Corrupted Jackal](#).

Completing a stage as well as gathering 3x Decree Fragments awards Duviri resources, [Drifter Intrinsic](#)s, and a [Decree](#).

This section is [transcluded](#) from [The Circuit/Rewards](#) . To change it, please [edit the transcluded page](#).

Rewards	
Aggristone x7	37.75%
Saggen Pearl x5	37.75%
Kovnik	22%
Connla Sprout	1%

Dracroot	0.25%
Yao Shrub	0.25%

Locations:

- **The Circuit**, [Zariman Ten Zero](#)

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

Tiers and Weekly Rewards

In addition to the above rewards, completion of subsequent stages in a run grants Circuit Progress to claim tier rewards.

- Stage 1: 100 Circuit Progress
- Stage 2: 110 Circuit Progress
- Stage 3: 125 Circuit Progress
- Stage 4: 145 Circuit Progress
 - Also awards an additional 50 Circuit Progress once per day.
- Stage 5 and onwards: 170 Circuit Progress

Tier rewards can only be claimed once per week. Weekly reward pools [reset](#) on Monday 0:00 UTC.

Normal Circuit

Players can select to earn one of three Warframe blueprints for the week.

Normal Circuit Warframe Rotation		
Week 1		
(Excalibur Furious Javelin)	(Trinity Vampire Leech)	(Ember Exothermic)
Week 2		
(Loki Hushed Invisibility)	(Mag Fracturing Crush)	(Rhino Ironclad Charge)

(Ash Seeking Shuriken)	(Frost Chilling Globe)	(Nyx Assimilate)
<u>Week 4</u>		
(Saryn Venom Dose)	(Vauban Repelling Bastille)	(Nova Molecular Fission)
<u>Week 5</u>		
(Nekros Shield of Shadows)	(Valkyr Eternal War)	(Oberon Phoenix Renewal)
<u>Week 6</u>		
(Hydroid Viral Tempest)	(Mirage Total Eclipse)	(Limbo Rift Haven)
<u>Week 7</u>		
(Mesa Mesa's Waltz)	(Chroma Everlasting Ward)	(Atlas Rubble Heap)
<u>Week 8</u>		
(Ivara Infiltrate)	(Inaros Negation Armor)	(Titania Razorwing Blitz)
<u>Week 9</u>		
(Nidus Insatiable)	(Octavia Conductor)	(Harrow Lasting Covenant)
<u>Week 10</u>		
(Gara Spectrosiphon)	(Khora Accumulating Whipclaw)	(Revenant Thrall Pact)
<u>Week 11</u>		
(Garuda Blending Talons)	(Baruuk Reactive Storm)	(Hildryn Blazing Pillage)
<u>Week 12 ♻️</u>		

Schedule repeats, cycling rewards from previous weeks

Click [here](#) to purge the cache, you have to do this every day at the weekly reset otherwise the reward won't cycle.



Normal Circuit Tier Rewards

Tiers	Possible Rewards	Required Circuit Progress	Cumulative Required Circuit Progress	Number of Continuous Required Stages
Tier 1	- Duviri Resources Endo - Various Mods - Mastery Rank 2 Weapon Blueprints - Common Warframe Arcanes 10,000 Credits	190	190	2
Tier 2	Warframe Neuroptics Blueprint	210	400	4
Tier 3	- Duviri Resources Endo - Various Mods - Mastery Rank 2 Weapon Blueprints - Common Warframe Arcanes 10,000 Credits	230	630	5
Tier 4	Rare Mod	260	890	7
Tier 5	Warframe Chassis Blueprint	300	1190	9 (8 with daily bonus)
Tier 6	- Duviri Resources Endo - Rare Mods - Mastery Rank 2 Weapon Blueprints	350	1540	11 (10 with daily bonus)



	- Common Warframe Arcanes 50,000 Credits			
Tier 7	Warframe Augment Mod	410	1950	13
Tier 8	Warframe Systems Blueprint	480	2430	16
Tier 9	Common Warframe Arcane	560	2990	19
Tier 10	Warframe Blueprint	650	3640	23
Tier 11+	1,500 Credits 250 Endo	900	-	+ 5-6 per lvl

The Steel Path Circuit

Players can select two of five [Incarnon Genesis](#) Adapters for the week as the Tier 5 and 10 rewards. If the player has [Drifter Intrinsic Opportunity](#) Rank 9, they can also choose from Rifle, Pistol, or Melee [Riven Mods](#), or [20,000 Kuva](#).

The Steel Path Incarnon Genesis Reward Rotation [Collapse]

Week # (Rotation)	Possible Incarnon Genesis
Week 1 (A)	Braton Incarnon Genesis (Braton/ MK1/ Prime/ Vandal) Lato Incarnon Genesis (Lato/ Prime/ Vandal) Skana Incarnon Genesis (Skana/ Prime/ Prisma) Paris Incarnon Genesis (Paris/ MK1/ Prime) Kunai Incarnon Genesis (Kunai/ MK1)
Week 2 (B)	Boar Incarnon Genesis (Boar/ Prime) Gammacor Incarnon Genesis (Gammacor/ Synoid) Angstrum Incarnon Genesis (Angstrum/ Prisma Angstrum) Gorgon Incarnon Genesis (Gorgon/ Gorgon Wraith/ Prisma) Anku Incarnon Genesis (Anku)
Week 3 (C)	Bo Incarnon Genesis (Bo/ MK1/ Prime) Latron Incarnon Genesis (Latron/ Prime/ Wraith) Furis Incarnon Genesis (Furis/ MK1) Furax Incarnon Genesis (Furax/ MK1/ Wraith) Strun Incarnon Genesis (Strun/ MK1/ Prime/ Wraith)
Week 4 (D)	Lex Incarnon Genesis (Lex/ Prime) Magistar Incarnon Genesis (Magistar/ Sancti) Boltor Incarnon Genesis (Boltor/ Prime/ Telos) Bronco Incarnon Genesis (Bronco/ Bronco Prime) Ceramic Dagger Incarnon Genesis (Ceramic Dagger)
Week 5 (E)	Torid Incarnon Genesis (Torid) Dual Toxocyst Incarnon Genesis (Dual Toxocyst) Dual Ichor Incarnon Genesis (Dual Ichor) Miter Incarnon Genesis (Miter) Atomos Incarnon Genesis (Atomos)



	• Soma Incarnon Genesis (Soma/ Prime) • Vasto Incarnon Genesis (Vasto/ Prime) • Nami Solo Incarnon Genesis (Nami Solo) • Burston Incarnon Genesis (Burston/ Prime)
Week 7 (G)	• Zylok Incarnon Genesis (Zylok/ Prime) • Sibear Incarnon Genesis (Sibear) • Dread Incarnon Genesis (Dread) • Despair Incarnon Genesis (Despair) • Hate Incarnon Genesis (Hate)
Week 8 (H)	• Dera Incarnon Genesis (Dera/ Vandal) • Sybaris Incarnon Genesis (Sybaris/ Dex/ Prime) • Cestra Incarnon Genesis (Cestra) • Sicarus Incarnon Genesis (Sicarus/ Prime) • Okina Incarnon Genesis (Okina/ Prime)
Week 9+	Schedule repeats, cycling rewards from Week 1 to Week 8 (ABCDEFGHABCDEFGH...)

Click [here](#) to purge the cache, you have to do this every day at the weekly reset otherwise the reward won't cycle.

The Steel Path Circuit Tier Rewards

Tiers	Possible Rewards	Required Circuit Progress	Cumulative Required Circuit Progress	#Continuous Required Stages
Tier 1	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver Exilus Warframe Adapter Blueprint Exilus Weapon Adapter Blueprint Forma Blueprint	285	285	3
Tier 2	Arcane Reaper Secondary Shiver Longbow Sharpshot	315	600	5
Tier 3	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver Exilus Warframe Adapter Blueprint Exilus Weapon Adapter Blueprint Forma Blueprint	345	945	7
Tier 4	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver	390	1,335	10 (9 with daily bonus)



	• Exilus Warframe Adapter Blueprint • Exilus Weapon Adapter Blueprint • Forma Blueprint			
Tier 5	• First Incarnon Genesis Selected	450	1,785	12
Tier 6	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot • Veiled Riven Mod • 3-day Booster	525	2,310	15
Tier 7	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot • Veiled Riven Mod • 3-day Booster	615	2,925	19
Tier 8	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot	720	3,645	23
Tier 9	• 25 x Steel Essence	840	4,485	28
Tier 10	• Second Incarnon Genesis Selected	975	5,460	34 (33 with daily bonus)
Tier 11+	• Secondary Outburst • Primary Blight • Akimbo Slip Shot • Arcane Power Ramp • Arcane Intention • Shotgun Vendetta	1400	6,860	+ 8-9 per lvl



- [Primary Exhilarate](#)
- 1,000 [Endo](#)
- 50,000 [Credits](#)

Drop Tables

Normal

This section is [transcluded](#) from [The Circuit/Rewards/NormalTiers](#) . To change it, please [edit the transcluded page](#).

Drop tables of different tiers of Normal Circuit. Note that Tier 2, 5, and 8 will reward the chosen Warframe's Neuroptics, Chassis, and Systems blueprints respectively. See [The Circuit#Rewards](#) for more details.

Tier 1

Rewards	
Arcane Acceleration	0.67%
Arcane Agility	0.67%
Arcane Arachne	0.67%
Arcane Avenger	0.67%
Arcane Awakening	0.67%
Arcane Consequence	0.67%
Arcane Deflection	0.67%
Arcane Eruption	0.67%
Arcane Fury	0.67%
Arcane Healing	0.67%
Arcane Ice	0.67%
Arcane Momentum	0.67%
Arcane Nullifier	0.67%
Arcane Phantasm	0.67%

Arcane Pulse	0.67%
Arcane Rage	0.67%
Arcane Resistance	0.67%
Arcane Strike	0.67%
Arcane Tempo	0.67%
Arcane Trickery	0.67%
Arcane Ultimatum	0.67%
Arcane Velocity	0.67%
Arcane Victory	0.67%
Arcane Warmth	0.67%
x10000 Credit Cache	0.67%
Ammo Stock	0.67%
Antitoxin	0.67%
Bane of Corpus	0.67%
Bane of Grineer	0.67%
Bane of Infested	0.67%
Bane of Orokin	0.67%
Battering Maneuver	0.67%
Bladed Rounds	0.67%
Blood Rush	0.67%
Burning Wasp	0.67%
Charged Chamber	0.67%
Charged Shell	0.67%
Chilling Grasp	0.67%
Clashing Forest	0.67%



Cleanse Grineer	0.67%
Cleanse Infested	0.67%
Cleanse Orokin	0.67%
Concussion Rounds	0.67%
Contagious Spread	0.67%
Convulsion	0.67%
Corrosive Projection	0.67%
Cryo Rounds	0.67%
Deep Freeze	0.67%
Diamond Skin	0.67%
Dispatch Overdrive	0.67%
EMP Aura	0.67%
Eleventh Storm	0.67%
Embedded Catalyzer	0.67%
Enduring Affliction	0.67%
Enemy Radar	0.67%
Energy Siphon	0.67%
Equilibrium	0.67%
Expel Corpus	0.67%
Expel Grineer	0.67%
Expel Infested	0.67%
Expel Orokin	0.67%
Fast Deflection	0.67%
Fatal Acceleration	0.67%
Fever Strike	0.67%



Fracturing Wind	0.67%
Fury	0.67%
Guided Ordnance	0.67%
Gunslinger	0.67%
Harkonar Scope	0.67%
Heated Charge	0.67%
Heavy Impact	0.67%
Hellfire	0.67%
Holster Amp	0.67%
Hornet Strike	0.67%
Incendiary Coat	0.67%
Infected Clip	0.67%
Infested Impedance	0.67%
Killing Blow	0.67%
Laser Sight	0.67%
Lethal Momentum	0.67%
Loot Detector	0.67%
Maglev	0.67%
Mobilize	0.67%
Molten Impact	0.67%
No Return	0.67%
North Wind	0.67%
Patagium	0.67%
Pathogen Rounds	0.67%
Physique	0.67%
Piercing Step	0.67%



Pistol Amp	0.67%
Pistol Scavenger	0.67%
Point Blank	0.67%
Power Throw	0.67%
Provoked	0.67%
Razor Shot	0.67%
Reflection	0.67%
Reflex Coil	0.67%
Rejuvenation	0.67%
Relentless Combination	0.67%
Rending Turn	0.67%
Repeater Clip	0.67%
Rifle Amp	0.67%
Rifle Aptitude	0.67%
Rifle Scavenger	0.67%
Ruinous Extension	0.67%
Rush	0.67%
Seismic Wave	0.67%
Serration	0.67%
Sharpened Bullets	0.67%
Shell Compression	0.67%
Shimmering Blight	0.67%
Shocking Touch	0.67%
Shotgun Amp	0.67%
Shotgun Barrage	0.67%



Shotgun Scavenger	0.67%
Sinister Reach	0.67%
Smite Corpus	0.67%
Smite Grineer	0.67%
Smite Infested	0.67%
Smite Orokin	0.67%
Sniper Scavenger	0.67%
Speed Trigger	0.67%
Sprint Boost	0.67%
Steel Charge	0.67%
Stormbringer	0.67%
Stretch	0.67%
Sundering Strike	0.67%
Sundering Weave	0.67%
Sure Shot	0.67%
Swirling Tiger	0.67%
Tactical Pump	0.67%
Target Cracker	0.67%
Targeting Subsystem	0.67%
Terminal Velocity	0.67%
Toxin Resistance	0.67%
Weeping Wounds	0.67%
Aggristone x50	0.67%
Connla Sprout x30	0.67%
Dracroot x30	0.67%



Endo x500	0.67%
Kovnik x30	0.67%
Saggen Pearl x50	0.67%
Ueymag x30	0.67%
Yao Shrub x30	0.67%

Locations: Accessed through [Duviri](#)'s The Circuit gamemode

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

Tier 3

Rewards	
Arcane Acceleration	0.67%
Arcane Agility	0.67%
Arcane Arachne	0.67%
Arcane Avenger	0.67%
Arcane Awakening	0.67%
Arcane Consequence	0.67%
Arcane Deflection	0.67%
Arcane Eruption	0.67%
Arcane Fury	0.67%
Arcane Healing	0.67%
Arcane Ice	0.67%
Arcane Momentum	0.67%
Arcane Nullifier	0.67%

Arcane Precision	0.67%
Arcane Pulse	0.67%
Arcane Rage	0.67%
Arcane Resistance	0.67%
Arcane Strike	0.67%
Arcane Tempo	0.67%
Arcane Trickery	0.67%
Arcane Ultimatum	0.67%
Arcane Velocity	0.67%
Arcane Victory	0.67%
Arcane Warmth	0.67%
x10000 Credit Cache	0.67%
Ammo Stock	0.67%
Antitoxin	0.67%
Bane of Corpus	0.67%
Bane of Grineer	0.67%
Bane of Infested	0.67%
Bane of Orokin	0.67%
Battering Maneuver	0.67%
Bladed Rounds	0.67%
Blood Rush	0.67%
Burning Wasp	0.67%
Charged Chamber	0.67%
Charged Shell	0.67%
Chilling Grasp	0.67%

Cleanse Corpus	0.67%
Cleanse Grineer	0.67%
Cleanse Infested	0.67%
Cleanse Orokin	0.67%
Concussion Rounds	0.67%
Contagious Spread	0.67%
Convulsion	0.67%
Corrosive Projection	0.67%
Cryo Rounds	0.67%
Deep Freeze	0.67%
Diamond Skin	0.67%
Dispatch Overdrive	0.67%
EMP Aura	0.67%
Eleventh Storm	0.67%
Embedded Catalyzer	0.67%
Enduring Affliction	0.67%
Enemy Radar	0.67%
Energy Siphon	0.67%
Equilibrium	0.67%
Expel Corpus	0.67%
Expel Grineer	0.67%
Expel Infested	0.67%
Expel Orokin	0.67%
Fast Deflection	0.67%
Fatal Acceleration	0.67%



Finishing Touch	0.67%
Fracturing Wind	0.67%
Fury	0.67%
Guided Ordnance	0.67%
Gunslinger	0.67%
Harkonar Scope	0.67%
Heated Charge	0.67%
Heavy Impact	0.67%
Hellfire	0.67%
Holster Amp	0.67%
Hornet Strike	0.67%
Incendiary Coat	0.67%
Infected Clip	0.67%
Infested Impedance	0.67%
Killing Blow	0.67%
Laser Sight	0.67%
Lethal Momentum	0.67%
Loot Detector	0.67%
Maglev	0.67%
Mobilize	0.67%
Molten Impact	0.67%
No Return	0.67%
North Wind	0.67%
Patagium	0.67%
Pathogen Rounds	0.67%
Physique	0.67%



Piercing Step	0.67%
Pistol Amp	0.67%
Pistol Scavenger	0.67%
Point Blank	0.67%
Power Throw	0.67%
Provoked	0.67%
Razor Shot	0.67%
Reflection	0.67%
Reflex Coil	0.67%
Rejuvenation	0.67%
Relentless Combination	0.67%
Rending Turn	0.67%
Repeater Clip	0.67%
Rifle Amp	0.67%
Rifle Aptitude	0.67%
Rifle Scavenger	0.67%
Ruinous Extension	0.67%
Rush	0.67%
Seismic Wave	0.67%
Serration	0.67%
Sharpened Bullets	0.67%
Shell Compression	0.67%
Shimmering Blight	0.67%
Shocking Touch	0.67%
Shotgun Amp	0.67%



Shotgun Savvy	0.67%
Shotgun Scavenger	0.67%
Sinister Reach	0.67%
Smite Corpus	0.67%
Smite Grineer	0.67%
Smite Infested	0.67%
Smite Orokin	0.67%
Sniper Scavenger	0.67%
Speed Trigger	0.67%
Sprint Boost	0.67%
Steel Charge	0.67%
Stormbringer	0.67%
Stretch	0.67%
Sundering Strike	0.67%
Sundering Weave	0.67%
Sure Shot	0.67%
Swirling Tiger	0.67%
Tactical Pump	0.67%
Target Cracker	0.67%
Targeting Subsystem	0.67%
Terminal Velocity	0.67%
Toxin Resistance	0.67%
Weeping Wounds	0.67%
Aggristone x50	0.67%
Connla Sprout x30	0.67%



Eevani x30	0.67%
Endo x500	0.67%
Kovnik x30	0.67%
Saggen Pearl x50	0.67%
Ueymag x30	0.67%
Yao Shrub x30	0.67%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

Tier 4

Rewards	
Adhesive Blast	1.49%
Argon Scope	1.49%
Arrow Mutation	1.49%
Barrel Diffusion	1.49%
Berserker Fury	1.49%
Brutal Tide	1.49%
Combustion Beam	1.49%
Concealed Explosives	1.49%
Condition Overload	1.49%
Continuity	1.49%
Covert Lethality	1.49%
Crushing Ruin	1.49%
Enemy Sense	1.49%

[Energy Channel](#) 1.49%[Firestorm](#) 1.49%[Firewalker](#) 1.49%[Flow](#) 1.49%[Fulmination](#) 1.49%[Gale Kick](#) 1.49%[Guardian Derision](#) 1.49%[Handspring](#) 1.49%[Healing Return](#) 1.49%[Hell's Chamber](#) 1.49%[Hemorrhage](#) 1.49%[Ice Spring](#) 1.49%[Intensify](#) 1.49%[Iron Phoenix](#) 1.49%[Kavat's Grace](#) 1.49%[Life Strike](#) 1.49%[Lightning Dash](#) 1.49%[Lock and Load](#) 1.49%[Maiming Strike](#) 1.49%[Master Thief](#) 1.49%[Metal Auger](#) 1.49%[Nano-Applicator](#) 1.49%[Narrow Barrel](#) 1.49%[Natural Talent](#) 1.49%[Pain Threshold](#) 1.49%

Pointed Wind	1.49%
Pressurized Magazine	1.49%
Quick Thinking	1.49%
Quickening	1.49%
Rage	1.49%
Rapid Resilience	1.49%
Ravage	1.49%
Reflex Guard	1.49%
Retribution	1.49%
Rifle Ammo Mutation	1.49%
Seeker	1.49%
Seeking Force	1.49%
Shock Absorbers	1.49%
Shotgun Ammo Mutation	1.49%
Sniper Ammo Mutation	1.49%
Spinning Needle	1.49%
Split Chamber	1.49%
Spring-Loaded Blade	1.49%
Stabilizer	1.49%
Steady Hands	1.49%
Streamline	1.49%
Sure Footed	1.49%
Target Acquired	1.49%
Thunderbolt	1.49%

Undying Will	1.49%
Vital Sense	1.49%
Whirlwind	1.49%

Locations: Accessed through [Duviri's](#) The Circuit gamemode

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

Tier 6

Rewards	
Akbronco Blueprint	1.03%
Ankyros Blueprint	1.03%
Ballistica Blueprint	1.03%
Boar Blueprint	1.03%
Boltor Blueprint	1.03%
Bronco Blueprint	1.03%
Burston Blueprint	1.03%
Cronus Blueprint	1.03%
Dual Skana Blueprint	1.03%
Dual Zoren Blueprint	1.03%
Fang Blueprint	1.03%
Fragor Blueprint	1.03%
Furis Blueprint	1.03%
Gammacor Blueprint	1.03%
Gram Blueprint	1.03%

Hind Blueprint	1.03%
Karak Blueprint	1.03%
Kestrel Blueprint	1.03%
Kogake Blueprint	1.03%
Kraken Blueprint	1.03%
Kunai Blueprint	1.03%
Latron Blueprint	1.03%
Magistar Blueprint	1.03%
Orthos Blueprint	1.03%
Scindo Blueprint	1.03%
Sonicor Blueprint	1.03%
Stug Blueprint	1.03%
Vectis Blueprint	1.03%
x50000 Credit Cache	1.03%
Adhesive Blast	1.03%
Argon Scope	1.03%
Arrow Mutation	1.03%
Barrel Diffusion	1.03%
Berserker Fury	1.03%
Brutal Tide	1.03%
Combustion Beam	1.03%
Concealed Explosives	1.03%
Condition Overload	1.03%
Continuity	1.03%
Covert Lethality	1.03%

Enemy Sense	1.03%
Energy Channel	1.03%
Firestorm	1.03%
Firewalker	1.03%
Flow	1.03%
Fulmination	1.03%
Gale Kick	1.03%
Guardian Derision	1.03%
Handspring	1.03%
Healing Return	1.03%
Hell's Chamber	1.03%
Hemorrhage	1.03%
Ice Spring	1.03%
Intensify	1.03%
Iron Phoenix	1.03%
Kavat's Grace	1.03%
Life Strike	1.03%
Lightning Dash	1.03%
Lock and Load	1.03%
Maiming Strike	1.03%
Master Thief	1.03%
Metal Auger	1.03%
Nano-Applicator	1.03%
Narrow Barrel	1.03%
Natural Talent	1.03%
Pain Threshold	1.03%



Pistol Ammo Mutation	1.03%
Pointed Wind	1.03%
Pressurized Magazine	1.03%
Quick Thinking	1.03%
Quickening	1.03%
Rage	1.03%
Rapid Resilience	1.03%
Ravage	1.03%
Reflex Guard	1.03%
Retribution	1.03%
Rifle Ammo Mutation	1.03%
Seeker	1.03%
Seeking Force	1.03%
Shock Absorbers	1.03%
Shotgun Ammo Mutation	1.03%
Sniper Ammo Mutation	1.03%
Spinning Needle	1.03%
Split Chamber	1.03%
Spring-Loaded Blade	1.03%
Stabilizer	1.03%
Steady Hands	1.03%
Streamline	1.03%
Sure Footed	1.03%
Target Acquired	1.03%

Thunderbolt	1.03%
Toxic Flight	1.03%
Undying Will	1.03%
Vital Sense	1.03%
Whirlwind	1.03%

Locations: Accessed through [Duviri](#)'s The Circuit gamemode

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

Tier 9

Rewards	
Arcane Acceleration	4%
Arcane Agility	4%
Arcane Arachne	4%
Arcane Avenger	4%
Arcane Awakening	4%
Arcane Consequence	4%
Arcane Deflection	4%
Arcane Eruption	4%
Arcane Fury	4%
Arcane Healing	4%
Arcane Ice	4%
Arcane Momentum	4%
Arcane Nullifier	4%

Arcane Precision	4%
Arcane Pulse	4%
Arcane Rage	4%
Arcane Resistance	4%
Arcane Strike	4%
Arcane Tempo	4%
Arcane Trickery	4%
Arcane Ultimatum	4%
Arcane Velocity	4%
Arcane Victory	4%
Arcane Warmth	4%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

The Steel Path

This section is [transcluded](#) from [The Circuit/Rewards/SteelPathTiers](#) . To change it, please [edit the transcluded page](#).

Drop tables of different tiers of Steel Path Circuit. See [The Circuit#Rewards](#) for more details on non-drop table rewards of Tier 5, 10, and 11+.

Tier 1

Rewards	
Akimbo Slip Shot	4.43%
Arcane Intention	4.43%
Arcane Power Ramp	4.43%
Magus Aggress	4.43%

Primary Exhilarate	4.43%
Primary Obstruct	4.43%
Secondary Outburst	4.43%
Shotgun Vendetta	4.43%
Exilus Warframe Adapter Blueprint	4.43%
Exilus Weapon Adapter Blueprint	4.43%
Forma Blueprint	4.43%
Aggristone x250	4.43%
Connla Sprout x60	4.43%
Eevani x60	4.43%
Endo x6000	4.43%
Kovnik x60	4.43%
Kuva x6000	4.43%
Riven Sliver x3	4.43%
Saggen Pearl x250	4.43%
Ueymag x60	4.43%
Yao Shrub x60	4.43%
Dracroot x60	2.58%

Locations: Accessed through [Duviri](#)'s The Circuit gamemode

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross

Tier 2

Rewards	
Arcane Reaper	33.33%
Longbow Sharpshot	33.33%
Secondary Shiver	33.33%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

Tier 3

Rewards	
Akimbo Slip Shot	4.43%
Arcane Intention	4.43%
Arcane Power Ramp	4.43%
Magus Aggress	4.43%
Primary Blight	4.43%
Primary Exhilarate	4.43%
Primary Obstruct	4.43%
Secondary Outburst	4.43%
Shotgun Vendetta	4.43%

Exilus Warframe Adapter Blueprint	4.43%
Exilus Weapon Adapter Blueprint	4.43%
Forma Blueprint	4.43%
Aggristone x250	4.43%
Connla Sprout x60	4.43%
Eevani x60	4.43%
Endo x6000	4.43%
Kovnik x60	4.43%
Kuva x6000	4.43%
Riven Sliver x3	4.43%
Saggen Pearl x250	4.43%
Ueymag x60	4.43%
Yao Shrub x60	4.43%
Dracroot x60	2.58%

Locations: Accessed through [Duviri](#)'s The Circuit gamemode

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

Tier 4

Rewards	
Akimbo Slip Shot	4.43%
Arcane Intention	4.43%

Arcane Power Ramp	4.43%
Magus Aggress	4.43%
Primary Blight	4.43%
Primary Exhilarate	4.43%
Primary Obstruct	4.43%
Secondary Outburst	4.43%
Shotgun Vendetta	4.43%
Exilus Warframe Adapter Blueprint	4.43%
Exilus Weapon Adapter Blueprint	4.43%
Forma Blueprint	4.43%
Aggristone x250	4.43%
Connla Sprout x60	4.43%
Eevani x60	4.43%
Endo x6000	4.43%
Kovnik x60	4.43%
Kuva x6000	4.43%
Riven Sliver x3	4.43%
Saggen Pearl x250	4.43%
Ueymag x60	4.43%
Yao Shrub x60	4.43%

Locations: Accessed through [Duviri's The Circuit gamemode](#)

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

Tier 6

Rewards	
Melee Riven Mod	11.9%
Pistol Riven Mod	8.5%
Rifle Riven Mod	8.5%
3 Day Affinity Booster	8%
3 Day Mod Drop Chance Booster	8%
3 Day Resource Drop Chance Booster	8%
Akimbo Slip Shot	6%
Arcane Power Ramp	6%
Arcane Reaper	6%
Longbow Sharpshot	6%
Primary Blight	6%
Secondary Outburst	6%
Secondary Shiver	6%
Shotgun Riven Mod	2.7%
Kitgun Riven Mod	1.2%
Zaw Riven Mod	1.2%

Locations: Accessed through [Duviri's The Circuit gamemode](#)

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

Tier 7

Rewards	
Melee Riven Mod	11.9%
Pistol Riven Mod	8.5%
Rifle Riven Mod	8.5%
3 Day Affinity Booster	8%
3 Day Mod Drop Chance Booster	8%
3 Day Resource Drop Chance Booster	8%
Akimbo Slip Shot	6%
Arcane Power Ramp	6%
Arcane Reaper	6%
Longbow Sharpshot	6%
Primary Blight	6%
Secondary Outburst	6%
Secondary Shiver	6%
Shotgun Riven Mod	2.7%
Kitgun Riven Mod	1.2%
Zaw Riven Mod	1.2%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

Tier 8

Rewards	
Arcane Reaper	33.33%
Longbow Sharpshot	33.33%
Secondary Shiver	33.33%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

Tier 9

Rewards	
Steel Essence x25	100%

Locations: Accessed through [Duviri's The Circuit](#) gamemode

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

Tips

- Take the time to search for [Decree](#) fragments, especially before starting a [Defense](#) or [Excavation](#) wave.
 - Fragments are often placed in secluded spots, such as small corners, edges of cliffs, on top of houses, or inside caves.
 - Fragments emit a distinctive sound when nearby.
- Certain [Drifter Intrinsic](#)s take effect for Warframes:
 - [Combat](#) grants a damage bonus per Decree stack (Rank 1) and increases weapon critical chance (Rank 7).
 - [Opportunity](#) grants more available Decrees (Rank 1, 3, 5, and 6), as well as

- [Endurance](#) grants extra health per Decree stack (Rank 1), full health and energy restore upon selecting a Decree (Rank 2), additional revives (Rank 3 and 8), health regeneration over time on headshots (Rank 7), and avoiding death at a cooldown (Rank 10).
- [Riding](#) provides **no** benefit, as [Kaithes](#) cannot be used in The Circuit.

Patch History

Hotfix 37.0.4 (2024-10-10)

- Fixes towards players losing Standing for the Syndicate they are pledged to from certain missions (notably Circuit but others may be impacted as well). This also caused Standing to be gained with Syndicates that are negatively associated with their Pledge.
 - We have put in a temporary fix that checks if the above bug is occurring and will prevent any bugged Standing changes from taking place if detected. We continue to investigate for a more permanent solution that'll prevent the bug from occurring at all. If you have encountered this

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
	Endless		Defense (Railjack) • Orphix (Railjack) • Survival

		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 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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