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The Steel Path

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 EDIT

Teshin has a new challenge only the most worthy Tenno can accept. Greater difficulty and greater rewards await. Can you reclaim the Origin System and walk the Steel Path?



The Steel Path is a difficulty modifier for the [Origin System](#) hosted by [Teshin](#), testing the [Tenno](#)'s perseverance against significantly more durable enemies. It was introduced in [Update 28.1](#) (2020-07-08).

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Mechanics

In order to access The Steel Path, players must have **completed all nodes** (excluding [Mutalist Alad V](#) and [Jordas Golem](#) Assassinations on [Eris](#), [Brutus](#) on [Uranus](#), and [Duviri](#)) on the connected [Star Chart](#). Players can check on what nodes they need to complete by talking to the Arbitration representative in the [Arbiters of Hexis' Relay](#) enclave.

Note that this also entails completing quest-locked nodes, including the [Ropalolyst](#) node, [Saya's Visions](#), all nodes on [Lua](#), the [Kuva Fortress](#), the [Zariman Ten Zero](#), [Albrecht's Laboratories](#) and [Höllvania Central Mall](#). This will require the following quests to be completed:

- All [main quests](#) up to and including [Angels of the Zariman](#), [Whispers in the Walls](#) and [The Hex](#)
- [The Deadlock Protocol](#) for [Armatus](#), [Deimos](#)

Once the player meets these requirements, [Teshin](#) will invite the player to challenge The Steel Path; they must meet him on any [Relay](#) and ask him about **"Steel Path?"** to unlock the mode. From then on, The Steel Path will be permanently available even when new Star Chart nodes are added in future updates. Once players have The Steel Path unlocked, it will be displayed as a toggle on the right side of the Star Chart screen.

The Steel Path only affects normal missions, Dark Sectors, [Junctions](#), [Mission Locators](#), [Breach Missions](#), [Nightwave Mode](#), [Sargas Rites](#), [Invasions](#). The Steel



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Incursions will only appear in the Alerts panel when the player has toggled their Star Chart mode to "Steel Path".

Each day at 00:00 UTC, 6 **Steel Path Incursions** [Alert](#) missions will be made available to the player on the [Star Chart](#). A player can attempt them regardless of whether they have unlocked the node where the Incursion is located, and completing the Incursion will unlock that node. Incursions can appear on any node except [Landscapes](#) and [Junctions](#), and they always appear globally on the same nodes for each player to aid with matchmaking. Each Incursion always awards 5 [Steel Essence](#) (unaffected by any boosters) and some may also have an additional [Credits](#) reward.

Some mission types in Incursion have additional conditions to make them even more challenging than regular Steel Path missions:

- [Spy](#) Incursions require 2 Data Vaults (instead of normal 1 vault).
- [Interception](#) Incursions requires 2 waves (instead of normal 1 wave).
- [Excavation](#) Incursions requires 500 [Cryotic](#) (instead of 100 Cryotic).

Steel Path Incursions will refresh in:

06 hours 39 minutes 41 seconds

Rules

- Players must re-unlock Star Chart nodes on The Steel Path starting from [E Prime](#), [Earth](#), as if starting the Origin System from a fresh state.
 - Dakata, [Kuva Fortress](#), the individual [Jordas Golem](#) and [Mutalist Alad V](#) Assassinate [Eris](#) nodes, and [Bounties](#) are also immediately available from the start.
 - [Plains of Eidolon](#), [Orb Vallis](#), and [Cambion Drift](#) gain a 6th tier Bounty, while [Zariman Ten Zero](#) and [Albrecht's Laboratories](#) gain a Steel Path variant for all available bounties.
 - Completion of the Plains of Eidolon, Orb Vallis, and Cambion Drift Bounties are **not** required in order to mark the node as completed.



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ll also unlock their adjacent



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- [Junctions](#) on The Steel Path do not have any associated tasks and can be entered as soon as the adjacent node is cleared. (Unless the player has an early account and has cleared the Star Chart before junctions were implemented, in which case the player will have to go back to the normal mode junction and clear its prerequisites to challenge it in Steel Path mode.)
- All enemies have their level increased by **100**, and gain an additional **+150%** (to a total of **250%**, or **2.5x**) bonus to [health](#) and [shields](#).
 - [Bounties](#) have a starting level of **100** with the aforementioned modifiers. Players must be [Mastery Rank](#) 10 to access these bounties.
 - Enemies in [Archwing](#) have their level increased by **50**.
 - Enemies in [Grineer Sealab](#) underwater Archwing still have their levels increased by **100**.
 - The [Eidolon Teralyst](#)'s level is increased to **110**, the [Eidolon Gantulyst](#) to **120** and [Eidolon Hydrolyst](#) to **130**.
 - Enemies in [Duviri](#) have their level increased by **20**, but with no changes to Health, Shields, or Armor. The [Orowyrm](#) boss fight gains additional mechanics.
 - Enemies in [The Undercroft](#) and [The Circuit](#) use the default Steel Path modifiers.
- [Team Bonus Consumables](#) have a **one-minute** cooldown.
- Enemy spawn rates during Endless missions are increased as if playing in a full squad in normal mode.
- [Acolytes](#) can spawn in any non-[Archwing](#), non-[Assassination](#), non-[Ascension](#), and non-Duviri Steel Path missions.
 - Multiple Acolytes can spawn each mission in roughly 3-7 minute intervals depending on the kill rate of enemies, with an average of 4 1/2 minutes in Survival. This includes non-endless mission types such as Exterminate, and [Landscapes](#) regardless of whether a bounty is currently active.
 - In non-endless missions, a max of 3 Acolytes will spawn.
 - Due to being tied to kill rate, Acolytes can stop spawning if every enemy in a non-endless mission is killed.
 - In [Survival](#), an Acolyte can still be spawned after the player runs out of



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enemies to be killed in order to

by [Specters](#) or [On-Call Crew](#)



Rewards

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Mission

- Mission nodes and Junctions award [Mastery Points](#) that is separate from normal Star Chart missions. Like normal missions, points are only awarded once after the first completion.
 - [Jordas Golem](#) and [Mutalist Alad V](#) Assassinate nodes are **not** required to reach maximum Mastery (27,519) from Steel Path missions.
- All missions in The Steel Path have a +100% resource drop chance increase and +100% mod drop chance increase over the same mission node in normal (non-Steel Path) mode.
 - The bonuses stack with [True Master's Font](#) blessings, [Resource Drop Chance Booster](#) and [Mod Drop Chance Booster](#), and [Dark Sector](#) bonuses.
- 6 Incursion missions in the Star Chart are randomly picked as a daily [Alert](#) mission, each rewarding 5 [Steel Essence](#) (unaffected by any boosters) and some may also have an additional [Credits](#) reward.
 - The missions are not picked in random order but are randomized each day so the same mission can be selected several times before all other missions have been selected.
- [Bounty](#) variants of the [Zariman Ten Zero](#) award 50% more [Voidplumes](#), while variants of [Albrecht's Laboratories](#) and [Höllvania Central Mall](#) award 50% more **Standing**. They also award 1 Steel Essence.
- [Eidolon Teralyst](#), [Eidolon Gantulyst](#), and [Eidolon Hydrolyst](#) are guaranteed to drop 1 Steel Essence.
- [Acolytes](#) are guaranteed to drop 2 Steel Essence (affected by [Resource Boosters](#) and Beast [Companion's](#) [Loyal Retriever](#)/[Resourceful Retriever](#)), as well as one random [Steel Path Arcane](#) ([Primary Deadhead](#), [Primary Dexterity](#), [Primary Merciless](#), [Secondary Deadhead](#), [Secondary Dexterity](#), or [Secondary Merciless](#)).
- All [Eximus](#) enemies have an increased chance to drop [Riven Slivers](#). Fully clearing a planet's mission nodes awards a respective [Decoration](#) and [Emote](#), and emote for the retired [Orokin](#)



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- [The Index](#) is not required for [Neptune](#) completion.
- [Jordas Golem](#) and [Mutalist Alad V](#) Assassinate nodes are not required for [Eris](#) completion.
- Opening a [Void Relic](#) in Steel Path [Void Fissures](#) awards 1 Steel Essence.
- The [Orowyrm](#) in [Duviri](#) drops 5 Steel Essence, 15 [Pathos Clamp](#) (up from 10), and 22 [Drifter Intrinsic](#)s (up from 15).
- [Mirror Defense Tyana Pass](#), [Mars](#) awards 7 [Belric Crystal Fragment](#) and [Rania Crystal Fragment](#) (up from 5) per 50 Citrine's Remnants, and 15 Crystal Fragments (up from 10) per rotation.
- [Conjunction Survival Yuvarium](#), [Lua](#) awards 5 [Lua Thrax Plasm](#) (up from 3) per rotation, while [Circulus](#), [Lua](#) awards 6 [Lua Thrax Plasm](#) (up from 5) per rotation.
- [Kullervo Boss](#) in [Duviri](#) drops 6–8 [Kullervo's Bane](#) (up from 4–6).
- [Abyssal Zone](#), [Ceres](#) awards 8, 11, or 12 [Vainthorn](#) (up from 6–8).
- [Demolisher Voidrigs](#) and [Demolisher Bonewidows](#) in [Disruption Armatus](#), [Deimos](#) drops 5–7 [Vessel Capillaries](#) (up from 2–4).
- [Ascension Brutus](#), [Uranus](#) awards 16–18 [Vestigial Motes](#) (up from 11–13). The summoned [Sisters of Parvos](#) drops 8–10 [Vestigial Motes](#) (up from 5–7), 2 Steel Essence, and a 100% Arcane drop chance (up from 33%).
- [Shrine Defense](#) awards 20–24 [Fate Pearl](#) (up from 14–18).
 - Additionally, access to the Steel Path is required to purchase [Higasa Serration](#) and [Amanata Pressure](#) from [Koumei's Shrine](#).

Steel Essence

Main article: [Steel Essence](#)

[Steel Essence](#) is used to buy items in The Steel Path Honors shop from [Teshin](#) in any [Relay](#).

Some evergreen offerings have weekly purchase limits: the [Veiled Riven Cipher](#) can only be purchased once per week, while [Kuva](#) and the [Void Relic](#) Pack have a purchase limit of 25 per week.

Teshin's Steel Path Honors shop - Evergreen Items



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VEILED RIVEN CIPHER	BISHAMO PAULDRONS BLUEPRINT SET	BISHAMO CUIRASS BLUEPRINT SET
20	25	15
BISHAMO HELMET BLUEPRINT SET	BISHAMO GREAVES BLUEPRINT SET	10,000 KUA
15	15	15
PRIMARY ARCANE ADAPTER	SECONDARY ARCANE ADAPTER	RELIC PACK (3X VOID RELICS)
10	3	85
STANCE FORMA BLUEPRINT	TRIO ORBIT EPHEMERA	CRANIA EPHEMERA
35	35	15
COUNTERBALANCE	NOGGLE STATUE - TESHIN	GAUSS IN ACTION

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XAKU IN ACTION

Only one reward is available per week and it can only be bought once that week. Every week, the 8 offerings will rotate from left to right, which takes 8 weeks for a full loop.

75



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Note: Click [here](#) and purge the page's cache if the above weekly item is wrong. You have to do this every week when the weekly reward changes, which is every Sunday midnight UTC time or when the countdown timer above reaches zero.

The Circuit

Main article: [The Circuit#The Steel Path Circuit](#)

[The Circuit](#) has its own set of Steel Path rewards, most notably [Incarnon Genesis](#) adapters. Two out of five adapters are selectable per week and are awarded of The Circuit's 5th and 10th award tiers, one time per week.

Tips

- Due to drastically increased enemy [armor](#) and [shields](#), it is advisable to bring abilities that can remove enemy defenses such as [Nyx's](#) [Psychic Bolts](#), [Xaku's](#) [The Lost](#), [Caliban's](#) [Fusion Strike](#), [Styanax's](#) [Tharros Strike](#) ([Helminth](#) subsumable), [Hildryn's](#) [Pillage](#) ([Helminth](#) subsumable), or [Unairu's](#) [Magnetic Flare](#) and [Caustic Strike](#). Alternatively, bring weapons or abilities which can bypass enemy defenses.
- Khora's Ensnare ability can completely immobilize acolytes, trivializing the fight against them. This ability is subsumable.
- Archon shards can alleviate the weaknesses of warframes that would be otherwise too fragile to take on Steel Path.
- Most enemies in Steel Path are still powerless against stealth abilities. Though, collateral damages from enemies can still endanger an invisible warframe.
- Weapons that can frequently apply impact procs will allow you to execute mercy kills quicker on heavy targets.
- It is highly recommended to focus on primary objectives first and save as many downed allies as possible before an acolyte arrives. This enables an easier extraction, if one is inadequately geared to take on acolytes.

Trivia



- The Steel Path was originally known as "Hard Mode" when first pitched by the



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anned: one was meant to be a
'Ultra Hard Mode', a +100 level.



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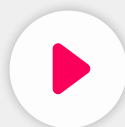
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- Missions can still sometimes change objectives mid-mission, such as Capture changing to Exterminate (after capturing the target), but Teshin has no voice lines to reflect this, so he will simply repeat his original voice line.

Media



Warframe The Steel Path - Available Now on PC

Patch History

Hotfix 38.0.5 (2024-12-18)

- Höllvania missions that must be completed to receive the 1999 Steel Path Trophy/Emote are now marked with an “!” icon.
 - As a refresher, earning the 1999 Steel Path Trophy and Emote requires you to **complete all missions on the Normal Path before any Steel Path node completion would count towards the Steel Path Trophy.** This set-up is different from other Regions, and has led to a lot of confusion from players who have completed all of the Steel Path nodes but have not received the Trophy/Emote inbox. Changing the logic

Missions

[Collapse]

PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault • Hive • Orokin • Reactor • Sealab) • Spy
			Alchemy • Defection • Disruption • Defense



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cavation • Infested Salvage • Legacyte Harvest • Survival (Hell-Scrub) • Void Armageddon



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- **Infested Salvage**
- **Legacyte Harvest**
- **Survival Hell-Scrub**
- **Void Armageddon**

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		Special	Ascension • Faceoff • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught • Shrine Defense
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage
		Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)
	Empyrean	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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