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Netracells



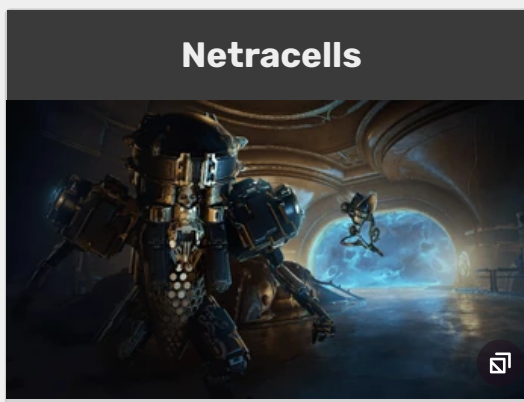
The Netracells are secured by Keyglyphs found only in the Anchorhold. To leave the Anchorhold, the squad must carry all four Keyglyphs. Be wary; the Keyglyphs bestow a heavy burden on those who possess them.

SEARCH PULSES identify Netracells, and The Sanctum Anatomica can only generate 5 Search Pulses per week. Use them wisely.

—In-Game Description

Netracells is a unique [Mission](#) type introduced in [Update 35.0](#) (2023-12-13). They are vaults secured by [Albrecht Entrati](#), located deep within his [Laboratories](#) on [Deimos](#).

They are heavily secured and patrolled by extremely high level [enemy](#) forces. They can be accessed by speaking to [Tagfer](#) in the [Sanctum Anatomica](#).



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ing mission rewards. 5 Search
[media](#), [resetting](#) at Monday 0:00

**WARFRAME Wiki**

UTC. Players can still partake in Netracells missions once they have exhausted all rewards.

Access to this mission requires completion of the [Whispers in the Walls](#) quest.

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Lore & History

General

Named after the [Requiem Word](#) for Decay, **Netracells** are the private research vaults of the prominent  [Orokin](#) scientist, **Albrecht Entrati**. They were often sealed with hazardous **Keyglyphs**; unique keys designed by Albrecht as an added security measure to give the lab's defenses an advantage, should a Keyglyph fall into unknown hands.

All manner of Albrecht's personal items and treasures were stored within the cells.

Post-Void Voyage

Mechanics



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pick up four **Keyglyphs**, which on its bearer. There is no limit to



After leaving the Anchorhold, players must search for the Netracell vault. There are three marked [Pom-2](#) terminals that can be [hacked](#) to assist in narrowing down the vault's location. Once the vault is located and one of the four correct Keyglyphs is inserted, players must fend off waves of enemies within the marked location to reduce the **Netracell**



The Anchorhold

Security Level. Each enemy killed while standing in the marked location (enemies themselves do not need to be in the area, only players) reduces the security level by **0.5%**. At around **67%** and **33%**, a [Necramite](#) drone will spawn and halt progress until it is destroyed, and enemies will begin to spawn in more intensely at **25%**.

Once the gauge is fully reduced, all nearby enemies (except [Mocking Whisper](#) or [Scathing Whisper](#) if present) will instantly die and players can open the Netracell to gain access to the valuables within, while also removing their Keyglyph's debuffs.

Keyglyph Effects

Icon	Debuff	Effect
	Sanguine	Every time you take damage, you also suffer Bleed Status
	Framecurse	Activating an Ability inflicts 50 damage upon you.
	Knifestep	Lose 2 Health when moving. Jumping pauses the effect.
	Exhaustion	Lose 2 Energy per second for each enemy within 10 meters of you.



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Icon ⇅	Debuff ⇅	Effect ⇅
	Wampyri	Lose Health every second. Killing enemies restores Health.
	Conductive	High-current electricity targets the bearer every few seconds.
	Voidburst	Slain enemies explode with Void energy.

Restrictions

The following restrictions apply to all Netracell missions:

Enemy Health and Shields increased by 100% and an additional 50% for each squad member, stacking to a maximum of 300%.

Increased chance of Eximus

NO SELF REVIVE

Can only be revived by other Tenno.

LAST GASP PENALTY

Activating the Last Gasp focus ability reduces the timer by 2 seconds.

BLEEDOUT SHORTENS

The bleedout timer shortens after each revive, to a minimum of 5 seconds.

NO SUMMONS

Summons are disabled for the entire duration of the mission.



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applied.



This cooldown affects all sizes of the Restore type.

—In-Game Description

Considered to be extremely difficult with many debilitating restrictions and level 220 - 240 enemies, it is recommended to attempt this mission in full squads.

- **Empowered Enemies:**

- Enemies have their [Health](#) and [Shields](#) increased by **100%**, and an additional **50%** for each squad member up to a maximum of **300%**.
- [Eximus](#) have a higher spawn rate.

- **Restricted Respawns:**

- [Self-revive](#) is not allowed. **A player that dies is permanently out of commission and cannot be brought back**, making death prevention and prioritizing reviving fallen Tenno from bleedout a necessity. A dead player may also lose their eligibility for rewards once the 2-minute [Inactivity Penalty](#) triggers.
- [Last Gasp's](#) drain begins **2** seconds earlier with each use.
- Bleedout timer reduces with each revive, down to a minimum of **5** seconds.

- **Restricted Consumables:**

- Deployable allied units such as [Specters](#) and [On Call Crew](#) cannot be used.
 - However, [Air Support Charges](#) to summon [Sentry Gun](#) or [Kahl Beacon](#) can still be used.
- [Team Bonus Consumables](#) have a **3** minute cooldown.

Rewards

Within the Netracells contains many resource containers that yield [Credits](#) and [Entrati Obols](#). The main cache is guaranteed to drop an [Entrati Lanthorn](#) and one of the following: [Archon Shards](#) ([Crimson](#) ([Tauforged](#)), [Amber](#) ([Tauforged](#)), or [Azure](#) ([Tauforged](#))), Legendary Melee [Arcane Enhancement](#) ([Melee Crescendo](#) or [Melee Duplicate](#)); the contents of the reward is not revealed until players successfully extract. Completion also awards **5,000** [Cavia Standing](#).



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Amber Archon Shard	17.5%
Azure Archon Shard	17.5%
Crimson Archon Shard	17.5%
Melee Arcane Adapter	15%
Melee Crescendo	10%
Melee Duplicate	10%
Tauforged Amber Archon Shard	4.17%
Tauforged Azure Archon Shard	4.17%
Tauforged Crimson Archon Shard	4.17%

Locations:

- [Testudo](#), [Deimos](#)

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

Notes

- If a player dies or disconnects from the mission, any Keyglyphs in their possession will transfer to another player.

Tips

- The Netracell always spawns at the furthest point of the tileset, near the third hacking terminal and extraction. Much of the searching can be shortened by ignoring the first two terminals and following the waypoint toward the third terminal, scouting around the area after the Murmur tileset.



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[Radiation](#) damage but resist

and [Archon Hunts](#). A fallen



- Consider bringing the following Warframes:

- Healer** ([Trinity](#), [Oberon](#), [Wisp](#), [Garuda](#), [Nekros](#), [Harrow](#), [Khora](#), [Hildryn](#), [Styanax](#), [Dante](#), or [Vazarin](#))
- High survivability** ([Rhino](#), [Nezha](#), [Inaros](#), [Chroma](#), [Gara](#), [Nyx](#), [Revenant](#), [Valkyr](#), [Citrine](#), or [Gauss](#))
- Specialized crowd controllers** ([Saryn's Spores](#), [Sevagoth's Gloom](#) ([Helminth](#) subsumable), [Titania's Lantern](#), [Mag's Pull](#) and [Targeted Magnetize](#), or [Vauban's Vortex](#))
- Warframes with [Overguard](#) like [Styanax](#) with [Intrepid Stand](#) or [Dante's Light Verse](#) and [Final Verse](#) are highly advised since Overguard counts as Health and absorbs every Keyglyph debuff, even the Energy drain.
- Equip survival mods ([Adaptation](#), [Quick Thinking](#), and/or [Rolling Guard](#)).
- Avoid straying too far from the squad to ensure they can reach a player in bleed-out in time.
 - Vazarin's [Mending Soul](#) is especially helpful at ensuring an ally gets up as quickly as possible and not miss the rewards by dying.
- Due to the drastically increased enemy [armor](#), bring abilities that can remove such defenses ([Ember's Fire Blast](#) ([Helminth](#) subsumable), [Nyx's Psychic Bolts](#), [Hildryn's Pillage](#)/[Blazing Pillage](#) ([Helminth](#) subsumable), [Xaku's The Lost](#), [Caliban's Fusion Strike](#), [Styanax's Tharros Strike](#) ([Helminth](#) subsumable), or [Unairu's Magnetic Flare](#) and [Caustic Strike](#)).
- Note that [Rogue Voidrigs](#) and [Rogue Bonewidows](#) are immune to armor removal. Their Alloy Armor is vulnerable to [Radiation](#) damage.
- [Nova](#) with reduced [Ability Strength](#) to increase enemy movement speed using [Molecular Prime](#) can greatly assist in having enemies rush into the Netracell Security Level kill zone and speed up the mission.
- A Keyglyph's health drain counts toward [Chroma's Vex Armor](#).

Patch History

Hotfix 36.1.5 (2024-09-03)



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er security" area in Netracell



- Increased the visibility of the in-world VFX indicating the “Lower Security” marked zone in Netracell missions.
 - Known issue: The zone VFX does not appear for Clients.

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	
		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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