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Isolation Vault

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When intrepid explorers returned from the [Void](#) they would isolate themselves in the vaults until they re-aligned with causality and sanity. Technology useful against the [Infestation](#) may still -

You stay out, Tenno, there's only death and decay down there!

—[Loid](#) and [Otak](#)

Isolation Vaults (or simply **Iso Vaults**) are

 [Entrati](#) facilities built deep within [Deimos](#), which safeguard the various treasures and information that Entrati

explorers have acquired from the [Void](#). With Deimos now overrun by the  [Infested](#), these vaults now serve as tantalizing places for explorers to try their hand at various riches, if they can survive the dangers within.

Isolation Vault



An Iso Vault inner containment chamber



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Lore & History

Isolation Vaults were used as multipurpose facilities by the Entrati, and were utilized as research stations, treasure holds, and quarantine chambers. Additionally, [Requiem](#)



glyphs are used as memory pass codes to open the vaults, a sanity test employed to prevent anything unstable from entering or exiting the vaults.

Orokin Era

Isolation Vaults were first used during [Albrecht Entrati's](#) first voyage into the Void. He would create an experimental portal gate to the Void to prove its existence. The voyage did not go as planned, as detailed within the [Requiem logs](#) in the  [Necraloid](#) chamber.



The [Heart of Deimos](#) in front of a Void gate.

The [Heart of Deimos](#) would then be erected in front of this gate, which would be used to provide the Origin System with Void energy. The gate itself may have also been used by the explorers employed by the Entrati to explore the Void.

Due to the chaotic nature of the [Void](#), explorers would return mentally and physiologically unstable. Both them and the treasures they brought back would be quarantined and isolated in the vaults until the corruption wore off and the explorers became sane again. Despite the pain and hazards the Void had caused the Entrati, they would still return to the Vaults to glean knowledge from the Void.

Current Era

Currently, the Iso Vaults have all been heavily infested after Deimos succumbed to the [Grey Strain](#). However, the inner chambers of the Vaults are still intact, and still contain lost treasure, although they still need to be re-energized in order to be opened. They are now accessed by the [Tenno](#), who dive into Deimos' depths to explore the now Infested Vaults and report back to the Entrati on their findings. As a reward, the Tenno are allowed to keep whatever was left in the Vaults.

According to [Loid](#), the Tenno are not the only ones who are interested in Isolation Vaults.

Mechanics

The [Cambion Drift](#) hides numerous Isolation Vaults that are closed off by [Infested](#) masses. To access them, players must initiate an "Isolation Vault" [Bounty](#) from [Mother](#) either from inside the [Necralisk](#) or from Mother's various outposts within the Drift.



- Tier 1 - Represented by 3-Stars and Lvl 30-40, located in Undulatum.
- Tier 2 - Represented by 4-Stars and Lvl 40-50, located between Albrecht's Prospect and Catabolic Gutter.
- Tier 3 - Represented by 5-Stars and Lvl 50-60, located south of The Abscess.



Deimos Cambion Drift
annotated map: Mother, necramech, active crystals, conservation, caves, and K-drives

Tiers must be completed in order to permanently unlock the next tier.

Stage 1

Players must collect [Fass Residue](#) or [Vome Residue](#) depending on the current Cycle in the Drift. The amount of Residue needed varies by Squad Number: 6 in a 1-2 Player Squad and 12 in a 3-4 Player Squad.

The collected Residue must be brought to a Bait Station, which will mix the Residue into a Concoction to access the caves. The process attracts Infested, and the players must defend the Bait Station for 90 seconds.

Once the Concoction is made, the players can take it down into the caves and "feed" it to an Infested door by throwing it with the [Alternate Fire](#) button.

If the Concoction is thrown anywhere other than the Infested door, it will be lost, forcing players to create a new one. They only need to interact with the Bait Station again, and do not need to gather more Residue.

Stage 2

Access to the depths is further blocked by a zone that is highly toxic even to Warframes. A Toxic Gauge will appear from 0/100 and gradually increases by 1 every 0.5 seconds, and marked Infested enemies that appear will drop Pickups that reduce the Toxicity Levels by 10. Players must hold out for 90 seconds while preventing the Gauge from completely filling. The stronger [Deimos Carnis Rex](#) and [Deimos Saxum](#) will appear during the final minute.

Stage 3

The Vault is guarded by a [Necramech](#), which must be slain. The amount of Necramechs increases with Vault Tiers: One Necramech in a Tier 1 Vault, two Necramechs in a Tier 2



[Scintillant](#) may appear in the area outside the Vault as floating lootable objects, which can be picked up similar to [Cetus Wisps](#).

After all Necramechs are defeated, an [Esophage](#) will appear which will take players back to the surface. Players can interact with a nearby Esophage to prematurely exit the ruins and claim their rewards early, or attempt to open the Vault for bonuses.

Bonus

It is important to note players that have not unlocked [Transference](#) from [The War Within](#) won't have any means to complete this part of the bounty.

Players must find the Vault door and hit the Reactive Crystal on the plinth in front of it with the [Operator](#)'s [Void](#) damage. This will spawn [Loid](#), who will roam around to activate the door's keys. Players must defend him from continuously spawning Infested; the Necraloid can be healed for 500 health if he is hit with [Void Sling](#) or [Amp](#) shots.

Once Loid has activated the keys and returned to the door, players must solve the Vault's Requiem Cipher. They are only given a brief moment to memorize the pattern on the door before interacting with the nearby Reactive Crystals via [Void](#) damage, in the order of the symbols from top to bottom. Failing the cipher does not alter its pattern, but three failures will trigger the fail safe and cause the Vault to become permanently inaccessible.

Solving the Requiem Cipher will complete the bonus bounty and provide an additional Reward from the drop table, and players may help themselves to the many Cambion Drift resources inside the vault, including [fishing](#) and [mining](#) parts, along with [Argon Crystals](#) and [Ayatan Stars](#).

Arcana

Completing the initial Isolation Vault bounty unlocks the **Arcana Bounty** for that bounty tier permanently, accessed from [Mother](#) in the Cambion Drift just outside the vaults. These are multi-stage bounties to clear out the vault zones from Infested, with similar tasks from the field bounties along with new ones.

Higher tiers of Arcana Bounties can be permanently unlocked after completing the lower tiers at least once.

[View Arcana Bounty Missions List](#)



Rewards

Isolation Vault and Arcana Vault drop tables rotate once every Fass/Vome cycle (2.5 hours or 150 minutes) in a ABCABC... pattern.

Isolation Vault

This section is *transcluded* from *Cambion Drift/RewardsIsoVault* . To change it, please *edit the transcluded page*.

Tier 1: L30-40Tier 2: L40-50Tier 3: L50-60

A		B	
 Residual Boils	25%	 Residual Mako	
Residual Shock	15%	Residual Vire	
Necramech Redirection	12.5%	Necramech Redirec	
Theorem Contagion	10%	Theorem Conta	
Necramech Steel Fiber	7.5%	Necramech Efficie	
Meso H7	6.25%	Meso	
Orokin Orientation Matrix x2	6.25%	Orokin Orientation Matri	
Necramech Thrusters	4%	Necramech Thrus	
Orokin Ballistics Matrix x2	3.75%	Ne	
Damaged Necramech Weapon Barrel	3%	Orokin Ballistics Matri	
Scintillant x3	2%	Damaged Necramech Weapon Rece	
Neo G7	1.88%	Scintillan	
Neo M5	1.88%	Ne	
Axi A18	0.5%	Orokin Animus Matri	
Orokin Animus Matrix x2	0.5%		

Locations:

- [Cambion Drift/Necralisk, Deimos](#); talk to [Mother](#)

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

Arcana Isolation Vault

This section is *transcluded* from [Cambion Drift/RewardsArcanaIsoVault](#) . To change it, please *[edit the transcluded page](#)*.

Tier 1: L30-40 **Tier 2: L40-50** **Tier 3: L50-60**

Stage 1	Stage 2 & 3	Stage 4	Stage 5
A		B	
Residual Boils	50%	Residual Malodor	50% The
Necramech Redirection	25%	Necramech Redirection	25% Necran
Meso H7	12.5%	Meso V9	12.5%
Orokin Orientation Matrix x2	12.5%	Orokin Orientation Matrix x2	Orokin O

Locations:

- [Cambion Drift, Deimos](#); must complete initial **Isolation Vault** Bounty to unlock access to Arcana Vaults from [Mother](#) outside of Vaults

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

Miscellaneous

Vaults also contain [Storage Containers](#) that, when broken, may drop the following resources:

- [Argon Crystal](#)
 - [Biotic Filter](#)
- [Dendrite Blastoma](#)

- [Necrathene](#)
- [Pustulent Cognitive Nodule](#)
- [Saturated Muscle Mass](#)
- [Spinal Core Section](#)
- [Sporulate Sac](#)
- [Tiametrite](#)
- [Void Traces](#)
- [Waxen Sebum Deposit](#)

[Scintillants](#) may also appear floating around in the Entrati ruins that contain these vaults.

Variants & Secrets

Certain vault designs have hidden mechanisms that can be activated to reveal additional secret caches and rooms with resources. Different vault designs have different vault mechanisms unique to them, but all typically requiring the activation of Reactive Crystals using [Void](#). Some vaults may have hidden locked doors and hatches, while others may have portal generators that need to be activated to access these hidden treasures. These secrets will always have a container with a Deimos [Captura](#) scene, and may also house an inactive [Necramech](#) wreckage which players can commandeer to fight inside the vault.

Breakthrough Variant

Shooting the reactive crystal above the arch/doorway next to the center of this vault variation (in front of the orb shown in the picture) will reveal breakable statues in the sides of the tile.



Catacombs Variant

Shooting the three Reactive Crystals quickly on each side of the center room will activate circular rings in the center of the vault, aligning them to create a Void portal that players to go in, similar to [Halls of Ascension](#) tests on [Lua](#) or Void [Sabotage](#) missions. There is an inactive Necramech that players can perform [Transference](#) onto through the portal. Once through the portal, under the bridge is a Deimos Captura Container.





Cenote Variant

The center of the room hosts a large belching pit that radiates [Toxin](#) around its mouth and occasionally spits out throbbing sacs that emit an increasingly high-pitched noise before exploding. These sacs can be picked up and thrown back into the pit via [Alternate Fire](#), spawning Infested growths on the machinery above the pit. Shooting these will cause some of the machinery to fall into the pit, after which several [Toxin](#) globs will be ejected around the pit. Repeating the process two more times will drop all the machinery and kill the pit monster.



In the mouth of the dead pit monster contains a [Deimos Jugulus Rex](#), an inactive Necramech, and a hidden Deimos Captura Container. A Reactive Crystal opens a portal back to the room above.

Chamber Variant

No known secrets.



Depths Variant





Downfall Variant

Behind the open door on one of the two balconies is a reactive crystal. Shooting it will open the door on the second balcony behind which is another reactive crystal. That one will then open the door on the main top floor.



Forsaken Variant

No known secrets.



Membrane Variant

No known secrets.



Tunnels Variant

No known secrets.



Underground Variant

Shooting the two Reactive Crystals above two doors inside the center room with the decaying tree will reveal breakable statues in the hallways. Additionally, there is a large red door that can be opened by shooting a Reactive Crystal located on the ceiling of the infested room to the left of the door. Inside the room contains a number of resource canisters, a Deimos Captura Container, and another Reactive Crystal in the center of the secret room that can be shot to reveal breakable statues.



Vault Variant

Shooting the two Reactive Crystals hidden behind and above the doors on the opposite ends of the room will open up the locked door in the middle of the room. Inside the room contains a number of resource canisters, a Deimos Captura Container, and another Reactive Crystal in the center of the secret room that can be shot to reveal breakable statues.



Notes

- Isolation Vaults have a limited degree of procedural generation that randomizes the spaces that are encountered underground. These include the tunnel leading to the vault, the design of the vault facility, and the location of the vault cipher



- Re-accepting the Isolation Bounties will skip already opened Infested doors.
 - Similarly, starting an Arcana Bounty will automatically open the Infested doors without needing to do the Isolation Bounties.
- If by any way the Tenno gets inside of the vault without opening the door, they will be forcefully teleported outside of the door.
- The Necraloid will not be healed if you shoot at its body. Healing will occur when you shoot at the area below the spark under the Necraloid. This healing will slow the Necraloid down for a second or two.
- Isolation Vault bounties state "Clear 3 Vaults for the rarest rewards!" This is no longer relevant after bounty flow changes in [Hotfix 29.5.9](#) (2020-12-15) which removed the requirement to complete three vaults in a row.

Patch History

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

- Fixed cases of Loid not spawning in Isolation Vault Bounties if players previously failed to complete the Vault's Requiem Cipher in the same mission.

[Hotfix 35.5.4](#) (2024-04-05)

- Fixed a script error in Isolation Vault Bounties.

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

External Links

- Everett, Megan (2020, December 14). *Isolation & Arcana Bounty Flow Changes* (<https://forums.warframe.com/topic/1240567-isolation-arcana-bounty-flow-changes/>). Warframe Forums. Accessed 2022-07-12. [Archived \(https://web.archive.org/web/20220712194249/https://forums.warframe.com/topic/1240567-isolation-arcana-bounty-flow-changes/\)](https://web.archive.org/web/20220712194249/https://forums.warframe.com/topic/1240567-isolation-arcana-bounty-flow-changes/) from the original on 2022-07-12.

See Also

- [Cambion Drift](#)

Missions

[Collapse]



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		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught
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