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# Natah (Quest)



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TRANSCRIPT

*Strange drones have appeared in the Origin System, help the Lotus find out what they are and who sent them.*

—Quest Description

**Natah** is a main [Quest](#), released in [Hotfix 17.0.1](#) (2015-07-31). After encountering [strange drones](#) on [Uranus](#), the [Tenno](#) seek to learn more about them, discovering and a [secret](#) concealed by the [Lotus](#) in the process.

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WARFRAME Wiki



Natah



Information

Introduced	Hotfix 17.0.1 (2015-07-31)
Type	Main Quest
Requirement	Uranus Junction
Rewards	 <a href="#">Exilus Warframe Adapter</a>
Transcript	<a href="#">Natah (Quest)/Transcript</a>

Chronology


Previous Quest	<a href="#">The Archwing</a>
Next Quest	<a href="#">The Second Dream</a>

Replayable

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## Synopsis

On [Uranus](#), the Tenno encounters strange drones that seem to be looking for something... or someone. Upon scanning them, the Lotus will ask the Tenno for their assistance. Assuming that they are of [Corpus](#) origin, Lotus sends the Tenno to [Earth](#) to investigate these drones, only to discover an [Old War](#) wreckage which heightens her confusion. In an epiphany, the Lotus realizes these drones are [Sentient Oculysts](#) and immediately cuts off transmissions with the Tenno. An individual of the [Orokin](#)-era, [Inclave](#) master [Teshin](#) offers his aid to unravel the truth about the mysterious Lotus,



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*The Lotus seduced the Tenno. Led them on a complacent path like oxen. I failed the Orokin but I will preserve their legacy. The Tenno. Now is the time for action. Cast off your harness and become a pupil of The Conclave. Through trial combat, I will prepare you for the evils beyond the Outer Terminus. A warrior only grows if they face the ultimate enemy. Themselves.*

—Teshin's introduction to Conclave

In search for information on these drones, [Grineer](#) scientist [Tyl Regor](#) has lead efforts in excavating a tomb from the Old War in the depths of Uranus. The Lotus suddenly reappears, claiming she went dark to hide her tracks and pleads to the Tenno to stop Regor from entering this tomb. Their efforts were in vain as Regor accidentally awakens a Sentient, that being [Hunhow](#), destroyer of worlds:

*...Natah, where are you? You cannot hide from me.*

The Lotus reveals that her old name was [Natah](#) and was formerly a Sentient, ordered to eliminate the Tenno during the Old War. From the Tau System, where the Sentient stronghold resides, she crossed the [Void](#) to reach the Origin System and complete her mission. However, because the Sentients were programmed by their [Orokin](#) creators to be vulnerable to the Void as a safeguard against a rebellion, the Lotus subsequently lost her ability to procreate. With the Old War coming near at the end, there was no need to kill the Tenno. Wanting children on her own, the Lotus decides to hide them away in the "second dream".

*Natah was the daughter until I destroyed her. Now I am the Lotus. Now I am the mother.*

—Lotus

Once the daughter of [Hunhow](#), the Lotus betrayed her own kind out of selfishness to become a mother. Hunhow will soon finish where the Lotus had failed: elimination of the Tenno.

## Walkthrough



### Mystery Drones



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[Oculyst](#) using either a [Codex](#) enters them in a mission on the



Only Players with [Mastery Rank](#) 2 or higher will have a chance at encountering the drone, although they can be encountered by lower Mastery Rank players if the host is 2 or higher. Completing missions on the Grineer Sealab tileset will additively increase the chance for a Strange Drone to appear.<sup>[1]</sup>

As the quest begins, the [Lotus](#) will send an inbox transmission with the message:

*Tenno, I require your help.*

—Lotus

## Scan the New Drones: [Gaia](#), [Earth](#)

The Lotus sends the player to Gaia, Earth with the task of scanning more of the mysterious drones which the Lotus presumes to be of [Corpus](#) origin. Players will initially have to track down the drone's location while defending themselves against any [Grineer](#) enemies in the way. After a while, the Lotus will mention that the drones don't seem interested in the Tenno and that scanning their objective may determine what the drones are up to. Players at this point will have to scan a large, unique wreckage hanging off a cliff in order to proceed.

Upon scanning the wreckage, the Lotus quickly recognizes the structure as an Old War wreckage, which furthers her confusion of why the Corpus are suddenly excavating the build. Players will then continue their mission to find out more information from the mysterious drones, to which two new targets will then be marked on the map to scan. These targets must be scanned or the mission will result in a failure.

After scanning the last drone, the Lotus was both surprised and horrified to identify the drone as an [Oculyst](#) – To which she quickly warns the Tenno to stay safe and immediately cut off her transmissions completely, leading [Ordis](#) to temporarily act as the mission operator. Clearly, in shock and disarray at the situation, Ordis directs the operator to quickly head to extraction.

## Help Teshin: [Cassini](#), [Saturn](#)

With the Lotus seemingly abandoning the Tenno, [Teshin](#) offers his help in unraveling the Lotus' secret. Teshin sends the players to a [Grineer Galleon](#) in Cassini, Saturn, in order to

tain more information about the mysterious appearance of the drone, which Teshin  
les the Tenno to hack into three  
he also repeatedly iterates that



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Upon finishing the mission, Teshin is able to successfully intercept a message by [Tyl Regor](#), which he sends to the player's inbox:

*INTERCEPTED MESSAGE: Tyl Regor Sgt. Scur-*

*You want to know why they are here? Cause I found it! The tomb! They should all be dead... trapped inside - but these ones are not, why?*

*Be brave, Scur, for your brothers, sick and twisted in the tubes! New ideas are within our reach that could cure us all. Send the Draga to reinforce the location we discussed.*

*Scur, if you saw too many words I'm sorry, I forgot who I was writing to, so assuming you just read the big letters...*

*SEND DRAGA-KILL TENNO-HELP BROTHERS*

—Tyl Regor

## Find the Sergeant: [Sycorax, Uranus](#)

The intercepted transmission points to the presence of a Grineer Sergeant named **Sergeant Scur**, a [Drahk Master](#) armed with a [Grakata](#), located in a [Grineer Sealab](#) on Sycorax, Uranus, where players are tasked with his [capture](#).

The Lotus once again appears, quickly realizing that Teshin is leading the Tenno into more danger and immediately orders him to halt his intention, to which he argues at how she is afraid of what they'll find. She answers.

*The SENTIENT.*

—Lotus

*You know this one, don't you?*

—Teshin

After successfully obtaining the information of the mysterious tomb, the Lotus immediately orders the Tenno to stop Tyl Regor from entering the tomb.



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The Lotus sends the players to a [Survival](#) mission on Ariel, Uranus, to which they have to fight against Grineer units for 10 minutes.

As the mission progresses, [Tyl Regor](#) manages to open up the artifact he is excavating despite warnings from Teshin - whom Regor identifies as a "pseudo-Tenno" - and the Lotus. After unearthing an [Exilus Adapter](#) from the ruins, Regor also manages to release a [Sentient](#), who begins to refer to the Lotus as "*Natah*".

Back on the player's ship, the Lotus explains that "Natah" was her old name. Concerned about the appearance of the Sentient, the Lotus ordered for it to be contained by destroying the tomb it resides in.

## Seal the Tomb: [Desdemona, Uranus](#)

The Tenno are deployed to yet another Sealab facility for a [Defense](#) mission on Desdemona, Uranus, where they are tasked with protecting a bomb that will destroy the tomb once and for all. For this mission, players must defend one of four objectives located at different parts of the map, with the vulnerable objective switching between each wave, for a total of 5 waves.

During the mission, the Sentient speaks to the Lotus, whom he refers to as his daughter, accusing her of betrayal. Through the conversation, it is revealed that Lotus herself was a Sentient, who had infiltrated the ranks of the Orokin to become the Tenno's handler.

Once the player accomplishes the mission, the Lotus further clarifies the nature of her betrayal: she was supposed to destroy the Tenno, but did not. She explains that Sentients become incapable of breeding upon arrival at the Origin system, with Teshin realizing that the Lotus desired children of her own, to which the Lotus affirms that she has become the Tenno's 'mother'.

In the aftermath, [Tyl Regor](#), angered at his setback, challenges the Tenno to fight him, telling them that they know where to find him.

## Notes



- Due to enemies becoming unscannable once their [Codex](#) entry is complete, stage of the quest



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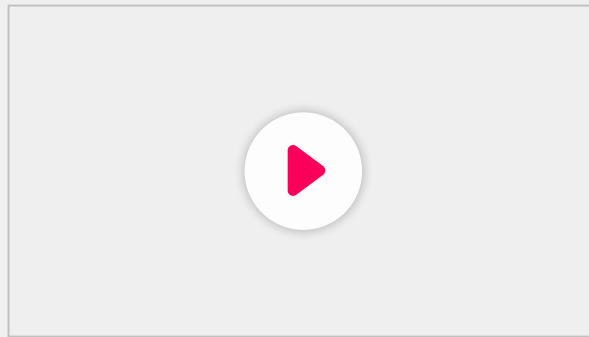


completion status.

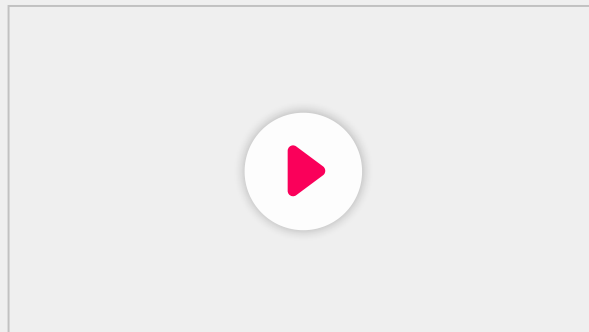
## Bugs

- The Lotus will still say "excellent work" texts upon extraction after her disappearance.
- After the player finishes defending the bombs to seal the tomb, the quest may become unfinishable due to a glitch in the dialog between the Lotus and Teshin.
  - This issue can be resolved by setting Natah as the active quest and watching the cinematic for [The Second Dream](#). You may have to force quit the game after doing so, however.

## Media



**THE QUEST FOR NATAH Update 17 - who is the Lotus?**



**Warframe U17 Natah Quest**

## Sources



1. Sinclair, Steve (2015, July 31). "[@sj\\_sinclair I'm begging to get extremely an Oculyst has not spawned for sions, which increases your clair/status/627293855419920](#)"



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13057/https://twitter.com/sj\_sinclair/status/627293855419920384) from the original on 2023-01-17.

# Patch History

Update 34.0 (2023-10-18)

## Quest Improvements

### Natah Quest

This Quest is such an important stepping stone on your Tenno's journey, so we are not planning on making sweeping changes. However, we have a few QOL tweaks to address Quest initiation:

- Reduced the MR requirement from 3 to 2, meaning Oculysts will now spawn in

Main Story <b>Quests</b>		Edit
Tenno Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • <b>Natah</b>	
This Is What You Are	The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice	
The New War	Prelude to War (Chimera Prologue • Erra • The Maker) <sup>[1]</sup> • The New War (The Duviri Paradox) <sup>[2]</sup>	
Indifference Awoken	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters	
Side Quests		
Warframe Quests	Hidden Messages ( <u>Mirage</u> ) • The Limbo Theorem ( <u>Limbo</u> ) • Patient Zero ( <u>Mesa</u> ) • The New Strange ( <u>Chroma</u> , <u>Khora</u> ) • The Jordas Precept ( <u>Atlas</u> ) • Sands of Inaros ( <u>Inaros</u> ) • The Silver Grove ( <u>Titania</u> ) • The Glast Gambit ( <u>Nidus</u> ) • Octavia's Anthem ( <u>Octavia</u> ) • Chains of Harrow ( <u>Harrow</u> ) • Saya's Vigil ( <u>Gara</u> ) • Mask of the Revenant ( <u>Revenant</u> ) • The Sacrifice ( <u>Excalibur Umbra</u> ) • Vox Solaris ( <u>Garuda</u> , <u>Baruuk</u> , <u>Hildryn</u> ) • Chimera Prologue ( <u>Wisp</u> ) • The Deadlock Protocol ( <u>Protea</u> ) • Call of the Tempestarii ( <u>Sevagoth</u> ) • The Waverider ( <u>Yareli</u> ) • Heart of Deimos ( <u>Xaku</u> , <u>Lavos</u> , <u>Citrine</u> ) • The New War ( <u>Gyre</u> ) • Veilbreaker ( <u>Nullvivo</u> ) • Whispers in the Walls ( <u>Jade</u> )	



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( Gyre) • Veilbreaker ( Nullvivo) • Whispers in the Walls ( Jade)





<b>Syndicate Unlock Quests</b>	<a href="#">Saya's Vigil</a> ( <a href="#">Ostron</a> ) • <a href="#">Vox Solaris</a> ( <a href="#">Solaris United</a> , <a href="#">Ventkids</a> ) • <a href="#">Heart of Deimos</a> ( <a href="#">Entrati</a> ) • <a href="#">The War Within</a> ( <a href="#">The Quills</a> , <a href="#">Vox Solaris</a> , <a href="#">Necraloid</a> ) • <a href="#">Angels of the Zariman</a> ( <a href="#">The Holdfasts</a> ) • <a href="#">Whispers in the Walls</a> ( <a href="#">Cavia</a> )
<b>Location Unlock Quests</b>	<a href="#">The Duviri Paradox</a> ( <a href="#">Duviri</a> , <a href="#">Dormizone</a> ) • <a href="#">Saya's Vigil</a> ( <a href="#">Plains of Eidolon</a> ) • <a href="#">Vox Solaris</a> ( <a href="#">Fortuna</a> ) • <a href="#">Heart of Deimos</a> ( <a href="#">Cambion Drift</a> ) • <a href="#">The Archwing</a> ( <a href="#">Empyrean Proximas</a> ) • <a href="#">The Second Dream</a> ( <a href="#"></a> ) • <a href="#">The War Within</a> ( <a href="#"></a> ) • <a href="#">Chains of Harrow</a> ( <a href="#">Iron Wake</a> ) • <a href="#">The New War</a> ( <a href="#"></a> ) • <a href="#">Angels of the Zariman</a> ( <a href="#"></a> , <a href="#">Dormizone</a> ) • <a href="#">Whispers in the Walls</a> ( <a href="#"></a> )
<b>Feature Unlock Quests</b>	<a href="#">The Duviri Paradox</a> ( <a href="#"></a> , <a href="#">The Circuit</a> , <a href="#">Duviri Incarnons</a> ) • <a href="#">Howl of the Kubrow</a> ( <a href="#">Incubator Segment</a> ) • <a href="#">The Archwing</a> ( <a href="#">Archwing</a> ) • <a href="#">Stolen Dreams</a> ( <a href="#">Maroo Weekly Ayatan Hunt</a> ) • <a href="#">The New Strange</a> ( <a href="#">Sanctuary Onslaught</a> ) • <a href="#">Vox Solaris</a> ( <a href="#">K-Drive</a> ) • <a href="#">Heart of Deimos</a> ( <a href="#">Necramech</a> , <a href="#">Helminth Segment</a> , <a href="#">Mirror Defense</a> ) • <a href="#">A Man of Few Words</a> ( <a href="#">Clem Weekly Mission</a> ) • <a href="#">The Second Dream</a> ( <a href="#"></a> , <a href="#">Focus</a> ) • <a href="#">Rising Tide</a> ( <a href="#">Railjack</a> ) • <a href="#">The War Within</a> ( <a href="#">Kuva Lich</a> ) • <a href="#">Call of the Tempestarii</a> ( <a href="#">Sisters of Parvos</a> ) • <a href="#">Angels of the Zariman</a> ( <a href="#">Void Armageddon</a> , <a href="#">Void Cascade</a> , <a href="#">Void Flood</a> , <a href="#">Zariman Incarnons</a> ) • <a href="#">Veilbreaker</a> ( <a href="#">Break Narmer</a> , <a href="#">Archon Hunt</a> , <a href="#">Archon Shard</a> ) • <a href="#">Whispers in the Walls</a> ( <a href="#">Arcane Dissolution</a> , <a href="#">Melee Upgrade Segment</a> , <a href="#">Entrati Incarnons</a> , <a href="#">Alchemy</a> , <a href="#">Netracells</a> , <a href="#">Deep Archimedeia</a> ) • <a href="#">Jade Shadows</a> ( <a href="#">Ascension</a> )
<a href="#">Story and History</a>	

- 1. Prelude to War is a compilation of miniquests and cutscenes leading up to The New War.
- 2. While not part of the main story quest, The Duviri Paradox has very interlinked story context to several critical characters in The New War.


Categories

Languages

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