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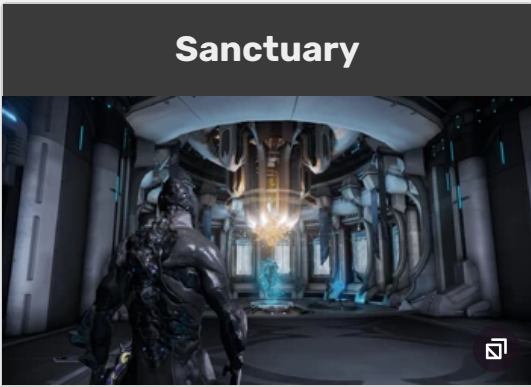
# Sanctuary (Cephalon Simaris)



EDIT

For the [Mod](#), see [Sanctuary \(Mod\)](#).

The **Sanctuary** is a [Relay](#) enclave where [Cephalon Simaris](#) currently resides. The room houses a variety of functions related to the lore of [WARFRAME](#), mainly simulations and a mechanic known as Synthesis. Inside the Sanctuary, players can interact with Simaris, which is crucial for completing [The New Strange Quest](#), as well as keeping track of the Synthesis progress, and purchasing offerings from Simaris.



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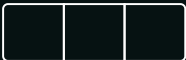
2. Synthesis



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WARFRAME Wiki



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## Lore

As Cephalon Simaris refers it, the Sanctuary is a *data oasis*. Through Synthesis, the Sanctuary will uncover in-depth lore behind the WARFRAME universe, information that surpass the capacity of the personal [Codex](#).

## Synthesis

*Main article: [Synthesis](#)*

**Synthesis** is a community-driven research that will uncover knowledge of the WARFRAME universe, similar to the [Codex](#). Once a Synthesis research has been completed, the Tenno will be rewarded with detailed lore relevant to the WARFRAME universe.



## Sanctuary Onslaught

*Main article: [Sanctuary Onslaught](#)*

The **Sanctuary Onslaught** is an endless game mode introduced in [Update 22.18](#) (2018-04-20). It is similar to [Survival](#), though players are limited to one big room from a random [tileset](#) and opposing [faction](#) which is also randomized from round to round.

Players must complete [The New Strange](#) to access this game mode. To begin, players must talk to [Cephalon Simaris](#) at his [Sanctuary](#) in any Relay or select "Sanctuary Onslaught" in the Syndicate World State Window tab.




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Main article: [Simulacrum](#)

The **Simulacrum** is an artificial arena similar to the ones in Mastery Rank tests, that allows players to create multiple **Mimeographs** of enemies that the player had completed their [Codex](#) research on. Currently only the Mimeographs of normal enemies except [Bosses](#) and most [Characters](#) can be created.



The entrance of the Simulacrum is located on the left of the Sanctuary's entrance. Players must acquire a **Simulacrum Access Key** with  **50,000** to gain access to the arena.

There are two Simulacrums to enter:

- **The Citadel Simulacrum** is the default Simulacrum with a wide open space featuring many tall pillars. The empty pits and lack of barriers make it possible to fall out of bounds.
- **The Ballroom Simulacrum** is a reward from [Operation: Scarlet Spear](#), [Operation: Orphix Venom](#), and as a treat from [Nights of Naberus](#). It is a much more enclosed space with several ramps and walkways, and invisible walls make it hard to fall out of bounds. It also features large statues of  [Baruuk](#) and  [Gara](#) standing side-by-side.

The maximum capacity of the number of Mimeographs that can be generated is set at 20. Enemy level can be set by the player, up to 5x their [Mastery Rank](#) plus 30. Although one can only generate 20 Mimeographs at one time, enemies with spawning capabilities such as [Brood Mothers](#) or [Drahk Masters](#) can create subsequent Mimeographs while engaged.

The location is in an open space area with white walls and pillars, similar to the ones in Mastery Rank tests. One of the rectangular pillars is a spawn stage where the player can interact with the console on top of it to create Mimeographs.

There are also various [Pickups](#) dispensers including [Energy Orb](#), [Health Orb](#) and [Ammo](#) on top

An overview of The Citadel Simulacrum as of [Update 18.0](#) (2015-12-03)



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Once the Mimeographs are generated upon player request, they will begin engaging the player, though some enemies with limited engagement range will remain idle until the player jumps off the stage. Falling off the Simulacrum area will lead to an instant respawn to the last valid location. Since there is no way to "complete" the session, the player must leave the session by accessing the Main Menu via **Esc**. Hence, any progress such as [Affinity](#) (enemies do not give Affinity here upon defeat) and [Standing](#) gain will not remain after the simulation. Various components and items will drop similar to the [Orokin Void](#) but, with the exception of [Credits](#), will not be retained after exiting the Simulacrum.

Behind the Simulacrum where the Arsenal can be accessed

Dying in the Simulacrum, notice that there is no option to revive or abort

If the player dies, they will simply respawn at the normal spawn point and will not be given the choice of using revives or aborting the mission. As of Update 21, the Simulacrum is capable of multiplayer of up to 4 players in one instance.

Gear items will be limited until the player goes back to the arsenal, where they will be refilled to the player's current amount. Specters will always spawn at level 1, regardless of the level of enemies on the field or if there are not.

## Mastery Rank Test Trials

At the right side of the enclave is a corridor that houses multiple entrances of [Mastery Rank](#) test trials. You must have all types of weapons equipped to access them. Upon entering an entrance, the player will be transferred to a Mastery Rank test session of the specified Mastery

Rank. Players can access any tests already completed, as well as the test for the next Mastery Rank.



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g players to prepare for tests of




## Conclave Maps

There are currently **2** [maps](#) for [Conclave](#) from this tileset.



## Notes

- Currently, players are able to scan mimeographs that spawn within the Simulacrum, but daily standing actually does not increase after exiting the Simulacrum.
  - Scans taken within the Simulacrum don't affect the scan count in the Codex.
- Some enemies cannot be spawned as mimeographs, such as most bosses and [Archwing](#) enemies.
- If a player remains idle for an extended period of time, energy and health orbs will become manual pickups that can only be collected with the context action key (default ); Moving away will reset the idle period.

## Bugs



- [Juggernauts](#) can spawn enemies that are hundreds of levels higher than the level set by the player, and above their own levels.



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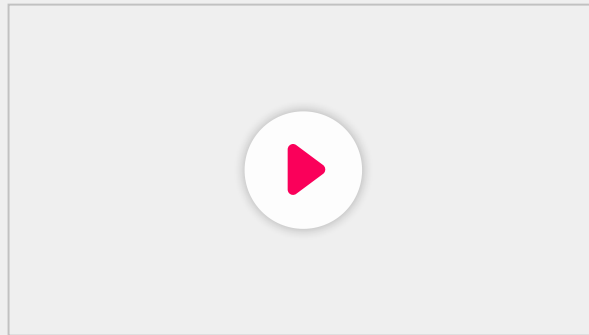
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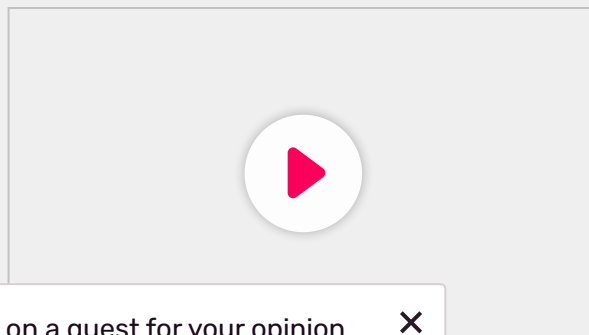


- Non-sniper weapons that utilize sniper ammo (e.g. the [Ogris](#)) start with 72 maximum ammo, regardless of the weapons normal maximum ammo. Affected weapons will be unable to restore ammo until their reserves have fallen below their normal maximum ammo.
- Equipping or changing an [Aura](#) mod on a warframe will not apply the associated buff until the player is killed by an enemy and respawns.
- If, as Limbo, a player enters the rift with the dash, then enters the arsenal and changes warframes, they will be unable to leave the rift until they switch back to Limbo, die or leave the Simulacrum. (Falling off the map, doesn't change this either.)
- After the Simulacrum was open to multiple players, the option to pause the session was removed, even when solo. This is the same with the now open [Captura](#) mode.
- Switching the Holster Style of a melee weapon causes [Finisher](#) attacks to always use [Nikana](#) animations, no matter what melee weapon the player is using.
- Switching an item, an equipment, or go to an upgrade window will give a much higher damage multiplier to your melee weapon. Glitch is removed when interacting with the spawner.

## Media



**SIMULACRUM IMAGINARIUM** Imagine anything - Warframe



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## Patch History

### [Hotfix 31.6.4](#) (2022-07-14)

- Fixed Prosecutor enemies being incorrectly named as 'Guardian Eximus' in the Simulacrum menu.
- Fixed script error when casting Nidus' Ravenous in the Simulacrum and then switching Warframes via Arsenal before the Maggots explode.

### [Hotfix 31.5.4](#) (2022-05-02)

- Fixed being unable to spawn the Demolisher Machinist in the Simulacrum despite it being fully unlocked in the Codex.

## See Also

- [Sanctuary \(https://warframe.com/sanctuary/\)](https://warframe.com/sanctuary/), an official site from WARFRAME regarding the Sanctuary.
- [Cephalon Simaris](#)
- [Syndicates](#)
- [Relay](#)

## Categories



## Languages



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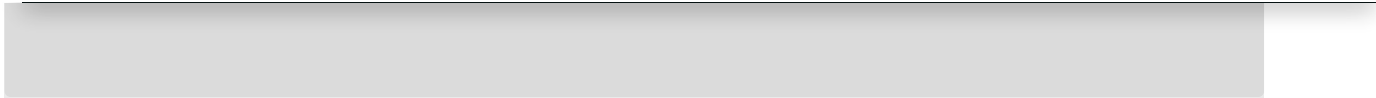
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