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The New Strange

195 EDIT

V TRANSCRIPT

Work with Cephalon Simaris to find the source of a mysterious voice.

—Quest Description

The New Strange is an optional [Quest](#), released in [Update 16.0](#) (2015-03-19). Continuing of the events of [Stolen Dreams](#), the Tenno aid [Cephalon Simaris](#) in a search for mysterious information.

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The New Strange



Information

Introduced	Update 16.0 (2015-03-19)
Type	Optional Quest
Requirement	Europa Junction
Rewards	 Chroma Blueprint Access to Sanctuary Onslaught
Transcript	The New Strange/Transcript
Chronology	
Previous Quest	Stolen Dreams
Replayable	

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Synopsis

[Cephalon Simaris](#), a [Cephalon](#) construct that seeks to immortalize creatures into data for knowledge, requires the Tenno's assistance to free his [Sentinels](#) from custody of the Grineer. After freeing his Sentinels, the Lotus discovered "fragments of a biological signature" within the prison's security logs. Ordis plays the log and a mysterious message came up, with a voice similar to the one found from the [Arcane Machine](#) from the end of [Stolen Dreams](#).



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the Tenno that, in exchange for must assist him in [Synthesis](#), the in his [Sanctuary](#). After helping



from the signature is given to the player to help track down this creature. Crafting this beacon sends a signal which turns out to be a transmission from the Arcane Machine:

ALL IS SILENT AND CALM. HUSHED AND EMPTY IS THE WOMB OF THE SKY.

The Lotus informs the Tenno that this creature has been going to locations where the Arcane Codices were found, slaughtering [Grineer](#) and [Corpus](#) to cover somebody's tracks; somebody doesn't want people to know the existence of such codices or the Arcane Machine. After extracting information from a Corpus network, this creature turns out to be the Warframe  [Chroma](#) who has gone rogue – not controlled by any Tenno. The hunt leads the Tenno back to the Arcane Machine where they encounter a hostile Chroma who destroyed the machine. Simaris asks the Tenno to synthesize it for its unusual behavior. However, Chroma escapes being synthesized after being scanned once. As a result, Simaris reveals to have a piece of the Arcane Codices of his own and discloses another location that holds an Arcane Machine. Luring Chroma to this particular machine results in a successful Synthesis and the Tenno receives a Chroma blueprint for their troubles. Unbeknownst to the Lotus and the Tenno, this second Arcane Machine contains a projection of a [Sentient](#) relic, hinting at future events to come.

Walkthrough

[Stolen Dreams](#) *must* be completed before The New Strange can be started.

Missing Sentinels: **Nuovo, Ceres**

The first mission of the quest takes players to a [Grineer Shipyard](#) Prison Complex on Nuovo, Ceres, where Cephalon Simaris tasks the Tenno with a [Rescue](#) mission to free his [Sentinels](#) from captivity, who were taken after investigating the Grineer prison. [Lotus](#) asks Simaris about the significance of the facility, to which Simaris vaguely responds about the importance of knowledge.

Once players reach the cell block and free the Sentinels – which takes on the form of three special [Helios](#) that disappear once the door is unlocked – Simaris will ask the Tenno to head to extraction for further discussion. However the Lotus, suspicious of Simaris' goals, asks the Tenno to instead find the facility's data vault in order to find out what the Cephalon is after, taking the form of a [Spy](#) mission where a lone data vault



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ct the data. There appears to be e data vault, with mission



the mission. After a successful data retrieval, in one variant of the mission players must then exterminate all the remaining enemies. The player is free to extract from the mission in the other variant, or once no more enemies remain.

Back in the [Orbiter](#), Lotus mentions that they have managed to retrieve "fragments of a biological signature" within the facility's security logs despite extensive corruption of the data. [Ordis](#) runs the security log, which features the sounds of [Grineer](#) gunfire as if engaged in battle, along with a mysterious voice that says:

HERE WE SHALL SEARCH AND FIND. THE EYES OF DAY DRINKING THE NIGHT.

Recognizing the mysterious voice as the same one from the [Arcane Machine](#) discovered on Ceres, the Lotus asks the Tenno to pay Cephalon Simaris a visit to find out what else he knows. Upon visiting Cephalon Simaris on any [Relay](#) (Maroo's Bazaar being the only exception) and asking him with the prompt "The eyes of day drinking the night?", Simaris tells the Tenno that knowledge must be earned, and then asks them to perform another quest for his Sanctuary in exchange for revealing what the biological signature means.

Note: If you are having trouble finding the Cephalon Simaris room and keep being directed by the game to the wrong room, you need to look for the two blue lifts which will be behind you as you look into the room the game marks. One will transport you up to the correct level, where you'll find Cephalon Simaris behind a door located in the same place as that which you were directed to a level below. The lifts only transport in one direction. You may also fast travel to him, by pressing escape, fast travel, and Cephalon Simaris.

Note: Players must undertake the [Synthesis](#) tutorial from Cephalon Simaris first in order for the dialog prompt to appear.

Paying with Synthesis: [Mars](#)

Before undertaking this next mission, it is imperative that players equip [Synthesis Scanners](#) in their [Gear](#) menu, said scanners being available from among Cephalon Simaris' offerings for **5,000**. Optionally, players can also equip [Kinetic Siphon Traps](#), also available from Simaris for **5,000**, to assist in accomplishing the objective.



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[Mid Lancers](#) by running any is target, meaning players will up of the quest. The Synthesis



tracked by following floating blue lights that can only be seen through the Synthesis Scanner, which indicates that the target is nearby. Simaris will also notify the player when the target is in range. At this time, a gold hexagon icon will appear on the mini-map representing the Elite [Arid Lancer](#).

The target will not initially be accessible in the mission. Players should proceed with the normal steps and path of the mission. At some point moving across the map from one phase of the mission to the other Simaris will give notification the target is in range and the target's gold hexagon icon will then appear on the mini-map.

Players must scan 4 nodes on the Elite Arid Lancer, accomplished by equipping their Synthesis Scanner from the Gear menu, aiming at the target node and holding down the fire key (default **LMB**) until the node is scanned. The nodes appear as blue orbs on the target. The Arid Lancer target will then disintegrate once all 4 of their nodes have been scanned, indicating a successful synthesis. Scanning a node may cause the target to act unpredictably however, the player can prevent them from becoming alert by using stealth abilities like [Loki's](#) [Invisibility](#).

After scanning the Synthesis target, the player must complete the main objective of the mission for the Synthesis to count towards their quest objective. Repeat this two more times as only one Synthesis target is available to scan per session.

Upon scanning all three Synthesis targets, players must return to Simaris on the designated Relay, and engage him with the prompt informing him that all three targets have been synthesized. Simaris will thank the player, telling them that their scans have uncovered something that his Sentinels missed, then reveal that the biological signature is Tenno in nature. Interested in what the biological signature is, Simaris will give the player a blueprint for a **Scorched Beacon**, and asks them to construct it.

This section is [transcluded](#) from [The New Strange/Scorched Beacon](#) . To change it, please [edit the transcluded page](#).

Manufacturing Requirements					
5,000	250	100	1,000	10	Time:
					10
					sec
>					Rush:

Scorched
Beacon



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Once the Beacon is complete, Ordis notes that it is sending a signal, which turns out to be a transmission from the Arcane Machine that says:

ALL IS SILENT AND CALM. HUSHED AND EMPTY IS THE WOMB OF THE SKY.

 ([download](#), [history](#))

Upon hearing this Ordis begins to experience malfunctions. Simaris intervenes to save Ordis' program while asking the player to track down the source of the signal, with the Lotus believing that the [Corpus](#) may be the next lead.

Investigate the source of the transmission: Morax, [Europa](#)

Following the source of the transmission, the Tenno are tasked to undertake a [Mobile Defense](#) mission on a [Corpus](#) base on Morax, Europa, in order to extract information regarding the transmission. Terminals will need to be defended in order to complete the mission, granting the blueprint for another **Chroma Signal** upon completion. Players must build the Beacon to proceed.


This section is [transcluded](#) from [The New Strange/Chroma Signal](#) . To change it, please [edit the transcluded page](#).

Manufacturing Requirements					
5,000	250	100	1,000	10	Time:
					10
					sec
					Rush:
					0
Market Price: N/A			Blueprints Price: N/A		

Chroma
Signal

Once the Beacon is complete, Lotus expresses her shock at recognizing [Chroma](#) from the transmission, and expresses suspicion that someone is trying to cover their tracks using it. Meanwhile, Simaris reveals to Ordis that he can restore the latter's memories and possibly repair his malfunctions over time, and after Ordis deduces that they can decode the rest of the transmission on the Arcane Machine itself inside the [Orokin Derelict](#) in which it was found, Simaris praises Ordis' potential, which he feels is being squandered by being a servant to the Tenno. Irritated at the banter, Lotus orders



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Returning to the site of the Arcane Machine, this mission sees the Tenno fight through a [Grineer Settlement](#) to get to the Portal that will take them to the [Orokin Derelict](#) where the Arcane Machine was found. Lotus mentions that Chroma was one of the most powerful Warframes with a great ability to adapt. Simaris deduces that the Chroma they're looking for is not Tenno-controlled and that solving this mystery is his goal.

Upon reaching the Arcane Machine, a hostile [Chroma](#) Warframe will appear by it, armed with a [Dera](#). Lotus and Simaris order the player not to engage it, however, and that it should be Synthesized instead using Synthesis Scanners. Players are free to head back to extraction once they have scanned the Chroma, who escaped being Synthesized. The player receives the **Chroma Mark** blueprint as a reward.

This section is [transcluded](#) from [The New Strange/Chroma Mark](#) . To change it, please [edit the transcluded page](#).

Manufacturing Requirements					
5,000	2,000	100	1	1	Time: 10 sec
					Rush: 0
Market Price: N/A			Blueprints Price: N/A		


Chroma
Mark

Back on the Landing Craft, Simaris confidently asks Ordis to extract a blueprint from the synthesis brought back by the Tenno. Ordis manages a blueprint but unfortunately is unable to extract any more leads. Simaris then reveals that he has an Arcane Codex piece and knowledge of the location of another Machine, much to Lotus' increasing frustration. The Chroma Mark must be built to progress.

At the completion of the Beacon, Simaris makes Ordis an offer to become the "Steward" of his Sanctuary, to which Ordis readily accepts. Promising to restore Ordis once the hunt for Chroma is finished, Simaris gives the players the location of Chroma, telling them that by defeating the Warframe they will know who controls it.

Defeat Chroma: [Ose, Europa](#)

Landng on Ose, Europa, the Tenno are assigned to lure in Chroma by activating the Arcane Machine to triagder a [Defense](#) mission. While the mission initially starts out on the



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ive is located on an [Orokin](#) Machine must then be defended

while still defending the machine. Once all Corpus are eliminated and Chroma is scanned 5 times, the mission is completed and the player is rewarded with the **Chroma Blueprint**. The component blueprints can be acquired as [Junction](#) rewards (a bug might cause enemies not to cross into the Derelict area. In this case, Chroma can spawn *before* all enemies are defeated. The wave will be marked as complete after killing enemies who did not cross the portal).

Simaris is disappointed at Ordis' action to scan Chroma instead of destroying it, to which Ordis replies that he is foremost the Operator's Cephalon.

Players will also now have access to Simaris' [Sanctuary Onslaught](#).

Notes

- Note that blueprints may only be rewarded once, even if the Quest is replayed. One can buy the blueprints from [Cephalon Simaris](#) or alternatively a built Warframe from Market for Platinum to reacquire the Warframe if sold.
- If the player began this quest prior to the [Update: Specters of the Rail 0.0](#) (2016-07-08) update and did not craft the chassis when instructed, logging out and back in can advance the story when stuck on missing beacons required to advance the plot (such as the Scorched Beacon).
- The appearance of the Arcane Machine in the final stage of the mission suggests a connection to the [Sentients](#).

Bugs

- As of [Hotfix 21.3.2](#) (2017-08-04), the required Arid Elite Lancers do not always spawn in the indicated mission.
- As of [Hotfix 19.5.3](#) (2016-12-23), players have reported the questline to be "Universally bugged." The bugs include not being able to craft some beacons, which would prevent the questline from progressing. It is also advised to not attempt the quest due to these bugs.
- Missions may not register as finished after completion, preventing players from moving on to the next mission. Logging out and logging back in can fix this issue.
- During the final missions, enemies may not cross over the portal to the Derelict area. Go back and forth between the portal if no enemies spawn near the defense



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part of the mission, the
o blueprints are rewarded. The

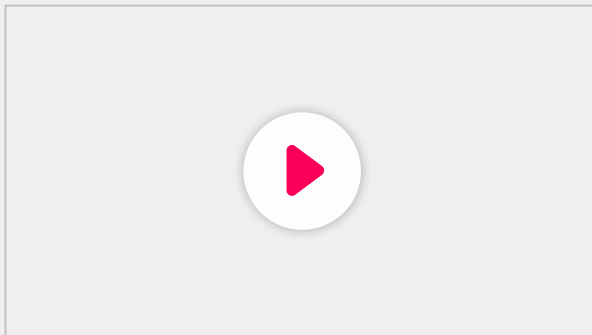


- Sometimes neither the target nor Simaris will appear at the beginning of a mission. (Switching matchmaking options i.e. setting it to solo or others; may fix the problem of targets and Simaris not appearing)
- After returning from the Orokin Derelict via the portal, the alarm is on and the door is locked in Grineer Settlement. There is no available panel to hack in order to open the door (on both sides of the portal).
- During the synthesis portion of the quest, the first two scans can be done regardless of the actual mission progress, however, to complete the 3rd scan the mission must be completed first.

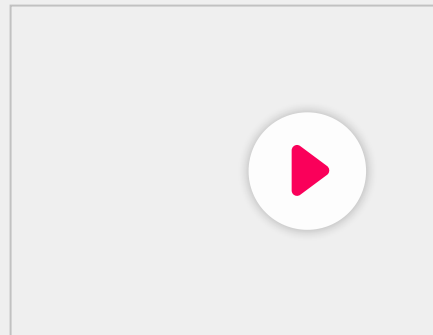
Trivia

- The transmission from the Arcane Machine heavily resembles the translation of a line from the start of the *Popol Vuh*, a text recounting the mythology and history of the K'iche' Maya. The translated line in question reads 'All is silent and calm. Hushed and empty is the womb of the sky.'

Media



The New Strange Dialogue (Warframe)

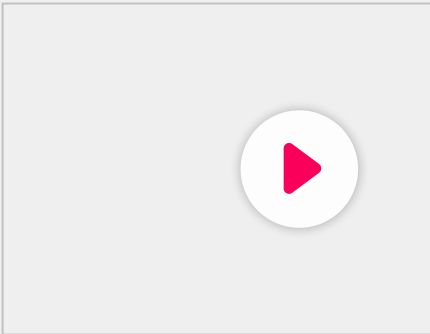
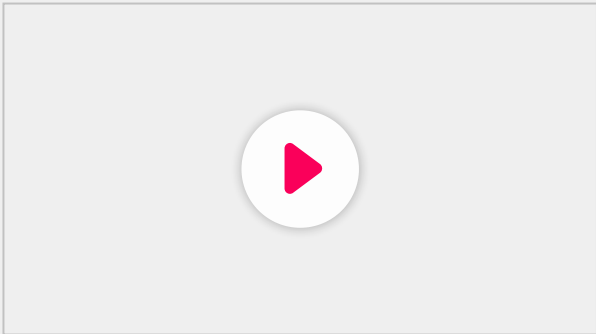


**Warframe Quest - THE NEW STRANGE
Chroma Chassis Update 16**



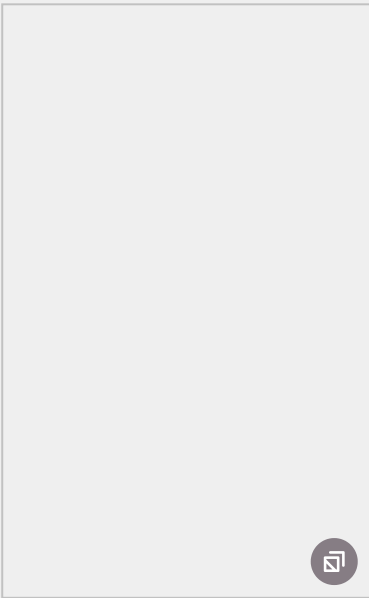
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Warframe Quest - THE NEW STRANGE Part 2 how to get full Chroma Update 16

-60 FPS- - Warframe U16- A New Stra Quest



The Arcane Machine that must be defended in the final stage of the quest. Appears to possibly be of Sentient origin.

Patch History

Update 35.5 (2024-03-27)

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We reduced the following Quest-related blueprint crafting time to 10 seconds, and updated the Rush Cost to be 0 Platinum:

- Scorched Beacon, Chroma Signal, Chroma Mark (The New Strange)

Main Story Quests		Edit
Tenno Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • Natah	
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) ^[1] • The New War (The Duviri Paradox) ^[2]	
Indifference Awoken	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters	
Side Quests		
Warframe Quests	Hidden Messages (Mirage) • The Limbo Theorem (Limbo) • Patient Zero (Mesa) • The New Strange (Chroma , Khora) • The Jordas Precept (Atlas) • Sands of Inaros (Inaros) • The Silver Grove (Titania) • The Glast Gambit (Nidus) • Octavia's Anthem (Octavia) • Chains of Harrow (Harrow) • Saya's Vigil (Gara) • Mask of the Revenant (Revenant) • The Sacrifice (Excalibur Umbra) • Vox Solaris (Garuda , Baruuk , Hildryn) • Chimera Prologue (Wisp) • The Deadlock Protocol (Protea) • Call of the Tempestarii (Sevagoth) • The Waverider (Yareli) • Heart of Deimos (Xaku , Lavos , Citrine) • The New War (Caliban) • Angels of the Zariman (Gyre) • Veilbreaker (Styanax) • The Duviri Paradox (Kullervo) • Whispers in the Walls (Qorvex , Dante) • Jade Shadows (Jade)	
Syndicate Unlock Quests	Saya's Vigil (Ostron) • Vox Solaris (Solaris United , Ventkids) • Heart of Deimos (Entrati) • The War Within (The Quills , Vox Solaris , Necraloid) • Angels of the Zariman (The Holdfasts) • Whispers in the Walls (Cavia)	
Location	The Duviri Paradox (Duviri, Dormizone) • Saya's Vigil (Plains of Eidolon) • Vox Solaris (Fortuna) • Heart of Deimos (Cambion Drift) • The Archwing (Empyrean Proximas) • The Second Dream () • The	



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of Harrow (Iron Wake) • The New
e Zariman (),
lls ()



Feature Unlock Quests

[The Duviri Paradox](#) ([The Duviri Paradox](#), [The Circuit](#), [Duviri Incarnons](#)) • [Howl of the Kubrow](#) ([Incubator Segment](#)) • [The Archwing](#) ([Archwing](#)) • [Stolen Dreams](#) ([Maroo Weekly Ayatan Hunt](#)) • **The New Strange** ([Sanctuary Onslaught](#)) • [Vox Solaris](#) ([K-Drive](#)) • [Heart of Deimos](#) ([Necramech](#), [Helminth Segment](#), [Mirror Defense](#)) • [A Man of Few Words](#) ([Clem Weekly Mission](#)) • [The Second Dream](#) ([The Second Dream](#), [Focus](#)) • [Rising Tide](#) ([Railjack](#)) • [The War Within](#) ([Kuva Lich](#)) • [Call of the Tempestarii](#) ([Sisters of Parvos](#)) • [Angels of the Zariman](#) ([Void Armageddon](#), [Void Cascade](#), [Void Flood](#), [Zariman Incarnons](#)) • [Veilbreaker](#) ([Break Narmer](#), [Archon Hunt](#), [Archon Shard](#)) • [Whispers in the Walls](#) ([Arcane Dissolution](#), [Melee Upgrade Segment](#), [Entrati Incarnons](#), [Alchemy](#), [Netracells](#), [Deep Archimedeia](#)) • [Jade Shadows](#) ([Ascension](#))

Story and History

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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