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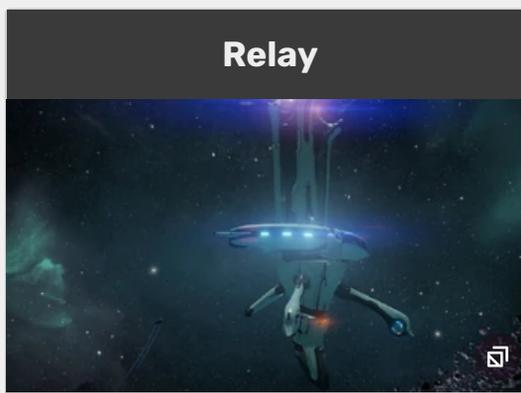
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Relay

175 EDIT

Welcome to the **Relay**! Explore and meet with fellow [Tenno](#). [Mastery Rank 3](#) or higher players can access [Syndicate](#) rewards. Stay tuned for [Baro Ki'Teer](#) visits with unique items!

—Relay [Chat](#) opening message



While the major warring [factions](#) combat each other across the Origin System, non-militant organizations and civilian merchants populate the many regional Tenno Relays. [Traveling merchant collectors](#) that offer rare goods, [mentors](#) that offer training and knowledge, and [convictional syndicates](#) that preach their own rituals and doctrine.



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WARFRAME Wiki



well as do business with [Syndicates](#) and various dealers. It was added in [Hotfix 15.5.3](#) (2014-11-28) for stress testing and as of [Update 15.6](#) (2014-12-11) is available to all players across multiple [Planets](#).

Accessing the Relay

Relays are accessible by selecting a planet with an available relay in the [Navigation Console](#), and then entering the relay node as one would enter a [mission](#). During the [Operation Eyes of Blight](#) event, certain relays were destroyed by [Balor Fomorians](#). Relays that have been destroyed show up in navigation as an unusable node. The following are the list of relays currently available (with destroyed relays denoted by a minus), their amenities and Mastery Rank required to visit:

1. Accessing the Relay
2. Rooms
 - 2.1. The Hangar and Main Entrance
 - 2.2. The Concourse
 - 2.2.1. True Master's Font
 - 2.2.2. Void Trader
 - 2.3. West Wing
 - 2.3.1. New Loka Retreat
 - 2.3.2. Perrin Sequence Boardroom
 - 2.3.3. Red Veil Binding
 - 2.4. North Wing
 - 2.4.1. 1st Floor
 - 2.4.1.1. Mission Control
 - 2.4.1.2. Conclave
 - 2.4.2. 2nd Floor
 - 2.4.2.1. Darvo's Market
 - 2.4.2.2. Sanctuary
 - 2.5. East Wing
 - 2.5.1. Steel Meridian Garrison
 - 2.5.2. Cephalon Suda Datascape
 - 2.5.3. Arbiters of Hexis Tribunal
 - 2.6. Dry Dock
3. Variants
 - 3.1. The Rebuilt Relay
 - 3.2. Updated Relays
 - 3.3. Maroo's Bazaar
4. Notes
5. Trivia
6. Bugs
7. Media
8. Patch History



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✕ so





Destroyed Kuiper Relay

Planet	Relay	Destroyed	Dedicated Relay Chat True Master's Font	Navigation, Syndicates, Darvo, Ducat Kiosks & Baro Ki'Teer Visits	Maroo, Trading, Varzia	Dry Dock	MR
Mercury	Larunda		✓	✓			0+
Venus	Vesper	-	-	-			0+
Earth	Strata		✓	✓			0+
Mars	Maroo's Bazaar		✓		✓		1+
Saturn	Kronia		✓	✓		✓	0+
Europa	Leonov	-	-	-		-	4+
Eris	Kuiper	-	-	-		-	8+
Pluto	Orcus		✓	✓		✓	8+

Note that each instance of a relay can be occupied up to **50** players. When the status of an instance is busy, another instance will appear in case of players have fully occupied said instance to allow more other players to occupy it.

Rooms

> The Hangar and Main Entrance



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✕ es multiple [Landing Craft](#) background. The Main Entrance



there via the interaction prompt – This option becomes unavailable after leaving the relay on a mission, as the Landing Craft will not respawn in the hangar. Alternatively, pressing **Esc** (PC) to open up the menu, then select "Leave Relay" to return to the [Orbiter](#). Additionally, selecting missions in the Relay, located in the Mission Control room.

The Concourse

The Concourse is the main area of the Hub, linking the Hangar to the East, North and West wings. It features a giant [Rhino](#) sculpture, similar to one found in the Temple of Honor in Dojos, as well as numerous civilians/Syndicates members interacting with each other. Certain relays will have less or even no civilians/Syndicate members standing around.

True Master's Font

This is an interactable console that can only be accessed by players of [Mastery Rank](#) 30 or higher to bestow a 3 hour blessing of 25% increase in either affinity, credits, resource drop chance, damage, health, or shields to all players in the Relay (including self). See [True Master's Font](#) for more details.

Void Trader

The Void Trader is an NPC known as [Baro Ki'Teer](#), will visit a random relay (excluding Maroo's Bazaar) every 2 weeks for 2 days at a time to sell various unique items in exchange for [Orokin Ducats](#) and [Credits](#). Players can earn Ducats by selling [Prime](#) parts at either Void Trader kiosks in the Concourse. Countdown timers on the kiosks are available to inform players of when the Void Trader will next appear in the Concourse, or can be queried in Region or Q&A [Chat](#) tabs by typing **when baro**.

West Wing

The West Wing (not in Maroo's Bazaar) includes entrances to the [New Loka](#), [Perrin Sequence](#) and [Red Veil](#) enclaves, as well as a small observation area at the south end.

The south end of the wing contains a glass window view of space and kneeling pads. The view of people being able to see through the window is the same for the other east



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The [New Loka](#) Retreat is a sanctum full of flourishing plants that have seemingly broken through the floor and the walls of the room, and a small pond where various acolytes of New Loka are kneeling while their Leader, [Priestess Amaryn](#), is simulating floating on the opposite end of the pond, by standing on a root. There is also a giant model of Earth hanging from the ceiling, as well as some Orokin devices, such as lamp posts and the projector on the ceiling. In the New Loka Enclave, players can hear water rushing and harmonious humming from the New Loka members.

Perrin Sequence Boardroom

[The Perrin Sequence](#) Boardroom follows the strict and cubic [Corpus](#) aesthetic, which is occasionally interrupted by the presence of coffee mugs and Tenno-styled banners. Perrin Sequence members are seen working on digital pads, or standing guard. One member on the left-hand side of the entrance is working with a [MOA](#), possibly configuring it, while it bounces excitedly in place. Their leader, [President Ergo Glast](#), is seen in the middle of the room, next to a large, circular monitor with several Perrin Sequence logos circling it.

Red Veil Binding

The [Red Veil](#) Binding is and an enclave that is extremely ominous, featuring a burning tree in the center of the room that the player needs to walk underneath to get the Red Veil's representative at the far end of the room. It also features a live Grineer [soldier](#) strapped to a torture table in front of a container full of [Infested](#). The Grineer soldier occasionally struggles at his bonds before receiving an electric shock, while a Red Veil operative stands over him ominously wielding a pair of [Heat Daggers](#).

North Wing

The North Wing (not present in Maroo's Bazaar) can be entered via the West or East wings or directly from the Concourse. It has entrances to the conclave and Mission Control Room on the first floor. There are also elevators that give access to [Darvo's](#) Market and the Sanctuary on the second floor.

1st Floor

Mission Control

Mission Control is a large room with a view of space, where players can access functional [Navigation Consoles](#) identical to those found in the [Orbiter](#) in order to access



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The Conclave is a tall and long room that consists of a mountain-side stairway that leads to the top where [Teshin](#), the Conclave Master, awaits. Along the stairway, bits of mist is visible while lamps are lit and holograms of Teshin perform short yet special [Nartas](#).

2nd Floor

Darvo's Market

Found on the second level of the North Wing accessible by elevator, (the elevator is a blue cylindrical translucent column of light, enter and use to get to the 2nd floor. This where [Darvo](#) conducts business with players on the Relay, selling various items and equipment. He offers certain deals for weapons at discounted platinum prices up to 90% at limited stock. He currently only offers one deal at a time and Tenno can only purchase the discounted item once per player.

Completing [A Man of Few Words](#) unlocks a weekly mission from Darvo. Players are tasked to complete a 10-minute [Survival](#) mission with [Clem's](#) assistance. 5 minutes into the mission players will be attacked either by [Vem Tabook](#), the [Lynx](#) or the [Juggernaut](#), depending on the faction that the players fight against. Finishing the mission will reward the player a [Clem Clone](#) blueprint.

Sanctuary

Main article: [Sanctuary \(Cephalon Simaris\)](#)

Found on the second floor of the North Wing, accessible by elevator. [Cephalon Simaris'](#) sanctuary is home to [Synthesis](#) where players can scan enemies in the Star Chart via [Synthesis Scanner](#) to gain exclusive wares. It is also home to the [Simulacrum](#), [Mastery Rank](#) practice tests, [Sanctuary Onslaught](#), and [The New Strange](#) quest.

East Wing

The East Wing (not present in Maroo's Bazaar) includes another small observation area at south end and entrances to the [Steel Meridian](#), [Cephalon Suda](#) and [Arbiters of Hexis](#) enclaves.

Steel Meridian Garrison

The [Steel Meridian](#) Garrison is a scrappy-looking, Grineer-styled room with a huge



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operatives and Ex-Grineer can be seen throughout the room. watering a plant and working on



a control console. [Cressa Tal](#), the Steel Meridian commander, can be seen at the corner panel, whereas [Clem](#), when not in Darvo's room, can be seen sitting.

Cephalon Suda Datascape

The [Cephalon Suda](#) Datascape at first looks like a simple and bare room with a simplified hologram of Suda at the center. As the player approaches the visage of Suda, it disappears as the room will suddenly disintegrate partially into what may be Suda's [datascape](#), with a more accurate manifestation of Suda floating at the end of the outstretch.

Arbiters of Hexis Tribunal

The [Arbiters of Hexis](#) Tribunal looks like a courtroom, with five Arbiters presiding at the center of the room. Behind are Arbiters who stand next to a large drum on each side of the five. Present on the walls at the side are balconies full of Arbiters, sitting in a formal manner.

Dry Dock

Located at the north of the second floor of some Relays (see table above), the Dry Dock is a massive hub for players to reconfigure their [Railjacks](#). The Dry Dock is only available in Kronia, [Saturn](#); Leonov, [Europa](#); Kuiper, [Eris](#); and Orcus, [Pluto](#).

Variants

The Rebuilt Relay

One of the Relays on each platform (Strata Relay on [Earth](#) for PC, XB1, Nintendo Switch and Larunda Relay on [Mercury](#) for PS4) was originally a standard Relay that was one of several destroyed by [Councilor Vay Hek's Balor Fomorian](#) fleet during [Operation: Eyes of Blight](#). It would later be rebuilt during [The Pyrus Project](#) by [Steel Meridian](#) with the help of the Tenno.

As the first of the rebuilt Relays, the Rebuilt Relay features a different interior appearance from the standard relays, with the following differences:

- The interior section features a red and yellow color scheme unlike the standard white and grey.



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ng [Ember](#) statue instead of a s throughout.

similar to the standard



corridors flanking the Concourse instead of being part of the same semi-circular corridor.

- The elevator room is now the first room players encounter upon entering the interior, with the Concourse being the room behind it.
- The second level is located below instead of above, and contains Darvo's Market, the Conclave, the Sanctuary, and Mission Control.

Updated Relays

In addition to the Rebuilt Relay, another relay not destroyed during [Operation: Eyes of Blight](#) (Larunda Relay for PC and Switch, Vesper Relay on [Venus](#) for XB1, Kronia on [Saturn](#) for PS4) has been updated to the new layout, featuring the same map and room arrangement, with only aesthetic differences.

- The interior sections feature blue walls, though retain the yellow banners of the Rebuilt Relay
- The Concourse features a [Hydroid](#) statue, as well as a centrally placed Fountain, rather than a bonfire.
- The decorative vegetation is more vividly green, appearing more lively with no signs of burning foliage.
- The Updated Relay is less heavily populated with NPCs than the Rebuilt Relay and little to no ambient conversation.

Maroo's Bazaar

This Relay features only some of the amenities of all other Relays (such as True Master's Font), however it also offers players the unique facility to [trade](#) with each other, pick up a weekly [Weekly Ayatan Treasure Hunt Alert](#) from [Maroo](#), or buy vaulted [Prime Resurgence Void Relics](#) with [Aya](#).

Notes

- Each relay has its own dedicated music zones where [Octavia](#) can play her [Mandachord](#) tunes. They are marked by a purple aura that resembles Mandachord notes. To play music as Octavia, hold the [Gear](#) key to access the gear menu and perform a dancing [Emote](#).

Music zone aura



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5.1 (2024-08-21) identifies as a

Prime loading on some rocks in



front of a fire. A placard reads "In Memoriam" above the fire, and music can be heard when near the shrine.

Trivia

- The names of the relays actually have connections to their planets in real life or mythology;
 - **Larunda** was a water spirit who fell in love with the Roman god **Mercury**. Her tongue was cut out after she revealed one of **Jupiter's** affairs to his wife **Juno**.
 - Vesper is the Roman equivalent of **Hesperus**, which is Ancient Greek for the planet Venus.
 - Strata is the plural form of **Stratum**, which refers to layers of rock or soil with characteristics that distinguish them from other layers. They are common throughout **Earth** due to the dynamic landscape.
 - Kronia was an Athenian festival held in honor of the titan **Cronus**, whose Roman equivalent was **Saturn**.
 - **Orcus** is the name of a **dwarf planet** orbiting near Pluto. It is named after a **god of the underworld**, who was the punisher of broken oaths in Italic and Roman mythology.
 - Kuiper is most likely is a reference to the **Kuiper Airborne Observatory**, a heavily modified jet transport that was used for astronomy. Among other things, it confirmed that **Europa's** crust is made of water and ice.
 - Alternatively, Kuiper could be a reference to the **Kuiper belt**, a region of space beyond the planets which is mostly composed of small rocky body and dwarf planets like Sedna and Eris.
 - Leonov may be a layered reference to the Russian-based **Phobos program**, which was to study both **Phobos** and **Deimos** through the use of unmanned probes.
 - In particular, **a widely circulated image** (<http://imgur.com/hteQVWg>) claimed that one of the probes picked up images of an unidentified flying object near Phobos and that the photo first belonged to a "Cosmonaut **Leonov**" before it was circulated. The "UFO" has since been debunked as **a digital artifact during transmission**. (<https://web.archive.org/web/20200505150127/https://forgetomori.com/2009/ufos/number/>)



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number of sentences written in



- *"Welcome"*
 - *"A Tenno is the sworn protector of the Origin system"*
 - *"The Lotus is our friend, leader and guide"*
 - *"Energy of the Void is the lifeblood of the Tenno"*
 - *"A Tenno is both Shadow and Light"*
- Waypoints can be placed within the Relay. However other players will not see them.
 - There is a way to get on top of the concourse of the relay with parkour. See [this video \(https://www.youtube.com/watch?v=3qhY2rBOz38\)](https://www.youtube.com/watch?v=3qhY2rBOz38). At the top of the concourse there is a **"Honored Grandmasters" display** where the in-game name of the players who purchased the Grand Master package of the Founders Program is displayed.
 - The writing circling the concourse reads *"INFORMATION"*.
 - **Update 32.0** (2022-09-07) synced accessible relays across all platforms. Relays that are active and destroyed on PC were applied to the consoles' Star Charts.

Bugs

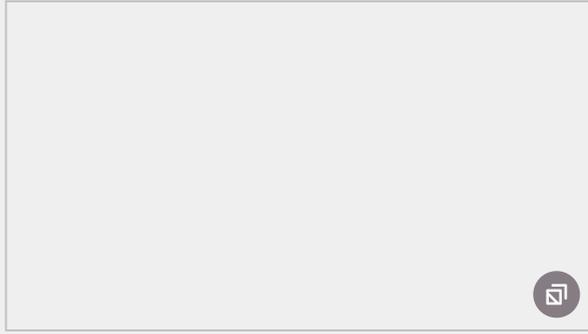
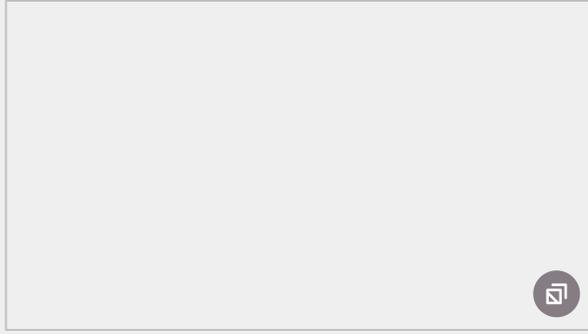
- It is possible to glitch into areas of the relay normally not accessible by continuously bullet jumping upwards on the ledges that hold the entrance into the relay from the hangar until an invisible wall is broken, allowing the player on top of the main entrance. Once through, the player can run into the main wall where they will then fall until they hit a floor outside of the relay. The player can freely explore the outside after this, however, not every object or floor piece has collision and falling completely out of the map will place them back in the hangar.
- Another bug can occur where players can enter the bottom pit in the Concourse by accessing their arsenal mid air as they fall into the pit. Exiting the arsenal will not throw the player out of the pit.
- NPCs in the Concourse of Kronia and Orcus relays are missing.

Media



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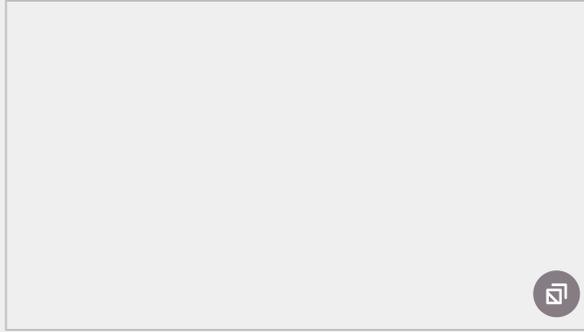


The Hangar

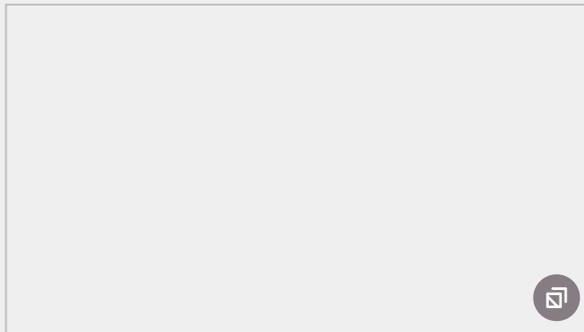


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The Main Entrance to the Hub. Two Armed Guards are visible.

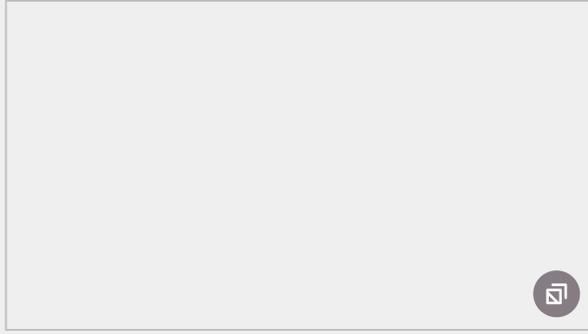


The Main Entrance as viewed from the inside of the Hub.

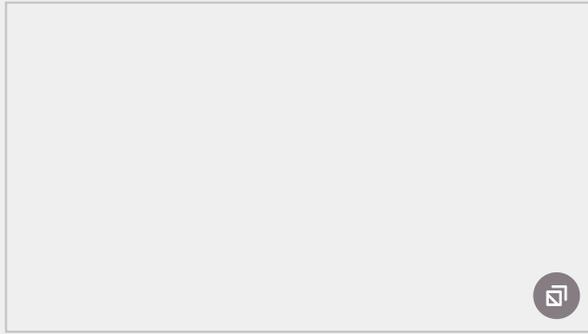


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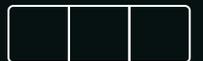
The Concourse.

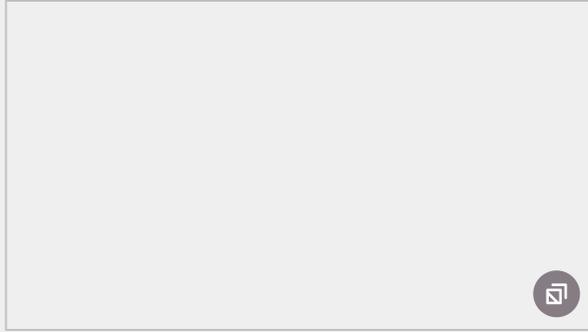


Several civilians interacting with each other.

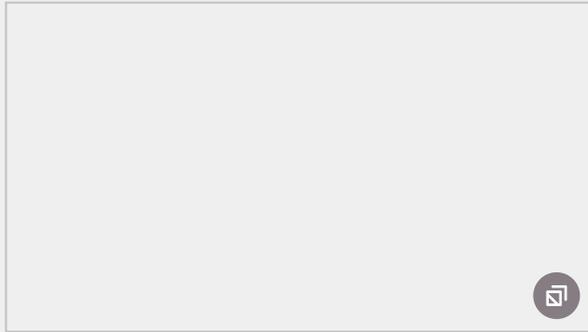


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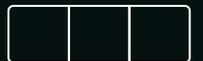
The New Loka Retreat.

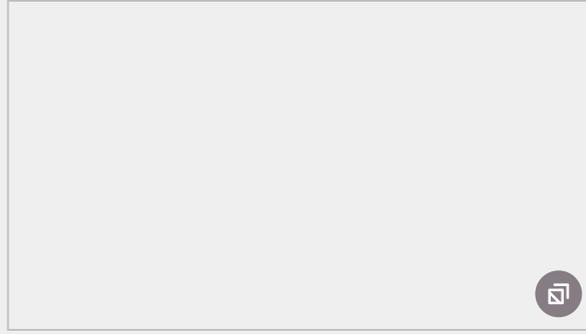


The Perrin Sequence Boardroom.

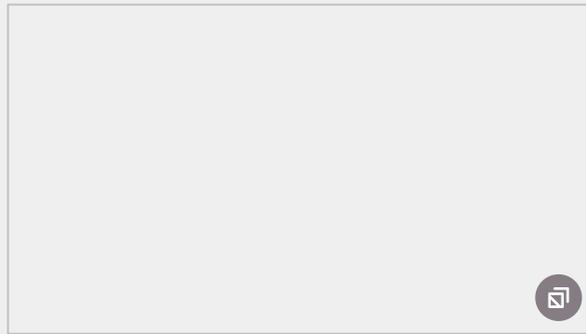


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Deeper into The Perrin Sequence Boardroom.

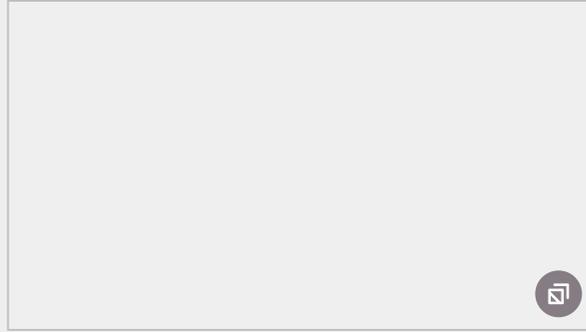


The Red Veil Binding.

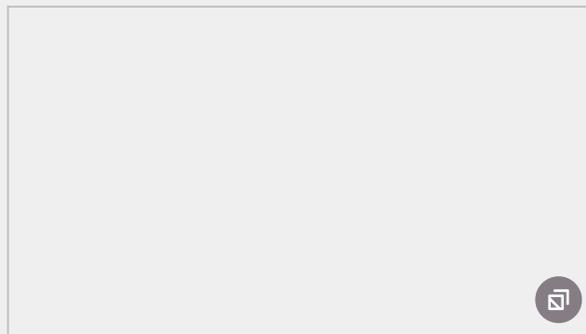


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The Grineer Soldier in the Red Veil Binding, with Infested nearby.

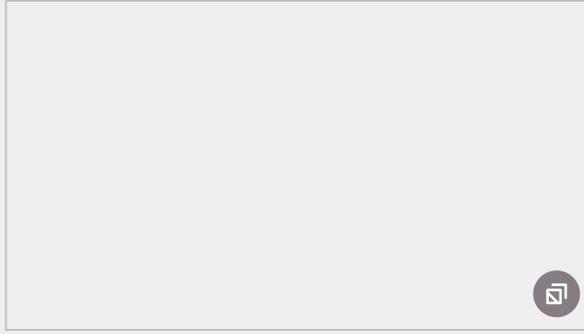


The Steel Meridian Garrison.

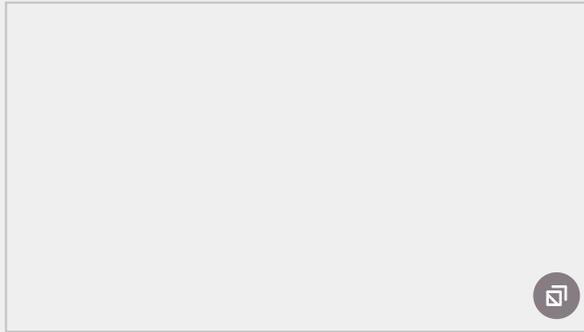


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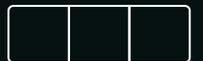
Deeper into the Steel Meridian Garrison.

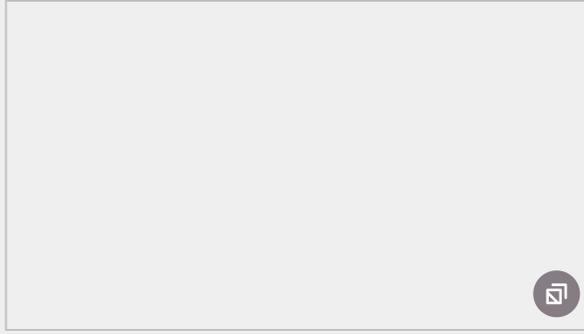


The Cephalon Suda Datascape.

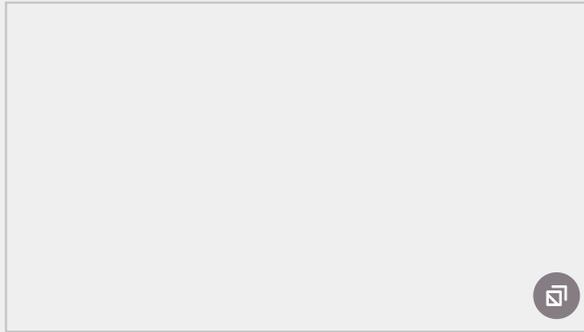


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The Arbiters of Hexis Tribunal.

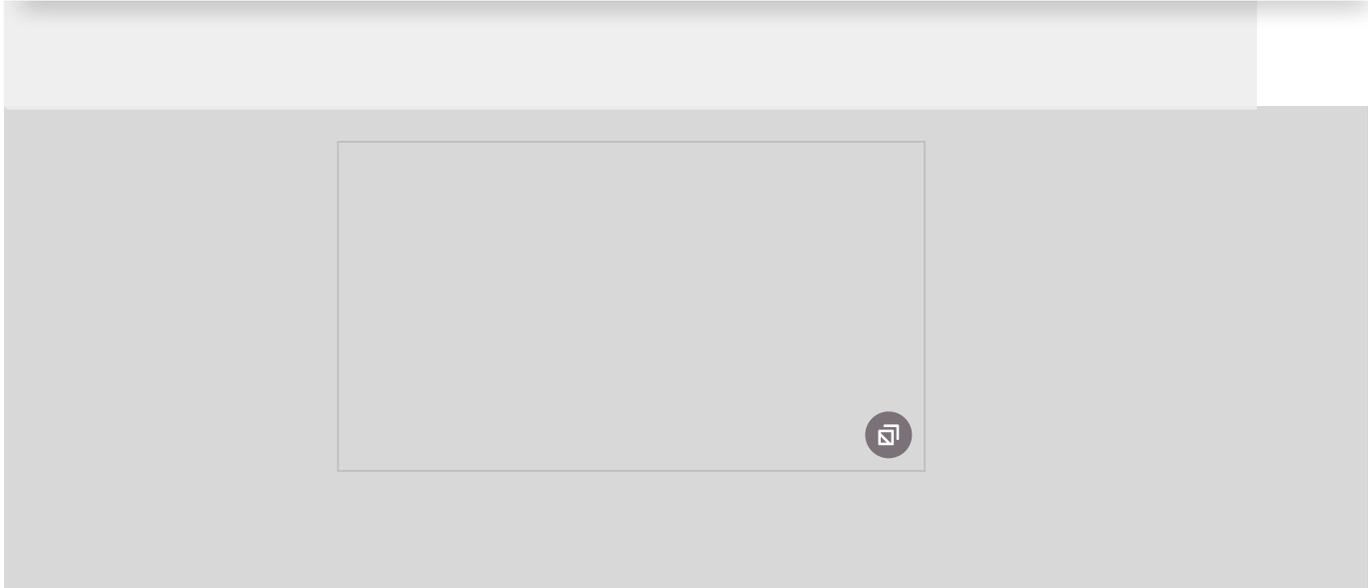


A closer look at the Arbiters.

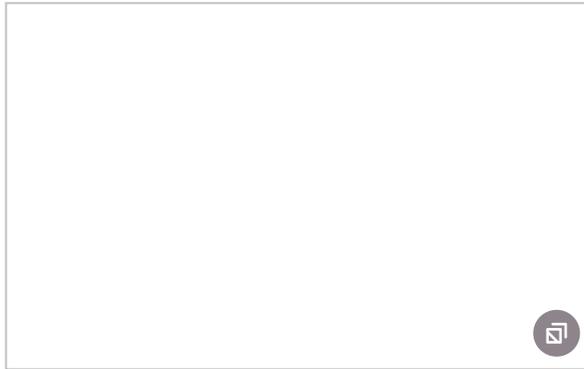


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Vay Hek as sometimes shown on the Relay's monitors.

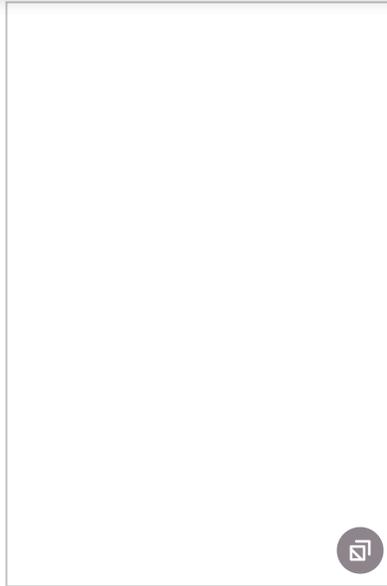


Strata Relay destruction.

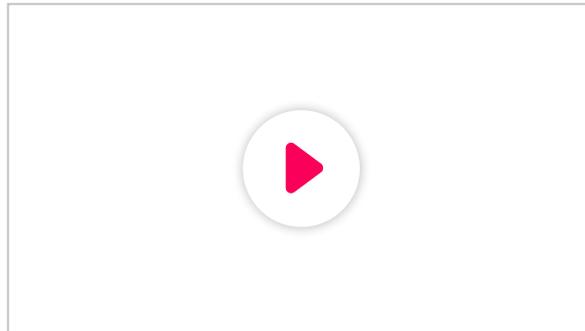


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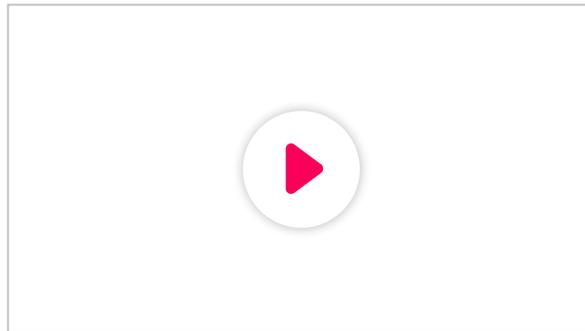




Concept art for the Relay



The Warframe Relays Explained (Warframe)



The Relay & Maroo's Bazaar 2019 Tileset Showcase (Warframe)

Patch History

> [Update 36.1 \(2024-08-21\)](#)

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- Fixed performance issues in the Relays caused by Jade Shadows content.
- Fixed performance issues in the Relays when approaching a player with a Mastery Rank Sigil equipped.

[Hotfix 36.0.3](#) (2024-06-20)

See Also

- [The Pyrus Project](#)

Tile Sets		Edit
PvE	PvP	
Grineer	Free Space • Grineer Asteroid • Grineer Asteroid Fortress • Grineer Forest • Grineer Galleon Grineer Sealab • Grineer Settlement • Grineer Shipyard	
Corpus	Corpus Gas City • Corpus Ice Planet • Corpus Outpost • Corpus Ship (Archwing)	
Infested	Infested Ship (Archwing) • Orokin Derelict	
Orokin	Albrecht's Laboratories • Orokin Moon • Orokin Tower • Zariman	
Sentient	Murex	
Tenno	Clan Dojo • Orbiter • Relay • Simulacrum • Solar Rail	
Open Worlds	Plains of Eidolon • Orb Vallis • Cambion Drift • Duviri	

Hubs	
Starchart	Chrysalith • Clan Dojo • Iron Wake • Maroo's Bazaar • Relay • Sanctum Anatomica
Open World	Cetus • Fortuna • Necralisk • Teshin's Cave

Categories



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