

ADVERTISEMENT

in: [Mechanics](#), [Update 22](#)

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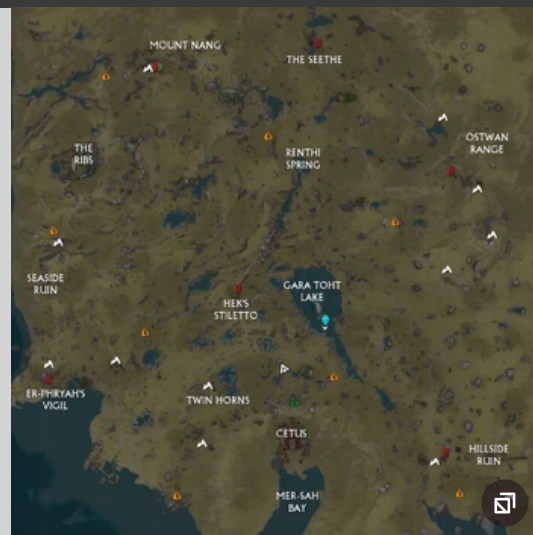
Open World



Open World (or also referred to as **Landscapes**^[1], or by their mission type of **Free Roam**) are open-world mission environments that take place in vast, expansive maps several square kilometers in area, on which players can freely roam and explore.

Unlike the traditional [Tilesets](#), Landscapes do not use procedurally-generated segments, but instead use large, seamlessly fixed environments, on which players can encounter random enemy spawns, mission objectives, hidden quests, and other objects of interest.

Landscape



Full map of [Plains of Eidolon](#), the first of its kind



Each Landscape will have a central town that acts as a player hub, which can support the town in the traditional 1 - 4



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WARFRAME Wiki



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Landscapes

Plains of Eidolon

The first of the Landscapes introduced in [Update 22.0](#) (2017-10-12), the Plains of Eidolon is set on [Earth](#), at the site of an ancient battle between the [Orokin](#) and the [Sentients](#), who were defeated during their attempted assault on the Orokin Tower in the area. The site of the Orokin Tower, now known as [Cetus](#), has since become home to a community known as the [Ostrons](#), who harvest the tower's parts for a living. The Ostrons are constantly on guard against the [Grineer](#) who roam the fields to study and excavate the Sentient remains dotting the landscape, as well as more sinister threats that emerge at night.

- The plains offer a unique, hijackable [Dargyn](#) which is scattered around in the greater plains. The player may hijack a Dargyn by either stealing one, directly interacting with them mid-air, and shooting the pilot off the vehicle.



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arge, mountainous valley region



which produces a perpetual snowstorm to create the titular 'orb' in the midst of the blazing surface of Venus for harsh but livable conditions. The main hub is called [Fortuna](#), a subterranean [Corpus](#) debt-internment shanty town and home to the [Solaris](#).

- Scattered around in Orb Vallis only are [Ventkids](#) K-Drive races which, along with performing tricks, rewards standing with them.

Cambion Drift

The third Landscape to be introduced, the Cambion Drift is set on the infested moon of [Deimos](#). Beyond the gates of the main hub of the [Necralisk](#), home of the [Entrati](#) Family, the [Infested](#) have taken control of the landscape, as all the inhabitants are Infested [Grey Strain](#) units.

- In the Cambion Drift are broken Entrati [Necramechs](#), which can be entered using [Transference](#). Necramechs also appear as enemies in the Cambion Drift.

Duviri

The fourth Landscape, Duviri is a mysterious, colorless, and paradoxical world within the [Void](#), a prison for the enigmatic [Drifter](#). Changing both in vibrancy and color depending on the mood of their ruler, [Dominus Thrax](#), the Drifter is often accompanied by the stories of the courtiers serving the king: [Lodun](#) for Anger, [Bombastine](#) for Envy, [Sythel](#) for Fear, [Mathila](#) for Joy, and [Luscinia](#) for Sorrow.

Unlike other landscapes, Duviri lacks any dedicated Syndicate, with [Teshin's Cave](#) serving as a preparation room rather than a true hub.

Features

General

Landscapes have several mechanics unique to them due to their expansive nature:

- Landscapes have a dynamic time cycle where the time of the day will change as players spend time on the map. The time cycle determines the types of fish and faunas being spawned, as well as the behavioral pattern of certain factions and



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nted with a day/night cycle **150** minutes of day and **50** minutes of



- In the Orb Vallis, it is represented by a rotating cold/warm temperature cycle, **26** minutes and **40** seconds long. Each cycle consists of **20** minutes of cold/freezing weather and **6** minutes and **40** seconds of warm weather.
- In the Cambion Drift, it is represented by the Wyrms siblings [Fass](#) and [Vome](#), who are constantly fighting each other, **150** minutes long, similar to the Plains. Each cycle consists of **100** minutes of Fass time and **50** minutes of Vome time.
- In Duviri, it is represented by the emotional states of Anger, Joy, Envy, Fear, and Sorrow, which directly alter the landscape and affect many points of interest. Each "spiral" lasts **120** minutes.
- Enemy levels increase the further away the player is from the central hub.
- The Hub towns on Landscapes will feature various vendors that can provide unique services for the Tenno and NPC's that can provide quests which Tenno can accomplish outside in the wilds.
- Players will be able to perform various non-combat activities in Landscapes to progress in lieu of bounties, including [fishing](#), [mining](#), and [conserving](#).

Vehicles

Archwing

Players will be able to call down [Archwings](#) at any time with an equippable [Archwing Launcher gear](#), which they can use to travel and fight while in mid-air. While in an Archwing, players will have the Shields, Health and Abilities of the Archwing instead of their Warframe, however they will only use standard primary and secondary weapons while in Archwing, instead of [Archguns](#) and [Archmelee](#). Gravity will pull players down if they exceed the maximum altitude of the landscape. Companions will also be disabled while in the Archwing.

Players can exit their Archwings by performing melee attacks (default **E**) or returning to landscapes' gates. Players can also get knocked out of Archwing when damaged by seeking anti-air missiles, which certain units from both the Grineer and Corpus deploy.

The [Tranq Rifle](#) is also useable while in an Archwing, which could make hunting animals easier in some situations. Fishing spears are not useable.

K-Drive



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Players will be able to use [K-Drives](#) at any time with an equippable [K-Drive Launcher](#) gear, which will not be holding any weapons while in the K-Drive. Players will be able to take damage and the Weapon



Players may dismount from their hoverboard by pressing melee hotkey (default **E**) or the 'interact' key (default **X**). Players may get knocked off their board by crashing into an obstacle or failing to land a trick properly, in which case their body will ragdoll about keeping the momentum from their board.

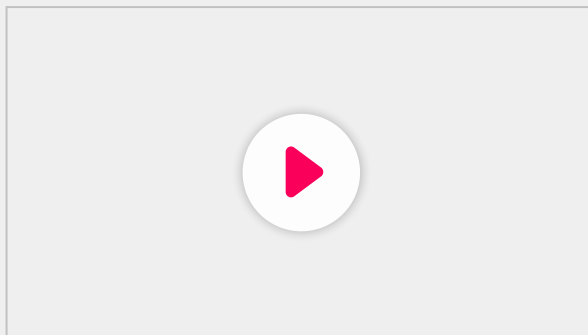
Necramech

Players can create customized Necramechs with the [Necraloid](#) faction that can be summoned in any landscape. They are heavy combat platforms with their own set of abilities, although not as agile as Warframes.

Kaithe

Exclusive to Duviri, [Kaithe](#)s are horse-like creatures capable of flight. They are the only source of travel in Duviri, as the Drifter has no access to other gear. They can be unlocked for use in other Landscapes via progression in Duviri.

Media



Warframe - Plains of Eidolon - 17-minute Gameplay Demo

Patch History

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

- Increased innate Player Enemy Radar in Open Landscapes from 30m to 80m.



[Hotfix 36.0.5](#) (2024-07-20)

- Fixed Wisp being unable to teleport to her Reservoirs after entering an Open the Plains of Eidolon accessed



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| Game System Mechanics | | | Edit | [Collapse] |
|------------------------------|-------------------------|--|-------------|-------------------|
| Currencies | |  Credits •  Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing | | |
| General | Basics | Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart | | |
| | Lore | Alignment • Fragments • Leverian • Quest | | |
| | Factions | Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno | | |
| | Social | Chat • Clan • Clan Dojo • Leaderboards • Trading | | |
| | Squad | Host Migration • Inactivity Penalty • Matchmaking | | |
| | Player Housing | Clan Dojo • Dormizone • Drifter's Camp • Orbiter | | |
| Gameplay | Basics | Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint | | |
| | Damage Mechanics | Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect | | |
| | Enemies | Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System | | |
| | Mission | Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure | | |
| | Activities | Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining | | |
| | PvP | Duel • Conclave (Lunaro) • Frame Fighter | | |
| | Other | Gravity • Threat Level | | |
| | | Archon Shard • Fusion • Polarization • Transmutation | | |



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[Archon Shard](#) • [Fusion](#) • [Polarization](#) • [Transmutation](#)



| | | |
|------------------|---|--|
| | Warframe | Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength) |
| | Weapons | Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom |
| | Operator | Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens |
| | Drifter and Duviri | Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe |
| | Other | Archwing • Companion • K-Drive • Necramech • Parazon • Railjack |
| Technical | General | AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade |
| | Software, Networking, and Services | Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State |
| | Audio | Mandachord • Music • Shawzin • Somachord • Sound |
| | Mathematical | Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research |

1. (2023, November 23). *Returning Player Guide* (<https://www.warframe.com/news/returning-player-guide>). Warframe. Accessed 2024-05-27. *Archived* (<https://web.archive.org/web/20240527191914/https://www.warframe.com/news/returni>



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27. Devs do use the term
verse massive Landscapes

Categories



Languages



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