

ADVERTISEMENT

in: [Orokin Derelict](#), [Update 10](#)

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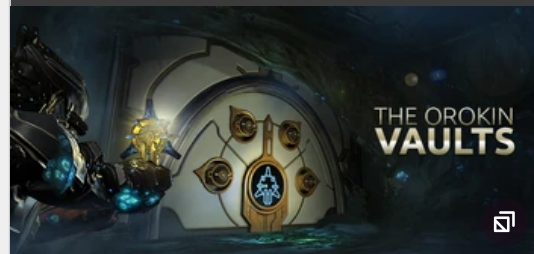
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Orokin Vault

 QUOTES

As infestations spread across the Solar System, Orokin Ships were unable to make the jump to the Void and locked down Vault rooms to preserve the valuable artifacts within. A number of these Orokin Vaults have been located in the Orokin Derelicts.

Orokin Vault



Promotional image when first released

The **Orokin Vaults**, also known as **Dragon Key Vaults** and "**The Golden Door**" by the [Ostrons](#)^[1], are special vaults found in the [Orokin Derelict](#) tileset on [Deimos](#) missions which require a unique void key to unlock, called a [Dragon Key](#).

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WARFRAME Wiki



4. Patch History

Unlocking the Vault

Opening an Orokin Vault requires the player have one of four Dragon Keys equipped in one of their [Gear](#) slots, and only the player that opened the vault will have their key consumed. All Deimos missions, except for [Defense](#), [Assassination](#), and [Landscape](#), always contain exactly one vault, with the required key to open it being randomized.

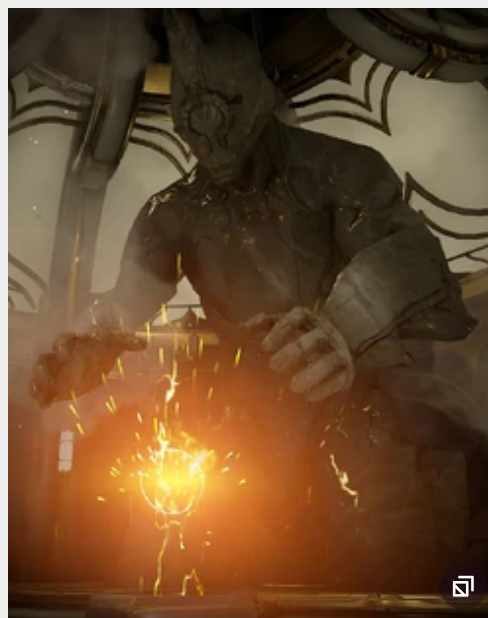
Dragon Key Blueprints are obtained through the [Clan Dojo](#)'s Orokin Lab, and are reusable. When carried in the gear, the key produces a debuff to the player's Warframe. It is possible to equip all four keys simultaneously but all their debuffs will stack. It is generally easier to play with a full squad where each Tenno carries an individual key, as certain Warframes have stats or abilities that allow them to circumvent or even negate the penalties.

[Parallax](#)'s Orokin Eye [Air Support Ability](#) can detect Orokin Vaults.

Inside these vaults appears a very large, all-white, and aged [Excalibur Prime](#) statue that resides on the far wall with hands outstretched, between which is a Corrupted Artifact. Only one person needs to interact with the Corrupted Artifact, rewarding the entire squad with a random [Corrupted Mod](#) upon extraction. However, the player who retrieved the Artifact will receive a random Dragon Key penalty until the mission is completed, which can stack with any other existing Dragon Key(s) in tow including the debuff of the same type. Furthermore, all newly spawned enemies are replaced by the [Corrupted](#), who will attempt to stop the Tenno from leaving with the Artifact.



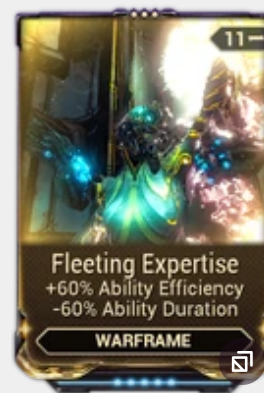
Picture Guide For Finding Vaults



The Excalibur Prime statue over the Corrupted Artifact

Main article: [Category:Corrupted Mods](#)

Corrupted Mods are a class of rare mods that affect **one stat beneficially (a bonus) and another one detrimentally (a penalty)**. Those available for Warframes are characterized by extremely high bonuses outweighed by major penalties. Those available for weapons provide bonuses of a similar strength to their standard mod analogues, while still also having a penalty. Corrupted mods can be obtained from the [Orokin Derelict](#) tileset on [Deimos](#) (not to be confused with the [Orokin Tower](#) tileset on the [Void](#)) using special [Dragon Keys](#) to unlock **Orokin**



Vaults located within. They are untransmutable. Visually, they do not have any special distinguishing mark and appear as any other mod of **Rare** rarity (i.e. gold-colored).

- Corrupted mods that provide a bonus to [Critical Chance](#) (e.g. [Critical Delay](#)) are a notable exception to the general pattern of nonstandard mods in that they cannot be stacked with their standard analogues.
- There are currently **24** Corrupted Mods and each of them has an equal chance to drop (4.1667%).

Warframe	Primary	Secondary	Melee
Name	Description	Polarity	Rarity
Blind Rage	Increases ability strength Reduces ability efficiency	⚡	Rare
Catalyzing Shields	Guarantees that Shield gating duration scales from 0.33s to 1.33s based on your maximum Shield values, regardless of what they are Reduces max shield capacity	⚔	Rare
Fleeting Expertise	Increases ability efficiency Reduces ability duration		Rare
Narrow Minded	Increases ability duration Reduces ability range		Rare
Overextended	Increases ability range Reduces ability strength		Rare
Transient Fortitude	Increases ability strength Reduces ability duration		Rare



- When doing with a [Syndicate Alert](#), opening the vault and completing the mission will **not** reward a corrupted mod.
- When doing a [Sortie](#) mission, opening the vault and completing the mission will **not** reward a corrupted mod.
- When doing with [Nightmare Mode](#), opening the vault and completing the mission will **only** reward a corrupted mod, but not a mod from the nightmare pool.

References

1. [WARFRAME: Ghouls](#) comics

Patch History

Update 34.0 (2023-10-18)

- Orokin Vaults on Deimos can now be highlighted by the Orokin Eye Air Support ability.
- Fixed Orokin Vaults not giving players an “Unidentified Reward” pop-up and reward in their Mission Progress Screen once players interact with the corrupted artifact.
 - *While players earned a random Corrupted Mod and Orokin Cipher through unlocking these vaults, these rewards were never used the “Unidentified Reward” pop-up that was introduced later in Warframe’s development.*

Missions			[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood
		Free Roam	Bounty (Isolation Vault, Heist)
		Arena	The Index • Rathuum
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage



	Empyrean	Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)
		Endless	Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)
		Free Roam	Free Flight
	Duviri	Free Roam	The Duviri Experience • The Lone Story
Endless		The Circuit	
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

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