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Simulacrum

 EDIT

The **Simulacrum** is an artificial arena created by [Cephalon Simaris](#) 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.

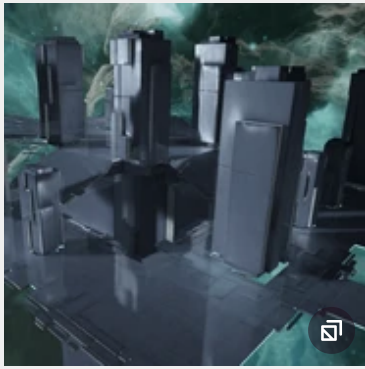
The entrance of the Simulacrum is located on the left of the [Sanctuary's](#) entrance. Players must acquire a **Simulacrum Access Key** with  **50,000** to gain access to the arena.

Simulacrum

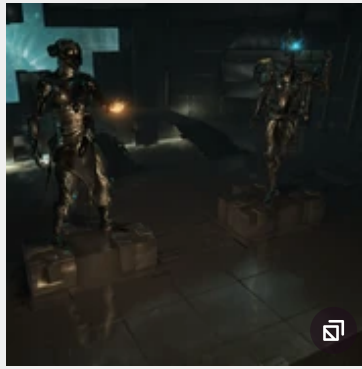
*Simulacrum key*

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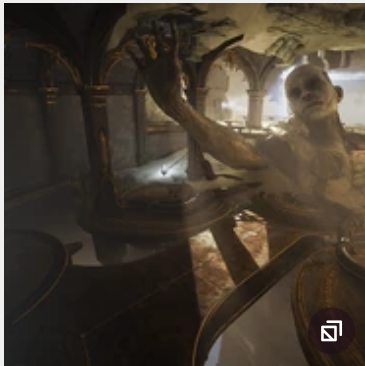




The Citadel



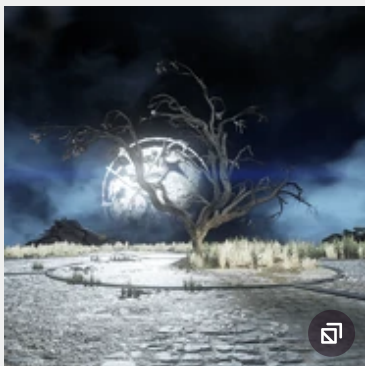
The Ballroom



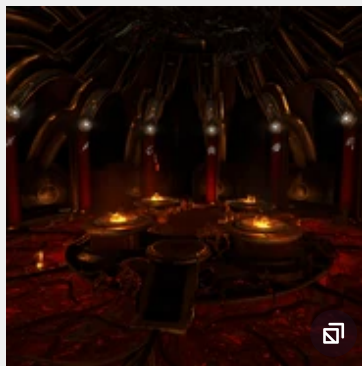
Sanctum



Ambulas Arena



Moonlit Courtyard



Red Veil Temple

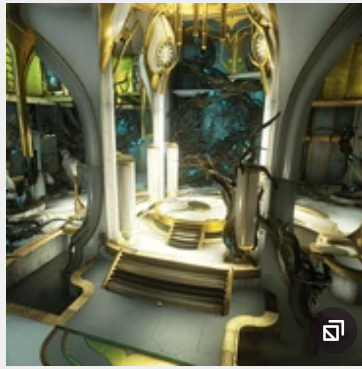


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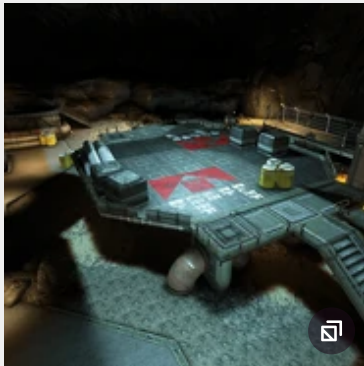




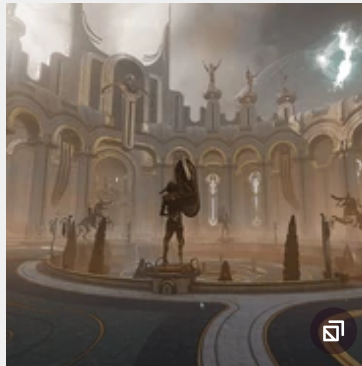
Zanuka Arena



Orokin Derelict



Grineer Asteroid



Orowyrm Arena

- **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 limited-time events. 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.
 - [Operation: Scarlet Spear](#) sold The Ballroom from [Little Duck](#) for 5,000 [Scarlet Credits](#).
 - [Operation: Orphix Venom](#) sold The Ballroom from [Father](#) for 1,000 [Phasic Cells](#).
 - The October 2021, 22, 23 [Nights of Naberus](#) event sold The Ballroom from [Daughter](#) for 55 [Mother Tokens](#).



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from Vigil [Jahu Gargoyle](#) for 3

om from [Ordis](#) in the [Larunda](#)



- **Sanctum Simulacrum** features the [Albrecht's Laboratories](#) tileset and allows the enemy level to be set 25 levels above the standard maximum. [Loid](#) sells Sanctum for 75 [Vessel Capillaries](#) and can be [traded](#) between players.
- **Ambulas Arena Simulacrum** features the [Ambulas](#) boss fight arena and allows the enemy level to be set 25 levels above the standard maximum. [The Perrin Sequence](#) offerings sells Ambulas Arena at **Rank 5 - Partner** for **100,000 Standing** and can be [traded](#) between players.
- **Moonlit Courtyard Simulacrum** features [The Sacrifice](#) courtyard and allows the enemy level to be set 25 levels above the standard maximum. [New Loka](#) offerings sells Moonlit Courtyard at **Rank 5 - Flawless** for **100,000 Standing** and can be [traded](#) between players.
- **Red Veil Temple Simulacrum** features the [Chains of Harrow](#) boss fight arena and allows the enemy level to be set 25 levels above the standard maximum. [Red Veil](#) offerings sells Red Veil Temple at **Rank 5 - Exalted** for **100,000 Standing** and can be [traded](#) between players.
- **Zanuka Arena Simulacrum** features the [Alad V](#) and [Zanuka](#) boss fight arena and allows the enemy level to be set 25 levels above the standard maximum. [Arbiters of Hexis](#) offerings sells Zanuka Arena at **Rank 5 - Maxim** for **100,000 Standing** and can be [traded](#) between players.
- **Orokin Derelict Simulacrum** features the [Orokin Derelict](#) tileset and allows the enemy level to be set 25 levels above the standard maximum. [Cephalon Suda](#) offerings sells Orokin Derelict at **Rank 5 - Genius** for **100,000 Standing** and can be [traded](#) between players.
- **Grineer Asteroid Simulacrum** features the [Captain Vor](#) boss fight arena and allows the enemy level to be set 25 levels above the standard maximum. [Steel Meridian](#) offerings sells Grineer Asteroid at **Rank 5 - General** for **100,000 Standing** and can be [traded](#) between players.
- **Orowyrm Arena Simulacrum** features the [Orowyrm](#) boss fight arena and allows the enemy level to be set 25 levels above the standard maximum. [Acritthis'](#) Wares sells Orowyrm Arena for 20 [Pathos Clamp](#) and can be [traded](#) between players.

Mechanics

The maximum capacity of the number of Mimeographs that can be generated is set at 100. Enemy level can be set by the player, up to 5x their [Mastery Rank](#) plus 30. Although



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Enemies with spawning capabilities will not spawn subsequent Mimeographs while



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 of the stage which regenerates rapidly when consumed.



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

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 21.0](#) (2017-06-29), 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.

Patch History

[Hotfix 36.1.3](#) (2024-08-27)



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and the Synoid Simulator in the



- Fixed Warframes sinking into the floor when using the Arsenal in the Zanuka Arena Simulacrum room. Turns out quicksand is a bigger threat in Warframe

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



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Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	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 •



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