

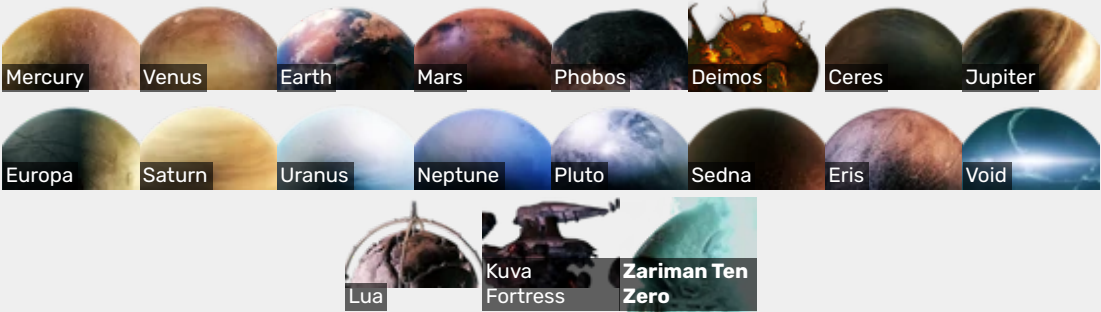
in: [Pages with script errors](#), [Pages using DynamicPageList3 parser function](#), [Lore](#), [REGISTER](#) and [5 more](#)

Zariman Ten Zero

40

EDIT

V QUOTES



Zariman Ten Zero

We shall not fear to take the leap, across the gulf to fare.

Though all betwixt is dark and deep, a home awaits us there.


—Zariman chant

The **Zariman Ten Zero** was an [Orokin](#) colony ship that disappeared into the









[survivors](#) received mysterious powers from the Void and later became the [Tenno](#) that control the [Warframes](#) and fight for the Origin System.

Following the events of [The New War](#) and [Angels of the Zariman](#), the Zariman appeared back into real space without warning, stuck between realities. A song coming from aboard the ship called out to the inhabitants of the [Origin System](#) and both [Grineer](#) and [Corpus](#) immediately attempted to gain control of the legendary vessel. It soon became a top priority for the Tenno to reclaim their home, the birthplace of all their power and misery. There, [The Holdfasts](#), Void manifestations of the Zariman crew who were resurrected through [Conceptual Embodiment](#), work to prevent the Zariman from falling into the wrong hands.

It was introduced as a [location](#) in [Update 31.5](#) (2022-04-27). Permanent access to the Zariman Ten Zero is gained after completion of the [Angels of the Zariman](#) quest. It uses a unique [tileset](#).

The Void manifestations that lurk the ship are classified as [Zariman](#), who take increased damage from  [Void](#).



Information	
System	Sol
Ruling Faction(s)	<div><div> Tenno</div><div> Grineer (contested)</div><div> Corpus (contested)</div></div> <div><div>"Kuva Grineer" wasn't found in</div><div>Module:Factions/data</div><div>"Zariman" wasn't found in</div><div>Module:Factions/data </div><div>The Holdfasts</div></div>
Boss	None
Statistics	
Level Range	50-55
Missions	5
Resources	<div><div> Ferrite</div><div> Alloy Plate</div><div> Voidgel Orb</div><div> Entrati Lanthorn</div></div>
Miscellaneous	
Connections	None
Relay	None

Lore and History

When the Zariman was found adrift, the Orokin did everything they could to erase



The only thing they kept was... you.

—[Lotus](#) to the [Operator](#) during [The War Within](#)



General

In the [Orokin](#)'s effort to expand their empire, they attempted an experimental Void-Jump with a colony ship, the Zariman Ten Zero. The ship contained many residences for the journey and subsequent colonization of Tau. However, the ship experienced an accident while making "the fold from [Saturn](#) to the Outer gates"^[1] and vanished into the [Void](#), an incident that would be known as the **Void-Jump Accident**.

As the ship traveled in the Void, the adults became mind-warped and went feral, although the children were spared from such a fate and instead received mysterious powers from the Void. The adults began to hunt the children on board, forcing them to retaliate and fend for themselves. One child that was cast out by his peers, [Reli](#), realized that there was an [unknown entity](#) within the Void orchestrating these events. The entity offered a deal to the player to allow for the survival of the Tenno.

Years later, the lost ship re-emerged from the Void and was recovered. The Orokin discovered that only the children had survived the voyage and that the Void had twisted and changed them, giving them inexplicable powers and abilities.^[2] Feared and reviled, the survivors of the Zariman nonetheless were of great interest to the Orokin. The Orokin may have covered up the incident publicly, reporting that the Zariman instead was a military ship with no children aboard.

Far into the future, the ship re-emerges once again, calling out in a song that draws the attention of the Tenno, the Grineer, and the Corpus alike. A scant amount of [Void manifestations](#) of the dead crew^[3], who manage to hold fast and resist the call of the song, are aptly named [The Holdfasts](#), and have dedicated their existence to defending the ship. Other manifestations of the crew that failed to resist, have turned into [Void Angels](#)^[4].

Ember Prime's Codex

CODEX

Three figures waited behind a simple table. Their attention on a single chair, bathed in light. An old woman's voice from the shadow: 'Send her in'. Across the room a security officer, stern and plain, opened the door. The outline of a young woman appeared at the door. She hesitated, but only for an



There was a gasp as the light hit her face. Her right eye was bright and blinking, but her left was a greasy slit. Her skin had been burned moon-white. Her mouth was a sagging gash without lips or expression. Her military beret was pulled snug over a scarred and hairless scalp.

Principal investigator [Kaleen](#) was assigned to inspect the disappearance of the Zariman. She initially concluded that its disappearance was due to mechanical failure and closed the case after notifying the families of the crew who had been aboard, but when the Zariman mysteriously returned days later she reopened it and began to inspect the ship.

During her personal inspections of the ship, she found no trace of the original crew but came across children on board the ship, one of whom burned Kaleen, horribly disfiguring her face in the process, when she attempted to "violate procedure" to comfort the children. The burns left her skin moon white, her mouth a sagging gash without expression, her head scarred and hairless, and she lost her left eye. She was brought before a military tribunal where she explained the story before being escorted away.

Kaleen snapped at her officer, asking why they "put children on a military ship." They responded, "We didn't. That would violate procedure."

[Rhino Prime's Codex](#)

CODEX

Red lights flashing on stark, white walls. [Davis](#) is running ahead of me, dropping his notes. We're running for our lives. The fear gives me a strange perspective - I'm out of my body. I've forgotten how I got here. I don't recognize this place.

Davis and I slam pinned against a cell door and he shouts at me. I give him a dumb look. I can't hear him, the sirens, anything, only the muffled throb of terror in my head. I turn away from Davis down the hall and I see it. The hulking mass, flickering red, glinting like steel and fresh blood. Its skin changes, flowing like mercury when I'm blinded by the sudden muzzle-flashes. They do no good. The beast surges forward and the security men become crimson mist and gore.

[Davis](#) was a researcher working in a facility developing metallic creatures, presumably [Warframes](#). At some point during his work, he developed a theory regarding the creatures he and others were working on and the victims of the Zariman. Believing that no one else would ever have believed him, he seemingly released the creature (likely to be Rhino) and allowed it to chase him and an unnamed colleague (who narrates the Codex entry) to a cell.



them. The ones from the Zariman", and that because of this success both of them would receive "big, fat promotions."

Margulis

While most of the Orokin feared the survivors of the Zariman, the elite scholar Archimedean Margulis did not, adopting them as if they were her own children. Initial experiments on how to tame the children's powers though led to several accidents that were even fatal at times, including Margulis becoming blinded^[5], which showed the danger their uncontrolled powers could wreak both on themselves and on others. However, Margulis continued to persevere for the children.

Ultimately, it was through her research that the children learned to control their powers through dreams. She later developed Transference, a process that allows the children to transfer their consciousness and powers into the [Warframes](#) to act as a surrogate body.^[6] The children would be placed into a device known as the [Somatic Link](#) (<https://static.wikia.nocookie.net/warframe/images/c/c7/Jeff-ross-operatorpod-05.jpg/revision/latest/scale-to-width-down/1000?cb=20230530202002>) to project their Transference, which would be hidden in a facility called the [Reservoir](#) on [Lua](#), to control their surrogate bodies in a secure location away from their enemies. This control of the surrogate body felt like waking up from the Dream, but it was only a lucid, [Second Dream](#).

However, the Orokin did not take kindly to Margulis's defense of the children. Her lover, [Executor Ballas](#) tried to persuade her away, but she refused.^[7] Margulis would be executed and vaporized by the [Jade Light](#)^[8], but her final thoughts were of her children.

While Ballas heavily resented the children as well as the Orokin for the death of his lover, he nonetheless continued Margulis's work on Transference and developed the Warframes.^{[9][6]}

The New War

During flashbacks, it is revealed that the Zariman Ten Zero housed thousands of families and children that were scheduled to be transported to the Tau System, suggesting that the ship was not in fact a military ship as the Orokin and the officers claimed, but a colonisation one instead. The children aboard attended classrooms where, under their teacher [Cephalon Melica](#), they learned from a curriculum consisting of the Orokin's understanding of the Void, including "Temporal Axioms" and "Phasics" to prepare them for the journey. During the children's Temporal Axioms exam, Zariman Actual



During the ensuing chaos, some of the surviving children barricaded themselves inside their classroom while the adults went mad and fought each other throughout the ship. [The Man in the Wall](#) appeared before one of these trapped children (the player), confirming that at least one child other than [Reli](#) could see them at the time, where the entity then offered a deal to save everyone aboard. Here, under the concept of [Eternalism](#), it is speculated upon two simultaneous realities that unfolded: one where The Man in the Wall's deal was accepted and one where it was not. According to this speculation, the children who obtained their legendary Void powers from the entity would be able to be rescued, and those who did not obtain the powers would not. There exists one such alternate Zariman, aboard which, regardless of the acceptance of the deal, at least one of the children continued to live and survive aboard the Zariman due not never having been rescued, growing older as typical without any Void powers. This survivor became known as the [Drifter](#).

During the events of The New War, after Ballas throws the Operator into the Void, the Drifter was able to emerge from the Zariman and take the Operator's place for a period of time through unexplained means. The Operator eventually finds their way back to the Zariman, where they are able to meet the Drifter inside [their old living quarters](#). There they learn that due to the paradoxical nature of their existence, only one of them can exist outside the Void at a time, and from then on their existences are linked, allowing them to continue to swap positions at will.

Zariman ARG

Recovered Zariman logs



Recovered Zariman Log 1: LOG_Z10_1...



Recovered Zariman Log 1: LOG_Z10_1_S-624ST

Recoverd Zariman Log 2: LOG_Z10_2_...



Recovered Zariman Log 2: LOG_Z10_2_S-624ST



Recovered Zariman Log 3: LOG_Z10_3...



Recovered Zariman Log 3: LOG_Z10_3_S-624ST

Recovered Zariman Log 4: LOG_Z10_4...



Recovered Zariman Log 4: LOG_Z10_4_S-624ST

Angels of the Zariman

Due to events that transpired during [The New War](#), the Zariman suddenly appears from the Void fold once again, accessible from the material world. It is unclear whether the cutscene, at the beginning of the [Angels of The Zariman](#) quest, is of the appearance of the Zariman between acts one and two of the New War quest, or whether it disappeared after the events of the New War, only to appear again in the cutscene. The appearance of the fabled ship draws the attention of scavenging Kuva [Grineer](#) and [Corpus](#), while a strange song emanating from within attracts the attention of the Tenno and the [Lotus](#).

Once aboard, the Tenno finds that the Grineer had arrived first, loses the Lotus' signal, and meets [The Holdfasts](#), the last remaining survivors of the Zariman's crew who were known to be dead. Led by [Quinn](#), they are void manifestations that exist in a form in-between life and death, defending the Zariman from that which would destroy it, including the Void itself. They inform the Tenno that the Zariman is suffering a [Void Cascade](#) that threatens reality itself, accelerated by the [Void Angels](#) such as [Kira](#), who was a former member of the Holdfasts before succumbing to the Void's call. The Tenno is able to stop the Void Cascade with their powers, but the Angels proceed to break



invading Grineer along with Kira begin a [Void Armageddon](#) and head to attack the Reliquary Drive powering the Zariman directly. [Cavalero](#) of the Holdfasts explains that while the Zariman was a colony ship and not provided weapons, the Reliquary Drive was too important to leave unguarded and so it was equipped with Auto-Fabricating Armaments. Using the Armaments, the Tenno is able to successfully defend the Reliquary Drive from the encroaching Grineer troops and destroy Kira, putting a stop to the song and the threat. Quinn suggests creating a memorial for everyone that was lost in Kira's favorite location, which the Tenno visits to honor them.

[Archimedean Yonta](#) explains that the Zariman cannot be moved from its location close to the Void without catastrophic consequences for the rest of the system, and so it is left from then on as a fortress against both the Void and the enemies of the Tenno.

Compartments

The Greenway

The Greenway is the green house zone of the Zariman. Its agri-biomes were used to grow food for the passengers. During its maiden voyage, it was exposed to the vacuum of space in an attempt to turn the ship back around. This in turn killed all of the crops, and left the passengers starving.

Tuvul Commons

The main habitation zone of the Zariman. Each passenger was given a [Dormizone](#) to call their own, along with a plethora of decorations.

Everview Arc

Everview Arc appears to be the main gathering place of the Zariman. Passengers can play [Lunaro](#) and visit monuments of historic Orokin figures.

Halako Perimeter

Halako Perimeter is the main education zone of the Zariman. It's filled with classrooms, and a schoolyard fitted with a running track.

Oro Works

The main engine room of the Zariman, the Oro Works housed the Zariman's [Reliquary](#). Since the ships reappearance, the Reliquary has since been heavily corrupted.

Enemies



Grineer, Worm Queen	Corpus, Parvos Granum	Wild
<ul style="list-style-type: none">Kuva BallistaKuva BombardKuva ButcherKuva Drahk MasterKuva Elite LancerKuva EvisceratorKuva FlamebladeKuva Heavy GunnerKuva HellionKuva Hyekka MasterKuva LancerKuva NapalmKuva PowerclawKuva RollerKuva ScorchKuva ScorpionKuva SeekerKuva Shield LancerKuva TrokarianKuva TrooperManic	<ul style="list-style-type: none">Juno Corpus TechJuno CrewmanDerivator CrewmanJuno Elite CrewmanJuno Prod CrewmanJuno Sniper CrewmanFusion MOAJuno Dera MOAJuno Railgun MOAJuno Shockwave MOAJuno Mine OspreyJuno Oxium OspreyJuno Shield OspreyJuno Nullifier Crewman	<ul style="list-style-type: none">Thrax CenturionThrax LegatusVoid AngelSkittergirl

Missions

Target	Name	Type	Level	Credit Reward	Additional Credit Reward	Title Set	Mastery EXP
	Chrysalith	Hub	0 - 0	0	0	Chrysalith	0
	Dormizone	Hub	0 - 0	0	0	Dormizone	0
	The Circuit	Open World	20 - 20	0	0	Duviri	0

Rewards

Exterminate Mobile Defense Void Armageddon Void Cascade Void Flo

Meso A7	2.5%
Meso B9	2.5%
Meso F5	2.5%
Meso H7	2.5%
Meso N17	2.5%
Meso V9	2.5%
Meso W4	2.5%

Locations:

- [Halako Perimeter](#), **Zariman Ten Zero**

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.

Bounties

This section is [transcluded](#) from [Bounty § Chrysalith Bounties \(Zariman Ten Zero\)](#). To change it, please [edit the transcluded page](#).

Come on. Plenty need seeing to.

—Quinn

Before a Tenno can access [Chrysalith](#) bounties, they must first prove themselves to [Quinn](#) by completing the [Angels of the Zariman](#) quest.

Mission Bounties

Mission Bounties accessible from [Quinn](#) inside the [Chrysalith](#) on the **Zariman Ten Zero**. These bounties refresh every 2½ hours.

Upon accepting a bounty, it may be started via Fast Travel as follows: open Main Menu (default: Esc) > FAST TRAVEL > ZARIMAN NAVIGATION. Alternatively, to access by foot – a portal will spawn behind Quinn that teleports to the Chrysalith elevator that will take the player to the bounty mission.

Unlike [Landscape](#) bounties, the Chrysalith's bounties consists of completing standard Zariman Ten Zero missions ([Exterminate](#), [Mobile Defense](#), [Void Cascade](#), [Void Flood](#), and



objective, thus the entire drop table is only rolled once. Endless missions will still give their rotation rewards but will immediately end and prompt extraction once all relevant objectives are completed.

Note that an extraction will not be available until both the regular mission objective *and* the bounty objective have been achieved. For this reason [Voidplume](#) collection (via [Syndicate Medallions](#) as well as [Void Angels](#) and [Zarium Accolades](#) that do not pertain to the objective) should **not** take priority until after both the mission and bounty objectives are completed, as failing either will cause the whole bounty mission to fail, and thus lead to a forfeiture of all collected rewards, including Voidplumes.

There are five bounty tiers available on the Zariman. Increasing tiers will have an increasing starting enemy level, a different and more challenging pool of possible bounty objectives, and a different pool of possible rewards. To summarise:

Bounty Tier(s) ↕	Starting Enemy Levels ↕	Rewards ↕
Tier 1	50-55	1x Voidplume Quills + Tier 1 rewards
Tier 2	60-65	2x Voidplume Quills + Tier 2 rewards
Tier 3	70-75	3x Voidplume Quills + Tier 3 rewards
Tier 4	90-95	4x Voidplume Quills + Tier 4 rewards
Tier 5	110-115	5x Voidplume Quills + Tier 5 rewards

Unlike in other locations, each of the current Chrysalith bounties has their own [Steel Path](#) variant available by switching to the Steel Path difficulty tab on the bounty screen. Steel Path bounties provide 150% of Voidplume bounty rewards rounded up and 1 [Steel Essence](#) upon completion, but allow [Acolytes](#) to appear.

Rewards

This section is [transcluded](#) from [Chrysalith/Rewards](#) . To change it, please [edit the transcluded page](#).

Tier 1: L50-55	Tier 2: L60-65	Tier 3: L70-75	Tier 4: L90-95	Tier 5: L110-115
Rewards				
x15000 Credit				
Cache 17.39%				

Gyre Neuroptics Blueprint	13.04%
x30000 Credit Cache	13.04%
Endo x750	13.04%
Voidplume Down	13.04%
Aya	8.7%
Entrati Lanthorn	4.35%

Locations:

- [Chrysalith, Zariman](#); talk to [Quinn](#)

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.

Objectives and Mission Types

Here are the details for all the possible known Chrysalith bounties. Note that bounty objective is always mandatory and not achieving it means that while there will be [progress](#), there will be no other rewards from the bounty mission. Where an objective varies between tiers, the relevant tiers are specified in the parentheses. E.g. *Find and activate 1 (T1-3) / 2 (T4-5) Lohk Surges* denotes that Tiers 1, 2, 3 will require activating 1 Lohk Surge to achieve the objective, while Tiers 4 and 5 will require activating 2.

▼

View Chrysalith Bounty Missions List

▼

Tileset Features

This section is [transcluded](#) from [Zariman \(Tileset\) § Features](#). To change it, please [edit the transcluded page](#).

Alternating Invaders

After the Zariman Ten Zero appeared from the Void fold, [Grineer](#) troops and [Corpus](#) units descended on the derelict ship, vying for its resources. Every 150 minutes, or 2½ hours, the invading forces will switch between the [Worm Queen](#)'s Kuva Grineer and [Parvos Granum](#)'s Juno Corpus. The current ruling faction can be determined by the ship next to the Zariman in the foreground of the Navigation map, or by opening the overlay map

Unique Enemies

While the primary enemies of the tileset switch periodically between Kuva [Grineer](#) and Juno [Corpus](#), there are also some new strange [Void](#) entities roaming the ship. Killing their physical forms does not destroy them completely, as they will continue to exist in a spectral form that will then try to heal itself. Similar to [Vomvalysts](#), These cannot be destroyed by [Warframes](#) and have to be taken down by using the [Operator](#).

- **Thrax Centurion**: Void manifestations that vaguely resemble Grineer, they wield [Hespars](#) while levitating around the environment and attack with a quick flurry of slashes while in their physical form. Similar to [Eximus](#) units, it is shielded by [Overguard](#).
- **Thrax Legatus**: Void manifestations that vaguely resemble Grineer, they wield deadly [Aeolaks](#) and can create spectral copies of itself to attack while the real body vanishes temporarily. Also shielded by [Overguard](#).
- **Void Angel**: Once Void Manifestations resembling the crew and colonists aboard the Zariman^[10], the Void Angels have been fully corrupted by the Void and are no longer recognizable as human.

Voidplumes

[Voidplumes](#) are tokens shed by Void manifestations, and act as [Syndicate Medallions](#) for [The Holdfasts](#). Every mission aboard the Zariman will have up to 11 total Voidplumes. 8 of these, like [Syndicate](#) missions, will be hidden throughout the map to be picked up.

[Voidplume Downs](#), [Vanes](#), and [Crests](#) are the only types of Voidplumes that can be obtained this way, and are worth **500**, **1,000**, and **2,000** Standing, respectively. The remaining 3 are from Melica caches and the dormant Void Angel.

Melica Caches

[Cephalon Melica](#) may call out for nearby students from a terminal, asking for a [Zarium Accolade](#). Accolades are large golden key-like objects which are typically located within the tile room of the terminal. They are marked on the map when using Loot Radar mods and emit a distinct shimmering sound, similar to [Resource Caches](#).

Accolades must be manually picked up and brought to a terminal in exchange for a [Voidplume Quill](#), worth **2,500** Standing. Up to two Melica Caches can be found during a mission, and will also be marked on the mini-map when nearby. Each will only function for a single



Cephalon Melica's kiosk where a Zarium Accolade can be turned in.





Three versions of the Zarium Accolade.

Dormant Angels

Main article: [Void Angel](#)

A dormant Void Angel is a guaranteed spawn and will be found in larger rooms. While they can be mistaken as a part of the environment, they can be identified by their pose: their left arm reaching the sky and their head looking above, and sport visible wings and somewhat lighter colors compared to the other angel-like statues used as decorations. Interacting with a dormant Angel will cause them to awaken and initiate a fight.



A dormant Void Angel.

Lohk Surge

Lohk Surges are Void interactables that provide a range of buffs to Tenno:

- [Secondaries](#) have guaranteed red crits.
- Any [Health](#) Orbs picked up grant 25 max Health for the rest of the mission.
- Any [Energy](#) Orbs picked up grant 1 Energy per second for the rest of the mission.
- 1% life leech and guaranteed [Slash](#) procs on all damage.
- No Energy cost on abilities and increase [Casting Speed](#).
- 200% extra [Affinity](#) gain.
- Infinite ammo and 50% fire rate.



A Lohk Surge

Interacting with a surge will spawn an [Eximus](#) unit. The surges last 45 seconds and have a 10 minute cooldown. Up to three Lohk Surges can spawn in a mission.

Lost Spirits



image of a ghost-like child who will start running, leading the player to the nearest item of interest such as a [Somachord](#) fragment, [Voidplumes](#), [Ayatan Sculptures](#), and [Rare Storage Containers](#) called Molted Casks. Spirits will call out and slow down if the follower falls behind, but will still continue to their destination if ignored. Afterwards, the Globe Light will remain lit and can't be activated again.



A spirit globe light.

Spirits have no minimum range when it comes to detecting items, and can traverse the whole map if the distance between the Light and the selected item is great enough. If all items of interest on the map have already been obtained before activating the Globe Light, a spirit will appear, then disappear again without moving.

On the other hand, managing to find the targeted item before the lost spirit reaches it will divert the spirit onto the next item. This means that several items of interest can be collected with only one spirit. Should the players collect all the items while a spirit is seeking them, the spirit will disappear.

Locked Storage Rooms

Certain rooms may be locked or partially opened, and can be unlocked by damaging the door console within. Most consoles can be shot at through the partially opened door or by using explosive weapons, but some require alternate paths in order to access them.



Secret Areas

A red door console that can be shot at.

Some rooms contain secret areas that can only be accessed in certain ways. For example, seemingly solid moss can be walked through, or some panels can be destroyed to reveal an alternate path. Destructible panels will be highlighted if viewed with [Codex Scanners](#).

In a Hydroponics room, a set of four consoles (two lit) will be surrounding a central pillar. When all four consoles are lit, the central pillar rises to reveal a lower level in the room. Activating a console will toggle it and both its neighbors. Solutions:

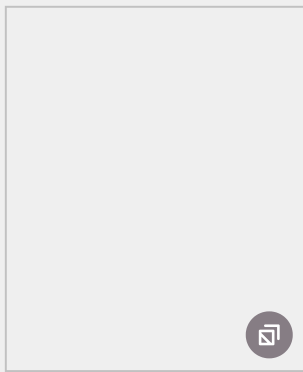
- If the lit consoles are opposite, select both unlit consoles.
- If the lit consoles are adjacent, select both lit consoles.



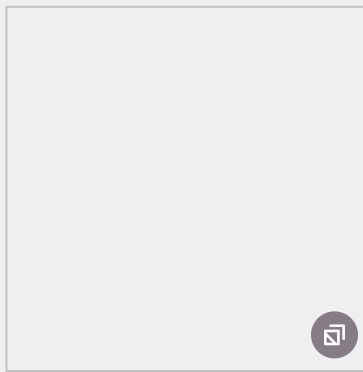
- If three consoles are lit, select the unlit console and its neighbors.
- If no consoles are lit, select all four in any order.
- General algorithm: select unlit consoles until only one is lit, preferring the central one if three are in a row.
 - Only yields a non-optimal solution in the case where there are exactly two adjacent lit consoles.

[Voidplumes](#), [Storage Containers](#), [Somachord](#) fragments, and Log Tablets can usually be found in these secret rooms, along with environmental storytelling showing remnants of survivors that had lived there.

Log Tablets



Projection of Executor Tuvul



A Zariman log tablet

Secret rooms and other hidden passages may contain an interactable computer tablet with an orange screen. These will play a holographic message from [Executor Tuvul](#), providing background lore about the Zariman as the situation degraded. These messages are not randomized and are specific to the room they are found in.

Lunaro Arena

In one large room, a dilapidated [Lunaro](#) arena along with some Lunaro balls can be interacted with. The balls can be thrown into the one intact Lunaro goal for a short fanfare. The fanfare will also activate if a Warframe, Operator, [Drifter](#), animal [Companion](#), or some projectiles pass through the goal in either direction.

Notes

- Tenno can access Zariman's [Steel Path](#) missions in either the [Orbiter](#)'s Navigation or the Zariman Navigation console.
- When accepting a [Bounty](#) from [Quinn](#), a portal will appear behind him that



a mission, a portal will appear to teleport the player in front of Quinn.

- Players can solo extract from all Zariman missions, including non-endless, by interfacing with the elevator console.
 - If initiated as the host, a 60 second countdown will begin, giving other players time to extract before host migration occurs.

Trivia

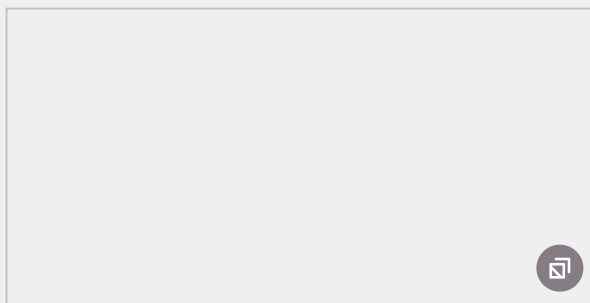
- The term **Tenno** is loosely derived from its designation number **Ten-Zero** (10-0, "ten-oh").
- Based on the image of the ship in the [Vitruvian](#), it heavily resembles a ship that makes an appearance in the [original concept video \(https://youtu.be/tpr1DCQNYg4\)](https://youtu.be/tpr1DCQNYg4) for [Digital Extremes](#)'s previous successful video game, [Dark Sector](#).
- [Zari \(https://en.wikipedia.org/wiki/Zari\)](https://en.wikipedia.org/wiki/Zari) word also means a fabric woven with fine gold or silver, originate from traditional Indian, Bangladeshi and Pakistani garments.
- During [The Duviri Paradox](#) trailer, the ship can be seen at the far distance on the vast alien landscape, presumably inside the Void.
 - The ship is lodged partially inside of the Void and the material world at the same time through a Void fold, existing in two planes of existence at once. This might be a basis for a 'paradox'.
 - In addition, the version seen in the trailer is colored quite differently from the version seen in the Chains of Harrow comic. In the trailer, the ship uses a traditional Orokin ivory and gold color scheme, while in the comic it features a less ornamental, metallic scheme.
- The Zariman Ten-Zero is arguably the first major Star Chart location that may be considered Tenno-controlled (albeit frequently under attack), with other locations being dominated by the [Grineer](#), [Corpus](#), [Infested](#) or even the long deposed [Orokin](#) with the [Orokin Void](#).
 - Arguably, the [Veil Proxima](#) is [Sentient](#) territory, but also contested.
- The Zariman Ten-Zero is unique in a sense that despite its being at a fixed location, the Tenno can access it without needing a [Solar Rail Junction](#), as they already have access to [Railjacks](#) by the timeline of The New War. The [Kuva Fortress](#), on the other hand, will always stay close to the Origin System's planets and moons.
- Zariman Ten-Zero's Reliquary Drive is visibly far larger than that of the Railjack, probably to proportionally fit the heavier requirements of the colony ship.



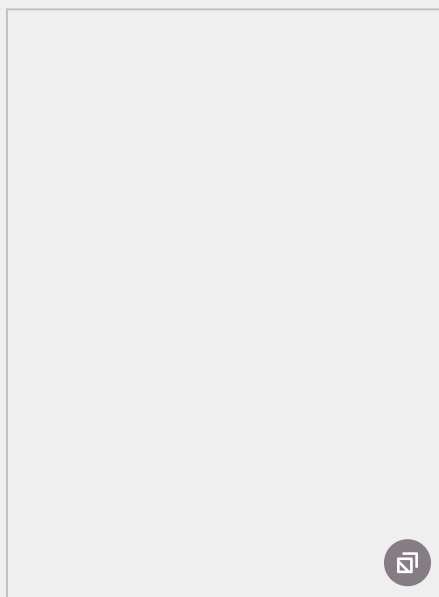
- The various gilded decorations and embellishments surrounding the Drive are similar to those found in the [Necralisk](#), home of the [Entrati](#). Albrecht Entrati, ancestor of the family, was the first Orokin to experiment and travel into the Void, so it would seem likely that they would construct the Drive for the Zariman.
- A strange looking device of Grineer origin can be found near the main power source of the drive, with a thin red needle piercing it. The device appears to be injecting Kuva, or a similar red-and-black fluid, into the finger.
 - Currently, the needle is now broken and sits on the floor below, with the cause for this change being unknown.
- Despite its larger capability, it seems to be common knowledge that the Reliquary Drive is only capable of performing safely when used for interplanetary travel, and not for interstellar travel. This presumably caused the colonists to protest out of fear. However, [Archimedean Yonta](#) believes that long jumps are safe and seems to be willing to try the jump again.
- According to [Executor Tuvul](#), the Zariman Ten Zero is supposed to bring the first group of colonists, as pioneers, to Tau System. After these colonists arrive at the destination, they would build an extra Solar Rail, so more colonists and the Orokin themselves can easily and safely travel between Origin System and Tau, without the need of the Reliquary Drive.
- The backstory of the Zariman's inhabitants losing their sanity is probably inspired by the film [Event Horizon](#) (<https://www.imdb.com/title/tt0119081/>), where the previous crew went insane following a disastrous FTL jump.

Gallery

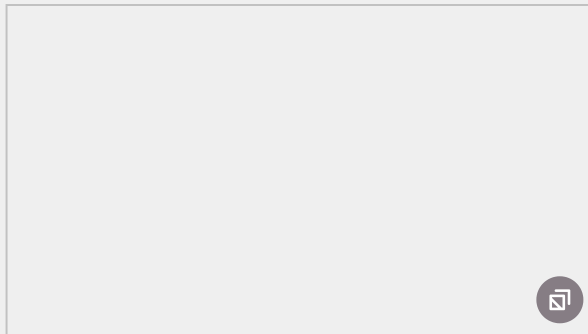




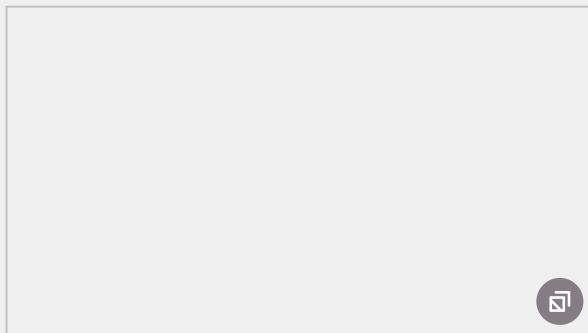
Model of the Zariman



As seen in the [Reli Webcomic](#)

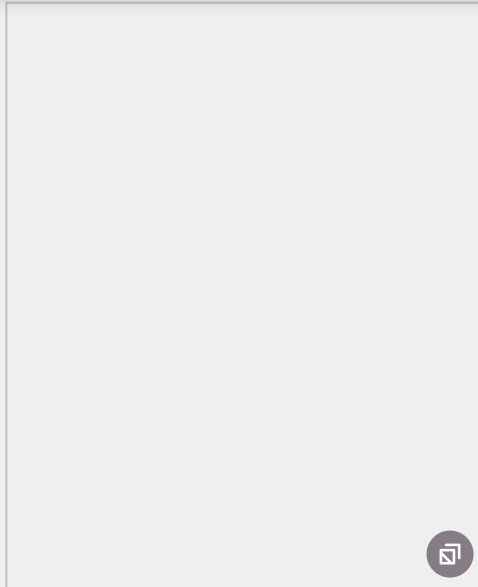


As seen in the [Vitruvian](#)

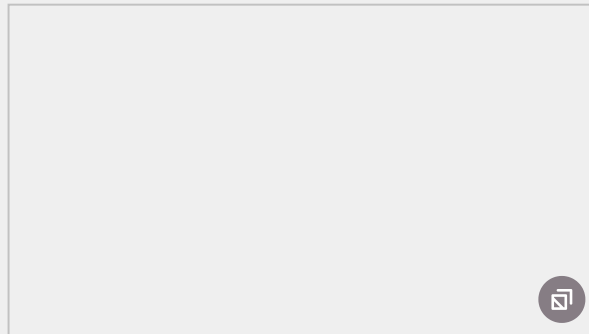


As seen in [The Duviri Paradox](#) trailer





Ship from Dark Sector original concept



The Chrysalith aboard the Zariman

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed Open Squads always appearing as 0 regardless of actual Open Squad count when selecting missions from the Chrysalith Elevator.
- Fixed a texture gap underneath the large cylindrical balcony in the Oro Works, Zariman mission.
- Fixed disconnected ground texture in the Zariman tileset.
- Fixed map hole in one of the secret rooms of the Zariman tileset.



Fixed players being unable to matchmaking for Omega Fissure missions located

References

1. Ember Prime's Codex entry
2. Events of [Rell \(Webcomic\)](#)
3. *"When consciousness and Void come together, it makes a thing. For example, me!"* - [Archimedean Yonta](#) during [Angels of the Zariman](#)
4. *"That form is what awaits us, should we fail to hold fast. The others were all like us, once. But in time they all drank from that bleak Reliquary, and now they scream in chorus to the Void."* -[Quinn](#) during [Angels of the Zariman](#)
5. "We couldn't help it, the outbursts. We hurt her, blinded her, but even then, she never abandoned us. In the dream we found peace, and she sang to us in that cold, dark..." - [Operator](#) during [The Second Dream](#)
6. "My childhood dream has become a nightmare. I don't blame Margulis, she's as much a victim as the children we're working with. At first, the project seemed therapeutic and nurturing. I was myself. But now... Transference therapy is being turned into a weapon. Now I build these vile weapons called "Warframes" all for one purpose: death. I've become everything I hate." - [Silvana](#) during [The Silver Grove](#)
7. **Ballas:** "I told you not to speak out. If you recant, maybe-"
Margulis: "-You lied to me, Ballas. You're no different than the rest of them."
- Dialogue during [Apostasy Prologue](#)
8. "Honored seven, we have gathered here today to carry out the sentencing of Archimedean Margulis... You face the Jade light, recant, and we will grant a merciful death." - [Ballas](#) during [Apostasy Prologue](#)
9. "The Orokin murdered Margulis - used her work to create 'Transference'. Your mind - projected into a surrogate, strong enough to withstand your power. It felt like waking up, but it was just a lucid - second dream" - [Lotus](#) during [The Second Dream](#)
10. *"That form is what awaits us, should we fail to hold fast. The others were all like us, once. But in time they all drank from that bleak Reliquary, and now they scream in chorus to the Void."* -[Quinn](#) during [Angels of the Zariman](#)

See Also

- [Zariman ARG](#) for the alternative reality game that revolved around the Zariman's past.



Star Chart

Mercury • Venus (Proxima) • Earth (Proxima) • Lua • Mars • Deimos • Phobos • Ceres • Jupiter • Europa • Saturn (Proxima) • Uranus • Neptune (Proxima) • Pluto (Proxima) • Sedna • Kuva Fortress • Eris • Void (Veil Proxima) • **Zariman**

LoreEdit[Collaps

LoreCharactersQuestsIn-Game EventsDialogue and Transmission

Historical Events

MainThe Collapse • The New War • The Old War • **Void-Jump Accident**

LeverianAria's Revolution • Death of Holsum Yurr • Insurgency of Altra • Javi's Execution • Karishh's Final Feast • Liberation the De Nas Brothers • Massacre of Reshantur • Tale of Telamon • Trial of the Myrmidon • Voruna's Continuity

MiscGreat Plague • Rain Of Chains • The Bleeding Earth

Stories

FragmentsAlad V's Partnership • Albrecht's Notes • Duviri's Lost Islands • Gara Legend • Grineer Queens • Ordis' Past • Revenant Legend • Solaris United History • Specimen VK- Tale of the Woman of the Earth and the Husband of the S • The Tenets

CodexKaleen's Investigation • Orokin Archives: Warframe • The Beast • Warframe Archive: Debrief

Synthesis ImprintsCorpus Trade Mission • Creation of Sentients • Grineer Encounter with Sentients • Grineer Uprising • Infested Jordas • Orokin Survivors • Relief Mission on New Uxma

ComicsRell (Webcomic) • The Ascension • WARFRAME: Ghouls • What Remains

NightwaveThe Emissary of Eris • The Glassmaker • The Wolf of Saturn Six

MiscAscension Day • Albrecht Entrati & the Requiem Words • Litany of the Dax • Mirror Queen Story • Naberus Folktales • Prime Trailers • Solaris United ARG • Tales of Duviri • The Dying Old Man • The Hollow Rider • Unauthorized Broadcast Transcripts • Waverider • Zariman ARG

LocationsCeres (Altra) • Cephalon Weave • Corpusium • Deimos

		Manipura, Necropolis , Scholar's Landing, Watcher's Island Earth (Cetus , Tower of Unum , Plains of Eidolon , Iron Wake , The Silver Grove) • Harkonar Production Zone • Ice Mines Jupiter • Kuva Fortress • Phobos (Mycona Colony) • Pluto Lua (Circulus , Yuvarium , Reservoir) • Lucretia Platform • Luna Placida • Mars (Martialis , New Uxmal) • Murex • Masker's Theodolite • Neptune • Orokin Derelicts • Origin System • Relay • Reshantur • Eris • Europa (Riddha) • Sanctuary • Saturn (Saturn Six) • Sedna • Tau System • Undercroft • Uranus • The Void (Duviri , Granum Void) • Venus (Dabaoth-Kra , Deck 12 , Orb Vallis , Fortuna) • Yuvarium Theaters • Zariman 10-0
Technology		Arcane Machine • Archwing • Anchor Station • Amalgams Amps • Archon Shards • Asteroid Hangars • Autofactory Ayatan Treasures • Carrier Platform • Cephalon • Conduits Corpus Ships • Cosmic Clock • Crystal Index • Cyclops Arr • Defixios • Entrati Lanthorn • Fomorian • Freightlinker • Genestamps • Golden Maw • Galleons • Heart of Deimos Hydraulas • Icedriver • Infestation (Helminth , Lephantis , Levianthan) • Isolation Vaults • Jade Light • Kuria • Lora Device • Mandachord • Missile Platform • Narmer Veil • Necramechs • Neural Sentry • Orbiter • Orokin Shield Nod • Orokin Towers • Orowyrm • Pom-2 • Pulse Turbine • Railja (The Tempestarii) • Tether Power Plant • Raknoids • Razorback • Reliquary Drive • Sentients (Eidolons , Murex) Sentinels • Shipkiller Platform • Solar Rails (Junctions) • Specters • Torsion Beam Device • Transference (Somatics Veilbreaker • Vessels • Vitruvian • Void Relics • Warframes Weeping Towers • Zanuka Project (Zanuka)
Factions/ Organizations	Main	Corpus (Board of Directors , Feed and Research Division , Order of Profit) • Grineer • Infestation • Narmer (Archons) • Orokin (Corrupted , Entrati , Necraloid , Cavia) • Stalker • Sentient • Tenno • The Murmur
		Steel Meridian • Arbiters of Hexis • Cephalon Suda • Perrin Sequence • Red Veil • New Loka
	Syndicate	Myconians • Kahl's Garrison • Nightwave • Ostron

Categories

Sci-fi | Warframe