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Void Cascade



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Void Cascade is an endless [Mission](#) type introduced in [Update 31.5](#) (2022-04-27). The [Void](#) threatens to disrupt the [Zariman Ten Zero](#)'s systems and the Tenno must cleanse the Exolizers of Void Manifestations to prevent total cascade, while also fending off invading [Corpus](#) or [Grineer](#).

Void Cascade

Access to this mission requires completion of the [Angels of the Zariman](#) quest.

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Mechanics

Periodically, a Void-possessed Exolizer will spawn, contaminated by multiple Void tears. The contaminated Exolizer has a barrier with a **20**-meter radius that forces [Transference](#) on entry, similar to an [Orphix Field](#). The tears must be closed using the [Operator/Drifter's](#)  [Void](#) damage [Amp](#) or [Void Sling](#), which will spawn a Void Manifestation above the Exolizer. Destroying the manifestation will purge the Exolizer, deactivate the Transference-disrupting field, and spawn a [Thrax Centurion](#) in its place, who will threaten to repossess the Exolizer if not defeated quickly enough; the Centurion is a formidable foe that possesses [Overguard](#) and defeating its physical form will revert it into a spectral entity that must be finished off with Operator/Drifter damage before it regains its physical form.

As the mission progresses, additional Centurions aided by [Thrax Legatus](#) will spawn in and attempt to possess any purged Exolizers. Centurions can only possess Exolizers while in their physical form; forcing them into their spectral state will interrupt the possession. Legatus will not attempt to possess Exolizers, but will instead intercept players and defend Centurions.

Players must monitor a Cascade gauge that fills in the presence of Void-possessed Exolizers. Purged Exolizers will linger on the field for **90** seconds while they tick down, passively reducing the Cascade gauge. Killing enemies within **20** meters of a purged Exolizer will cause them to be absorbed into the Exolizer, reducing the Cascade gauge. Once a purged Exolizer has expired, it will be counted towards the total number of purged Exolizers. Retiring 4 purged Exolizers counts for one rotation, and will open extraction.

If the Cascade gauge fills completely, all Exolizers will despawn. If extraction is not yet available, the mission ends in failure. Otherwise, the Tenno are immediately directed to extract. All squad members' health will start draining, similar to when Life Support reaches 0% in a [Survival](#) mission. Should the Tenno linger too long after the Cascade gauge has filled, the mission will end in failure.

Some of [Quinn's Bounties](#) that involve Void Cascade may have a special condition that requires the Tenno to keep the Cascade Gauge below 50%, meaning players have to work faster on purging corrupted Exolizers. If the Gauge hits exactly 50% before completing one rotation, the mission will immediately fail.

Locations



There are a total of 1 Void Cascade Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias ↕	Level
Zariman Ten Zero	Tuvul Commons	Grineer or Corpus	5,900	0	VoidCascade	50 -

Rewards

Rewards from Void Cascade missions are offered every 4 retired purged Exolizers. The order of the [rotations](#) is AABC.

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

A		B		C	
 x5000 Credit Cache	50%	 x7500 Credit Cache	50%	 Madurai Lens	16%
 Endo x450	18.75%	 Endo x600	20%	 Naramon Lens	16%
 Voidgel Orb	9.38%	 Entrati Lanthorn	6.67%	 Unairu Lens	16%
Meso A7	3.13%	Neo A13	3.33%	Vazarin Lens	16%
Meso B9	3.13%	Neo B9	3.33%	Zenurik Lens	16%
Meso F5	3.13%	Neo E4	3.33%	Aeolak Barrel Blueprint	10%
Meso H7	3.13%	Neo G7	3.33%	Hespar Handle Blueprint	10%
Meso N17	3.13%	Neo M5	3.33%		
Meso V9	3.13%	Neo P7	3.33%		
Meso W4	3.13%	Neo Z11	3.33%		

Locations:

- [Tuvul Commons](#), [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>.

Notes

- [Tenno Specters](#) will instantly die if they enter a Void Cascade bubble.

Tips

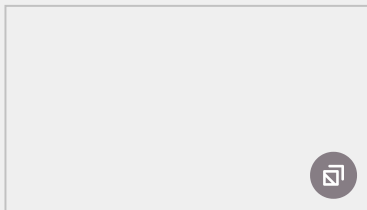
- The key to ensuring that the Cascade Gauge remains low is to ensure that there are more purged Exolizers than possessed ones. Having at least one purged Exolizer more than possessed ones will cause the Gauge to drop, and an equal number will cause the Gauge to remain still.
- Fast moving Warframes such as [Gauss](#), [Wukong](#), [Nezha](#), [Titania](#), [Yareli](#) and [Zephyr](#) excel in this mission as they can quickly get to spawning Exolizers in the other rooms.
 - Alternatively, inherently tough Warframes such as [Inaros](#), [Nidus](#) and [Gara](#) can move in advance to the other rooms with newly spawned Exolizers and hold on their own against swarms of enemies while waiting for others to mop up the previous room.
- Possessed Exolizers will deploy in predetermined points across three distinct tiles in a similar manner to how [Orphix](#) are deployed in [Orphix Missions](#). This allows players to anticipate where the next Exolizers will deploy and move there ahead of time.
 - Exolizers may deploy once every 30 seconds after the previous one, signified by a distinct sound.
 - If playing in a squad, it may be worth having some players remain in previous rooms with the purged Exolizers to protect them from potential Thrax repossessions.
- Additional Thrax Centurion and Legatus spawns become more frequent as the mission progresses, with some appearing immediately after an Exolizer is purged at higher levels.
- The Operator/Drifter *does not need* to be inside a possessed Exolizer's disruption field to shoot and seal the tears with their [Amp](#).
- [Lega Prism](#) and [Klamora Prism](#) are highly effective at closing Void rifts due to their [wide range and continuous stream](#)



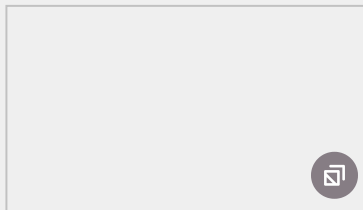
Bugs

- Although rare to achieve, if the player extracts with cascade gauge filled and the player dies with Last Gasp activated while inside the elevator, returning to the Chrysalith and entering Operator mode will cause the player to collapse inside the hub. The player can still interact with most of the UI but will be unable to move, and the Last Gasp cursor will remain on screen outside of menus and the Arsenal, with the only way to fix it is to exit the Chrysalith and re-enter.^[1]
 - Said bug also causes issues when viewing the Arsenal, such as haphazardly shrinking the mod screen after Fast Travel is used (though the size of the UI when checking Arcane descriptions in the loadout is unchanged), and causing the currently-equipped Warframe to lose their head in the ability screen.

Gallery



Exolizer concept



Patch History

Hotfix 35.5.3 (2024-04-04)

- Doubled the Reactant drop rate in Void Cascade Omnia Fissure missions.
 - We were receiving reports that it was taking a long time to crack Relics due to low drop rates, so we've increased it to alleviate the issue.

Update 35.5 (2024-03-27)

- Fixed getting teleported out of bounds by entering a map hole in Zariman Cascade missions as Titania in Razorwing form.

See Also



- [Void Flood](#) and [Void Armageddon](#), two more unique missions in the Zariman tileset.

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				

1. Youtube clip from Fladbox (https://youtube.com/clip/Ugkx_r38wYphrhZ7Q5wr0thCz7Uis03fiTn6?si=JqaZD3PMcbdNel-E) (note: Japanese only)

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