

ADVERTISEMENT

in: [Replayable Quests](#), [Lore](#), [Quest](#), [Update 19](#)

SIGN IN



REGISTER

The War Within



[VIEW SOURCE](#)



TRANSCRIPT

A disturbance in the Somatic Link prompts the Lotus to send operatives back to the Tenno reservoir.

—Quest Description

The War Within is a main [Quest](#), released in [Update 19.0](#) (2016-11-11). By tracking [Teshin](#) to the [central base of Grineer operations](#) and encountering the [Twin Queens](#), the Tenno recover suppressed memories and regain their [original powers](#) in the process.



This quest first introduces the



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



The War Within



Information

Introduced

[Update 19.0](#) (2016-11-11)

Type

Main Quest

Requirement

Completed [The Second Dream](#)
[Sedna Junction](#)

Rewards

- [Broken Scepter](#)
- [Orvius Blueprint](#)
- [Transference](#) Unlocked
- [The Quills](#) Access
- [Vox Solaris](#) Access
- [Necraloid](#) Access
- [Riven Mod](#)
- [Sortie](#) Access



WARFRAME Wiki



[Grineer Queens Glyph](#)
[Personal Quarters Segment Blueprint](#)
[Conjunction Survival Access](#)
Voruna [Leverian](#) access

Transcript

[The War Within/Transcript](#)

Chronology

Previous Quest

[The Second Dream](#)

Next Quest

[Chains of Harrow](#)

Replayable

☰ Contents

1. Synopsis

2. Walkthrough

2.1. Investigate the Reservoir on Lua: Zeipel, Lua

2.2. Track Teshin: Carpo, Jupiter

2.3. Pursue Teshin into the Asteroid Field: Naga, Sedna

2.4. Infiltrate the Grineer Asteroid Fortress: Dakata, Kuva Fortress

2.5. The Purge Precept

2.6. The Mountain Pass: Earth

2.7. The Ravenous Golden Maw

2.8. The Yuvan Theater

2.9. Confronting the Grineer Queens

2.10. Return to the Mountain Pass: Earth

2.11. Aftermath

3. Bugs

4. Trivia

5. Media

5.1. Playthrough

6. Patch History



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



o investigate the problem. Turns



on Lua, to lure them out, revealing that he is a double agent for the [Grineer Queens](#). In pursuit of the truth, the Tenno follows Teshin's deployed [Specters](#) who leads them to a supposedly uninhabited asteroid field. Disabling the security matrix exposes the [Kuva Fortress](#), the central base of [Grineer](#) operations and home to the Twin Queens. The Tenno realizes the base's mobile state prevented them from encountering it.

Infiltrating the fortress, the Tenno discovers the Queen's lair, along with Teshin, under control of Queens' [Kuva](#) Scepter due to his status as an [Orokin Dax soldier](#). The Dax were biologically programmed to not disobey those with Orokin blood, Kuva. So, unrelentingly, Teshin has brought the Tenno to the Queens for [Continuity](#), the ritual of transferring consciousness between bodies for everlasting life. Due to repeated cloning, the Queens' bodies had suffered the [Cloning Decay Syndrome](#) with each cycle of Continuity, so to preserve their immortality, they need a new, young body. Before they capture the Tenno, [Ordis](#) cuts off [Transference](#), in an attempt to protect the [Operator](#) while leaving their Warframe behind. However, the Queens will start the process of Continuity, burrowing into the Tenno's mind through their Warframe surrogate.

After a transitional period into a vision, the Tenno, now in Operator form, appears on an mountain under a snowstorm. There they meet Teshin who instructs them through the mountain pass to regain their memories as a Tenno, which were suppressed by [Margulis](#) in an effort to protect them from the [Void](#). The tragic [Zariman Ten Zero](#) incident becomes clearer to the Tenno as they regain their ability to manipulate the Void without the need to channel it through a Warframe.

Margulis lied to you, a lie of omission. She did not cure the Zariman children – she erased them. My only hope is that truth still lingers inside you, buried within your mind. The power and the misery... of the Void.

—Teshin

With their original powers back, the Tenno return back to the Kuva Fortress to save Teshin from the Queens. After a series of battle with the Queens' guards and Teshin himself, the Tenno finally circumvents the Queens' defense and steals their Kuva Scepter. Now vulnerable, the Tenno and Teshin kill the Elder Queen, leaving the Worm Queen to escape the confines of death.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



What to do with the Kuva stolen [ancient figure](#) whispers in their d powers.



The player must have a [Mastery Rank](#) of at least 5, complete [The Second Dream](#) quest and have completed the [Sedna Junction](#) at [Pluto](#) in order to start this quest.

If the player has accomplished all the necessary prerequisites, a message from the [Lotus](#) will arrive in the player's inbox telling them to investigate [Lua](#).

The quest can then be activated in the [Codex](#). A short cinematic will then play, a vision showing the [Twin Queens](#) of the [Grineer](#) discussing "Continuity". Back on the [Orbiter](#), the Lotus worryingly asks about the [Operator](#)'s state due to high Somatic output. After the Operator reassures the Lotus of their condition, they are asked to deploy a Warframe to Lua to investigate.

Investigate the Reservoir on Lua: [Zeipel, Lua](#)

Landing on [Lua](#), the Lotus narrates how they are now in the place where Margulis tried to help the Tenno to tame the Void within them, saying how in that way all Tenno were born here. As the Operator tries to clarify whether they were truly born there, the Lotus relates that they were the only things saved from the Zariman as the Orokin tried to rectify their mistake. Detecting an unusual signature within the vicinity, the Lotus asks the Tenno to investigate.

Deeper in the facility, the Tenno will encounter a shadowy being that can seemingly teleport, with the Operator reporting that they think the intruder is [Teshin](#). Confused as to Teshin's presence, the Lotus asks the Tenno to track him down, seeing as how he is heading towards the reservoir.

Through a transmission, Teshin asks the Tenno, whom he refers to as a "child", to leave as the matter at hand doesn't concern them. Annoyed at Teshin's behavior, the Operator asks what he is doing. When the Tenno finally catches up to Teshin, they see him next to a Reservoir examining a broken pod, when a female voice asks Teshin to bring "them" to her. Asking as to the identity of the female voice, Teshin reveals it to be "the Queens", which the Operator immediately recognizes as the [Grineer](#)'s Twin Queens. In a blink, Teshin draws his nikana and puts it to the Warframe's neck, warning them that they are not as safe behind the Warframes as they think, and that Teshin will fight them if they attempt to follow him. He then casts a decoy [Specter](#) of himself as he escapes, while



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



s that Teshin's Specters are the Grineer Queens as just a or if Teshin should do this alone.



Operator states that they will not be told what to do by Teshin, and asks the Lotus to track Teshin down once they've dealt with the Specter.

Players at this point must pursue one of Teshin's Specters, which appear as a violet energy decoy of him, and then take him down. Unlike most [Capture](#) targets, Teshin's Specter will fight back if threatened, engaging the player in melee combat. Once Teshin's Specter has been successfully taken down, players must then capture it via a *Capture Target* prompt. After the player accomplishes this, the Lotus will ask the Tenno to extract, having locked on to Teshin's route.

Track Teshin: [Carpo](#), [Jupiter](#)

Heading to a [Corpus Gas City](#) on [Jupiter](#) where the Lotus has tracked Teshin's signal, the Lotus theorizes on the tactical advantage they can gain against the Grineer if they can locate the Twin Queens. The Operator then wonders why Teshin doesn't want the Tenno's help if he's tracking down the Queens, making the Lotus muse about Teshin's prideful personality.

Once the Tenno catches up to Teshin's location, it is revealed that they are tracking yet another of Teshin's Specters, and the Lotus asks the Tenno to capture it so they can use it to track Teshin. As with the previous mission, players must disable and then Capture the Teshin Specter before it can escape. Players can then extract once they have accomplished the mission.

Pursue Teshin into the Asteroid Field: [Naga](#), [Sedna](#)

This mission must be completed in single-player.

The Lotus tracks down Teshin's next location to a supposedly uninhabited asteroid field that deep scans reveal to have a 'security matrix', making the Lotus believe that someone is hiding something. The Lotus then asks the Tenno to prepare their [Archwing](#) for the mission.

Deployed near an unusual asteroid structure, the Lotus briefs that the Tenno must disable the security matrix surrounding it before they can head inside to investigate.

The Lotus asks [Ordis](#) as to whether their angle of approach is the best, to which Ordis



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



shipping corridor the Tenno are

a Grineer transport ship



between themselves and the red laser scanners as they pass. There are two sets of lasers that players must clear safely before they reach the end of the corridor, terminating into a transport hangar, where the player will encounter [Kuva](#) Grineer for the first time.

Upon reaching the hangar players are automatically detached from their Archwings to transition into standard ground combat, where they are then tasked with disabling the security matrix by activating a console. When the console is activated, players must then defend the console from Grineer attack for 2 minutes until the shutdown is complete - players will fail the mission if the console is destroyed. Once the security is overridden, players must then kill all remaining Grineer within the hangar to continue with the mission.

Transitioning into Archwing once more, the Operator expresses their surprise at the asteroid base that lies beyond the hangar, with the Lotus presuming it to be the Queen's Fortress. The Operator notes the [Fomorian](#) engines attached to the fortress, and realizes that the base is mobile, explaining why they've never been able to find it. The Lotus, detecting Transference interference from within causing her transmissions to become distorted, asks the Tenno to return to their ship and wait for Teshin to contact them, but the Tenno sees this as an opportunity to discover what's inside, fearing that they'll lose their chance if the fortress moves again.

At this point, players are asked via a prompt whether they want to continue into the Fortress or not, warning them that mission access will be restricted once they proceed, meaning that players will be unable to abort the mission or change equipment from that point onward. Quest will be in Solo mode from that point as well. Players do not need to replay this part of the mission if they choose not to continue yet.

Infiltrate the Grineer Asteroid Fortress: [Dakata](#), [Kuva Fortress](#)

Proceeding inside the Fortress, the Operator tries to contact the Lotus, only to discover that they no longer have contact with her, and thus must proceed without her guidance. The Fortress features various scanners that will trigger defenses when a Tenno is detected; player can choose to either avoid the scanners by stealth, or simply defeat them. Once the scanners are defeated and uses up all their



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



cavernous room with an large elevator, the player must find



to the main console in the center of the room. Only when all three Elevator Keys are inserted will the main elevator open, granting access to the bottom levels.

Deep inside the Fortress, the Tenno finally finds the Queens' throne room, the very same one from their vision, where they are then confronted by Teshin, telling them that they have ruined them both, as [Kuva Guardians](#) and the Twin Queens themselves descend into the room. The Queens reveal Teshin's true name as Teshin Dax, a Dax soldier from the old Orokin Era, who is unable to disobey the Queen's orders. Disappointed at how Teshin brought the Warframe instead of the Operator themselves, the Queens nonetheless manage to restrain the Tenno with Teshin's help, and proceeds to disrupt Operator's connection to it. Back in the Orbiter, Ordis identifies this as a Transference Surge and urges Operator to cut the link, which Operator claims they cannot do. Unable to shut down the Link from the Orbiter and prevent the Surge, the Operator is rendered unconscious.

The Purge Precept

The Operator wakes up outside of their Transference chamber to the laments of distraught Ordis. Once the Operator calms the Cephalon down, they ask Ordis to reestablish Transference with their Warframe. To this Ordis replies that he is unable to do so, asking the Operator to reestablish the Somatic Link with their Void energies. At this point, players must use their Void powers on the Somatic Link receptacle on top of the Transference chamber by firing a [Void Beam](#) (default **LMB**) at it.

However, the Operator experiences a backlash that prevents prolonged periods of firing. Believing that the Operator can no longer control Warframes, Ordis suddenly initiates his Purge Precept, decompressing the ship while turning their equipped Sentinel (or [Wyrms Prime](#) if one is not equipped, even if the player does not own Wyrms Prime) against the Operator. Barely containing his care for the Operator, Ordis urges them to head to the navigation console so that he may detach the Landing Craft. The player must now escape to the front of the Orbiter within 1 minute, avoiding both the Sentinel's attacks and steam vents that periodically stagger and block the player from progressing; if the player is defeated or fails to escape in time they will be forced to repeat this part of the quest.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



ne Operator now find themselves must navigate the snow- s they make their way to a cave



Within the cave, the Operator finds a corpse by a fireplace, where they are then confronted by Teshin once more. After a brief altercation where the Operator fails to land a punch on Teshin, the latter locks the Operator inside the cave by closing an old automated door. As Teshin's voice explains the nature of [Margulis](#)' "lie" as to what she did to the Tenno, the Operator comes across a massive [Ayatan Sculpture](#) encased in icy stalactites. Players must use their Void Beam to destroy the ice, before shooting the front of the Sculpture with the beam, setting off a reaction that sees the Operator fall to the abyss below.

The Ravenous Golden Maw

After waking up from their fall, the Operator remembers bits of their past on the Zariman when an accident first broke out on the ship and were lied to by their original mother about being safe with her, as narrated by the Queens. The Operator is now within a chamber with the floor covered in bones and skeletons, with a creature - a [Golden Maw](#) - visibly moving underground that Teshin warns the Operator of.

The objective of this particular section is to cross the chamber safely to the other side without being devoured by the Golden Maw, who will erupt from the ground and consume the Operator if the player stays too long within the floor of bones. In order to cross the chamber, players must sprint and jump to safe areas, visible as large structures and elevated platforms, before the creature can reach them; any time the player is in a danger zone the sounds of rapid heartbeats can be heard. The Golden Maw itself will move around the bone floor in particular patterns, and thus players must time their runs to when the creature is furthest from their position. Alternatively, there are side paths in the chamber that allow for safe passage to the rocks. If the player is caught by the Golden Maw, they will respawn at the beginning of the room, making it impossible to fail.

After crossing the chamber, the Operator gains the ability to perform [Void Sling](#) (default **Ctrl** + **Space** or **Space** in mid-air), a lunging teleport that can be charged to increased the distance traveled, and which they can use to destroy the barrier blocking their way further down the cave. After another memory narrated by the Queens regarding the Operator's original father informing them that something out in space is catching the crew, they must use Void Sling to cross the gap. This ability use up energy,



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



ness of the symbol determines more energy is used until it is

s time with two Golden Maws,



another narrated memory of how the Operator feeling safe with the children on the Zariman, the Operator will unlock **Void Mode** (default **Ctrl**), a short-term invisibility/invincibility power that remains active as long as the appropriate key is held. As with Void Sling, Void Mode consumes energy while active.

Another bone chamber will present itself to the player soon after, which will require players to use Void Mode in conjunction with their other powers to cross.

At the end of the path another memory is narrated by the Queens, explaining the adults on the Zariman have gone mad by the Void's influence. Players are now given a choice between three replies in how to respond:

- [Sun] *I held out hope*
 - *I held out hope we'd be rescued. So I avoided the bloodshed.*
- [Neutral] *They had lost their minds*
 - *They had lost their minds. I didn't blame them. We built a makeshift prison.*
- [Moon] *They were nothing but animals*
 - *They were nothing but animals by then. So I hunted.*

The Operator will then unlock the ability to perform **Transference** (default **5**), allowing them to physically possess and take control of an eligible target, as Teshin explains that they have now unlocked their full power. In the next and final bone chamber, players are tasked with using Transference against a Golden Maw, which can be done by Void Slinging into the Maw to stun it, and then using Transference while targeted. Once players have control of the Maw, they can use the Maw's ability to burrow and attack to cross the chamber to the mountain exit.

The Yuvan Theater

Outside, Teshin reveals that he is a **Dax**, a soldier who fights for the Orokin, but can never defy his masters and the Kuva Scepter, forcing him to obey the Queens. Players must navigate their way through the mountain side before coming across a **Yuvan Theater**, a place where Orokin used to gather to barter over the "young and exotic", to be used in the process of **Continuity**. Teshin then reveals that Continuity is what the Queen



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



e of the process: to take over the
final memory of how the Void



- [Sun] *I hated it*
- [Neutral] *I controlled it*
- [Moon] *I embraced it*

In defiance, the Operator successfully fires their Void Beam at the mirror.

Confronting the Grineer Queens

The entire sequence in the mountain pass is revealed to be a mental scenario taking place in the seconds before the Queen's Transference Surge completes, but this time the Operator breaks free from control. Waking up in the Orbiter once more, the Operator finds that they have retained the new powers they have unlocked, and are able to use their Void Beam once again. Intending to reclaim their Warframe and save Teshin from the Queens, and with Ordis telling them that the Fortress has moved once again, the Operator performs Transference to teleport themselves to their Warframe.

With the Warframe and Operator now together within the Queens' chamber, the Worm Queen flees while the Elder Queen orders their Kuva Guardians to attack the Tenno. The Kuva Guardians are invulnerable, and Warframe powers are nullified inside the chamber, along with the player being unable to use their Primary and Secondary weapons, or any Gear, only able to resort to melee weapons; if the player did not equip a melee weapon prior to this mission, they are automatically equipped with an unmodded ["Teshin Nikana"](#). In order to fight the Guardians, the Tenno must utilize their Operator's Void powers to destroy them by stepping out of their Warframe using their Transference ability. Each Kuva Guardian can be killed via the following steps:

1. The player has to use Void Sling through the Kuva Guardian to disarm them of their [Kesheg](#), removing their invulnerability.
2. Once the Kuva Guardian switches to their [Twin Rogga](#) pistols, players can now deal damage to them using Void Beam or Warframe melee.

The Operator can take damage, and upon fatal injury they do not experience [Bleedout](#), instead immediately returning to their Warframe and are inflicted with **Transference Static** which depletes the Warframe's shields and reduces their maximum health for 45 seconds and can stack up to 4 times; the first stack reduces max health by 20%, second by 50%, third by 80%, and fourth immediately causes Warframe Bleedout. Players must



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



sure the Warframe can survive. They are forced to repeat this part



Guardians will make the braids vulnerable to attack, indicated by their glyphs glowing red, and thus allowing them to be destroyed with the Operator's Void Beam. Three braids can be destroyed before another pair of Kuva Guardians jump into the fray, repeating the process until all braids are destroyed.

After destroying all the braids, the Elder Queen will order Teshin to attack the Tenno. Unlike the Kuva Guardians, Teshin is capable of restraining the Operator via his [Orvius](#) glaive weapon, rendering the Operator helpless. However, Teshin is vulnerable to the Warframe's melee attacks.

Once the player has defeated Teshin, the Queen will try to attack the Tenno with a beam from her Scepter. For this part, players only have to wait for the Queen to drop her shield (indicated by a slight orange aura) to fire the beam, and then use Void Sling against the Queen. With the Queen's Kuva Scepter in hand, Teshin is freed from the Queen's influence and requests that he kill her, prompting another dialogue choice to the player, which will affect the cutscene that follows:

- [Sun] *Let her rot*
 - The Operator commands Teshin to stay put, allowing the Elder Queen to escape, knowing she will eventually die from her decaying Grineer body.
- [Neutral] *I will do it*
 - The Operator commands Teshin to stay put and fires a Void Beam at the Elder Queen, instantly killing her.
- [Moon] *Kill her*
 - The Operator commands Teshin to strike, who proceeds to lunge at the Elder Queen and kill her with a single strike of his nikana.

Regardless of which choice the player makes, Teshin leaves and the Operator regains contact with the Lotus, and are then ordered to extraction.

Upon their return to the ship, Ordis asks the player if they can still use Transference, prompting the player to perform Transference to switch to their Operator. A short argument erupts between the Lotus and the Operator over Margulis' actions with the Old War beacon.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Old War beacon.

pass they visited during the



time there are obstacles to the player's path that has to be removed using the player's powers - Void Sling for destroying ice walls, and Void Beam for opening Orokin doors by shooting a barrel with glowing lines beside the doors.

On reaching the large Ayatan Sculpture seen previously, players can activate it once again by shooting it with a Void Beam. Once activated, a series of platforms will float and be lit up as the player traverses them via Void Sling, until they reach a door at the top of the chamber. Beyond it, at the summit of the mountain, the Operator meets with Teshin again, who expresses the Kuva on the Scepter that was taken from the Queen is believed to be the blood of the Orokin ancestors, either an elixir of immortality or a maddening oil. Teshin tells the Operator that the Kuva may just be a symbol to the Operator, that what they do with it will define them more than anything. The final dialogue choice for players will appear:

- [Sun] *Destroy*
 - The Operator pours the Kuva into the snow, before an [unknown voice](#) speaks from the Operator: *"You mad at me, kiddo? Did you forget? You owe me."*
- [Neutral] *Control*
 - The Operator gives the Kuva to Teshin, before an unknown voice speaks from the Operator: *"Don't forget, kiddo... you're nothing without me."*
- [Moon] *Consume*
 - The Operator drinks the Kuva, before an unknown voice speaks from the Operator: *"Hey, kiddo, what took you so long?"*

Teshin shakes the Operator out of their trance, and asks them to be careful, as the world "weighs more heavily" on them now.

Aftermath

After completing the quest, [Teshin](#) will send an inbox message, asking for forgiveness for his actions. The message also comes with five rewards for completing the quest:



- [Broken Scepter](#)
- [Orvius Blueprint](#)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Completing the quest will also unlock the following:

- The [Kuva Fortress](#) location is added to the [Star Chart](#).
- The player can partake in [Kuva Siphon](#) or Flood missions to farm [Kuva](#), whose nodes appear on planets that are near the Kuva Fortress.
- The player can partake in [Sortie](#) missions.
- The player will begin to encounter [Kuva Larvings](#) in any regular level 20+ Grineer mission, who can be [mercied](#) to generate their own [Kuva Lich](#).
- If the player has also completed [Call of the Tempestarii](#), they will begin to encounter [Candidates](#) upon qualifying for minimum rewards in the [Granum Void](#), who can be mercied to generate their own [Sisters of Parvos](#).
- [Conjunction Survival](#) nodes on [Lua](#) are available, along with an inbox message from the Lotus informing the Tenno that the Worm Queen is hunting on Lua.
- [Voruna's Leverian](#) entry, due to the circumstances regarding her lore, is available.
- The Operator's Transcendence ability is upgraded into [Transference](#), allowing use of the Operator in combat.
- The Operator can make use of various devices on [Cambion Drift](#), [Deimos](#):
 - The Operator's [Void](#) damage can activate [Requiem Obelisks](#) on the surface and the Reactive Crystals in [Isolation Vaults](#), earning Cambion Drift resources.
 - The Operator's Transference allows them to take control and command wreckage of [Necramechs](#) that appear on the surface during [Fass](#).
- If the player has also completed [Saya's Vigil](#), the player will receive an inbox message inviting them to visit [The Quills](#); the door at the top-right side of [Cetus](#) will only open for the Operator. Meeting with their representative [Onkko](#) will provide a [Mote Amp](#), a modular weapon that enhances the Void Beam, and unlock all of the [Focus](#) trees. Further interaction with The Quills allows additional Amps and Operator-exclusive [Arcane Enhancements](#).
- Having completed the [Vox Solaris quest](#) will initiate the player into the [Vox Solaris syndicate](#); their representative [Little Duck](#) will only speak to the Operator. Further interaction with Vox Solaris allows a different set of Amps and Operator-exclusive Arcane Enhancements.
- Having completed [Heart of Deimos](#) will initiate the player into the [Necraloid](#)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



[Necralisk](#) will only open for the
allows construction of
rator.



- During The Purge Precept sequence, if using Helios, your sentinel will attack, and kill you, preventing further progress.
- During The Purge Precept sequence, it is possible for the door not to open whilst the **Orbiter** is decompressing, the player will need to forcibly close the game in order for them to be able to progress if the former happens.
 - Allowing oneself to die to their sentinels weapon will cause the door to not open.
 - *Unconfirmed:* On PC, setting max framerate to 60 may be a workaround.
- "Unconfirmed:" On Xbox One, pressing the slide button during the Mountain Pass will cause your Tenno to be unable to turn and will continuously slide forward.
- Opening your Ability Screen, while in the Labyrinth, being in your Tenno form, will cause the game to freeze.
- After stunning the Golden Maw it may visually disappear preventing Transference to be used on it. Simply jumping can make it resurface.
- If your Tenno dies between 5 and 9 times during the Labyrinth section of this quest, there is a chance your energy display will disappear.
 - This bug sometimes will not allow you to use transference to take control of the **Golden Maw's** burrow ability, making this quest impossible to complete. Restarting the game will fix both of these bugs.
- There is a chance that while fighting the Queen, she can fail to use her laser at all. Fixing this will require forcibly closing the game.
- It is possible that when it comes to enter the Return to the Mountain Pass, the Warframe dropping cinematic will not display, instead, the camera it's already on the ground, but with no Warframe, operator or any playable character at all, making impossible to move anything but the camera.
 - First of all, closing Warframe and restarting should fix this. If not, login to the game entering as fast as possible to the player's Clan Dojo, then asking another player to invite them to a Relay that has a Mission Control, and then there change the active adventure (through the use of the Mission Control Navigation) will *temporally* be a workarround of this bug. It's always advised to send a ticket to Warframe Support while reamins unplayable the quest.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



st when instructed by Ordis may

hance that you can only walk
require the player to forcibly

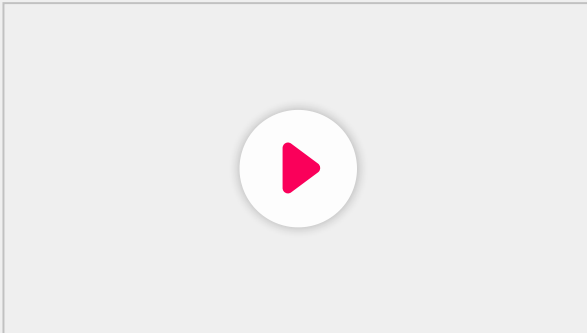


- Sometimes when you complete the quest, it may go back to any point in the quest. The only easy solution for this is resuming it. The platforms at which the bug may happen are unknown.

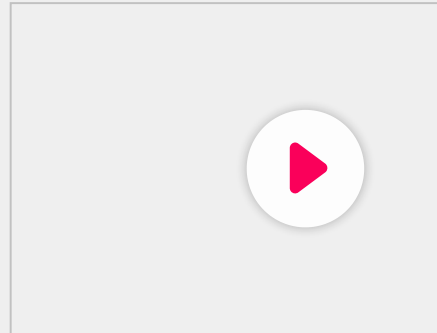
Trivia

- 32.5% of the players were aligned to the Sun, 37.5% to the Moon, and 30% remained Neutral as per [Devstream 83](#).
- The [Lotus](#) already hints to The War Within during her final conversation with the [Tenno](#) at the end of [The Second Dream](#).
- The [Orbiter](#) segments in the quest (Purge Precept and Confronting the Grineer Queens) uses a copy of the player's Orbiter, notably free of any decorations.
 - The desks in the cockpit also uses an outdated model prior to [Update 29.5](#) (2020-11-19).

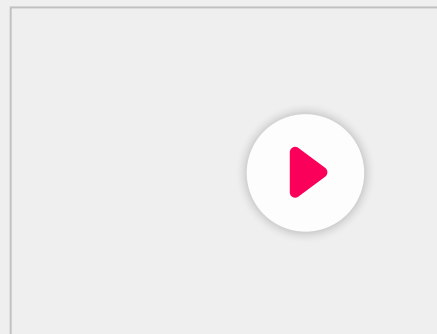
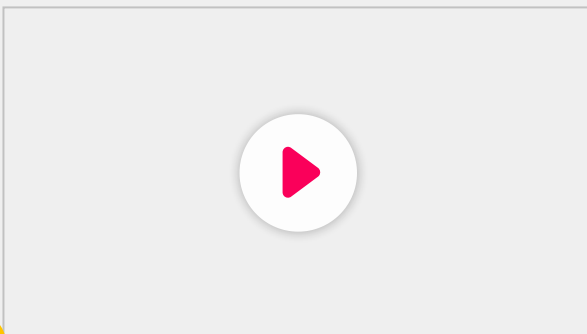
Media



Warframe Teaser - The War Within



Warframe The War Within Teaser 2

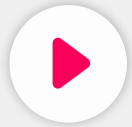


We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

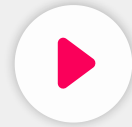


Warframe The War Within Cutscenes & Dialogue!
(The Warframe Story)





The War Within Cutscenes & Dialogue! Neutral Balance (The Warframe Story)



The War Within Cutscenes & Dialogue! (The Warframe Story)



Warframe Environment Showcase - The Kuva Fortress

Playthrough



THE WAR WITHIN Quest - Part 1 Betrayal?! Warframe



THE WAR WITHIN Quest - Part 2 Remembrance Warframe



THE WAR WITHIN Quest - Part 3 Child No More Warframe



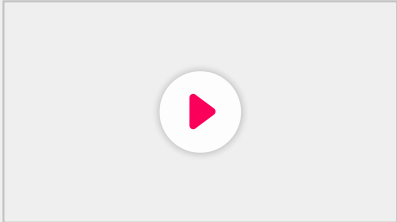
We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



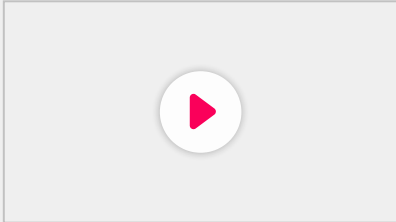
THE WAR WITHIN Quest - Part 4 The Est Track

The War Within Teshin into the Kuva Fortress

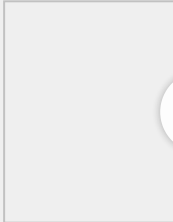




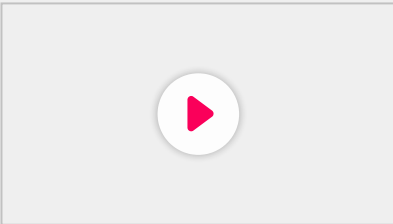
The War Within Quest The Purge Precept Episode 04



The War Within Quest The Mountain Pass & The Ravenous Golden Maw Episode 05



The War Within Quest The Ravenous Gold Episode 06



The War Within Quest Return to Mountain Pass Completion Episode 07

Patch History

Update 36.0 (2024-06-18)

- Players who haven't completed The War Within are now prevented from equipping the Necramech Summon to their Gear Wheel.
- Fixed The War Within Quest replay not starting immediately due to players being unable to select the first stage "Investigate the Reservoir on Lua" node in the Star Chart.
- Fixed some of the flashback scenes in The War Within Quest being unlit and completely black.
- Fixed The War Within mission looping after completion.


Main Story Quests		Edit
Tenno	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • Natah	
Awakening	The War Within • Chains of Harrow • The Sacrifice • The New War Paradox	



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Side Quests	
Warframe Quests	<div>Hidden Messages (Mirage) • The Limbo Theorem (Limbo) • Patient Zero (Mesa) • The New Strange (Chroma, Khora) • The Jordas Precept (Atlas) • Sands of Inaros (Inaros) • The Silver Grove (Titania) • The Glast Gambit (Nidus) • Octavia's Anthem (Octavia) • Chains of Harrow (Harrow) • Saya's Vigil (Gara) • Mask of the Revenant (Revenant) • The Sacrifice (Excalibur Umbra) • Vox Solaris (Garuda, Baruuk, Hildryn) • Chimera Prologue (Wisp) • The Deadlock Protocol (Protea) • Call of the Tempestarii (Sevagoth) • The Waverider (Yareli) • Heart of Deimos (Xaku, Lavos, Citrine) • The New War (Caliban) • Angels of the Zariman (Gyre) • Veilbreaker (Styanax) • The Duviri Paradox (Kullervo) • Whispers in the Walls (Qorvex, Dante) • Jade Shadows (Jade)</div>
Syndicate Unlock Quests	<div>Saya's Vigil (Ostron) • Vox Solaris (Solaris United, Ventkids) • Heart of Deimos (Entrati) • The War Within (The Quills, Vox Solaris, Necraloid) • Angels of the Zariman (The Holdfasts) • Whispers in the Walls (Cavia)</div>
Location Unlock Quests	<div>The Duviri Paradox (Duviri, Dormizone) • Saya's Vigil (Plains of Eidolon) • Vox Solaris (Fortuna) • Heart of Deimos (Cambion Drift) • The Archwing (Empyrean Proximas) • The Second Dream () • The War Within () • Chains of Harrow (Iron Wake) • The New War () • Angels of the Zariman (, Dormizone) • Whispers in the Walls ()</div>
Feature Unlock Quests	<div>The Duviri Paradox (, The Circuit, Duviri Incarnons) • Howl of the Kubrow (Incubator Segment) • The Archwing (Archwing) • Stolen Dreams (Maroo Weekly Ayatan Hunt) • The New Strange (Sanctuary Onslaught) • Vox Solaris (K-Drive) • Heart of Deimos (Necramech, Helminth Segment, Mirror Defense) • A Man of Few Words (Clem Weekly Mission) • The Second Dream (, Focus) • Rising Tide (Railjack) • The War Within (Kuva Lich) • Call of the Tempestarii (Sisters of Parvos) • Angels of the Zariman (Void Armageddon, Void Cascade, Void Flood, Zariman Incarnons) • Veilbreaker (Break Narmer, Archon Hunt, Archon Shard) • Whispers in the Walls (Arcane , Entrati Incarnons, Alchemy, Jade Shadows (Ascension)</div>



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

X

2. While not part of the main story quest, The Duviri Paradox has very interlinked story context to several critical characters in The New War.

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#)[Warframe](#)

We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

[CLICK HERE TO TAKE THE SURVEY](#)

