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# The Second Dream

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TRANSCRIPT

*The Sentient Hunhow seeks to destroy the Tenno by exploiting long forgotten secrets.*

—Quest Description

**The Second Dream** is a main [Quest](#), released in [Update 18.0](#) (2015-12-03). The [Sentient Hunhow](#) allies with the [Stalker](#) to destroy the Tenno by exposing their [true form](#).

## The Second Dream



### Information

**Introduced**

[Update 18.0](#) (2015-12-03)

**Type**

Main Quest

**Requirement**

Completed [Natah \(Quest\)](#)  
Neptune [Junction](#)

[Operator](#) Unlocked  
[Broken War Focus](#) Unlocked  
[Lua Access](#)  
[Scar Sigil](#)  
[Rising Tide](#) Quest

**Rewards**

**Script**

[The Second Dream/Transcript](#)



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WARFRAME Wiki



**Previous  
Quest**[Natah \(Quest\)](#)**Next Quest**[The War Within](#)**Replayable**

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## Synopsis

The [Sentient Hunhow](#) awakens from his slumber, seeking revenge on the Tenno for their actions during [The Old War](#). Allying with the [Stalker](#), they seek to destroy the "womb in the sky", later revealed as the Tenno's weakness: a [Reservoir](#) on [Lua](#) that was hidden within the [Void](#) by the [Lotus](#) to protect the Tenno from the Sentients.

The player is tasked with finding Hunhow, who infiltrated the Lotus' mind during the events of [Natah](#). With the unexpected help of [Alad V](#), all traces lead to a Sentient relic on



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, the Lotus tries to ascertain the w to know the location of the fter him to prevent him from er through a Void Gate into an



location, known as Lua, to be detectable. This allows Ordis to pick up the player from the tower and drop them onto Lua, where Stalker begins to collapse the void. The player is forced to phase Lua back out of the void in order to avoid it being crushed by the weight of the Void. Now that Lua is no longer protected from the Sentients by the Void, the only option left is to protect the Reservoir.

The truth behind the Reservoir is that in it lies the Tenno's true form, the [Operator](#). In the Reservoir, the Operator directs their Void energy to control the Warframes remotely, a process called [Transference](#). The Stalker rendezvous with the player but upon seeing the Operator, he hesitates to kill, leaving the player to deal with hordes of Sentient fighters with their newfound power: the ability to channel Void energy to fight in their Operator form.

Upon the Orbiter, the player has to put their Operator into a new Transference vessel: the Somatic Link at the back of the ship. In the final clash between the player and the Stalker, the player proves victorious and subsequently encounters the Lotus in-person for first time. As the Lotus carries the unconscious Operator into the Somatic Link, the player regains some of their memories of being a Tenno, remembering one of the [five great schools](#) that they once belonged to in the Orokin Age (the Old War).

*This is who you really are. A Tenno. More than human... but once a child like any other.*

—Lotus

## Walkthrough

The Second Dream is automatically made available upon completing the [Neptune Junction](#). The Quest can be activated in the **Quests** section of the [Codex](#).

### Cinematic: The Meeting

A cinematic for the quest can be found on The Second Dream's Codex Entry before undertaking any missions.



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platform, surrounded by floating  
er of the platform, a  
ngeance and the Tenno's  
head of a [Loki](#) unto the  
s been hidden from them by the



powers, the voice gives Stalker [new armor](#) and a [large greatsword](#) with which to accomplish its mission. The Stalker asks for the voice's identity, to which it replies as [Hunhow](#), Sentient destroyer of worlds.

## Infiltrate the Grineer Archives: [Umbriel](#), [Uranus](#)

An [Archwing](#) is required to undertake this mission.

The Lotus contacts the Tenno to warn them about the threat of the Sentient Hunhow, who has been infiltrating her mind. She also warns them about Hunhow using the Stalker to hunt down the **Reservoir**, the Tenno's weakness that the Lotus has kept hidden.

The Tenno are sent to [Uranus](#) on a [Spy](#) mission to infiltrate data from the [Grineer](#) on their knowledge of Hunhow, who they released after excavating him. All three data vaults must be successfully hacked in order to complete the mission, otherwise the mission will fail.

The first Data Vault hacked reveals that the Grineer had been excavating pieces of Hunhow, and that Hunhow is capable of controlling each part of him with his mind, making Lotus wonder if said mechanism is how the Sentient has been invading her mind. Infiltrating the second vault reveals it to have already been accessed and corrupted, thus Lotus entreats the Tenno to find another vault to acquire more data. Hunhow contacts Lotus at this point, telling her of his intent to restore the Lotus. While Lotus defiantly claims that he'll never find the Tenno, Hunhow tells her that he already knows due to his infiltration of her mind.

The final vault gives Lotus the final piece of data she needs, revealing it to be a personal message to her. Lotus excuses herself, telling the Tenno that she needs to contact the person who sent the message, before telling them to head to extraction.

## Find the Sentient Fragment: [Cressida](#), [Uranus](#)

An [Archwing](#) is required to undertake this mission.



The Lotus, fearing that Hunhow can listen in on her, tells the Tenno that the message



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not reveal who said person is, Tenno to Cressida, Uranus to find a



antagonistic past, he asks the Tenno to trust him due to the greater threat of the Sentients. The full antagonistic storyline between the Tenno and Alad V takes place before The Second Dream in past events now inaccessible by players, and can be read below:

Alad V Storyline		Edit
<b>Zanuka Project</b>	<a href="#">The Gradivus Dilemma</a> • <a href="#">The Hunt for Alad V</a> • <a href="#">Suspicious Shipments</a>	
<b>Mutalist Experiment</b>	<a href="#">Operation: Breeding Grounds</a> • <a href="#">Operation: Mutalist Incursions</a> • <a href="#">Patient Zero</a> • <a href="#">Operation: Tubemen of Regor</a>	
<b>The Second Dream</b>	<b>The Second Dream</b>	
<b>Post-Second Dream</b>	<a href="#">Operation: Shadow Debt</a> • <a href="#">The Jovian Concord (Ropalolyst)</a> • <a href="#">The New War</a>	
Alad V Storyline takes place before The Second Dream.		

Upon diving underwater and reaching the site of an [Orokin](#) shipwreck, Alad V, unwilling to completely guide the Tenno in finding the fragment, urges them to search the excavation site for it themselves, providing hints only if the players are near the objective. (If the player takes approx 5 minutes, Alad V will say "I give up! Here it is! Can't you find anything not marked on your map??" accompanied by placing a way-point to the objective) The actual objective at this point is to find a tunnel closed off by rocks, which can be destroyed to reveal a passageway leading out of the excavation site and into a large underwater cavern with a Sentient wreck. The fragment is found upon exiting the waters above the cavern, a Sentient relic that the Lotus says she could use to view the memories of her father.

Once the Tenno interacts with the relic, Lotus sees a vision of the Stalker who is apparently confused, before realizing that she has been caught in a trap: interacting with the relic has allowed Hunhow to ascertain the location of the Reservoir, with the Stalker now en route to it. Alad V then tells the Tenno to hurry back to extraction. The session ends once the player reaches extraction.



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what "the Reservoir" is and  
he has already earned his favor



from them, only for Alad V to counter that the Tenno are his investment, thus he wishes to see this through.

The next mission takes the Tenno to a [Corpus Outpost](#) on Neso, [Neptune](#). The fragment apparently lead Hunhow to a path leading to the Reservoir which passes through said outpost, and that in order to reach it Hunhow needs the Stalker.

Reaching the objective marker reveals an Orokin portal room, what Alad V calls a "Void Gate". On entering the room, the Stalker vanishes as the void portal collapses. A Sentient [Conculyst](#) or [Battalyst](#) will suddenly appear, a powerful enemy unit which the Tenno must defeat. Doing so will reveal the location of a Void Key the Stalker used in the portal room to Lotus' surprise. The Void Key must be inserted into the Torsion Beam Device at the center of the portal room to reopen the void portal, at which point the Lotus urges the Tenno to enter, stating that the Sentients will be unable to follow the Tenno there due to the Void being poison to them.

Upon arriving at the other side of the portal, Alad V tells the Tenno to find a nav console to figure out where they are. The nav console is located in a room with a window looking out at a sight that shocks Alad V: The [Moon](#). Alad V explains that the Moon was thought to have been destroyed, expressing wonder at it being in the Void all this time and at the Lotus' ability to have put it there. The Lotus tells the Tenno that the Reservoir is the source of their power, and must be protected. Once the nav console is activated, the Lotus detects the Stalker leaving on a ship headed to the moon and urges the Tenno to find a way to follow him.

Alad V realizes that the Orokin Tower the Tenno are currently in is used to hide the Moon's location in the Void, thus suggesting that the tower should be disabled to allow [Ordis](#) to pick them up. To disable the tower, the Tenno must find a marked console hidden inside a retractable cover within a generator room and hack it, which will allow 4 more retractable panels in the generator room itself to become visible. These 4 panels will reveal a blue vial each that must be destroyed, but are protected by electric arcs. One panel will be unprotected at all time, so the Tenno has to look for the next unprotected panel after destroying each vial.



ce all 4 panels have been revealed and their vials destroyed, Ordis will contact the



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once, and that he is concerned



and that its secret drove the Stalker mad. The Lotus asks the Tenno for forgiveness, telling them that they must now protect the Moon by keeping it within the Void.

Arriving on the Moon, the Tenno are tasked with stopping Stalker from reaching the Moon's Void Control Room, whose aim is to initiate a void collapse that will destroy the Moon, which will destroy the Reservoir and in turn the Tenno along with it. Before players can reach the Void Control Room however, the Stalker initiates the collapse, which causes [shadow](#) versions of hostile [Infested](#) to appear throughout the complex. The Lotus decides to pull the Moon out of the Void and back into normal space to prevent its destruction, tasking the Tenno to reorient the Moon by reactivating the Void Control Room's void compasses.

Upon reaching the Void Control Room, players must first hack a console at the center of the room, and then reactivate three void compasses located in three towers in the room by getting close enough to the devices to drain the Warframe's shields. The void compasses can only be reactivated one at a time, and only after one of them has been activated can the next one be worked on. Hacking the central console will make the [Shadow Stalker](#) appear, the improved version of Stalker with new weapons and abilities. Just like a normal assassination by Stalker, if the Tenno is able to lower the Stalker's health far enough, he'll disappear, though this will be much harder than before due to Shadow Stalker featuring similar resilience as the Sentients. When the compasses are reactivated, Hunhow threatens Alad V for being Orokin, causing Alad V to bid farewell to the Tenno as he has apparently been found by Hunhow, while reminding Lotus of [their deal](#).

With all compasses reactivated, Lotus tells the Tenno to get to the Pendula, which are devices that maintain the Moon's stability in the Void, and deactivate them. There are four such Pendula located in four pillars in the center of the room they are located in, protected by a floating and teleporting Security Eye that will shoot waves of slow-moving destructive energy at players. As both the Pendula and the Security Eye are immune to any form of attacks, in order to destroy the Pendula the Tenno must trick the Security Eye into attacking the pillars by making the Security Eye shoot into the Pendula's direction. Care must be taken after the first Pendula is destroyed, as the Security Eye will begin to perform wide scale area-of-effect attacks after its standard beam attack. Note that these AoE attacks cannot destroy the Pendula and become



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the Tenno to get to extraction as they are now belonging to a man named [Ballas](#)



With the Moon now back in the orbit of Earth, a lone [Conculyst](#) can be encountered before the Tenno reaches extraction, though it is not necessary to fight it to complete the mission.

## Save the Reservoir: [Grimaldi](#), [Lua](#)

*This mission cannot be performed with a group, and must be done solo.*

The Lotus informs the Tenno that they will have to act fast, as the Moon is now exposed and the Stalker is already en route to destroy the Reservoir. Once again, the Tenno arrives on the Moon. As the Tenno proceeds through the level, more disembodied voices similar to the previous mission will be heard, revealing more of Margulis and her work, along with the Orokin's reactions to it.

At the end of the level is the Reservoir, a place with water falling into a small pond below. A cinematic then plays, where the Tenno is walking towards the Reservoir as it observes a golden flower-shaped pod emerging from the waters. The pod opens up, revealing a person wearing a black bodysuit, which the pod then carries out on a chair. The person is dumped in front of the Tenno, resulting in the screen flickering and breaking up, with the Warframe suddenly falling limp, before the view blacks out. The voice of Margulis was heard:

*Dream... not of what you are, but of what you want to be.*

—Margulis

At this message, the person in the bodysuit crawls over to the Warframe, and then touches it. The act reactivates the Warframe, and makes it carry the person in its arms. The Stalker appears afterwards seemingly ready to kill them, but hesitates, earning the ire of Hunhow who proclaims that Stalker's hate is weak, before sending the Stalker away to allow Sentient fighters to finish the job. The Lotus then orders the Tenno back to their ship, referring to them as the [Operator](#).

At this point, the player must now carry the person to the extraction point while being followed by Sentient battle drones. The Warframe's mobility is greatly reduced while carrying them, walking much slower and being unable to use any parkour moves,



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ccess to their weapons or  
defensive abilities like  
erful enough to destroy the  
s to extraction. During this  
th can never drop below 1





because the requirement for the [Sedna Junction](#) requires killing 5 Sentient enemies on Lua, who are very hard to kill outside of this mission.

Back aboard the player's ship, the Warframe still carries the person in its arms, and the Lotus tells them to head deep inside the [Orbiter](#) section to find the Somatic Link, located inside a room at the very bottom rear of the Orbiter. Unbeknownst to them, the Stalker has infiltrated the spacecraft and is ordered by Hunhow to kill the Tenno before they reach the Somatic Link, which is the device at the very rear of the room. The Stalker will then proceed to attack the Tenno, firing red energy waves that can push back the players a significant distance away. The player must dodge the Stalker's attacks and/or destroy them with their energy beam attack to reach the Link. Once the player reaches the Link, they must use the energy beam to feed energy into the Link via a blue energy sphere at the top of the Link. When the Link has received enough energy, an energy blast from the Somatic Link will push the Tenno back, forcing the Tenno to repeat the process of going past the Stalker and refilling the Somatic Link. This must be done three times.

Once the Somatic Link has been filled three times, the person and the Warframe are both blown back from the energy dispersion, separating them. The Stalker stands before the Warframe, lifeless again after being separated from the Operator's touch. The person cowers in fear, as Hunhow monologues how the Warframe (up to this point thought to *be* the Tenno) is a "metal puppet" to the *real* Tenno, who is actually the helpless person from the Reservoir. After stabbing the Warframe with his greatsword [War](#), the Stalker approaches the Tenno and proceeds to choke them. Inexplicably, the Warframe revitalizes and breaks War in half, dispelling Hunhow's control, causing the Stalker to be overcome with immense pain. The Stalker flees, releasing a blinding flash that knocks the real Tenno unconscious.

## Aftermath

The Lotus then appears, personally carrying the Operator into the Somatic Link. A customization screen will then appear, revealing the Operator's true face, which players can edit to their desire.



After the player's customization is complete, the Lotus reveals the Operator is the Tenno



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estions to see how much the  
f their memories. She explains  
their uncontrollable powers by  
ther explains that Margulis was  
by them to create



"Transference", which allows the Tenno to control their powers through a remote "surrogate", the Warframe.

The Lotus continues to explain some of the Tenno's history and the [five great schools](#) they founded, all based on different principles of combat. The player is then given a choice between one of the 5 schools – [Madurai](#), [Vazarin](#), [Naramon](#), [Unairu](#), and [Zenurik](#). The choices leading up to the five great schools have no actual gameplay effect but instead reorders the choices of the Tenno School, with the school most suited to the Operator appearing on the left and choice to the right being the least suited.

▼ View Sorting Choice Answers List ▼

- [Madurai](#) - Specializes in offense. Their abilities [Phoenix Talons](#) and [Power Transfer](#) enhance their damage output.
- [Vazarin](#) - Specializes in team recovery and defensive support. [Mending Unity](#) allows them to provide support from farther away while [Mending Soul](#) quickens revives.
- [Naramon](#) - Specializes in melee. [Power Spike](#) reduces melee combo decay and [Affinity Spike](#) increases melee weapon affinity growth.
- [Unairu](#) - Specializes in survival and offensive support. [Poise](#) grants immunity to impairing status effects and [Stone Skin](#) passively increases armor.
- [Zenurik](#) - Specializes in [Energy](#) regeneration. [Energy Pulse](#) increases energy orb regeneration while [Inner Might](#) periodically removes energy cost for abilities.

After confirming their school, the Lotus tells the Tenno that this will be their primary Focus, completing the quest and rewarding the player with a [Focus Lens](#) of the chosen school; this can be slotted onto a Warframe or weapon to generate Focus for that school and unlock new abilities within. The remaining schools need to be opened by utilizing their respective Focus Lenses from various activities. Only two Focus school abilities are unlockable at this point; the remaining become accessible after progressing further into quests, namely [The War Within](#) and [Saya's Vigil](#), to access [The Quills](#) syndicate in [etus](#).



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) to project their Operator, who  
 re returning control to the  
 ing Transcendence will also  
 erator's presence.



Ordis will send the player an inbox message expressing his relief that the Operator is alive and well, as well as delivering [the remaining piece of the War greatsword](#) that was broken off from the weapon, and a [Scar sigil](#). Meanwhile, the Shadow Stalker, still hellbent on executing the Tenno for their crimes, will continue to hunt the player down in his upgraded Sentient form.

[Lua](#) is now available as a mission planet as both [Grineer](#) and [Corpus](#) attempt to occupy it.

Completion of The Second Dream is a prerequisite to starting the [Rising Tide](#) quest.

## Tips

- In the final battle against Stalker in the Orbiter, the Tenno's beam attack can be used to directly destroy Stalker's energy wave attack, preventing it from hitting the player.
  - Firing the beam in bursts is more effective than firing it continuously, as the beam is powerful enough to destroy both Stalker and his attack with only a second of shooting, and it allows the player to conserve energy to fire more shots to intercept Stalker's attacks.
  - Be reminded that it is not necessary to defeat the Stalker as the primary objective is to fill the Somatic Link.
- [Stalker](#) will have a different Codex entry and will also be stronger after completing the quest. If the player is attempting to fill the [codex](#), it would be recommended to complete the entry before starting the final "Save the Reservoir" mission.
  - After completing The Second Dream, Stalker will permanently remain in his [Sentient-upgraded](#) form. Prior to completion of the quest, Stalker will remain un-upgraded when performing an [Assassination](#) on the player.
  - It may still be possible to complete this entry by scanning Stalker while he attacks other players who have not completed the quest.

## Trivia



The Second Dream was first hinted at by [Ordis](#) following [Update 14.0](#) (2014-07-18),



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" as part of his recurring lines.

er quotes said recurring lines.

during the [Natah](#) Quest in

aying she "*hid them away in the*



- The Second Dream is the first *Cinematic Quest* in WARFRAME.
- While the replies that the player chooses during the Operator's conversation with the Lotus has no gameplay effect, the choice of replies are used to reorder the choices of Tenno Schools once the selection screen appears, with the school most suited to the Operator appearing on the extreme left, and choice to the extreme right being the least suited, ex. choosing the conversation options "*I remember studying*" and "*We sought knowledge*" will put Naramon to the leftmost side as the most desirable choice. Players are still able to choose which school they desire however.
- Certain elements of the Second Dream appear in previous lore entries in the game:
  - The transport ship [Zariman](#) and the story of its children were first mentioned in [Ember Prime's Codex](#) entry, and again in the entry for [Rhino Prime](#).
  - The male Orokin called [Ballas](#) whose voice could be heard during the quest is Executor Ballas, one of the members of the Orokin Congress of Executors, who was first mentioned in the [Crewman Synthesis](#) entry.
- According to Keith Power ([https://twitter.com/keith\\_power/status/673311513055113216](https://twitter.com/keith_power/status/673311513055113216)), one of the soundtrack exclusive to this quest had its choir voiced by Jen McMillan (<http://mcmillanmusic.com/>).
- When running [Inaros](#) or [Nidus](#), the void compasses will drain health instead of shields.
- The results screen upon completing the final mission of the quest will say that it's an Assassination mission, despite killing Shadow Stalker is not necessary.

## Bugs

- The Stalker's taunt can trigger during this quest as though Stalker is going to appear. As this is a story quest however, the Stalker himself will not appear.
- If "Public" is selected, you may find yourself part of a team. One of the team members will get the mission result, but the rest will need to do the mission again in "Solo" mode. Mission success might be awarded to the highest score, but is not confirmed.
- If you leave the Void Gate room without defeating the sentient, it may cross to the other side, preventing you from completing the quest.
- If you do the quest without going though the nodes on Neptune the game will



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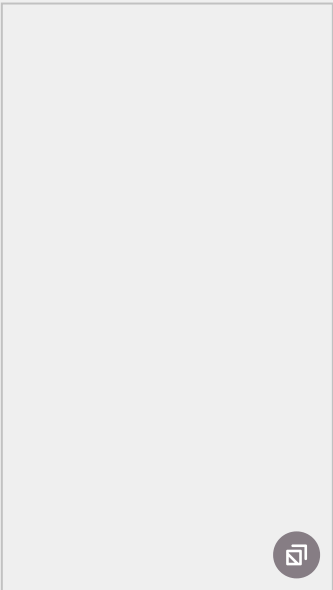


complete it the node will unlock even

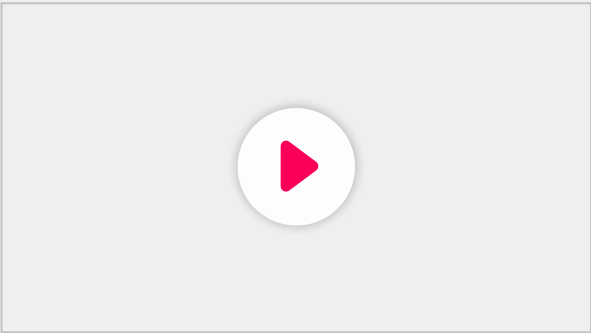
may be missing during the opening



# Media




Promotional artwork for The Second Dream




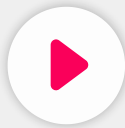
THE SECOND DREAM QUEST Part 1 What is a Tenno? Warframe



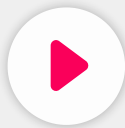


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**THE SECOND DREAM QUEST Part 2 WE ARE TENNO!**  
Warframe



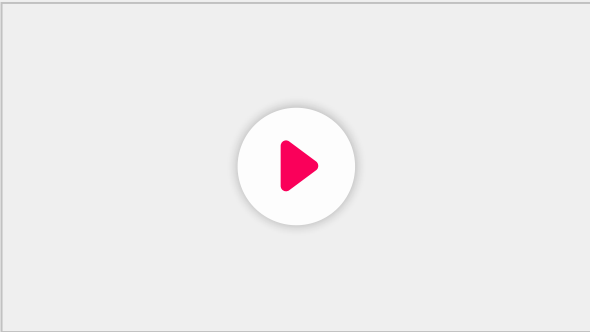
**SPOILERS The Second Dream Ending (Update 18)**

Second Dream ending and customization



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The Second Dream All Dialogue & Cutscenes  
(Warframe)

Patch History

Hotfix 36.1.5 (2024-09-03)

- Fixed being able to damage and knock down Shadow Stalker before activating the Somatic Link in The Second Dream Quest.
- Fixed visual issues with the fade to white transition into the customization moment in The Second Dream Quest.

Hotfix 36.0.5 (2024-07-20)

- Fixed music overlapping in The Second Dream Quest intro cinematic.

Main Story <b>Quests</b>		Edit
Tenno Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • Natah	
This Is What You Are	The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice	
	Prelude to War (Chimera Prologue • Erra • The Maker) <sup>[1]</sup> • The New War • Paradox <sup>[2]</sup>	
	the Walls • Jade Shadows • The	
	ters	



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



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d cutscenes leading up to The





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



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