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in: [Lore](#), [Update 33](#), [Landscape](#)

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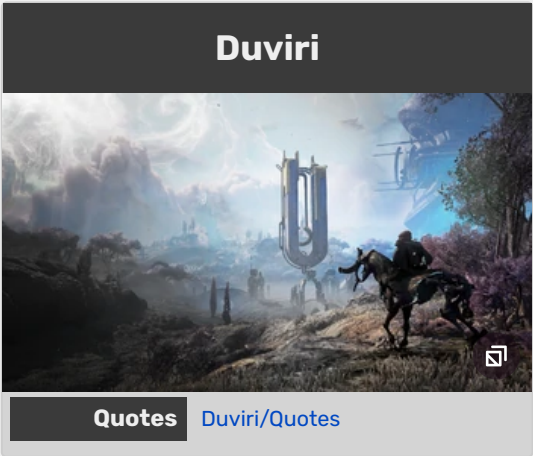
# Duviri



EDIT

*Maybe things don't work out the way you thought. Your life, your dreams your 'self.' No matter where you go, there you are. This loop you're in... maybe it's not so bad after all? It's not a trap or a habit, or a sentence. It's just your life, waiting for you to live it.*

—Drifter



Quotes

[Duviri/Quotes](#)

**Duviri** is an [open-world region](#) within the [Void](#). Ruled by the tyrannical but childish [Dominus Thrax](#), his mood and emotions directly influence the lands. Duviri becomes available upon completing [The Duviri Paradox](#) quest.

It was introduced in [Update 33.0](#) (2023-04-26) on all platforms.

## Lore & History

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### General



WARFRAME Wiki




Duviri was originally the fictional setting of [Euleria Entrati](#)'s storybook, "*[Tales of Duviri](#)*", created as a means of emotional regulation in the event of [Void](#) exposure, made manifest by the [Drifter](#) inadvertently via [Conceptual Embodiment](#) as a result of their emotional anxieties following the [Zariman Ten Zero](#)'s Void Jump accident.

[Dominus Thrax](#), insulted by the Drifter's attempts to leave Duviri, has them executed in a continuous time loop, causing the Drifter to become apathetic and forget having created Duviri in the first place.

According to [Acrithis](#), the resident archivist, Duviri used to be much larger. Many of the islands were "[lost](#)", either destroyed by Dominus Thrax, or mysteriously vanished to the Void.

## General

Duviri is a large open domain primarily consisting of many disconnected floating islands, each with their own hills, caves, buildings, and bodies of water. Unlike other mission nodes, Duviri is not procedurally generated using [Tiles](#), but is instead a massive static map with unique features.

The color of the landscape generally changes with the mood setting. For example, the sky is red with Anger, but green with Envy. The presence of islands also vary with the mood, most notably the Archarbor, the Amphitheater, and  [Kullervo's Hold](#).

Duviri can be accessed through the Dominus

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[Star Chart](#). It is also accessible through the Duviri door in the [Dormizone](#).

Players can enter Duviri in the 2-4 player squads or Solo. Each map is considered its own separate mission instance, and will not be shared between squads.

Entering into Duviri will create a new mission instance of Duviri, with procedural generation applying to objects like resource spawn locations.

Progress on Duviri is saved upon acquiring a [Decree](#) from any means.

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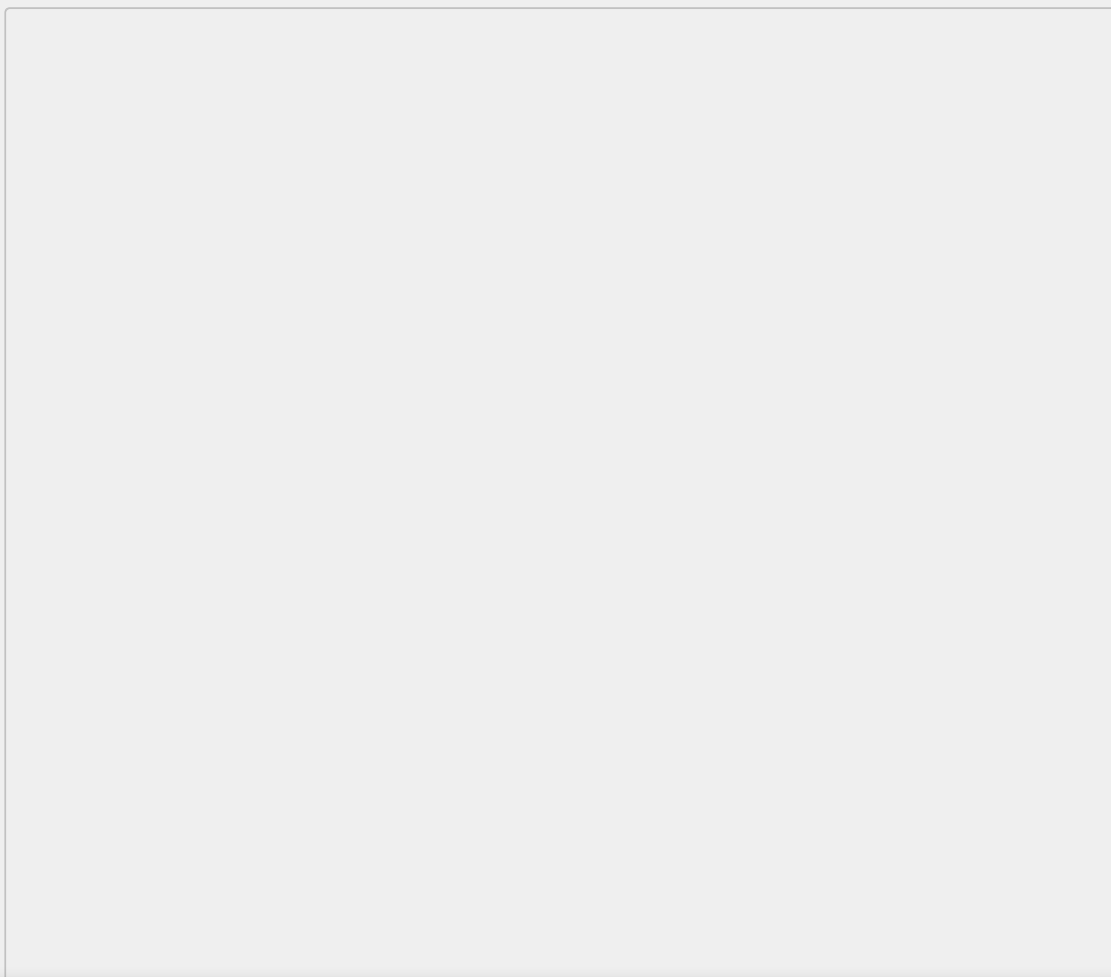
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## Interactive Map



# Teshin's Cave

*Main article: [Teshin's Cave](#)*

Every play session in Duviri starts out in Teshin's Cave. In this area, players can choose their [Warframe](#) and [weapons](#), access their [Drifter Intrinsic](#)s, customize their [Kaithe](#), and practice their combat against a dummy target.



## Main Features

### Gameplay

#### Loadout

Instead of using a selected loadout from the [Origin System](#), Duviri features a [roguelike](#) experience which generates a random selection of Warframes, primary, secondary, and melee weapons. Equipment will cycle at the start of every [Spiral](#) or upon completing a Duviri mission.

Equipment that the player does not own or not mastered has a high chance of appearing, but the unowned equipment will only appear as its base version (e.g. not owning [Mag](#) will not have [Mag Prime](#) appear).

The most powerful version(s) of owned equipment will always appear and obsolete any of the weaker variants (e.g. owning [Braton Prime](#) and [Braton Vandal](#) will cause them to always appear over [Braton](#) or [MK1-Braton](#)).

If the player owns less than 10 weapons in a category, any owned and mastered equipment are less likely to appear back-to-back.

[Companions](#), modular weapons ([Kitguns](#) and [Zaws](#)), and [Archguns](#) are **not** generated.

Initially, only 3 Warframes and one of each weapon type plus an additional randomly selected type will be available. The amount can be increased with [Drifter Intrinsic](#)s



- Rank 2: Increases number of weapon options to 6.
- Rank 4: Increases number of Warframe options to 4. Additionally allows previewing available Warframes and weapons in the navigation window, with owned equipment displaying [Forma](#) count.
- Rank 7: Further increases number of weapon options to 8.
- Rank 8: Further increases number of Warframe options to 5.
- Rank 10: Unlocks the [Stalker](#) as a Warframe option.

For players under [Mastery Rank](#) 3, only the Warframes [Excalibur](#), [Frost](#), [Mag](#), [Mirage](#), [Nezha](#), [Oberon](#), [Protea](#), [Rhino](#), [Saryn](#), [Styanax](#), [Wukong](#), and [Volt](#) will appear.

Equipment will come with a default configuration of pre-selected Mods, all at max rank. Default Configs are as follows:<sup>[1]</sup>

- Warframes are guaranteed to have [Flow](#), [Continuity](#), [Streamline](#), [Stretch](#), [Intensify](#), and [Vitality](#), and two additional mods based on their health, armor, or shields (e.g. [Steel Fiber](#), [Redirection](#)).
  - All Warframes have the aura mod [Energy Siphon](#), with the exception of [Hildryn](#) and [Lavos](#) who instead have [Enemy Radar](#).
  - [Stalker](#) has a unique configuration that consists of: [Energy Siphon](#), [Primed Sure Footed](#), [Umbral Fiber](#), [Redirection](#), [Umbral Vitality](#), [Primed Flow](#), [Umbral Intensify](#), [Stretch](#), [Adaptation](#), [Continuity](#), [Arcane Grace](#), and [Arcane Energize](#).
- Weapons are guaranteed to feature base damage and multishot for guns and [Pressure Point](#), [Fury](#), and [Reach](#) for melees. 3 mods are tailored for the weapon's critical chance, critical multiplier, and/or status chance, and 2 mods are tailored to match the weapon's damage type.
- Excluding Stalker, none of the equipment's default configs will have [Exilus Mods](#) or [Arcane Enhancements](#).

Any Arsenal-created configurations from the Origin System will also be available.

Modding cannot be performed within Teshin's Cave, so players must prepare in advance before starting a Duviri mission. [Exalted Weapons](#), if any, will use the same configuration as the Warframe (e.g. [Excalibur](#) on Config B will have [Exalted Blade](#) use Config B). Created configurations will default Config A if it uses over 40 mod capacity, otherwise it will default to the one with the most used mod capacity.

Warframe and weapon appearance exclusively uses Config A.



If the player heads into Duviri with any equipment type unselected, those equipment and mod configurations will be randomly selected from the available options.

[Garuda](#) ( [Prime](#)) is an exception, able to abstain from selecting a melee weapon to use her [Garuda Talons](#) ( [Prime](#)).

[Affinity](#) can still be earned from Duviri, allowing any selected equipment not at max rank to be ranked up.

## Drifter Combat

*Main article: [Drifter#Duviri](#)*

Traversing the surface of Duviri does not feature traditional Warframe gameplay. Instead, players take control of the Drifter, who has a much more limited arsenal and are not as agile but have more [Melee](#) variance.

- They have 250 base [health](#) and no [shields](#).
- Their abilities operate on a cooldown rather than using energy.
- They can crouch, slide, and roll but cannot double jump or bullet jump.
- Unlike Warframes, the Drifter takes [Impact](#) damage from falling at high heights. This is especially noticeable with Duviri's tall cliffs and houses.
  - [Kaithes](#) do not experience fall damage, however.
  - Rolling just before landing will negate fall damage entirely.
- The Drifter is equipped with a [Sirocco](#) sidearm and one of the available melee weapons: [Sun & Moon](#), [Syam](#), [Azothane](#), [Edun](#), [Sampotes](#), or [Argo & Vel](#).
- They possess unique Melee moves not available to Warframes:
  - Target lock (default **R** ).
  - Target swapping (default **Mouse Wheel** during target lock).
  - Parrying and projectile reflecting (blocking, default **RMB** , right before being attacked).
  - Power Strike (block + heavy attack, default **RMB** + **MMB** ; has a cooldown indicated by a gauge beneath the reticle). Each weapon has its own Power Strike:
    - Sun & Moon: Sends forth two arcs of explosive energy that deal [Electricity](#) damage.
    - Syam: Releases two spinning slashes in quick succession, inflicting [Lifted](#).
    - Azothane: Plunges the blade into the ground to release five energy



- Edun: Quickly slashes upward to release a cloud of dust to Blind the foe.
- Sampotes: Slams the ground to release a shockwave that travels forward in a line, inflicting Heat damage.
- Argo & Vel: Performs a charged swing that inflicts Slash. Perfect parrying resets Power Strike cooldown.
- Quick-shot (default LMB) will quickly fire the Sirocco and immediately re-equip the melee weapon.
- Certain enemy attacks are unblockable, and others are interruptible using the Sirocco.
- Switching from melee to range weapon requires a key press (default F) and allows to aim (default RMB), while using the melee weapon (default E) will switch to melee mode.

The Drifter possesses the following abilities:

*This section is [transcluded](#) from [Summon Kaithe](#) . To change it, please [edit the transcluded page](#).*

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Guiding Hand

*This section is [transcluded](#) from [Restorative \(Duviri\)](#) . To change it, please [edit the transcluded page](#).*

<div>3</div> <div>15</div>	<div><div>Restorative (Duviri)</div><div>Cast to restore 100 Health to Drifter and clear Status Effects.</div></div>	<div><div>Strength:</div><div>N/A</div></div>
		<div><div>Duration:</div><div>N/A</div></div>
		<div><div>Range:</div><div>N/A</div></div>
	<div>Introduced in <div>Update 33.0</div> (2023-04-26)</div>	<div><div>Misc:</div><div>+100 health points restored</div><div>Removes all status effects</div></div>

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<div>4</div> <div>60</div>	<div><div>Smoke Screen (Duviri)</div><div>Cast to throw a smoke grenade that releases smoke in a 10 meter radius, turning Drifter and teammates invisible while inside of it.</div></div>	<div><div>Strength:</div><div>N/A</div></div>
		<div><div>Duration:</div><div>N/A</div></div>
		<div><div>Range:</div><div>N/A</div></div>
	<div>Introduced in <div>Update 31.0</div> (2021-12-15)</div>	<div><div>Misc:</div><div>10 m (smoke radius)</div><div>7 s (smoke duration)</div></div>

With [Drifter Intrinsic Combat](#) Rank 3, the Drifter can unlock **Transference Surge** as their 5th ability, where dealing damage fills a gauge that when maxed allows the Drifter to summon their Warframe to Duviri for **10** seconds (**15** with Combat Rank 8).

While riding their Kaithe, abilities 3 and 4 are replaced by other abilities unlocked through Intrinsic [Riding](#) Rank 3 and 6:

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Hoof Stomp

This section is *transcluded* from *Steadfast Dismount* . To change it, please *edit the transcluded page*.

Steadfast Dismount



Drifter Intrinsic

Main article: [Drifter/Intrinsic](#)

Drifter Intrinsic are awarded upon completing objectives in Duviri. These enhance the Duviri experience and some even have use in the [Origin System](#).



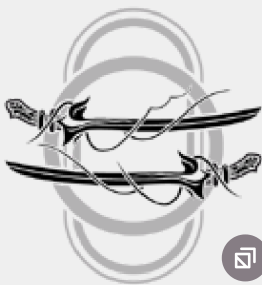
Combat Riding Opportunity Endurance

This section is *transcluded* from [Drifter/Intrinsic/Combat](#). To change it, please *edit the transcluded page*.

Improve the Drifter's fighting skills.

—In-Game Description

The **Combat** Intrinsic strengthens the Drifter's fighting prowess in **Duviri**.



Rank	Ability	Description	Notes
1	Deadly Decrees	Each active Decree grants +10% Damage.	<ul style="list-style-type: none"><li>Each Decree stack applies a damage bonus.</li><li>Damage bonus is additive to other base damage increases such as <a href="#">Serration</a> and <a href="#">Hornet Strike</a>.</li><li>Affects certain Warframe abilities.</li></ul>
2	Adrenaline Surge	In Duviri, Restorative boosts movement speed for 5 seconds.	
3	Transference Sync	Unlock Transference Surge, the ability to	<ul style="list-style-type: none"><li>Dealing damage to enemies fills a gauge above the ability icons.</li></ul>



		<i>Warframe in Duviri by pressing <b>5</b> when the Transference bar is full.</i>	Warframe can be summoned into Duviri for <b>10</b> seconds.
<b>4</b>	<b>Swifter Strike</b>	<i>In Duviri, Drifter Power Strike cooldown is reduced by 30%.</i>	
<b>5</b>	<b>Swifter Abilities</b>	<i>In Duviri, Drifter ability cooldown is reduced by 20%.</i>	<ul style="list-style-type: none"> <li>Restorative cooldown reduced to <b>12</b> seconds.</li> <li>Smoke Screen cooldown reduced to <b>48</b> seconds.</li> <li>Does <b>not</b> affect Guiding Hand or Kaithe abilities.</li> </ul>
<b>6</b>	<b>Neural Pulse</b>	<i>In Duviri, the Guiding Hand ability will expose a weakpoint on enemies for 10s. Hitting a weakpoint will deal 3x damage.</i>	
<b>7</b>	<b>Weaponmaster</b>	<i>In Duviri, weapon critical hit chance increases by +20% additively.</i>	<ul style="list-style-type: none"> <li>Also affects Warframes.</li> </ul>
<b>8</b>	<b>Transference Synergy</b>	<i>Increase Transference Surge duration by 50%.</i>	<ul style="list-style-type: none"> <li>Transference Surge duration increased to <b>15</b> seconds.</li> </ul>
<b>9</b>	<b>Muscle Mass</b>	<i>Drifter deals +25% damage. In the Origin System, both</i>	



		<i>Operator receive this boost.</i>	
10	Overpowering Abilities	<i>In Duviri, using an Ability increases damage by 150% for 3 seconds.</i>	

Game Modes

The Duviri Experience

*Duviri as it was intended to be played. Story and side objectives together.*

—In-Game Description

**The Duviri Experience** is Duviri's current mood spiral story as it was meant to be played, with possible side objectives and quests that in turn allow the player to acquire more Decrees.

The Lone Story

*Just the Spiral's story. Duviri devoid of all side objectives.*

—In-Game Description

**The Lone Story** is a streamlined mode that takes the player through the story of the current mood spiral without giving access to any side objectives.

The Circuit

Main article: [The Circuit](#)

*Warframe only. Battle through an endless chain of missions.*



—In-Game Description

**The Circuit** is an endless gamemode that takes the player through The Undercroft. Featuring Warframe exclusive gameplay, players must endure an onslaught of [Origin System](#) missions, which are an alternative method to earning Origin System resources, including Warframe components.

Mood Spirals

In Duviri, the mood spiral at the time of beginning the session affects the landscape, certain points of interest, color palette of the sky and land, and more. Each Spiral is lead by a different courtier, who will guide the player through their mission. The moods that can appear during a Duviri run are **Joy**, **Anger**, **Envy**, **Sorrow**, and **Fear**. Each mood lasts for **120** minutes (**2 hours**).



The current mood also affects the damage and status type enemies can inflict:

- Joy: [Void](#)
- Anger: [Heat](#)
- Envy: [Toxin](#)
- Sorrow: [Cold](#)
- Fear: [Electricity](#)

## Stage Types

Mood Spirals play out a "story" featuring a series of 6-stage objectives similar to [Bounties](#), four on Duviri and two trips into The Undercroft, culminating into a boss fight with the [Orowyrm](#). Optional objectives found throughout Duviri are labeled as Anecdotes.

Completing each objective awards players with a random Duviri resource, 3 [Drifter Intrinsics](#), and a [Common Decree](#), whilst completing a trip into The Undercroft yields twice as much, meaning 6 Drifter Intrinsics and a Rare Decree. Defeating the Orowyrm awards 10 [Pathos Clamps](#) (15 on [The Steel Path](#)), 15 Drifter Intrinsics (22 on The Steel Path), 5 [Steel Essence](#) if playing on The Steel Path, and a Rare Decree.

Prematurely exiting Duviri will retain all collected rewards and resources up to the last received Decree.

▼ [View Spiral Stages List](#) ▼

## Decree

*Main article:* [Decree](#)

Decrees are temporary bonuses given to the player upon completing objectives, whether through the main progression or side content. A selection of 3 Decrees can be





## Maw Feeding (Fishing)

*This section is [transcluded](#) from [Fishing § Maw Feeding](#). To change it, please [edit the transcluded page](#).*

**Duviri** fishing does not use the traditional spears. Instead, the player takes control of a [Golden Maw](#), a worm-like construct, for a short time to engage in a feeding frenzy. These occur at Transference Pads near bodies of water.



The Maw possesses the following controls:



- Increase speed (sprint, default **Shift** )
- Chomp (weapon fire or melee, default **LMB** / **E** )
- Rush Chomp (jump, default **Space** )

A Transference Pad used in Maw Feeding

Timer is gauged by a meter and progress is tracked by 15 nodes. Catching a minimum of 10 fish awards fishing resources, while 15 fish yields additional resources. If 15 fish are caught during the first time fishing in the current Duviri run, a live version of the fish that can be placed in the [Orbiter](#)'s Aquarium will be earned as well.

Once per Duviri visit, successful Maw Fishing awards 3 [Drifter Intrinsic](#)s, non-fishing Duviri resources, and a [Decree](#).

## Conservation

*This section is [transcluded](#) from [Conservation § Duviri](#). To change it, please [edit the transcluded page](#).*

Conservation in **Duviri** does not use the Tranq Rifle. Instead, the wildlife have been tainted by [Void](#) corruption, producing a sentry-like gaze and



will flee from the player if they spot them. [Koral](#) will alert the player if a Void-corrupted animal is nearby.

The wildlife, which appears as either a [Krubie](#), a [Kexat](#), or a [Tamm](#), can be approached with stealth to interact with them. If spotted, the player will need to destroy the three orbs surrounding them in order to subdue them. Once interacted, the player is prompted a quick-time event to remove the corruption (default tap **E**, can be changed to hold in [Settings](#) > Accessibility > "Repeated Button Presses"). Purified wildlife can be petted, who will then lead the player to a treasure chest containing 3 [Drifter Intrinsic](#)s, Duviri resources, and a [Decree](#).

Non-hostile wildlife can appear throughout Duviri. They can be freely pet and do not react to attacks, nor can they be harmed.

▼ View Farming Tips List ▼

## Duviri Enigmas

**Duviri Enigmas** are special puzzles within Duviri. These puzzles become available after completion of [The Duviri Paradox](#) quest. They center around a **Paragrimm Hutch** with a set of three symbols, arranged vertically, and an owl-like creature called a **Paragrimm** sitting atop the hutch itself. The player must shoot three nearby drums to match the symbols to open the cache in the hutch. The puzzle has many variations:



Three gold puzzle boxes seen in a Duviri Enigma

- Some drums possess a target or latch of some kind, which causes them to pop open when shot. The drum may automatically close itself after a short time, or remain open.
- Some discs are unstable and energetic, and will project waves of energy back when shot, causing a guaranteed **Heat** proc and associated damage over time if the player does not dodge in time.
- Pressure pads or other drums may be involved to open drums. If another drum is required, then the drum with the actual symbol disc will only be open for a short time.
  - Drums opened via this method will have a protrusion in the general direction of the previous (and next) element in the chain.



- Some drums may be empty; a nearby disc must be retrieved and then thrown into the empty drum with [Alternate Fire](#). The disc may be ejected with a target beneath the drum.
  - If there is a grey metallic backing disk and an energy field over the front of the drum, the drum will remember the symbol; otherwise, if the inner back of the drum is golden and there is no additional energy field, the mobile disc must still be inserted when completing the puzzle.
  - The mobile disc will usually be in a drum that can be broken by interaction or a shot to a specific part; these drums can be mounted atop nearby columns, hanging from archways by a tether, and so on. The disc may also be found entangled in overgrown plant material that looks like a tumbleweed.
- Some hutches require two players to open and solve; these puzzles will only appear in a squad of two or more players.
- Some of the symbols may be obscured by damage (as if the hutch was struck with great force) or concealed by an oblong plate with a small window in the middle, forcing players to guess or brute-force the combination.

Completion of Enigma puzzles award various Duviri resources, 1-3 [Enigma Gyrum](#) (used to purchase Enigma Archives decorations from [Acrithis](#)), and a chance of a [Cinta](#) main or part blueprint.

A special Enigma puzzle appears underneath the [Archarbor](#) with 8 symbols, awarding 5 Enigma Gyrum on completion. Four of its symbols are always covered by plates, and it uses almost all of the variations or complications described above.

The symbols on the Paragrimh Hutch in Archarbor are always associated with the same drums. The pattern is as follows:



## Lost Islands of Duviri

*This section is [transcluded](#) from [Fragments § Lost Islands of Duviri Fragments](#).*

*To change it, please [edit the transcluded page](#).*

The **Lost Islands of Duviri** are small archival audio drives that are scattered around the floating islands of **Duviri**.

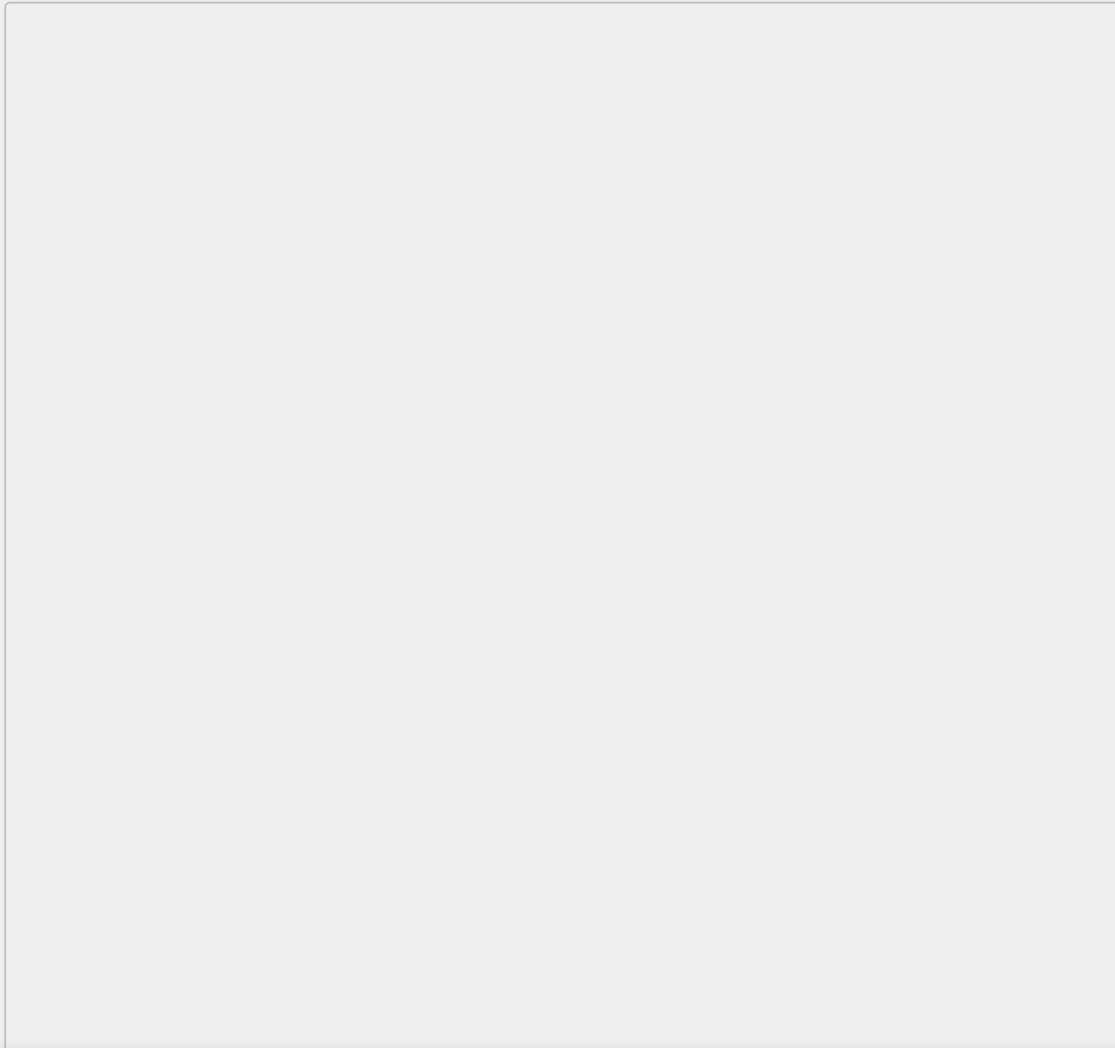
Each archive entry requires 9 Fragments to be completed. Fragments in Duviri can be localized by their distinct musical sound.



A Lost Islands of Duviri  
Fragment

These Fragments reveal the story of **Duviri's Lost Islands**, narrated by [Acrithis](#).

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





View Lost Islands of Duviri Fragments List

## The Vagabond

A [mysterious human entity](#) can sometimes be found in Duviri. When encountered, this Vagabond will laugh manically before vanishing. Curiously, this figure lacks an index finger.

- **Joy:** A cave beneath **Thrax Gardens**.
- **Anger:** Atop the main spire of **The King's Palace**.
- **Envy:** Near the scholar's tomb, in a cave near **Fort Wyrmsoul**.
- **Sorrow:** Above the cave entrance at the pond near **Moirai Crossing**.
- **Fear:** Near **Titan's Rest**, behind [Sythel](#)'s house.

## Zariman Tablets

Tablets from the [Zariman Ten Zero](#) have begun appearing around Duviri. These testing tablets contain a single multiple-choice question revealing lore about the [Orokin](#) society, Duviri, and the [mysteries of the Void](#). Incorrectly answering questions has no penalty, but releases an unsettling laugh, while correct responses produce [a heavily distorted voice](#).

Zariman Tablets

## Points of Interest

### Courtier Locations

The five courtiers of [Dominus Thrax](#) can be found in various locations throughout Duviri. They only appear during their non-respective Spirals, except for Sythel who is always present.

- [Mathila](#): Can be found at **Mathila's Farm** during any Spiral except **Joy**.
- [Lodun](#): Can be found in **Upperhaven** during any Spiral except **Anger**.
- [Bombastine](#): Can be found entertaining a group of Duviri residents at **The Agora** during any Spiral except **Envy**.
- [Luscinia](#): Can be found singing in the **Chamber of the Muses** during any Spiral except **Sorrow**.
- [Sythel](#): Can be found cowering in her home, at the top of the mountain between **Titan's Rest** and **Clustos Arch**, during any Spiral except **Fear**.



[Acrithis](#) is a merchant who appears in various locations throughout Duviri in her carriage. She sells an assortment of Duviri-themed decorations and [Captura](#) scenes, [Origin System](#) materials, Duviri [Arcane Enhancements](#), a rare [Decree](#), and **special weekly offers** such as [Exilus Adapter](#), [Primary Arcane Adapter](#), [Secondary Arcane Adapter](#), [Forma](#) Blueprint, [Kuva](#), [Orokin Catalyst](#), [Orokin Reactor](#), or [Riven Mods](#).

Upon completion of the main Spiral and defeating the [Orowyrm](#), Acrithis will appear before the Drifter, at the **King's Palace**.

She can also be found to the left of the entrance to Duviri in the Dormizone.

## Archarbor

Appears during **Joy**, **Envy**, and **Sorrow**.

Beneath the Archarbor is the most complex Enigma puzzle. To open the gates containing this puzzle, the three busts of Dominus Thrax at the edges of the island must be rotated to face the center, and a fourth bust placed in the underground edges must be hacked open. This puzzle features 8 symbols, but 4 of them are partially hidden by a panel that only shows their center. The player will also need to make use of multiple discs, as their symbols will not linger once ejected. The order of each symbols does not matter, and each drum can only contain one correct symbol. For its higher difficulty, players are awarded 5 [Enigma Gyrum](#).

## Amphitheater

Appears during **Joy**, **Envy**, **Anger**, and **Fear**.

## Kullervo's Hold

Appears during **Anger**, **Fear**, and **Sorrow**.

Kullervo's Hold is a prison containing the Warframe [Kullervo](#), lined with seven jail cells each representing his seven "crimes". Speaking to [The Warden](#) at the top of the island initiates a boss fight with Kullervo. Defeating Kullervo **and** the Spiral's Orowyrm will award [Kullervo's Bane](#).

A cave leading out from the prison contains a locked cell containing a [Somachord](#) tone. The cell can be unlocked by locating the three busts of Dominus Thrax scattered around the island and rotating them to face the center, then hacking the console outside the cell.



## Materlith

Scattered across Duviri, **Materliths** are large statues that provide an aura of healing for the Drifter. Acquiring the Rank 4 Drifter [Riding Intrinsic](#) unlocks the ability to fast travel to Materliths from the map.

## The Undercroft

**The Undercroft** is an area that exists outside of the surface of Duviri. Dominus Thrax's influence is much weaker there, allowing unrestricted use of Warframes. It features a colorful mixture of Duviri and [Zariman Ten Zero](#) tiles.

It is primarily featured during [The Circuit](#). Two stages of the Spiral story also have the player venture into The Undercroft.

3 portals appear outside of the Spiral story, featuring stronger enemies (+25 enemy level, +75 enemy level on [The Steel Path](#), and higher [Eximus](#) spawn rate) while serving as a reliable source of [Arcane Enhancements](#). Due to the stronger enemies, these special portals requires 7 [Decrees](#) to access, excluding the free Decree from [Opportunity Intrinsic](#) Rank 3.

## Dominus Thrax Statues

Numerous statues of [Dominus Thrax](#) can be found scattered throughout Duviri, recognizable by them being posed to raise both arms to the sky. These statues have the word "bow" written in [Orokin](#) on the base. Performing a bowing emote (either **Bow** or **Deep Bow**) will cause a **Curax Dole** resource cache to appear in front of the statue.

## Enemies

### Dax

[Dax](#) are loyal servants of the [Dominus Thrax](#), obeying his each and every command, overseeing order on Duviri.

- **Dax Gladius:** A rank-and-file soldier who uses the [Syam](#) nikana. Preferring to fight up close, their special attacks consist of thrusting a short distance forward as well as plunging their blade into the ground to create an explosion.
- **Dax Herald:** This banner-wielding Dax uses the [Edun](#) polearm as their weapon of choice. They are capable of rallying and buffing their fellow Dax, and their special attack consists of rapidly spinning their polearm to project in an arch a



field of Void energy on the ground that slowly follows Drifter, initially expanding then shrinking in size.

- **Dax Arcus:** An archer who masterfully wields the [Cinta](#) bow to gain an advantage over enemies far away. Their special attacks consists of raining arrow barrages from the sky, charged shots, and leaping back to fire a layer of mines.
- **Dax Malleus:** A hulking Dax that wields the [Sampotes](#) hammer. With their special attack, Malleus dashes forward, just like Gladius, albeit a greater distance, knocking any unlucky foes caught in their path off their feet and dealing damage. Malleus can also perform an unblockable attack, slamming the ground with their club for devastating effect. In The Undercroft, the Dax Malleus possesses [Overguard](#).
- **Dax Equitem:** A Kaithe-riding Dax armed with the [Azothane](#), a two-handed nikana. It uses its steed to quickly approach with the blade at the ready, can hurl projectiles, and can teleport. Appearing as a miniboss in Spiral stages, it has three health bars which requires parrying to stun it and then interacting with it to fully remove a bar; on its last bar it becomes dismounted as it summons Dax reinforcements.

## Thrax

[Hollow Thrax Centurions](#) and [Hollow Thrax Legatus](#) are manifestations of the Void that have found their way in Duviri. Legatus are primarily encountered in The Undercroft, while Centurions can appear on the surface, guarding chests or shrines.

## Orowyrm

*Main article: [Orowyrm](#)*

The Orowyrm is a colossal serpent-like creature that patrols the skies of Duviri, serving as the [Grand Boss](#) fought at the final stage of a Spiral. They are accompanied by smaller Wyrmlings.

## Liminus

[Liminus](#) are shadowy humanoid creatures that stalk the caves of Duviri. They leech the life force of their prey, and quickly retreat when attacked.

## Corrupted

*Main article: [Corrupted](#)*

Normally featured within the [Origin System's Void](#), the Corrupted have made their way



## Notes

- Players have innate [Enemy Radar](#) while in Duviri.
- [Gear](#) items cannot be used, whether as the Drifter or Warframe. [Emotes](#) can still be used, however.

## Tips

- [Drifter Intrinsic](#)s provide benefits throughout the journey in Duviri:
  - [Combat](#) improves the Drifter's damage and abilities, including unlocking the ability to temporarily summon the Warframe to Duviri.
  - [Riding](#) provides benefits while mounted on the [Kaithe](#), such as offensive abilities, fast travel, and [Loot Radar](#).
  - [Opportunity](#) unlocks more [Decree](#) selections as well as more Warframes and equipment available to choose from in [Teshin's Cave](#).
  - [Endurance](#) increases the Drifter's health, regeneration, and the amount of [revives](#) on Duviri.
- The AI opponent in [Komi](#) can be very difficult, even for those already acquainted with Komi, or the real-world counterpart it's based off of (Go).
  - A strategy was developed that nearly guarantees a win. Start by putting your first piece on the bottom left-hand corner of the board, or, in chess terminology, A1 (any corner should work). The AI will attempt to capture your piece by putting theirs in either B1 or A2. Place the second piece in B2, and the AI should play the piece capturing move. Place your third piece in A3, the AI will respond with A1. Then, follow down a straight line starting with C2, and following with D2, E2, and so on until you reach H2. By now the AI should be mimicking your plays with C1, D1, E1, and so on. Your second to last move, after playing H2, will be I3. The AI will play I1, and your final move should be I2; this should win the match with a score of 10-1.<sup>[3]</sup>



Visual example of Komi strategy to defeat the game's AI.

## Trivia



- Each cycle has multiple rhyme songs sung by pairs of children found around the map:

### Joy

Even when your house is burning down  
Even when a fool has stolen your crown  
You can smile instead  
You can smile

Even when you can't afford your tax  
Even when [your husband](#)'s been killed by [Dax](#)  
You can smile instead  
You can smile

There's a face in the sky,  
With a great big smile,  
So we smile right back today.

There's a [man in a wall](#),  
With a grin like a skull,  
So we grin right back today.

### Anger

We're gonna take him  
Shake him, break him  
Roast him, toast him  
Bind him, blind him!

Punch him, crunch him  
Snatch him, scratch him  
Flay him, slay him  
Good and DEAD!

If only fire melted stone  
Oh how people's wrath would burn

If angry words could break a bone

Oh how the world would ~~mean~~ and ~~green~~



Let your blood boil  
Let your teeth grind  
Let your fire rise  
'Cause it's [Lodun](#)'s Day!

Better make a fist  
Better start a fray  
Knock a fella down  
'Cause it's Lodun's Day

### Envy

Something's watching through the window,  
Watching you and watching me...  
Wants what we have, wants to BE us!  
We know that can never be.

Something's waiting, getting closer,  
Watching, waiting for its day,  
Something needy, cruel and greedy...  
Keep that hungry thing at bay!

Oh Mister [Bombastine](#)  
We know why you act so mean  
Everyone else has more than you  
Everyone else is bored of you

Oh Mister Bombastine  
We know why your eyes are green  
[Someone else](#) had a sweeter voice  
Someone else was [the King](#)'s new choice

### Sorrow

Lady, lady, why do you weep,  
Tear at your hair,  
And cry in your sleep?

Grief and woe have made me a thing...



Oh the wall rose high...  
And it wished it could cry  
With the tears of a thousand eyes

For Sorrow it sought...  
But it never ever thought  
How it already kept its prize

Cry for a dead love  
Cry for your shame  
Cry for the loss  
Of your own good name

Cry for the day and  
Cry for the hour  
Cry for the lady  
Locked in the tower

### **Fear**

Go hide your face,  
In a lonesome place,  
Many miles away from here

Where the night winds wail,  
Till your face turns pale,  
And the stones all mock your fear!

What's that whisper on the breeze?  
Just the rustling in the trees.

What's that tread upon the stair?  
Nothing, darling, nothing there.

What's that rattling at my door?  
Just the wind and nothing more.

What's that breathing in my ear?  
Nothing, darling, nothing here.





What's that gleaming sharp and bright?  
Hold your tongue and say GOODNIGHT!  
What are you afraid of?  
Empty eyes and  
Distant cries and  
Wolves who walk in human guise?

What are you afraid of?  
Creaks and thuds and  
Trickling blood and  
Mouths and noses filled with mud?

What are you afraid of?  
Nails in your knees and  
Faces in the trees and  
Clowns with hands all full of bees?

- During [The Duviri Paradox](#), some Duviri citizens refer to the Drifter as their King, foreshadowing them to be the true ruler of Duviri.

## Bugs

- In some missions, while completing a "Shrine Assembly" Spiral Stage or Anecdote, defeating enemies might not yield enough Shrine parts to successfully complete the objective, therefore urging the players to abandon it. A possible reason behind this is the amount of Shrine parts required and consequently dropped being tied to the number of players present in the squad and near the Shrine respectively, thus in a 4-player squad requiring all four players to be present to get all four Shrine parts to drop.
- Whilst fighting the [Orowyrm](#), second part of the boss-fight may become bugged, not spawning in the last Wyrmling, making it impossible to move on to the next stage to complete the fight, forcing the players to leave the mission mid-fight.
- If a player does not enter The Undercroft in a Spiral Stage by themselves, instead getting teleported there after a 10-second timer, they may not be able to use their Warframe's abilities and have their movement impeded by getting stuck in one pose, or they may be locked out of their Warframe altogether, being stuck in the [Drifter](#) form, unable to use Transference or [Focus abilities](#), but still able to use [Duviri combat system](#).
- After entering The Undercroft, "Locate the target" objective marker might be

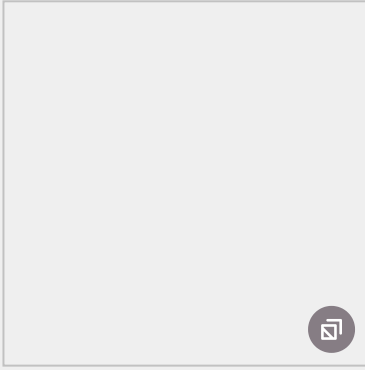


- Players may find themselves unable to open an unlocked chest after completing an Anecdote, forcing them to abandon it.
- When entering Duviri via the [Star Chart](#), the player can get into a bugged squad, where they be taken to the [Chrysalith](#), with the game prompting "Voting on Mission..." and waiting for the player to accept it through their menu. The mission cannot be accepted though, nor can the player force-start the mission, leaving them with the only solution of leaving the squad and either entering Duviri through [Dormizone](#), or leaving Chrysalith and trying to start the mission via the Star Chart again.
- Corrupted Lancer Power Carriers in Undercroft Excavation use Grineer voice lines, rather than Corrupted.
- Rune Marrow resource pickups in the Undercroft will give 2 of the resource if picked up with Drifter/Operator, if the player owns a Resource Booster. Picking the item up as the Warframe will cause only 1 to be rewarded.
- Players starting a match of Komi while the final Orowyrm Engagement starts will get softlocked in an invisible menu. If you find yourself in this state, you may unstuck yourself by clicking on yourself in your squad (top left), click on "Progression" (NOTE: Not sure if this the button? It's the one that shows your rewards), then Stats at the bottom right. Exiting the menu should then unstuck yourself.
- Exiting the Undercroft right into a sick animal may stuck the host permanently. In multiplayer this can only be fixed by a player forcefully teleporting the host through some means (i.e. entering the Undercroft or initiating the final Orowyrm Engagement)

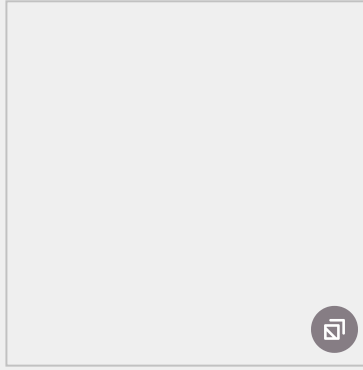
## Media

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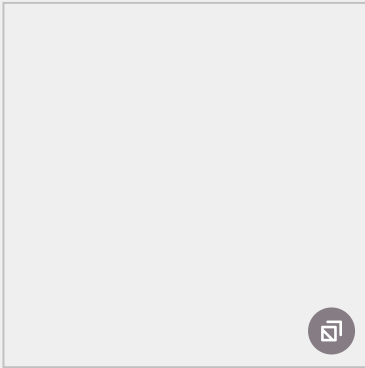




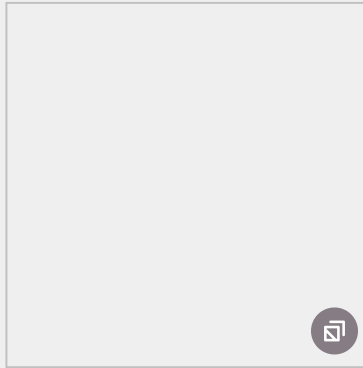
Sorrow Spiral Map



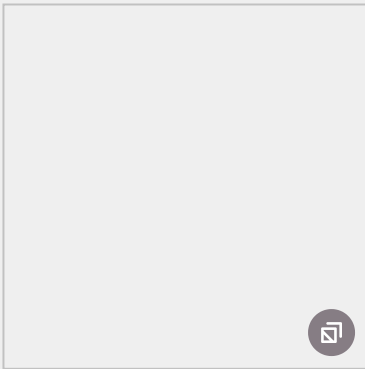
Fear Spiral Map



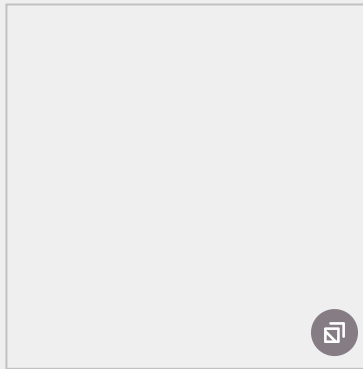
Joy Spiral Map



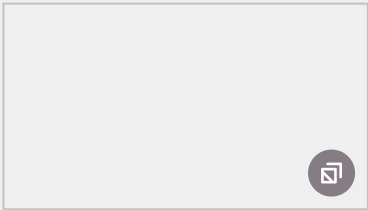
Anger Spiral Map



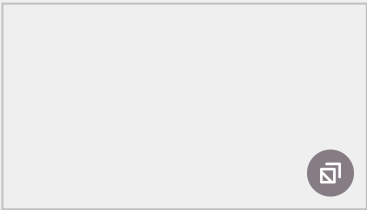
Envy Spiral Map



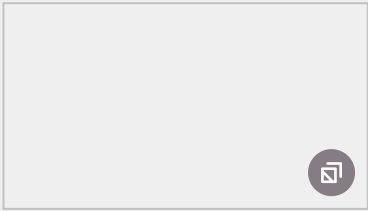
Duviri Fragment Locations Map



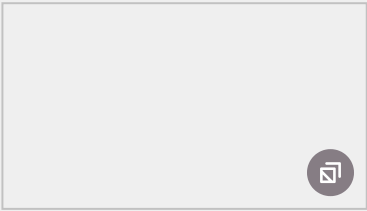
The Sorrow Spiral



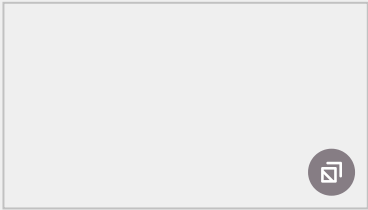
The Fear Spiral



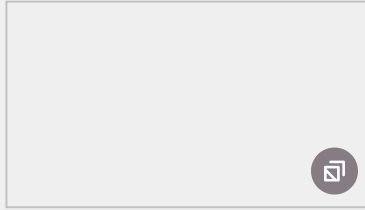
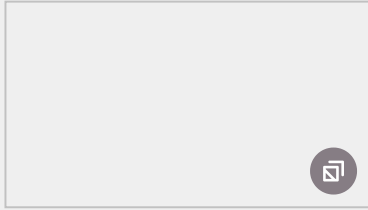
The Joy Spiral



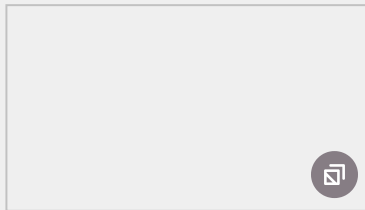
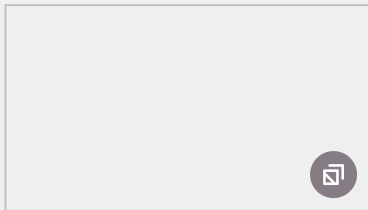
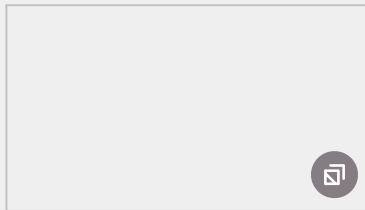
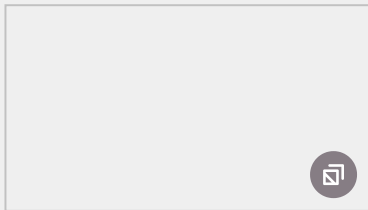
The Anger Spiral



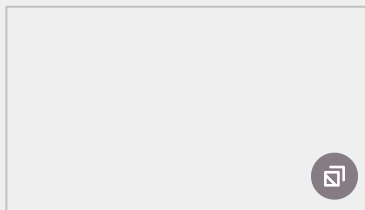
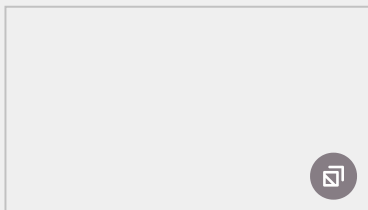
The Envy Spiral

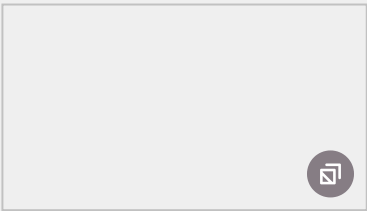
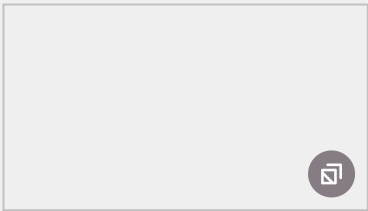
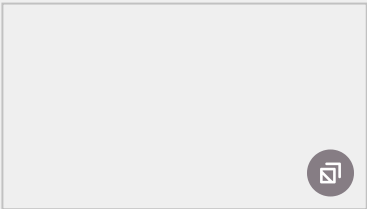
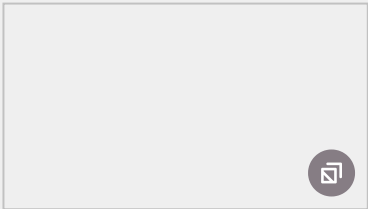
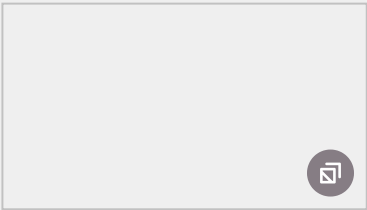
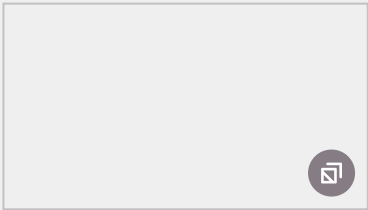


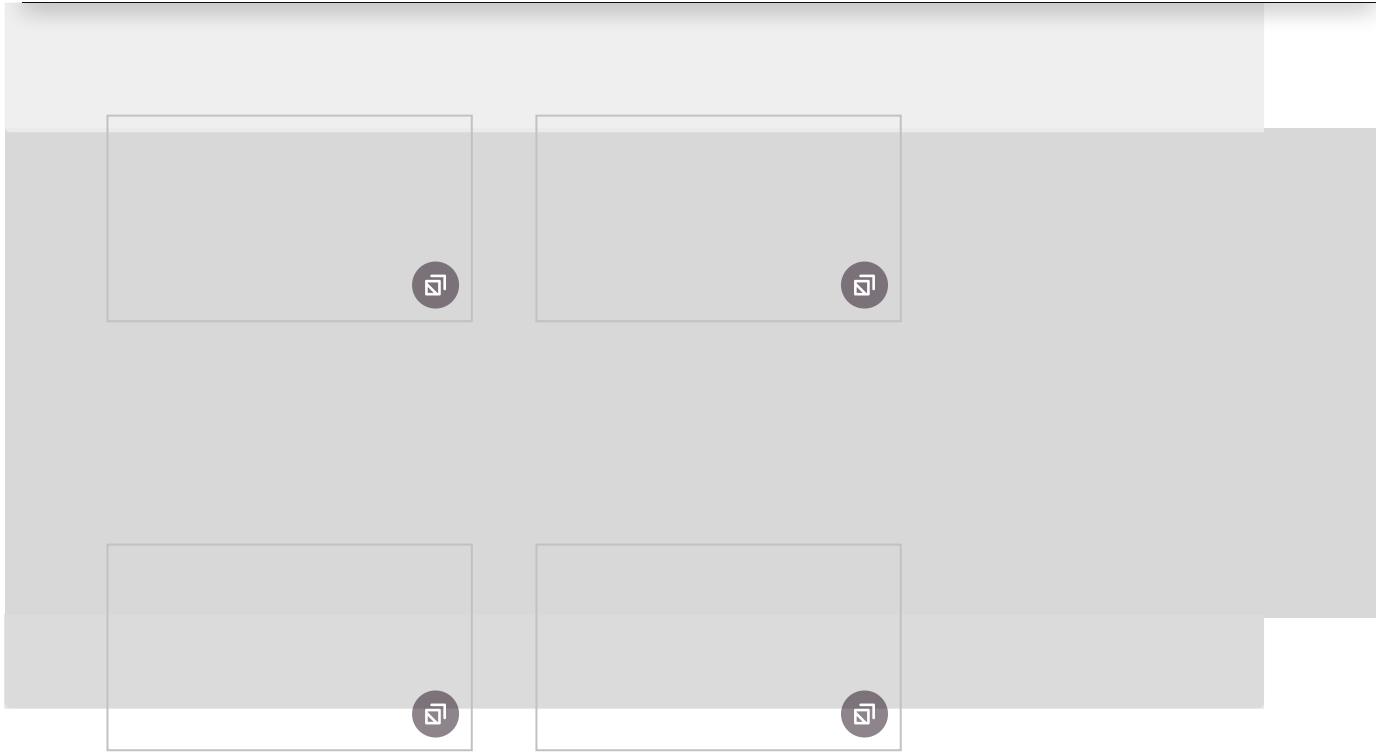
The giant bust of Domins Thrax



Concept art







## See Also

## References

- 1. [Update 33.0](#) (2023-04-26) patch notes
- 2. <https://forums.warframe.com/topic/1374096-rescue-an-animal-in-duviri/>
- 3. User MegaPoxel on the Warframe SubReddit.  
<https://www.reddit.com/r/Warframe/comments/1317mb7/comment/jhzlrff/>

## Patch History

### Hotfix 36.1.5 (2024-09-03)

- Fixed the button callout to throw Enigma Disc in Duviri showing as “UNBOUND” while holding Melee weapon.

### Hotfix 36.1.4 (2024-08-28)

- Fixed loss of function as a Client when spamming the interact button to move Enigma containers in Duviri.

*Known issue: There still may be strange animations if the Client tries to*



Tile Sets		Edit
PvE	PvP	
Grineer	Free Space • Grineer Asteroid • Grineer Asteroid Fortress • Grineer Forest • Grineer Galleon Grineer Sealab • Grineer Settlement • Grineer Shipyard	
Corpus	Corpus Gas City • Corpus Ice Planet • Corpus Outpost • Corpus Ship (Archwing)	
Infested	Infested Ship (Archwing) • Orokin Derelict	
Orokin	Albrecht's Laboratories • Orokin Moon • Orokin Tower • Zariman	
Sentient	Murex	
Tenno	Clan Dojo • Orbiter • Relay • Simulacrum • Solar Rail	
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