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# The Duviri Paradox

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*Enter the Kingdom of Duviri.*


—Quest Description

**The Duviri Paradox** is an optional [Quest](#), released in [Update 33.0](#) (2023-04-26). This quest follows the journey of the paradoxical [Drifter](#) in the kingdom of [Duviri](#).


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### The Duviri Paradox



Information	
Introduced	<a href="#">Update 33.0</a> (2023-04-26)
Type	Optional Quest
Requirement	<a href="#">Uranus Junction</a>
Rewards	<ul style="list-style-type: none"><li><a href="#">Histornam Kaithe</a></li><li><a href="#">Sun &amp; Moon</a> Blueprint</li><li><a href="#">Mountain's Edge</a></li><li>Access to enter <a href="#">The Duviri Experience</a>, <a href="#">The Lone Story</a>, and <a href="#">The Circuit</a></li></ul>
<a href="#">The Duviri Paradox/Transcript</a>	
Chronology	
<b>Not Replayable</b>	



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## Synopsis

Trapped within the [Void](#) in an endless loop, the [Drifter](#) time and time again fails to escape [Duviri](#) as they are repeatedly sentenced to death by the time-resetting mad ruler [Dominus Thrax](#), leaving them in a depressed and apathetic state, no longer remembering who they are. One day, following a strange sensation of being [stabbed](#), a [mysterious hand](#) appears providing the Drifter with strange powers. The hand guides the Drifter to [Teshin](#), an old wizened man, who explains that they have received aid from beyond the Void-made "walls" of their "prison" and gradually teaches them about the ways of the [Tenno](#) and the [Warframes](#) sent as aid through the paradox from a storybook titles [Tales of Duviri](#).

Drifter acquires a piece of a toy figurine, after being momentarily transported aboard an [abandoned derelict](#), through a "paradox;" and are led to Teshin who explains that gaining more pieces from the paradox is the key to escaping their prison. The Drifter sets forth to collect the remaining pieces, experiencing days from the "Duviri Tales" brought to life in the world around him - each day molding the world after the emotion Thrax felt at the time. With each obtained piece, the Drifter experiences a memory about the emotion of that day. Teshin tells the Drifter that these memories may belong to Thrax himself, who may be a Tenno from the [Zariman](#), the derelict spaceship in the background of Duviri. In Teshin's history, this ship was lost traversing the Void and was recovered after the ordeal granted the Tenno mysterious powers of the Void. But here, the ship seems to be stranded instead.

Meanwhile, Dominus Thrax grows increasingly frustrated and eventually has Teshin tracked down and killed. Enraged, and finally feeling strong emotions again for the first time, the Drifter is able to possess an [Orowyrm](#) and raid Thrax's throne, claiming the final part of the figurine. Upon seeing that the figurine is one of Thrax, the Drifter realizes that they themselves were the Tenno that inadvertently created Duviri - a



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man, based around the Tales of  
set the world and resurrect



No longer bound to Duviri, the Drifter can choose to leave to the [Origin System](#) to repay their assistance. Teshin warns that if they do leave, they will not be who they are now, but who they were then.




## Walkthrough

The Duviri Paradox is available after completing the [Junction](#) to [Uranus](#) on [Saturn](#). The Quest can be activated in the **Quests** section of the [Codex](#).

### The Spiral

The [Drifter](#), trapped in an eternal loop as they attempt to escape the colorless [Duviri](#), is repeatedly brought forth by [Dax](#) soldiers to be executed before the king of Duviri, [Dominus Thrax](#). Here, the player is prompted to customize the Drifter's appearance. One day on the execution, they are [mysteriously stabbed](#) by an [ethereal sword](#), followed by a meteor descending from the sky which the Drifter dodges as it lands on the executors. In the crater is a [hand](#) that suddenly bonds itself to the Drifter.

They pick up the weapon dropped by the executor, the [Sirocco](#) sidearm, before being besieged by Dax soldiers. The Drifter possesses the following abilities:

- **Guiding Hand** (default ): Uses the hand's mysterious powers to guide the Drifter. 6s cooldown.
- **Restorative** (default ): Heals the Drifter for 100 HP and clears all [Status Effects](#). 15s cooldown.
- **Smoke Screen** (default ): Deploys an invisibility field that lasts 7-seconds. 60s cooldown.

If the Drifter dies, they are greeted by a vision of Dominus Thrax who demands they repeat the loop.

The Drifter follows the hand's guidance and attempts to cross a bridge, which is destroyed by an [Orowyrm](#) before they can cross. Doubling back, they find a [Kaithe](#), a horse-like steed, to leap over the gap. Traversing the planes, the Drifter comes across [Bombastine](#) and his theater. Bombastine directs them down a path that contains a table with two with snacks. As they interact with it, the Drifter is transported inside [colorful](#)



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See a younger version of  
red version of the Drifter into  
ing 20 [Drifter Intrinsics](#).



experience all too familiar, and speak to the old man [Teshin](#). In his arms is a Ralbit, reminding the Drifter that in a previous loop they named it:

- [Sun] **Sol**
- [Neutral] **Terra**
- [Moon] **Lua**

Teshin urges the Drifter to break the eternal loop, offering his dual nikanas [Sun & Moon](#). The acquired Drifter Intrinsic is to be used on the nearby discs to acquire the **Summon Kaithe** ability (default **1**). Leaving the cave, the Dominus Thrax's anger manifests as the Drifter is ambushed by Dax. This next fight serves as a tutorial for the Drifter's **melee** (default **E**), **target locking** (default **R**), **blocking** (default **RMB**), **heavy attacks** (default **MMB**), **parrying** and **projectile reflecting** (blocking right before being hit), **Power Strikes** (heavy attack while blocking), **rolling** to evade unblockable attacks (default **Shift**), and **firing** to **interrupt** enemy special attacks (default **LMB**).

The Drifter uses the Kaithe as a **flying** steed (default **Ctrl + Space**) to return to the mainland, but is killed by the Orowrym. They find themselves back in Teshin's cave, agreeing to try his method. He introduces them to the **Warframes**, brought to Duviri by the paradox and used by a warrior caste called the [Tenno](#), which the mysterious hand will allow the Drifter to control.

- [Excalibur](#), a melee-oriented Warframe with balanced mobility and offense.
- [Mag](#), a caster Warframe with great crowd controlling abilities.
- [Volt](#), a speedy Warframe that deals [Electricity](#) damage to his surroundings.

They successfully control their chosen Warframe and arm themselves with a selection of secondary weapons ( [Akvasto](#), [Pyrana](#), or [Lex](#)), melee weapons ( [Fragor](#) or [Kronen](#)), and primary weapons ( [Boltor](#) or [Tigris](#)). They are then brought into The Undercroft, where Dominus Thrax's influence is weaker, to [Exterminate](#) two waves of 20 and 40 [Corrupted](#). The Drifter then finds the paradox: a book titled [Tales of Duviri](#).

## The Prince of Fire



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[Lizone](#) of the colorful ruins from  
instructs the Drifter to look around,  
the **Drifter** or **Kaithe's**  
in combat on a **training dummy**.  
the entire world.



Beginning the fight against Dominus Thrax, the Drifter is guided by [Lodun](#)'s wrath. As the Drifter completes these objectives, they earn [Decrees](#) that provide randomly selected buffs for their duration on Duviri.

- **Defeat the Dax:** The Drifter fights 6 Dax on patrol.
- **Open Chest and defeat its Guardian:** A Void entity called [Hollow Thrax Centurion](#) guards a treasure chest.
- **Exterminate:** The Warframe slaughters a specified number of enemies.

After completing the objectives, they recover a part of the figurine and return to Teshin's cave. Assembling the figurine, the Drifter sees a flashback of a shadowy figure breaking the toy in anger, feeling enraged themselves for a moment when it ends and coming to an understanding of why people feel anger.

Teshin explains that memory might belong to Dominus Thrax, who might be a [Tenno](#) from the looming spaceship in the background, the [Zariman Ten Zero](#). He clarifies that in the history that he knows, it traversed the [Void](#) and returned with its passengers having been granted mysterious powers over the same Void that makes up the Walls of their prison. But in the current one, the ship seems to be stranded in Duviri, a difference of history in parallel – another paradox. Teshin instructs the Drifter to rest for the next day.

## The Harbinger of Joy

In this cycle of Dominus Thrax's happy mood, the Drifter contends to [Mathila](#)'s joy. The Drifter recovers another part and experiences the happy moments of the same shadowy figure, where they were dining and partying with other Tenno aboard the Zariman, coming to understand how happiness comes to oneself. Teshin catches them smiling for a moment upon returning.

- **Conquer the Maze:** The Drifter must shoot their firearm at a device while following the maze-like trail it leaves behind.
- **Purge the darkened areas of Liminus:** Three shadowy-like creatures called [Liminus](#) guard a treasure chest.
- **Hacking:** A hidden treasure chest in the area must be hacked to gain access. This version of hacking contains a multiple spirals of rings that spin in a circle and the player must click on the ring as they align with the cursor. The cursor locked to



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rings move can be adjusted

enemies for 5 minutes.

ossible again. The Drifter finds a



## The Covetous Courtier

Featuring Dominus Thrax's envy, [Bombastine](#) leads the Drifter.

- **Reconnect the Power Lines:** The Drifter must shoot their firearm at a line of devices to power a windmill.
- **Defeat the high ground Dax:** The Drifter fights a small group of Dax positioned on a high structure.
- **Defense:** The Warframe defends an object from 3 waves of enemies.

Upon their return, Teshin remarks oddly to a question of the Rablit's whereabouts, but the Drifter proceeds to adding the next piece to the figurine. After experiencing a memory of envy and coming to an understanding of the emotion, Drifter returns only to find themselves held at sword-point by Teshin, who goes on a tirade about how Duviri is the only place in the universe that's actually safe. Drifter once again puzzles him with a mention of the Rablit's name, and assumes command of their Warframe to fight back, but "Teshin" is revealed to be a Dax Gladius impostor controlled by Dominus Thrax, who throws them into the Undercroft.

## Shades of the Undercroft

The Undercroft, now colorless and influenced by Dominus Thrax, assaults the Warframe with waves of [Liminus](#), all while narrating a classic tale but with a betrayal themed twist on it. They are able to escape and beat the impostor; as the Drifter prepares to deal the finishing blow, the Rablit suddenly finishes it instead.

## The Execution

The Drifter, unable to call their Kaithe due to Dominus Thrax's power, battles their way to Thrax's stronghold on foot. They manage to commandeer a Dax's Kaithe to go over the broken bridge but are suddenly knocked into the sky by the Orowyrm coming up from under. Hearing a voice from the hand, the Drifter uses its powers to cushion their fall. However, this scene may have more significance than it seems, as the bridge is shown to have somehow been restored.

The Drifter arrives too late and finds Teshin fatally wounded. Requesting they care for Rablit and pleased with the fact that Drifter can finally feel emotion again, Teshin



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their newfound anger and the

other Orowyrms, the Drifter

of the Figurine, which is revealed



manifested by the trauma felt by their younger self aboard the Zariman, based from the [Tales of Duviri](#) storybook featuring Thrax and his courtiers, all of which they had since long forgotten. They assume their position on Duviri's throne, walking around a Thrax who has been reduced to an exposed, crying child holding on dearly to the figurine.

The world is then reset by Drifter, resurrecting Teshin but returning the throne to Thrax. Now freed from Duviri's chains, the Drifter is indebted to the assistance from beyond the Void.

## Conclusion

The player will receive an inbox message from [Acrithis](#), Duviri's archivist, containing the [Sun & Moon](#) blueprint and the stance [Mountain's Edge](#) to be used by Warframes in the Origin System, as well as the Tales Of Duviri Storybook [decoration](#).

[Duviri](#) can continue to be explored with three unique game modes, accessed from the Navigation console in the Warframe Path or the Dormizone:

- **The Circuit** is a Warframe-only venture through [The Undercroft](#), fighting through various cycling game modes to earn Warframe components, mods, resources, or [Incarnon](#) Genesis adapters.
- **The Duviri Experience** is a fully open world experience within Duviri. In addition to the Spiral's story, side objectives such as [Fishing](#), [Conservation](#), [Shawzin](#), or [Komi](#) can be performed.
- **The Lone Story** is a streamlined version of Duviri to complete the Spiral's story as fast as possible, without any side content.

These modes do not retain the acquired Warframe or weapons picked up from the quest. Instead, Duviri is a [roguelike](#) experience with equipment being randomly generated at the start of every Spiral, including ones the player does not own in the Origin System. Three Warframes and one of primary, secondary, and melee weapon are generated; these available options can be increased with [Drifter Intrinsic](#)s. All equipment come pre-[Modded](#), and will carry over loadouts if any. Unowned equipment will only use the base variant, but the most powerful version of owned equipment will use their strongest variant (e.g. [Prime](#), [Vandal](#), etc.).



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✕ [Wave](#), [Affinity](#), [Syndicate](#)  
[Force Drop Chance Booster](#), and  
er does **not** affect Drifter



## Trivia

- During [TennoCon 2019](#), at the end of "Warframe: Empyrean - Gameplay Demo Reveal" part, before the Duviri Paradox trailer is shown, the [Operator](#) piloting the [Railjack](#) is seen hit by a [Void](#) surge and forced to end [Transference](#), being pulled out of their [Warframe](#), then the screen fades black. However, in the final build Railjack and Duviri gameplay are unrelated, with this scene being used to transition and showcase the Duviri trailer.
- It was first announced as the "**Planes of Duviri**", most likely as in "planes of existence".
- Before Duviri's release, the [Orowyrm](#) could be seen in the Void during the Railjack Mission Demo and can occasionally be seen when traveling to new mission locations, appearing off the port or starboard bow of the Railjack. It can occasionally be seen floating around void space inside some mirrors found in the [Isolation Vault](#) and the [Circulus](#), as well as the Void tunnel in [Tyana Pass](#).
- Possible meanings/terms **Duviri** derived from:
  - In Sanskrit, द्वारी (dvAri) means 'door'. The Temporal Studies class seen in New War covers the concept of all possible timelines being true, and that there may be some way to reach them; in this case Duviri could be the means to do so, making it like a *doorway* between the timelines.
  - In Sicilian, duviri could mean 'duty'.
  - In Latin, "Duoviri" means "Two Men", which could reference the Drifter and the Operator, and the paradox of them existing together.
- In a Twitch stream, **DE\_Steve** hinted that the Duviri Paradox' name comes from the [Twin Paradox](#). (Which is a thought experiment about a paradox caused by time dilation in special relativity.)
- [The New War](#) makes several callbacks to The Duviri Paradox trailer:
  - In the [Zariman Ten Zero](#), the Duviri mask can be seen hanged to a tree in the courtyard, and the [Duviri horse](#) can also be seen in paintings and statues in the classroom.
  - The Drifter, before performing Transference for the first time, mentions that it "can't be harder than riding a horse."
  - The Drifter mentions they "shoulda stayed in Duviri."



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- [DE]Pablo stated during the [Tennocon 2022](#) developer Q&A panel that it is the only open world to not have mining, fishing, bounties, or conservation.
  - This was later clarified by [DE]Megan in [Devstream 168](#), as she stated that depending on the mode selected to play Duviri, side objectives (notably fishing, Komi, or the Paradox's version of conservation) may not spawn in.
- Since the [Angels of the Zariman](#) update, the door right of the Vista Suite in the [Dormizone](#) has featured hints to The Duviri Paradox in Teshin's swords, monochromatic energy and a sample of Duviri music when the Drifter stands next to the door. The swords have since disappeared in [Update 32.3](#) (2023-02-15). Said door was revealed to house an entryway to Duviri in [Devstream 168](#).
- In the five days before Duviri's release, Warframe's social media channels profile icons and banners shifted between [Dominus Thrax](#)'s five moods on each day, in order of Anger, Envy, Sorrow, Fear, and Joy.
- Prior to [Update 33.6](#) (2023-07-27), The Duviri Paradox was originally intended to be an alternate start to WARFRAME under the "Paradox Path", with the main "Warframe Path" leading to [Awakening](#) and [Vor's Prize](#). Due to confusion regarding the core Warframe gameplay, The Duviri Paradox was moved to after Vor's Prize as an optional quest. On [Hotfix 36.0.8](#) (2024-07-25) additional feedback moved the quest to the [Saturn](#) to [Uranus Junction](#) to reduce confusion along the [New Player Experience](#) progression.
- The Paradox in question appears to be a [Bootstrap Paradox](#), as the events that occur within the campaign are caused by the events in The New War - with neither being able to take place without the other in a self-sustaining loop.

## Media

Warframe | The Duvi...



Warframe | TennoC...



TennoCon 2022 | Th...

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Warframe | Devstre...



Warframe | The Duvi...



Warframe | The Duvi...



Warframe | Devstre...



Warframe | The Duvi...



Warframe | Duviri P...



## Patch History


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


- Fixed a “The Duviri Paradox” Quest Key appearing in the End of Mission screen after completing the Quest itself for those who haven’t reached the Uranus Junction.

[Update 36.1](#) (2024-08-21)

- Reworked Mission 2 of the Duviri Paradox Quest to remove its tutorial elements, and added a small introduction to the Tales of Duviri book.
  - Since the Duviri Paradox was initially designed as an alternative starting


## External Links





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Since The Duviri Paradox (2022, July 14) [Warframe Duviri Paradox is a shining](#)

[n.com/warframe/duviri-paradox](#)

[ived \(https://web.archive.org/w](#)


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Main Story **Quests**

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
The New War	Prelude to War (Chimera Prologue • Erra • The Maker) <sup>[1]</sup> • The New War (The Duviri Paradox) <sup>[2]</sup>
Indifference	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The



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Limbo Theorem ( [Limbo](#) ) •

range ( [Chroma](#), [Khora](#) ) •

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





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and cutscenes leading up to The

i Paradox has very interlinked

e New War.

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