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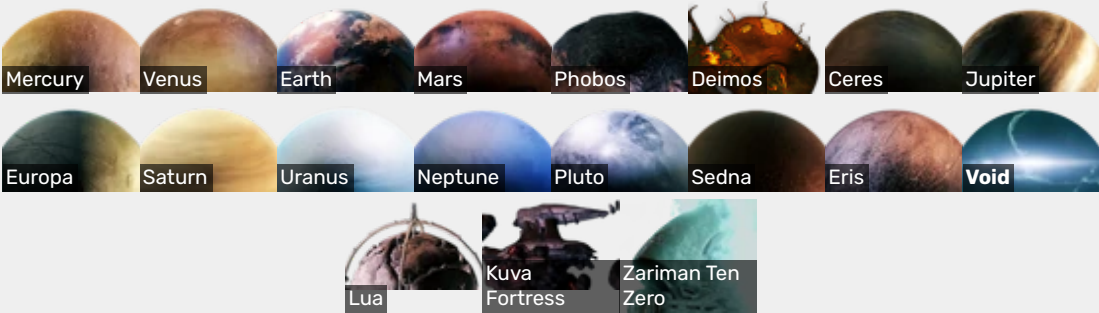
in: [Lore](#), [Planets](#), [Speculation](#), and [5 more](#)

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Void

109 [EDIT](#)



For its Railjack counterpart, see [Veil Proxima](#).

Originally we studied Void occurrences from afar, observing and cataloguing the distribution of galaxies and refining cosmological evolution models. We are in a new age of cosmic exploration. Advancements in space travel partnered with determined curiosity have brought us closer to our object

Void

Information

System

Sol

Ruling on(s)

[Corrupted](#)

Statistics

ance



10 - 45



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For the damage type, see [Damage/Void Damage](#).

The **Void** (also known as the **Untime**^[1]) is a mysterious realm of extra-dimensional space, where the laws of physics and time hold little sway. It is the source of many mysterious phenomena, as well as the origin of the  [Tenno](#)'s powers. The Void is the primary source of  [Argon Crystals](#). Additionally, missions in the Void are also guaranteed to reward a [Void Relic](#).

The Void can be accessed via connections from [Europa](#), [Neptune](#), [Phobos](#), and [Sedna](#).


The [Orokin Void](#) serves as the main environment for the Void.

Resources

 [Ferrite](#)
 [Rubedo](#)
 [Argon Crystal](#)
 [Control Module](#)

Miscellaneous

[Europa](#)
[Neptune](#)
[Phobos](#)
[Sedna](#)

 Contents

1. Lore & History

1.1. General

1.2. The First Void Voyage

2. The Deep Void

3. Conceptual Embodiment

4. Dangers & Risks

5. Unique Void Phenomena

6. Technology & Resources

7. The Indifference


8. Enemies

9. Missions

10. Trivia

11. Patch History

12. References




Lore & History



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sanctuaries against  [Sentient](#) attack during the [Old War](#).^[2] These towers are of immense interest to the major factions of the Origin System, who desire the vast treasures and Orokin technology hidden within.

The First Void Voyage

Main article: [Albrecht Entrati](#)

At first, the Void was merely observed by the Orokin, with any unique occurrences and phenomena recorded for potential study. Its full potential wasn't realized until much later by prominent Orokin scientist [Albrecht Entrati](#). He theorized that the Void could be used to aid the Orokin in entering a new age era of space travel and interstellar colonization.



Inside the Void

After years of numerous failures and the loss of support from his peers, Albrecht would begin to believe that the Void was simply nothing; an actual void, lacking form and energy. To ambitions of space travel, it appeared to be just another dead end.

However, Albrecht would instead use himself as a test subject in traveling through an experimental Void gate, known as the **Wall of Lohk**. He would ultimately be successful in his experiment, successfully crossing over to the Void through the use of a [Seriglass](#) Bell. While inside the Void, Albrecht saw a vast sea of white light pierced by black stars; a flowing, colorful vapor twirling around him, whose source was the wall he came through and his own head. However, he would meet an unknown entity with the Void that mimicked his appearance. After exiting the Wall,

After years of research into unknown traces of Void's energy, also known as **Untime**. He was responsible for the creation of the [Heart](#), a device used to "pumps the arteries of 'the here' and the Void" according to [Mother](#).^[3] The Heart is responsible for channeling Void-related phenomenon to the current reality, keeping the "Wall of Lohk" open between the Void and the physical world.^[4] The [Entrati](#) family has maintained this Heart for generations, preserving the functionality of what remains of the Orokin Empire, potentially including the function of the [Solar Rail](#).



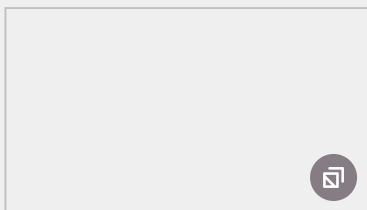
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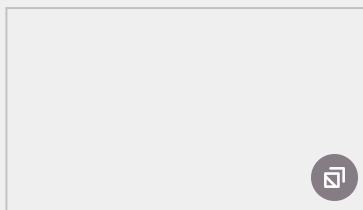
its sky ever-changing, the weather and color being based on the [Dominus](#)' fickle emotions and current mood, and can range from sullen downpours to rage full meteor showers.

The [Granum Void](#) (also known as **Granum's Void**) is a region of the Void where the wreckage of [Parvos Granum's](#) capital ship can be found, and where Granum was preserved by the Warframe [Protea](#). The sky appears to endlessly burn away, while thunderous lightning crackles between the suspended fragments of stone and ship debris. The [Orokin Towers](#) reside with a relatively calmer region, referred to as the **Orokin Void**. Its 'sky' is a calm blue, and filled with ethereal, cloud-like fractals.

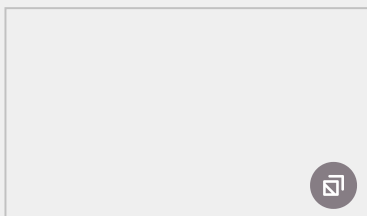
Comparatively, there is a more violent region referred to as the **Great Indifference**^[6], where the abstract [Murmur](#) can be found. This is an inverted realm, where upside-down, monolithic towers constructed of calcified stone hang from the land above. All the while, giant gaping mouths silently bellow into the abyss. Currently, this region is corrupting [Albrecht's Laboratories](#), converting the labs into piles of sand and brutalist stone.



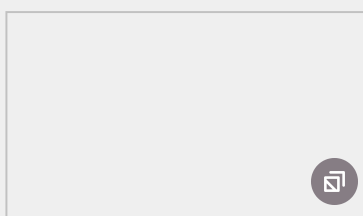
The skies of Duviri, based on the mood of [Dominus Thrax](#).



Granum's Void, where the remains of his ship can be found.



An abandoned Orokin Tower, floating within the Orokin Void.



The Great Indifference, a land of stone and sand that is currently invading Albrecht's Labs.



Conceptual Embodiment



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One especially noteworthy aspect of the Void is its interaction with aspects of consciousness. In essence, through the power of the Void, thoughts, memories, emotions and even concepts can manifest into physical things. This unique reaction is referred to as **Conceptual Embodiment**.



A mass of Void energy, shaped to resemble a human body

Additionally, Conceptual Embodiment allows for a certain degree of resurrection to exist. Through the power of the Void, a being's own thoughts and consciousness can reform into a semi-exact replica of the original being.^[7]

Perhaps one of the most apparent examples of Conceptual Embodiment is the kingdom of [Duviri](#). Once a fiction land used as the setting of children's book, the entire kingdom, inhabitants and all, were spontaneously formed within the Void by the anxieties of the Drifter during the aftermath [Zariman's](#) Void-Jump Incident.

Dangers & Risks

Due to the Void's unique paradoxical nature, excessive exposure to its energies is known to lead to numerous risks, such as temporal distortions, insanity, and being unaligned with reality.^{[8][9][10]} Thus, traveling through the Void is still considered to be an extremely risky act.

It is highly recommended to control one's thoughts and emotions when entering the Void, as any wayward feelings may result in unpredictable manifestations that embody said thoughts.

The children aboard the [Zariman Ten Zero](#) were an exception, retaining their sanity during the Zariman Ten Zero Incident albeit gaining uncontrollable Void-related powers. The children obtained their powers by making contact with [a doppelgänger of themselves](#), as a means of managing the deteriorating situation on board the trapped ship^[11].

Exposure to Void energy seems to cause some form of corruption or deformation that appears as swirling, liquid metal. This can be seen on the [Tempestarii](#) and the [Zariman](#), especially around its Reliquary Drive.



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ected to) phenomenon such as ^[15], teleportation^{[16][17]},



superposition^[18], resurrection^[19], and supernatural powers such as Warframe or [Operator Abilities](#), [Void Fissures](#), [The Man in The Wall](#), and [Dominus Thrax](#).

Unique Void Phenomena

The Void's influence is not strictly contained within its own dimension. Its unstable energies often leak into the reality of the Origin System, causing numerous accounts of unpredictable phenomena to occur.

- **Void Fissures:** Void Fissures are essentially small, short-lived tears in reality that lead to the Void. They can often be seen appearing on the surface of planets, and despite their size, they are able to spew out [Corrupted](#) enemies, and can even corrupt any nearby enemies with Void energy.
- **Void Storms:** Similar to Fissures, Void Storms are instead exponentially large fissures that slowly move across the void of space like a massive fanged maw. They ravage anything caught in their path.
- **Void Conjunctions:** Conjunctions are essentially small-scaled Void Storms that usually appear exclusively on [Lua](#). Despite the numerous Void manifestations that followed, these events were usually favored by the Orokin due to their unintended aid in assisting with [Continuity](#) rituals. Rituals conducted during these times often had a much higher success rate, and thus were reserved exclusively for the Orokin Seven. The Warframe [Voruna](#) was often employed to serve during these rituals, protecting the participants from any manner of entities that manifested from out of the Void.

Technology & Resources

The Indifference

Main article: [The Man in the Wall](#)

Enemies



Main article: [Corrupted](#)



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to protect the Towers from
from [Sedna junction](#) are



considered to be "Tier 4" (T4) difficulty. Enemies will deal **+200%** bonus damage compared to their actual levels.

Corrupted		
All nodes	Level 30+ Only	Level 40+ Only
<ul style="list-style-type: none">Corrupted AncientCorrupted ButcherCorrupted CrewmanCorrupted Heavy GunnerCorrupted LancerCorrupted MOAOrokin Drone	<ul style="list-style-type: none">Corrupted BombardCorrupted Nullifier	<ul style="list-style-type: none">Corrupted Vor

The [Stalker](#), Syndicate Kill Squads and, in [Steel Path](#) mode, [Acolytes](#), may also appear to hunt down Tenno during Tower missions.

Missions

Unlike other planets whose entirety can be accessed from a single entry node, the Void is divided into four different branches of nodes, each set separate from each other that must be accessed from four different planets (Phobos, Europa, Neptune, & Sedna). Note that once the Void is unlocked, completing missions on branches from a different planet will permanently unlock the mission. This can allow a player to access other planets without unlocking their junction. For example, completing [Aten](#) will grant access to the planet Sedna.

Target	Name	Type	Level	Credit Reward	Additional Credit Reward	Tile Set	Mastery EXP	In
	Taranis	Defense	10 - 15	1,900	0	Orokin Tower	0	Sc
	Teshub	Exterminate	10 - 15	1,900	0	Orokin Tower	0	Sc
					0	Orokin Tower	0	Sc



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Target	Name	Type	Level	Credit Reward	Additional Credit Reward	Tile Set	Mastery EXP	In
	Tiwaz	Mobile Defense	20 - 25	2,900	0	Orokin Tower	0	Sc
	Ani	Survival	20 - 25	2,900	0	Orokin Tower	0	Sc
	Stribog	Sabotage	20 - 25	2,900	0	Orokin Tower	0	Sc
	Ukko	Capture	30 - 35	3,900	0	Orokin Tower	0	Sc
	Oxomoco	Exterminate	30 - 35	3,900	0	Orokin Tower	0	Sc
	Belenus	Defense	30 - 35	3,900	0	Orokin Tower	0	Sc
	Mot	Survival	40 - 45	4,900	0	Orokin Tower	0	Sc
	Aten	Mobile Defense	40 - 45	4,900	0	Orokin Tower	0	Sc
	Marduk	Sabotage	40 - 45	4,900	0	Orokin Tower	0	Sc
	Mithra	Interception	40 - 45	4,900	0	Orokin Tower	0	Sc

Trivia



When the Void was first introduced back in [Update 8.0](#) (2013-05-23), players could



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They could acquire during [Update: Specters](#)



of the Rail 0.0 (2016-07-08), turning it into a separate system while Void Keys were changed to [Relics](#).

- The mission nodes are named after gods and deities of various Pantheons (e.g. Slavic, Mesopotamian, Aztec, etc.).
 - [Teshub](#) is the [Hurrian](#) god of the sky and storms.
 - [Taranis](#) is the [Celtic](#) god of thunder.
 - [Hepit](#) is the Hurrian goddess of the sky.
 - [Tiwaz](#) (or *Týr*) is a god in [Germanic mythology](#).
 - [Ani](#) is the [Alusi](#) diety of the earth, fertility, and mortality.
 - [Stribog](#) is the [Slavic](#) god of the sky.
 - [Belenus](#) is the sun god in Celtic mythology.
 - [Ukko](#) is the [Finnish](#) god of the sky and thunder.
 - [Oxomoco](#) is the [Aztec](#) goddess of the night.
 - [Marduk](#) is the [Mesopotamian](#) god of creation, water, and vegetation.
 - [Mithra](#) is the [Zoroastrian](#) diety of oath.
 - [Mot](#) is the [Canaanite](#) god of death.
 - [Aten](#) is the [Aten](#) sun god.

Patch History

Update 34.0 (2023-10-18)

- Fixed a map hole in the Orokin Void tileset, just big enough for a Razorwing Titania to fly through.

Hotfix 29.5.7 (2020-12-10)

- Fixed some laser beams (in the Void, etc) not making any sounds.

Update 25.7 (2019-08-29)

References

1. "Oh! Aren't you a fascinating specimen? Organic-ferrous exoflesh, hybridized internals, Untime trace... you're a Tenno, aren't you?" - [Daughter](#) during [Heart of Deimos](#)



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4. "Son has strange ideas of what victory looks like. The Solar Rails. The Tenno, we all depend on the Heart to keep the wall open to the other side. If the Heart stops, everything goes with it." - [Loid](#) during [Heart of Deimos](#)
5. *"You've seen things in the Deep Void too, haven't you? Lashing like dragons and bellowing like giants?"* - [Archimedean Yonta](#)
6. *"The Murmur's envoy lurks somewhere within the Great Indifference. To find it, administer a visionary serum to our Vitreum scanners."* - [Fibonacci](#) when fighting [The Fragmented](#).
7. See [The Holdfasts](#) syndicate
8. Events of [Rell \(Webcomic\)](#)
9. "The grownups are howling at the door... drowning mad in the Void ocean but you... you are at ease swimming within the depths!" - [Elder Queen](#) during [The War Within](#)
10. "When intrepid explorers returned from the Void they would isolate themselves in the vaults until they re-aligned with causality and sanity." - [Loid](#) during [Isolation Vault](#) bounties
11. "Time's up, kiddo. I can save them, all of them. But you have to want it... let's say we shake on it. " - [The Man in the Wall](#) during [The New War](#), flashback sequence
12. See [Lua Spy](#) mission
13. [Onkko](#)'s dialogue regarding his usage of past, present, and future tense.
Example: "Saya... If he- if Onkko- if I could have shown her how catalogues of possible futures fanned out from the moment I could choose, could have chosen, to stay, none of them end, ended, well. None, save one: this one. The one where I left. This future ends so well for her, for Konzu, for Cetus. As eviscerating a choice as it was, it was the only one I could live with. Some day, I swear, this is- but- this was... this will be borne out. Speak of this no more. To be crushed by the singular excruciates. What's done is done. Enough."
14. "[I'm from the] future? Naw... but that'd be a lot easier to get, now wouldn't it? As far as I can make it out: You're the me that got rescued from this shit. And I'm the you that did not. Not sure which of us got it worse." - The [Drifter](#) meeting the [Operator](#) during [The New War](#)
15. See [Granum Void](#), [Rift Plane](#), or [Void Mode](#)
16. See Void portals in [Orokin Sabotage](#) missions or [Halls of Ascension](#) on Lua
17. See [Railjack](#)'s warping mechanism, [Solar Rails](#), or [Junctions](#)
18. "They say the contents of a Relic are simultaneously this thing, or this thing, or this thing, but also that thing and certainly never just one thing. That is until it's exposed to the Void. From that point on, the possibilities collapse, each exposes one, singular thing." -



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the possibilities collapse, each exposes one, singular thing." -



Star Chart

[Mercury](#) • [Venus \(Proxima\)](#) • [Earth \(Proxima\)](#) • [Lua](#) • [Mars](#) • [Deimos](#) • [Phobos](#) • [Ceres](#) •
[Jupiter](#) • [Europa](#) • [Saturn \(Proxima\)](#) • [Uranus](#) • [Neptune \(Proxima\)](#) • [Pluto \(Proxima\)](#) •
[Sedna](#) • [Kuva Fortress](#) • [Eris](#) • **Void (Veil Proxima)** • [Zariman](#)

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