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Void Angel



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QUOTES

CODEX

Often found cocooned on the walls of the Zariman, the Void Angels were once human-like manifestations of people who died in the aftermath of the Zariman disaster. Over time they succumbed to the Void's song, and transformed into these angel-like creatures. They do not like to be disturbed.

Void Angels are former manifestations of [Zariman Ten Zero](#) crew^[1] that have been heavily corrupted by the [Void](#). They serve as [Field Bosses](#) on the Zariman tilesets.

Any Zariman Ten Zero mission always has one dormant Void Angel that appears in large rooms of the tileset, which can be awoken by interacting with [The Reverent](#) variant will always

Void Angel



Update Infobox Data

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General Information



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WARFRAME Wiki



Killing the Ravenous variant grants 7,500 [Focus](#) to the current active school, while killing the dormant ones grant 15,000 focus. This counts toward the daily cap.

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General

All Void Angels were once humanoid manifestations created from [Conceptual Embodiment](#), similar to the [Holdfasts](#)^[2]. After giving in to the song from the Void, those who are reborn from the Void then evolve into a more abstract form. These masses of human-shaped Void energy can be found cocooned and asleep within the surrounding walls of the Zariman, and can be heard softly wailing and singing. When fully matured, these forms will then turn into a fully mobile, angel-like entity.

➤ e to the invading  [Corpus](#) and 



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Planet(s)

Zariman Ten Zero

Tile Set(s)

Zariman (Tileset)

Type

Field Boss

Statistics

Affinity

3,011

Shield

1,914.99

Health

444,180

Armor

1,938

Dmg. Reduction

76.25%

8

 ++

Base Level

1

Spawn Level

50

Level Scaling

Selected Level

50

Reset

EHP

1,872,146.57

Steel Path EHP

--

Miscellaneous

Codex Scans

3

Introduced

Update 31.5 (2022-04-27)

Drops

Mod Drops

Molt Augmented 1.67%

Cascadia Flare 1.67%

Molt Reconstruct 1.67%

Eternal Onslaught 1.67%

Eternal Logistics 1.67%

Emergence Dissipate 1.67%

Emergence Savior 1.67%

Emergence Renewed 1.67%

Eternal Eradicate 1.67%

Fractalized Reset 1.67%

Cascadia Overcharge 1.67%

Cascadia Accuracy 1.67%

Cascadia Empowered 1.67%

Molt Vigor 1.67%

Molt Efficiency 1.67%

Resource Drops

1  [Voidplume Pinion](#) 100.00%

Official Drop Tables

[//www.warframe.com/droptables](#)

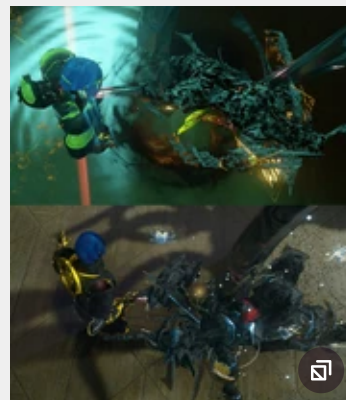
release their master.^[3] As a result, they cause numerous [Void Floods](#) to appear around the ship, increasing the risk of contamination.

When not asleep within the walls, the Void Angels will attempt to make their way to the Zariman's [Reliquary Drive](#) and attempt to feed off of it.

Behavior

In their initial state, angels will be fought in the same space as other enemies. They possess multiple attacks:

- A teleport during which they are invulnerable. They will target the area around a player and, after a short delay, slam into the ground, creating a shockwave. Their landing zone is telegraphed by faint red energy swirling in the selected area.
- A slowly charging orb, which absorbs incoming damage and will home in on a player once thrown. The orb can be destroyed by Operators, either in mid-air or while it is still charging. The latter causes the Angel to be staggered.
- A ground slam that sends out spikes in a line. If these spikes hit a Warframe, they will be impaled akin to  [Garuda's](#)  [Blood Altar](#), and the controlling player will be forced into Operator/Drifter mode. They will not be able to return into their Warframe until they destroy the spikes paralyzing it, or are knocked out in operator form.
- During its recovery phase, the Angel's physical form will continuously create spheres around it, which will fire a damaging  [Magnetic](#) beam at nearby targets after a short delay.



Warframes impaled by a Void Angel. Note the ashen texture while impaled.

After at least 1 health segment has been destroyed, they will gain a few more abilities:

- A surrounding [Corrosive](#) fog that heals the Angel if it damages a Warframe, including non-Warframe Specters.
- A delayed explosion that blankets a large area in the same fog.

As an **Ethereal Void Angel** it will have a different set of attacks:

- A swipe, which will create damaging beams that fire outward in sequence.

A beam that fires from its face, which can be destroyed with an Amp.



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enough it may teleport to the
ing a beam attack.



Like some special bosses, the Void Angel can only receive up to 4 stacks of any [Status Effect](#) with the exception of [Impact](#) which can stack up to 6 times.

Strategy

The Void Angel possesses 2 or 3 health bars (2 on Ravenous, 3 on awoken Dormant Void Angel). After depleting the first health bar, the Angel will enter a recovery state indicated by a green gauge filling.

While recovering, a portal in the form of a bubble appears above the Angel, which can be entered by touching the portal (a jump may be needed). The player will be automatically switched into Operator/Drifter mode and teleported into the Ethereal plane - a special realm consisting of a circular platform, encountering the **Ethereal Void Angel**. Falling off the platform or being defeated in the realm will forcibly eject the player from the realm. The Ethereal's health bar is indicated in blue.

After damaging the Ethereal form at least 50%, it will become invulnerable as multiple Dimensional Orbs float around it which can be removed with [Void Sling](#). The number of orbs scales with the number of players, at minimum two orbs in a solo mission. Removing the orb creates a golden shield when the Operator lands, blocking some of the Angel's attacks and granting [Heat](#) damage to [Amps](#).

If the Ethereal Void Angel is not defeated quickly enough it will initiate a beam attack. This ability is highly damaging and ignores [Void Mode](#), while its aggressive tracking makes it difficult to dodge. Any Operator outside of cover will likely be knocked out.

Once the Ethereal form is defeated, one of Angel's physical form's health bar is permanently removed and all players are ejected from the Ethereal plane. If the Ethereal form is not defeated before the green recovery gauge reaches the end, all players are ejected from the Ethereal plane and the contested portion of the Angel's physical form's health bar is completely restored.

The process repeats until all 2 or 3 physical health bars are depleted. On the last physical health bar, the Angel's physical form will die without attempting to recover or to offer an Ethereal encounter, thus requiring 2 Ethereal encounters for the awoken Dormant Void Angel, and just 1 encounter for the Ravenous Void Angel.



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have no effect on Void Angels.



Tips

- During [Bounties](#), hunting a dormant Void Angel that is not required by the bounty is **not** advised until after the bounty is completed, as ignoring the objective may cause mission failure (depending on the bounty conditions) and thus lose out on the Void Angel's drops.
- While the physical form can be easily overcome by multiple possible Warframe builds and weapons, the Ethereal form on the other hand is both limited to the Operator and has a time limit, which may require a decently built Operator especially on higher tier bounties. [Madurai](#) has many Operator-enhancing abilities related to damage output, none of which are Way-Bound.
 - Madurai disciples also have [Contamination Wave](#) at their disposal, further rendering the Angels vulnerable to Operator/Drifter damage.
- [Caustic Strike](#) from the [Unairu](#) school affects Void Angels by permanently stripping off their armor, further making them vulnerable for a quick dispatch.
 - Additionally, the spawned [Unairu Wisps](#) after using Caustic Strike will further amp up the Operator's/Drifter's damage.
- Bursting the Ethereal form with enough damage output can skip its orb protection phase entirely. Timing a burst of damage when it is only slightly above 50% health and right when it starts an attack can be an effective method of skipping the orbs.
 - [Temporal Drag](#) from the [Zenurik](#) school slows down both the physical and ethereal Angel forms, giving time for bursting to skip the orb phase. Upgrading it to [Temporal Shot](#) further amplifies Operator damage by landing headshots on the Angel.
 - [Magus Melt](#) provides innate [Heat](#) damage to Amps after Void Slinging, without needing the golden shield buff.
- [Eternal Eradicate](#) is available for purchase from [Cavalero](#) and can be a handy boost to Amp effectiveness.
- The damage bonus from the Orb shields do **not** stack with one another. If fighting an Ethereal Angel as a group it would be wise to spread the shields out so that Operators/Drifters can attack the Angel from multiple angles.
- The Angel cannot teleport to areas that are too small for it to occupy.
- Equipping [Venari](#) with [Sharpened Claws](#) will expose flesh on both varieties of void angel when she attacks them.



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Ravenous Void Angel	General		Drops
	Introduced	Undetermined	Mod Drops: Cascadia Accura Cascadia Empov Cascadia Flare 0 Cascadia Overch Emergence Diss Emergence Renc Emergence Savi Eternal Eradicat Eternal Logistics Eternal Onslaught Fractalized Rese Molt Augmented Molt Efficiency 0 Molt Reconstruct Molt Vigor 0.667
	Tileset	Zariman (Tileset)	
	Weapon		
	Codex Scans		
	Statistics		
	Base Level	1	Other Drops: Voidplume Quill

- Compared to their dormant counterparts, Ravenous Void Angels have one less health and only spawn in [Void Armageddon](#) missions after three Exodampers have been defeated. If they are not, then this, they behave identically to their kin.
 - Additionally they will drop a [Voidplume Quill](#) on death, balanced out by their appearances during Void Armageddon missions.

Trivia

- [Teshin](#)'s dialogue in [The Circuit Void Flood](#) implies that Void Angels are servants of [The Man in the Wall](#), seeking to break their master out of the Void.

Bugs

- Sometimes a Void Angel receives damage beyond one of its three segmented bars before switching to invulnerability phase and players are unable to enter the Void bubble, rendering it unkillable for the rest of the mission.
- When a Void Angel successfully impales a Warframe and forces the player into Operator/Drifter mode, the player at times cannot return to their Warframe even if the impaling spikes were already shattered.
 - When the Operator/Drifter gets knocked out while this bug is in effect, they will simply respawn beside their Warframe.



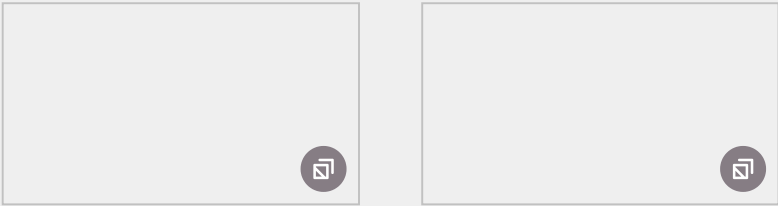
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this will eject all players from progress bar. Players will be unable to return to the quest.



Gallery



Patch History

- [Hotfix 36.0.1](#) (2024-06-19)
 - Fixed players being indefinitely stuck in the Void Angel's spike ability.
- [Hotfix 35.5.11](#) (2024-05-07)
 - Fixed getting pulled out of the Void Angel's Ethereal Plane as Protea in Zariman missions if Temporal Anchor is cast before entering it.
- [Hotfix 35.5.4](#) (2024-04-05)

Bosses and Mini-Bosses			[Collapse]
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)	
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)	
	Quest	Elder Queen (The War Within)	
	Event	Balor Fomorian (Fomorian Fleet)	
Corpus	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)	
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)	
	Quest	Protea Specter (The Deadlock Protocol)	
	Event	Razorback (Razorback Armada)	



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[Aernaut Behemoth \(Eris\)](#) • [Mutalist Deimos](#) • [Zealoid Prelate \(Deimos\)](#)



	Quest	Infested Mesa (Patient Zero)
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
The Murmur	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
	Mission	Scathing Whisper • Mocking Whisper

1. *"When consciousness and Void come together, it makes a thing. For example, me!"*
-[Archimedean Yonta](#) during [Angels of the Zariman](#)
2. *"That form is what awaits us, should we fail to hold fast. The others were all like us, once. But in time they all drank from that bleak Reliquary, and now they scream in chorus to the Void."* -[Quinn](#) during [Angels of the Zariman](#)
3. *"If the Void Angels break through the Wall, their master will be freed. Do not allow that to happen."* - [Teshin](#)

Categories

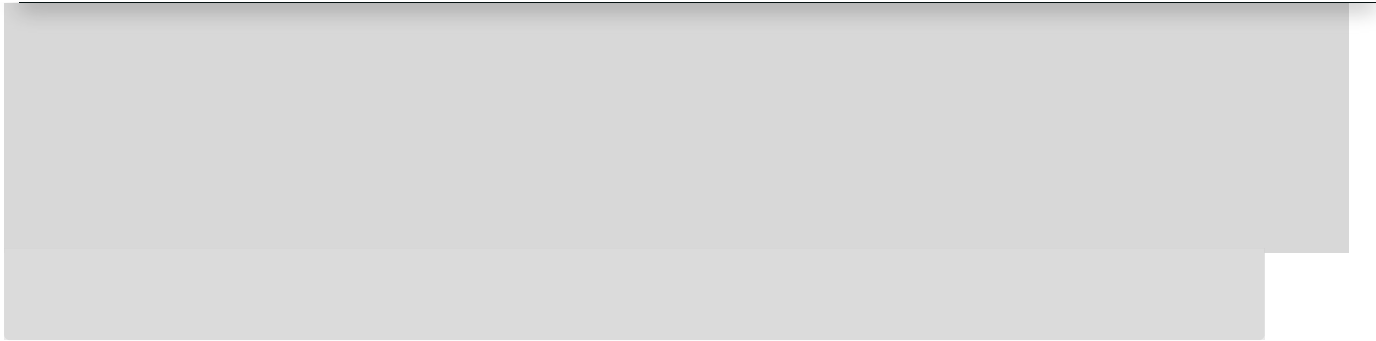
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