

ADVERTISEMENT

in: [Missions](#), [Update 31](#)

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Void Flood

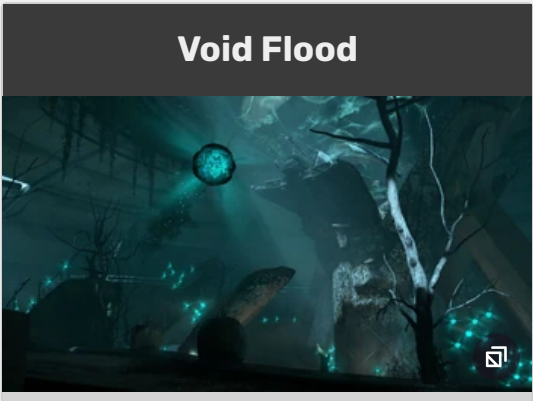


EDIT

V QUOTES

Void Flood is an Endless [Mission](#) type introduced in [Update 31.5](#) (2022-04-27). The ever-encroaching corruption of the [Void](#) is forming ruptures throughout the [Zariman Ten Zero](#), and the Tenno must work to keep them closed.

Access to this mission requires completion of the [Angels of the Zariman](#) quest.



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7. See Also

Mechanics

Players are automatically given a drone that will collect the Vitoplast floating around the area or dropped from enemies, which they must deposit into a Void Rupture. There are two types of Vitoplast [pickups](#): **Vitoplast Droplets**, which can be dropped by enemies or found floating around the environment, and **Vitoplast Globules**, which are larger deposits of Vitoplast that constantly move around the tileset.

Vitoplast is **not** affected by  [Vacuum](#) /  [Fetch](#), and are **not** able to be picked up while within  [Limbo](#)'s [Rift Plane](#) or with  [Wukong](#)'s [Cloud Walker](#). Once three Ruptures are sealed, one or multiple [Thrax Centurions](#) and [Thrax Legates](#) will appear and must be defeated; the Thrax are formidable foes in possession of [Overguard](#) and defeating their physical form will revert it into a spectral entity that can only be finished off with the [Operator](#)'s  [Void](#) damage.

Wandering into tiles without any Ruptures has a chance of spawning [Skittergirl](#), a hostile Void manifestation of teenaged [Archimedean Yonta](#), who will steal Vitoplast and Energy from players before running away. Upon her defeat she will drop a large amount of Vitoplast including the ones stolen, along with some Energy Orbs.

Players must monitor a Corruption gauge that fills as the mission progresses. At 40%, 70%, and 100% of the gauge, the Void provides either a random enemy buff or a player debuff. Sealing a Void Rupture as well as killing all Thrax enemies reduces the gauge by 35%. If the gauge fills completely, players must quickly act to lower the gauge within 2 minutes and 30 seconds. If the countdown completes and extraction is not yet available, the mission ends in failure. Otherwise, the Tenno are immediately directed to extract.

Some of [Quinn](#)'s [Bounties](#) that involve Void Flood may have a special condition that requires the Tenno to keep the Corruption gauge below 70%, meaning players have to work faster on getting Vitoplasts and closing ruptures as soon as possible. If the Gauge hits exactly 70% without completing prerequisite objectives, the mission will immediately fail.



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Name	Target	Description
Shield Drain	Players	Players will be drained of their shields at a constant rate.
Health Drain	Players	Players will be drained of their health at a constant rate.
Chaotic Vitoplast	Environment	Vitoplast globules move much faster.
Boarding Party	Enemy (Grineer)	Kosma Raiding parties will spawn.
Rupture Decay	Environment	Progress on partially sealed Void Ruptures slowly becomes undone.
Corpus Rangers	Enemy (Corpus)	Vapos Rangers will spawn.
Corpus Elite Units	Enemy (Corpus)	Special Corpus infantry such as the Combas and Scrambuses will spawn.
Riot Moas	Enemy (Corpus)	Bursas of any type as well as Aurax Atloc Raknoids will spawn.
Manics	Enemy (Grineer)	Manics will spawn.
Kuva Guardians	Enemy (Grineer)	Kuva Guardians accompanied by Kuva Jesters will spawn.
Enemy Heat/ Cold Weapons	Enemy	Adds the specified element to enemy attacks.
Hazardous Vitoplast	Environment	Picking up Vitoplast inflicts damage.



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[Centurion](#) and [Legatus](#) spawn increase.



Locations

There are a total of 1 Void Flood Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias ↕	Level
Zariman Ten Zero	Everview Arc	Grineer or Corpus	5,900	0	VoidFlood	50 -

Rewards

Rewards from Void Flood missions are offered every 3 sealed Void Ruptures and the Thrax kill. The order of the rotations is AABC.

This section is [transcluded](#) from [Void Flood/Rewards](#) . To change it, please [edit the transcluded page](#).

A		B		C	
x5000 Credit Cache	50%	x7500 Credit Cache	50%	Madurai Lens	16%
Endo x450	18.75%	Endo x600	20%	Naramon Lens	16%
Voidgel Orb	9.38%	Entrati Lanthorn	6.67%	Unairu Lens	16%
Meso A7	3.13%	Neo A13	3.33%	Vazarin Lens	16%
Meso B9	3.13%	Neo B9	3.33%	Zenurik Lens	16%
Meso F5	3.13%	Neo E4	3.33%	Aeolak Receiver Blueprint	10%
Meso H7	3.13%	Neo G7	3.33%	Aeolak Stock Blueprint	10%



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3%
3%



Locations:

- [Everview Arc](#), [Zariman Ten Zero](#)

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.

Tips

- The key to maintaining the Corruption Gauge low is to close a Rupture as early as possible before another Rupture opens, as having two (let alone three) Ruptures open will cause the Gauge to increase at a much faster rate.
- [Titania](#) particularly excels in this mission type, as she can enter [Razorwing](#) mode and quickly gather Vitoplasts normally intended for tricky parkour movement, including the large mobile Vitoplast circling around large tilesets.
 - [Zephyr](#) also performs well in Void Flood due to her increased airborne movement options.
- The [Madurai](#) focus school also excels in this mission, with [Chained Sling](#) reducing [Void Sling](#)'s energy cost.
 - [Naramon](#) also enhances Void Sling's distance with [Far Sling](#), and is a way-bound that allows it to be used with any focus school.
- Vitoplasts should be collected as soon as possible as they can despawn after a short period of time.
- [Mag](#), [Vauban](#), [Nidus](#), [Yareli](#) and [Gyre](#) have abilities that pull enemies into a cluster for quick mass dispatching and respective gathering of Vitoplasts.
- [Eximus](#) units drop larger Vitoplast orbs than normal enemies, making them priority targets for boosting Vitoplast supply.
- Keep an eye on [Skittergirl](#), as she drops a hefty supply of Vitoplasts with repeated strikes. Also, she may respawn later on in the mission and can be attacked again.
 - Losing Vitoplast to Skittergirl can significantly hinder the progress of the mission.
 - Skittergirl often targets Tenno who stray from other squad members.
 - [Sevagoth](#)'s [Gloom](#) can slow down Skittergirl.



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source of Vitoplast (possibly intended).

Patch History

Update 35.5 (2024-03-27)

- Fixed Skittergirl still haunting a player that loads back into a Zariman mission Solo after Host Migration.

Update 32.2 (2022-11-30)

- Fixed Vitoplast pathing issues in Void Flood missions when the Chaotic Vitoplast Contamination Effect is active.

Update 32.1 (2022-11-02)

See Also

- [Void Cascade](#) and [Void Armageddon](#), two more unique missions in the Zariman tileset.

Missions				[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	
		Free Roam	Bounty (Isolation Vault, Heist)	
		Arena	The Index • Rathuum	
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught	
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage	
			(Railjack) • Skirmish (Railjack) • (Railjack) • Volatile (Railjack) (Railjack) • Orphix (Railjack) • Survival	



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		Free Roam	Free Flight
	Duviri	Free Roam	The Duviri Experience • The Lone Story
		Endless	The Circuit
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

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