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Void Relic

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Preceded by

[Void Keys](#) since [Update: Specters of the Rail 0.0](#) (2016-07-08)

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 a Void Fissure? And at that point, all the possibilities collapse, each one falling away until the Relic cracks open and exposes one,

Void Relic

[Lith](#) [Meso](#) [Neo](#) [Axi](#) [Requiem](#)



Tradeable



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WARFRAME Wiki



Void Relics are Orokin objects that can be opened to reveal valuable treasure enclosed within by

completing [Void Fissure](#) missions. They are the principal means of acquiring [Prime](#) parts and [Forma Blueprints](#), as well as [Ducats](#) from exchanging Prime parts in [Relays](#).

Introduced[Update: Specters of the Rail 0.0](#)
(2016-07-08)

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Acquisition



- Void Relics are received as rewards in [missions](#) — primarily endless missions (although some non-endless missions, such as [Spy](#), have a chance of rewarding a






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y mission in the [Void](#).



- Flawless relic at 50 minutes, and Radiant relics at 75, 100, and so on).
- Elite [Sanctuary Onslaught](#) and [Heist](#) can reward relics pre-refined to Radiant.
 - Packs of 3 Void Relics can be acquired from [Syndicate](#) Factions, [Ostron's Old Man Suumbaat](#), [Solaris United's Smokefinger](#), and [Entrati's Otak](#) for  **20,000** Standing, the [Market](#) for  **50**, or from [Teshin](#) for 15  [Steel Essence](#).
 - Relics bought with Steel Essence have a purchase limit of 25 per week.
 - All existing [Void Keys](#) were converted into Void Relics or deleted at the launch of [Update: Specters of the Rail 0.0](#) (2016-07-08), which included the rework of Prime part acquisition that introduced Void Relics to the game.
 - A small selection of relics can be purchased from [Varzia](#) with [Aya](#). The selection will be rotating monthly according to current [Prime Resurgence](#).


Void Relics can be [traded](#) between players.

List of Void Relics and Drop Sites

Relics are divided into four tiers, said to correspond to the eras of the [Orokin](#) empire^[1]. In ascending order of value, they are Lith, Meso, Neo and Axi. Each tier encompasses several types of relic, and each type has its own rewards table, comprising [Forma](#) blueprints, as well as [Prime](#) components and blueprints.

Unvaulted/Available Relics				
Lith (8 relics)	Meso (8 relics)	Neo (8 relics)	Axi (9 relics)	Requiem (4 relics)
<ul style="list-style-type: none">• Lith A6• Lith C12• Lith C7• Lith G10• Lith G12• Lith N15• Lith P9• Lith W4	<ul style="list-style-type: none">• Meso A7• Meso B9• Meso F5• Meso H7• Meso N11• Meso N17• Meso V9• Meso W4	<ul style="list-style-type: none">• Neo A13• Neo B9• Neo E4• Neo G7• Neo M5• Neo P7• Neo V9• Neo Z11	<ul style="list-style-type: none">• Axi A17• Axi A18• Axi G11• Axi L6• Axi O6• Axi S16• Axi S17• Axi S8• Axi V10	<ul style="list-style-type: none">• Requiem I• Requiem I• Requiem I• Requiem I

See [Void Relic/ByMission](#) for all relic drops by mission type and [Void](#) reward a particular relic.

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Farming Locations

These are based on opinions and may not be 100% true. These should be viewed as advice for finding relics of no particular kind until better facts are proven.

Lith

Meso

Target	Planet	Name	Type	Level	Target	Planet	Name	Type	Level
					Set				
	Void	Hepit	Capture	10 - 15	Orokin Tower	Void	Ukko	Capture	30
	Deimos	Hyf	Defense	15 - 20	Orokin Derelict	Jupiter	Io	Defense	15
	Mars	Olympus	Disruption	15 - 20	Grineer Settlement	Mars	Olympus	Disruption	15
	Void	Ani	Survival	20 - 25	Orokin Tower	Void	Ani	Survival	20

Neo

Axi

Target	Planet	Name	Type	Level	Target	Planet	Name	Type	Level
					Set				
	Void	Ukko	Capture	30 - 35	Orokin Tower	Void	Marduk	Sabotage	4
	Void	Marduk	Sabotage	40 - 45	Orokin Tower	Eris	Xini	Interception	3
	Uranus	Ur	Disruption (Dark Sector)	30 - 35	Grineer Galleon	Lua	Apollo	Disruption	3
	Void	Mot	Survival	40 - 45	Orokin Tower	Void	Mot	Survival	4



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ult, meaning they have been



chosen monthly for [Prime Resurgence](#), where [Aya](#) can be exchanged for Vaulted relics that contain those items. Existing relics (regardless of Resurgence status) will remain in the players' inventories and hence can still be opened or obtained by [trading](#) from another player.

There are currently 584 vaulted relics.

▼View Vaulted Relics List▼

Baro Exclusive Relics

[Baro Ki'Teer](#) will occasionally sell relics containing exclusive (e.g. [Aklex Prime](#)) or otherwise vaulted items. Though these relics are not "vaulted" in the usual sense, Baro's stock changes every time he appears such that any given one of his items may be unavailable for months at a time.

There have been 5 relics brought by Baro Ki'Teer.


Baro Ki'Teer Exclusive Relics


Lith (0 relics)	Meso (0 relics)	Neo (1 relics)	Axi (4 relics)	Requiem (0 relics)
		<ul style="list-style-type: none">Neo 01	<ul style="list-style-type: none">Axi A2Axi A5Axi M5Axi V8	

Usage

One Void Relic per player can be equipped for use in a [Void Fissure](#) mission, with a Void Relic selection screen appearing upon selecting a Void Fissure mission that allows a player to choose the desired Void Relic before starting.

Clicking on "Accept" when the fissure mission vote is started will bring up the relic selection menu, prompting the player to run the fissure with a relic of their choice. In endless missions, relics can be selected once for each rotation. This relic selection screen appears after the mission is selected (example being,



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If the mission node where the Void Fissure is has not been unlocked (completing the mission at least once), players will not be able to enter the mission and will not be prompted to equip a Void Relic.

In order to open the relic, a player needs to collect ten [reactant](#), which drop from [Corrupted](#) enemies affected by the Void Fissures.

If the Void Relic is cracked and the mission successfully completed, each of the players' equipped relics will display one of the potential rewards from their relic's rewards table, with each player's reward being independent of their teammate's rewards depending on their equipped relic and drop chance. Relics can only be chosen by players who have equipped and successfully opened their relic, and can choose which of the up to four rewards on offer they want to keep – either from their own relic or from those of the other players. Players can also obtain blueprints from the relics, regardless of their [Mastery Rank](#) requirement.

After the rewards are chosen, the relics equipped by all players are consumed. Relics that are not opened during the mission are not consumed.

Corruption Buff

Upon opening a relic after collecting 10 Reactant, the player receives a buff to one of their equipped gear for an amount of time based on the tier of the Void Fissure (**time = 30sec × tier**). The buffed gear will emit lightning bolts and sports a corrupted texture effect.

- Corrupted [Warframes](#) receive a 2x multiplier to [Ability Strength](#) and [Ability Range](#).
 - This affects the total value, meaning with a maxed [Intensify](#) for 130% Ability Strength will turn into 260% while the buff is active.
- Primary and secondary weapons do not consume ammo and have their damage increased by **25%**.
 - Damage increase is multiplicative to all other sources of damage increase.
- Melee weapons receive increased damage.



Refinement



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Of the six items in the relic is represented as a blue bar in addition to the item's probability



common items) and increases (for uncommon and rare items) as the player previews higher tiers of relic refinement.

To perform refinement themselves, players must complete the Mars [Junction](#) mission on Earth and install the [Void Relic Segment](#) they receive in their [Orbiter](#).

They must then collect 10 Reactant in Void Fissure missions, which will coincide with a reward of [Void Traces](#). Refinement can be done at the Void Relic Segment or in the Relic selection screen before a mission.

The Void Relic Refinement screen. It shows all owned Relics and the potential rewards of the selected Relic.

With Void Traces, players can use the Orbiter's refinement function to upgrade a single relic from "Intact" to

Process of refining

"Exceptional" (25 traces), "Flawless" (50 traces), or "Radiant" (100 traces). Previously refined relics can also be refined to a higher level, in which case the amount of traces spend refining the relic to its current level is subtracted from the cost. With each refinement tier, the chance for obtaining rarer items in the refined relic's reward table is raised while the more common ones' chance is lowered.

After refinement, the newly refined relic will be separated from the stack of Intact relics.



Intact
(Default)

Exceptional
(25 traces)

Flawless
(50 traces)



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Intact
(Default)



Exceptional
(25 traces)



Flawless
(50 traces)

Intact
(Default)



Exceptional
(25 traces)



Flawless
(50 traces)

Intact
(Default)



Exceptional
(25 traces)



Flawless
(50 traces)



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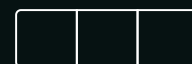
	rare item				
Intact	7.76%	12.9	0	28.5	0
Exceptional	15.07%	6.6	166	14.1	353
Flawless	21.93%	4.6	228	9.3	465
Radiant	34.39%	2.9	291	5.5	546

Most players' relics, especially in public missions, will be either Radiant (from [Elite Sanctuary Onslaught](#) or self-refinement, best for finding specific uncommon or rare items) or, more likely, Intact (from almost every other source, best for [Orokin Ducats](#) farming). This variant of the above table gives drop chances for most real squads.

Quality	Chance for at least one rare item	Expected relics/player	Expected traces/player	90% relics/player	90% traces/p
0					
Radiant, 4 Intact	7.76%	12.9	0	28.5	0
1					
Radiant, 3 Intact	15.29%	6.5	163	13.9	347
2					
Radiant, 2 Intact	22.21%	4.5	225	9.2	458
3					
Radiant, 1 Intact	28.56%	3.5	263	6.8	514
4					
Radiant	34.39%	2.9	291	5.5	546



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"90%" refers to [confidence](#); a 4-player group looking for one rare item has a 90% chance to find it without using more than this many relics (but they might use fewer).

A group of four players with Radiant relics has a 5.23% chance to receive two or more rare items; however, each player can keep only one. Using one Radiant relic at a time removes this possibility and may be worthwhile for getting the most out of rare or vaulted relics, but it does increase the expected number of runs required to find the item.

*The rarity of a relic drop is indicated by the text color of its name: **bronze** (common), **silver** (uncommon) or **gold** (rare).*

Ducat Farming

Main article: [Ducats](#)

Orokin Ducats are the currency required by [Baro Ki'Teer](#) for his unique items, and the only way to get ducats is by opening Void Relics for Prime items and selling the Prime items for ducats at the [Relay](#) consoles.

Assuming that all relic drops can and will be traded for ducats (i.e. no [Forma](#) and no items worth keeping), that no relic drops are valued inconsistently with their rarity (15 ducats for common items, 45 for uncommon, and 100 for rare), and that in multi-player teams the rarest reward choice is always chosen, the expected number of ducats to be earned per relic is as follows:

Squad Size				
Quality	1 player	2 players	3 players	4 players
Intact	23.3	29.9	35.1	39.3
Exceptional	26.2	34.6	41.0	46.1
Flawless	30.3	40.6	47.8	53.2
Radiant	35.5	48.0	56.2	62.0



shown, both refining relics and teaming up with other players vastly improve ducat



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to refine relics may be a less
relics if all you want is ducats.



Requiem Relics are unique relics that reward [Requiem Mods](#), [Kuva](#), [Riven Slivers](#), and [Exilus Weapon Adapter](#) Blueprints. They come in four types (I, II, III, and IV), each carrying different Requiem Mods. They can be opened in [Kuva Fortress](#) Void Fissures.

Acquisition

- [Kuva Siphon](#) missions:
 - Normal Siphons have a 50% chance to reward a Requiem Relic.
 - Floods will guarantee a Requiem Relic.
 - Kuva Siphon/Flood will drop a relic even if the Siphon is not destroyed.
 - Only one Requiem Relic can be obtained per unique instance of a Kuva Siphon/Flood alert; repeating a mission to farm its Relic (by not interacting with the Siphon) will prompt the player with 'REWARD ALREADY RECEIVED' instead in the end-of-mission screen.
- [Kuva Lich](#)'s Thralls or [Sisters of Parvos](#)'s [Hounds](#) have a 5% chance to drop a Requiem Relic.
- Bought from the [Market](#) via the Radiant Requiem Relic Pack for **85** - contains each type upgraded to Radiant.
 - Part of the [Kuva Lich Hunter Collection](#) for **835**.

Requiem Mods

Main article: [Requiem Mods](#)

Requiem Mods are mods that can be equipped on the player's [Parazon](#) in which they are used for killing or converting [Kuva Liches](#)/[Sisters of Parvos](#). They have three limited charges, one of which is consumed upon successfully killing or converting a Lich. When all charges are used, the Mod becomes *Defiled* and can be broken down into 500 [Endo](#) or four of them can be transmuted into a random new Requiem Mod. Unused Requiem Mods can be broken down into 1000 [Endo](#).



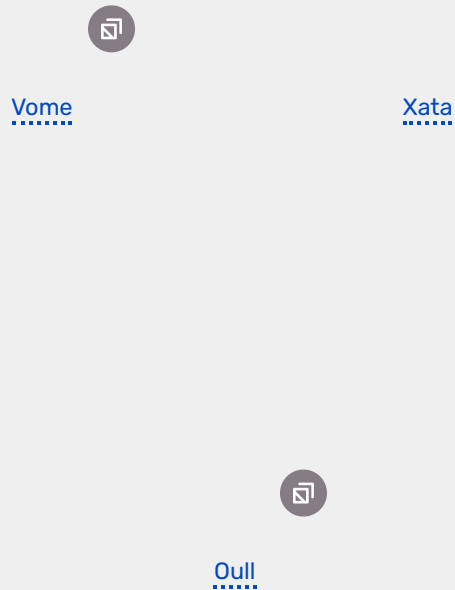
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Notes

- The letter a relic is assigned is determined by the first letter of the relic's rare reward, with a few exceptions such as [Axi A1](#).
- When using the Recruiting [Chat](#) channel, players will use jargon used to denote relic runs:
 - A "radshare" or "radiant share" is a run where all players use ("share") the same exact RADiant level relic. This is typically used to farm gold or silver rewards.
 - An "intshare" or "intact share" is a run where all players use ("share") the same exact INTact level relic. This is typically used to farm bronze rewards.
 - A stagger ("radstagger" or "intstagger") is where a squad runs the same relic multiple times, with 1 person using the desired relic each run and the rest using random relics to be eligible for the desired relic's reward. This allows the group to get multiple rewards from the same relic, but consequently takes much longer.



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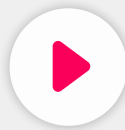
- "Axi" is based off the word [axial](#) which is the period of development and philosophy of many countries which is why it looks more refined or newer than other relics.
- "Neo" is based off the the Greek word [νέος](#) (nèos) meaning new.
- "Meso" is based on the Greek word [μέσο](#) (mésos) meaning middle.
- "Lith" is based off the Greek word [λίθος](#) (lithos) which refers to the stone age, explaining why it looks dusty and old.
- Ordis' description of how a relic works is vaguely similar to quantum superposition; each of the different items in a relic can be considered a different "state" of the object inside the relic. When the object is unobserved, each item is a new, mixed/superimposed state of all items at the same time; and upon opening, the contents resolve into a single observable item. This superposition is typically explained using the example of [Schrödinger's cat](#), where the titular cat, after being threatened with poisonous gas that may or may not be released due to detection of probabilistic radiation, is, on the quantum level, simultaneously both alive and dead until the box is opened, hereafter it resolves to being either alive or dead.
- With the new addition of the concept of [Eternalism](#) in Warframe's lore, and knowledge of the many-worlds interpretation of quantum mechanics, one might ask the question of, "Do Void Relics operate based on Eternalism?" However, this connection currently lacks any evidence, especially evidence of the [Orokin](#) even being capable of accessing alternate realities that exist under Eternalism.
- Void Fissures on the [Kuva Fortress](#), that only respond to Requiem Relics, are said to be created as a result of [Kuva Lich](#) experiments being conducted aboard.^[3]
 - This may also be related to the appearance of the Relics themselves or rather a cause for Requiem Relics yielding Requiem Mods (since the Relics are not gathered from the Fortress itself but the mods only appear through the Fissures). However, this is not clear. (I have heard that Steve Sinclair has drawn a link between the experiments and the existence of the Requiem Mods, but citation is needed.)
 - The [Requiem words](#) themselves, however, have existed since long before these experiments and the use of Requiem mods for ending the immortality of beings like Kuva Liches.

Media

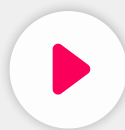


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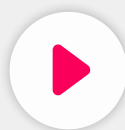




WARFRAME - RNG Analysis Void Relics



WARFRAME - RNG Analysis Void Relics (Part 2)



Everything You Ever Wanted to Know About Void Relics and How to Best Use Them



Watch History



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- This was a common request from the community, now made reality!
- Fixed being unable to Chat Link the Axi M5 Relic.

Update 36.0 (2024-06-18)

- Added a “Last Equipped” label to the last-equipped Relic in an endless Void Fissure mission. Relics with this label will always appear at the top of the Relic

References

1. Antiquarian Elite Weekly [Nightwave](#) Act: "Open one of each era/tier of Relic (Lith, Meso, Neo, Axi)."
2. [Drop Chances of Prime Parts from Relics \(Pixelmined\) Reddit post \(https://www.reddit.com/r/Warframe/comments/4s4qio/drop_chances_of_prime_parts_from_relics_pixelmined/\)](#)
3. "The Void is reacting to the Lich experiments on the Kuva Fortress, and for the first time: Void Fissures are appearing on the Kuva Fortress! But these are unlike the others, and they only respond to REQUIEM RELICS." Update 26: The Old Blood forum [post \(https://forums.warframe.com/topic/1136784-update-26-the-old-blood/\)](#)

Further Reading

- [VoID_Glitch's WARFRAME - Rarity Weights and "Random" Number Generation](#)
- [RNG](#)

Game System **Mechanics**

Edit [Collapse]

Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Tenno
		Leaderboards • Trading • City Penalty • Matchmaking

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	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom



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Vazarin, Naramon, Unairu,





	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

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