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Voidplume

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We couldn't remember much of what happened, but the time of the... accident is clouded for us, like cryo-fog. It is as if the Void had to erase in order to create. There's material the angels secrete that functions like [Aya](#). Yonta believes our lost memories are in there

—Quinn

Voidplumes are [Resources](#) used for increasing [standing](#) and Syndicate rank with [The Holdfasts](#), as well as crafting materials for [Gyre](#) and [Incarnon](#) weapons.

Types

Voidplume

[Do](#) [Va](#) [Cr](#) [Qu](#) [Pi](#)



Untradeable

A Void Angel's living feather, ripped out in combat.

Information	
Type	Resource
Sell Value	Cannot Sell
Introduced	Update 31.5 (2022-04-27)
Rarity	Rare
Sources	Zariman Bounty Void Angel



				
Voidplume Down	Voidplume Vane	Voidplume Crest	Voidplume Quill	Voidplume Pinion
 500	 1,000	 2,000	 2,500	 5,000
<i>Barbed and half-real, shed by a Void Angel.</i>	<i>A metallic plume from a Void Angel's wing.</i>	<i>The fine plumes from a Void Angel's crown.</i>	<i>A symbol of a genius, fallen from Void Angels long ago.</i>	<i>A Void Angel's living feather, ripped out in combat.</i>

Acquisition

- All [Zariman Ten Zero](#) missions can spawn a total of 8  [Voidplume Downs](#),  [Voidplume Vanes](#), and  [Voidplume Crests](#) scattered across the mission in the form of [Syndicate Medallions](#).
 - One Voidplume is guaranteed to be a Crest.
 - Two Voidplumes are guaranteed to be Vanes.
 - The remaining five Voidplumes have a 75% chance to spawn as Downs, and a 25% chance to spawn as Vanes.
- [Zariman Bounties](#) from [Quinn](#) award 1-5  [Voidplume Quills](#) depending on the difficulty.
 - Tier 1 Bounty has a chance to award a  [Voidplume Down](#).
 - Tier 2 Bounty has a chance to award a  [Voidplume Vane](#).
 - Tier 3 Bounty has a chance to award a  [Voidplume Crest](#).
- Finding a [Zarium Accolade](#) and delivering it to a [Cephalon Melica](#) Cache in any Zariman mission awards 1  [Voidplume Quill](#). Missions generally have two caches to find and unlock.
- [Ravenous Void Angels](#) that appear in [Void Armageddon](#) are guaranteed to drop a  [Voidplume Quill](#) upon death as an interactable pickup.
- [Void Angels](#) found in a dormant state in any Zariman mission are guaranteed to drop a  [Voidplume Pinion](#) upon death as an interactable pickup.
- [Archimedean Yonta](#) offers a selection of Voidplumes for various Zariman Resources. This cycles every 8 hours.

Farming Locations

Target	Planet	Name	Type	Level	Tile Set
	Zariman	Halako			Zariman



Target ▾	Planet ▾	Name ▾	Type ▾	Level ▾	Tile Set ▾
	Zariman Ten Zero	The Greenway	Mobile Defense	50 - 55	Zariman (Tileset)

- Non-endless missions in the Zariman are recommended since players can explore the tileset after completing the objective. The Exterminate mission Halako Perimeter is particularly effective as the player is naturally forced to maneuver a significant portion of the map. Non-endless [Zariman Bounties](#) also tend to be much shorter than endless ones.
- As Voidplume drops in any given Zariman mission are fixed, players can expect to collect anywhere from  **16,500** to  **19,000** worth of Holdfast Standing in any non-Void Armageddon mission, assuming they take their time exploring the map and their luck with Down/Vane spawns.

Gathering Tips

- During [Zariman Bounties](#), searching for Voidplumes should **not** take priority until after the bounty is completed, as ignoring the objective will likely cause mission failure and thus lose out on all collected Voidplumes.
- As the lower tier plumes ([Voidplume Down](#), [Voidplume Vane](#) and [Voidplume Crest](#)) and the [Zarium Accolades](#) are located as Syndicate-like medallions all around the Zariman tileset, having a Warframe and/or companion with large loot detection capability ([Loot Detector](#), [Thief's Wit](#), [Animal Instinct](#)) and infusing [Golden Instinct](#) will greatly help in recovering these items.
- Activating [Lost Spirits](#) dotted around the map will spawn a ghostly child who will run towards the nearest Voidplume, Zariman Accolade, or [Somacord fragment](#) and then despawn. They run along the ground, and can be sped up by using Volt's [Speed](#). Do be careful not to lose them, as the trail they leave behind is short, their laughter is quiet, and they ignore enemies entirely, leading you to some potentially dangerous situations.
 - Picking up the Voidplume before the spirit can reach it will cause the spirit to divert to another item, if available, so a single spirit can be used to find multiple Voidplumes.
 - The spirits will NOT lead you to the Dormant Void Angel or any of the Cephalon Melica Consoles.

Trivia

- The Voidplume and its variants all take their names from types of [Feathers](#), or parts of a feather;
 - A [Plume](#) is a large feather on certain bird species such as ostriches and peafowl, and are typically used for displays.
 - [Down](#) generally refers to the layer of fine feathers used as insulation.



- The [Vane](#) of a feather refers to the overall body of the feather itself, composed of barbs that branch out of the central "spine" of the feather itself. Contrary to its in-game description, *all* feathers have vanes and not just the flight feathers; the archetypal feather shape is due to microscopic hooks that hold the barbs together, a trait down feathers lack.
- The [Crest](#) refers specifically to feathers on the heads of some bird species such as cockatoos, which can be folded out or in at will. The in-game description supports this.
- The [Quill](#) is the root of the feather that attaches to a follicle on the bird's body.
- The [Pinion](#) specifically refers to the outermost flight feathers on a bird's wing.
- According to [Quinn](#), Voidplumes have a similar function to [Aya](#), and is believed by [Archimedean Yonta](#) to contain the memories of the [Holdfasts](#).

Patch History

Hotfix 32.3.2 (2023-02-16)

- Fixed Voidplume Vanes appearing half as often as other Voidplumes in Archimedean Yonta's wares.

Update 32.2 (2022-11-30)

- Fixed unreachable Voidplumes that drop between some crates in the Zariman tileset.
As reported here:
https://www.reddit.com/r/Warframe/comments/wo51ja/voidplume_pinion_dropped_in

Resources / Components					
Star Chart	Empyrean	Plains of Eidolon	Orb Vallis	Cambion Drift	Duviri
Common	Alloy Plate • Entrati Obols • Ferrite • Nano Spores • S				
Uncommon	Carbides • Circuits • Cryotic • Cubic Diodes • Hexenon •				
	Oxium • Plastids • Polymer Bundle • Rubedo • Stela • Thra	Voidgel Orb			
Rare	Argon Crystal • Control Module • Gallium • Morphics • Neura				
	Neurodes • Orokin Cell • Tellurium • Entrati Lanthorn				
Research	Antiserum Injector Fragment • Detonite Ampule (Detonite Inje				
	Fieldron Sample (Fieldron) • Mutagen Sample (Mutagen Mass) • Synthula				
Navigation	Animo Nav Beacon • Cryptographic ALU • Judgement Points • Nav				
	Omega Isotope • Granum Crown (Exemplar Granum Crown , Zenith (				
Special	Aya • Ayatan Amber Star • Ayatan Cyan Star • Endo • Intact Se				
	Javlok Capacitor • Kavat Genetic Code • Lua Thrax Plasm • Nitain				



- [Orokin CIPHER](#) • [Kuva](#) • [Riven Sliver](#) • [Somatic Fibers](#) • [Steel E](#)
[Synthetic Eidolon Shard](#) • [Vitus Essence](#) • [Void Traces](#) • [Vosfor](#)

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