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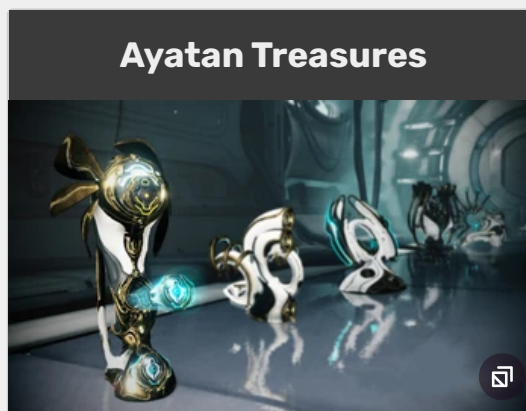
Ayatan Treasures



Folklore has it these Ayatans used to hold memories. Nowadays, some [Ostrons](#) survive peddling Old War trinkets like this, harvested from the [Tower](#).

—Nora Night

Ayatan Treasures are ancient [Orokin](#) artifacts powered by [Endo](#) that can be discovered across the system. There are two types available: **Sculptures**, and smaller **Stars** which can be inserted into the larger Sculptures to increase their value. These can be traded to [Maroo](#) at her [Bazaar](#) for varying amounts of Endo, or placed within the [Orbiter](#) as decorations.



Lore

Whippings. Massacres. Executions. All their favorite memories. That's what the Orokin used those pretty Ayatans for. Channeling [Aya](#), the essence of memory. I just love watching [Maroo](#) melt them down. Erasing the Orokin, piece by piece. Some things deserve to be forgotten. Forever.



Symbols of Orokin [Continuity](#)^[1], **Ayatans** were used to channel  [Aya](#), a sequencing medium that contained the memories of the Orokin. While Aya was used to archive and contain various information, such as evidence, [Prime Warframe](#) blueprints, and actual memories,^[2] the Sculptures were used to channel Aya that contained the Orokin's favorite memories, such as whippings, massacres, or executions.

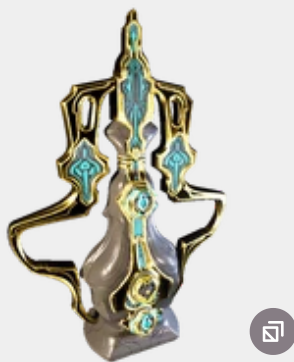
Sculptures

A total of ten different Ayatan Sculptures exist.

Acquired by purchase from vendors/rewards:



Ayatan **Anasa** Sculpture
2x  [Ayatan Amber Star](#)
2x  [Ayatan Cyan Star](#)
(3,450 filled)



Ayatan **Hemakara** Sculpture
1x  [Ayatan Amber Star](#)
2x  [Ayatan Cyan Star](#)
(2,600 filled)

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Ayatan **Kitha** Sculpture

1x [Ayatan Amber Star](#)
 4x [Ayatan Cyan Star](#)
 (3,000 filled)

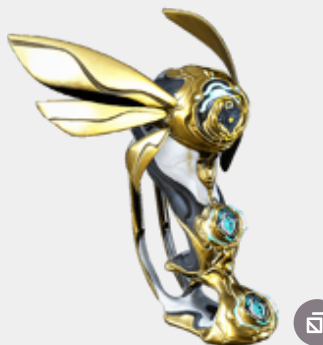
Ayatan **Zambuka** Sculpture

1x [Ayatan Amber Star](#)
 2x [Ayatan Cyan Star](#)
 (2,600 filled)

Acquired from mission drops:

Ayatan **Orta** Sculpture

1x [Ayatan Amber Star](#)
 3x [Ayatan Cyan Star](#)
 (2,700 filled)

Ayatan **Vaya** Sculpture

1x [Ayatan Amber Star](#)
 2x [Ayatan Cyan Star](#)
 (1,800 filled)

Ayatan **Piv** Sculpture

1x [Ayatan Amber Star](#)
 2x [Ayatan Cyan Star](#)
 (1,725 filled)

Ayatan **Valana** Sculpture

1x [Ayatan Amber Star](#)
 2x [Ayatan Cyan Star](#)
 (1,575 filled)

Ayatan **Sah** Sculpture

- 1x [Ayatan Amber Star](#)
- 2x [Ayatan Cyan Star](#)
(1,500 filled)

Ayatan **Ayr** Sculpture

- 3x [Ayatan Cyan Star](#)
(1,425 filled)

Stars

Main article: [Ayatan Star](#)

Ayatan Stars are small treasures that can be inserted into Ayatan Sculptures to greatly increase their Endo value when traded in to [Maroo](#) at her [Bazaar](#). Once slotted, a Star cannot be removed. They come in two colors: the more common **Cyan**, and the rarer **Amber**. Stars can also be traded in by themselves for a small Endo payout. Sculptures have 3 to 4 slots to insert Stars in, and each slot only accepts a specific color. Inserting Stars will also cause the Sculpture to visually animate, with more Stars improving the Sculpture's range of movement.

Ayatan **Cyan** Star
(50)Ayatan **Amber** Star
(100)

Acquisition



- Stars of either type can occasionally be found from [Storage Containers](#) and lockers. As with Sculptures, Stars must be manually picked up.
- [Kuakas](#), small rodents found on the [Plains of Eidolon](#), have an affinity for shiny things and can also drop Stars when killed.

Sculptures

- Each mission has a 1/7 chance to spawn an Ayatan Treasure that is hidden in the map, with each specific sculpture type having an equal chance to spawn.^[3] This chance is **not** affected by [Resource Drop Chance Boosters](#).
 - Unlike with common pickups, the player must manually interact (PC default ) with the sculpture to loot it.
 - Unlike Stars, Sculptures have the same minimap icon as a regular pickup while having no distinct sound effect, meaning they can be easily missed.
- [Maroo](#) offers a [weekly mission](#) in the [Orokin Tower](#) or [Orokin Derelict](#) tileset where a Sculpture is guaranteed to appear.
 - This mission can be run multiple times in a row, however, only one Sculpture can be rewarded per week.
- Sculptures can be acquired as a reward from [Arbitration](#) missions.
- The **Ayatan Anasa Sculpture** can only be obtained as a [Sortie](#) or [Archon Hunt](#) reward with a 28.00% drop chance at the end of the third mission.
- The **Ayatan Hemakara Sculpture** can only be obtained:
 - By completing the [Operation: Orphix Venom](#) Advanced with 1,000 points.
 - By reaching Rank 22 of [Nightwave Intermission III](#).
 - By reaching Rank 22 of [Nightwave Nora's Mix Vol.3](#).
 - By reaching Rank 22 of [Nightwave Nora's Mix Vol.5](#).
 - By reaching Rank 23 of [Nightwave Nora's Mix Vol.6](#).
- The **Ayatan Kitha Sculpture** can only be bought from [Loid](#) for **50,000** after acquiring the rank of **Clearance: Odima** with the [Necraloid](#).
- The **Ayatan Zambuka Sculpture** can only be bought from the [Arbitration Honors](#) store for 50 [Vitus Essence](#).

Additionally, Sculptures and Stars can be [traded](#) between players.

Managing Sculptures

In the [Mods](#) section of the Orbiter, selecting "Ayatan Sculptures" will allow the player to



selecting the desired Sculpture, then hovering the cursor over a socket and clicking on it. The Sculpture must be in the player's inventory for it to be selected; if displayed as a decoration, the Sculpture will not appear in the Mods screen. Each Sculpture can have 3 to 5 sockets available for slotting, with each slot requiring a particular type of Ayatan Star depending on the type of Sculpture.

Installing stars

Sculptures can be sold on [Mars](#) at [Maroo's Bazaar](#) for Endo.

Endo values follow this formula:

$$\text{Endo} = (B + 50C + 100A) \times (1 + M \times (C + A) \div S)$$

- B = base value
- C = # of Cyan Stars installed
- A = # of Amber Stars installed
- M = multiplier (0.5 for Anasa, 3.0 for Hemakara, Kitha and Zambuka, 2.0 for others)
- S = # of sockets

Endo Values

Treasure	Stars Slotted							
	None	1x	1x	2x	1x	2x	3x	1x
		Cyan	Amber	Cyan	Cyan	Amber	Cyan	Amber
Anasa (2 Cyan, 2 Amber)	2,000	2,306	2,363	2,625	2,688	2,750	—	3,025
Ayr (3 Cyan)	325	625	—	992	—	—	1,425	—
Hemakara (2 Cyan, 1 Amber)	450	1,000	1,100	1,650	1,800	—	—	2,600
Kitha (4 Cyan, 1 Amber)	450	800	880	1,210	1,320	—	1,680	1,820



Orta (3 Cyan, 1 Amber)	650	1,050	1,125	1,500	1,600	—	2,000	2,125
Piv (2 Cyan, 1 Amber)	375	708	792	1,108	1,225	—	—	1,725
Sah (2 Cyan, 1 Amber)	300	583	667	933	1,050	—	—	1,500
Valana (2 Cyan, 1 Amber)	325	625	708	992	1,108	—	—	1,575
Vaya (2 Cyan, 1 Amber)	400	750	833	1,167	1,283	—	—	1,800
Zambuka (2 Cyan, 1 Amber)	450	1,000	1,100	1,650	1,800	—	—	2,600

As Fusion Fuel

Average Endo value of three-socket Sculptures is 1605.

- For a rare mod to reach rank 10 will require:
 - 613.8 Cyan or 306.9 Amber Stars.
 - 19.1 three socket Sculptures, 11.4 Orta, or 8.9 Anasa.
- For a Primed mod to reach rank 10 will require:
 - 818.4 Cyan or 409.2 Amber Stars.
 - 25.5 three socket Sculptures, 15.2 Orta, or 11.9 Anasa.

Endo Gain from Stars



Name ▾	# of Cyan ▾	# of Amber ▾	Base Endo ▾	Full Endo ▾	Gain ▾	Gain per Cyan ▾	Gain per Amber ▾
Anasa	2	2	2,000	3,450	1,450	241.6667	483.3333
Ayr	3	0	325	1,425	1,100	366.6667	–
Hemakara	2	1	450	2,600	2,150	537.5	1,075
Kitha	4	1	450	3,000	2,550	425	850
Orta	3	1	650	2,700	2,050	410	820
Piv	2	1	375	1,725	1,350	337.5	675
Sah	2	1	300	1,500	1,200	300	600
Valana	2	1	325	1,575	1,250	312.5	625
Vaya	2	1	400	1,800	1,400	350	700
Zambuka	2	1	450	2,600	2,150	537.5	1,075

This table can indicate that the Anasa sculpture will yield the least amount of Endo gain for the number of Amber stars put into it at full value.

Weekly Mission

Once per week, resetting every Monday at 00:00 UTC, players can visit [Maroo](#) in the [Maroo's Bazaar Relay](#) on [Mars](#) to accept a mission in the [Void](#) or [Orokin Derelict](#). Players are required to find a treasure room, which is a large special room filled with traps and obstacles that are activated upon players stepping on a pressure plate at the room's entrance. Once the traps have been activated, players only have a limited amount of time in which they must reach the final door at the very end of the room. Failing to reach said door before it closes completely will result in mission failure, though players can repeat the mission to try again if they fail.

If players successfully reach the last room before it closes, they will encounter a pedestal with an Ayatan Sculpture, the collection of which will complete the objective. Note that a player who has already acquired a Sculpture from their weekly mission will not receive any additional Sculptures should they join someone else's mission.



Notes

- Ayatan Sculptures and Stars are unaffected by [Vacuum](#) or [Fetch](#), and must be manually picked up by the player.
- Ayatan Sculptures can spawn inside of a [Cephalon Fragment](#).
- Ayatan Sculptures and Stars appear on loot radar such as [Loot Detector](#), [Thief's Wit](#) and [Animal Instinct](#). Sculptures have the standard resource/container marker, while Stars have their own unique icon.
- Ayatan Sculptures and Stars can be scanned by either of the two available scanners and will trigger [Helios](#) scanning until their [Codex](#) entries are complete. Like resource containers, they will only yield 10 affinity when scanned with a synthesis scanner.
- When partially slotted the Sculpture will flicker between the powered and unpowered state, moving in a broken, stuttering fashion.
- If you run out of amber stars first and want to get the most of them, the Endo value per amber star for the sculptures, [according to the formula above \(https://gist.github.com/anonymous/44a35171610de367bc4c44f08f1aba5b\)](https://gist.github.com/anonymous/44a35171610de367bc4c44f08f1aba5b), is as follows: Zambuka (1075), Orta (700), Vaya (633.33), Piv (616.67), Valana (583.33), Sah (566.67), Anasa (412.5).
- Value per cyan star also follows the same pattern as amber stars, with Ayr (3x cyan) ranking the same as the Piv statue.
- Generally, Orta, Vaya, Piv, and Ayr are best sold fully socketed, while the others can be sold incomplete with excess Cyan stars. Anasa can also be sold fully unsocketed due to its high base value (2000).

Gathering Tips

- While the challenge rooms are not overly difficult after experiencing them a few times, players can make use of the [Titania](#) Warframe (in particular her [Razorwing](#) ability) in order to trivialize the experience.
- [Limbo's](#) Rift plane bypasses all the trap effects, and a Range-built [Cataclysm](#) can blitz the destructible ones to make way for other players.
 - As the sculptures have a chance of spawning in every mission, by spamming short maps (e.g. Mariana, Earth) with high-range AoE abilities (such as [Limbo's](#) [Cataclysm](#)) modded for range and efficiency, and utilizing a [Sentinel](#) with [Vacuum](#), your minimap will show only the items that your companion doesn't take, like Ayatan Stars and Sculptures.
- Using AoE weapons like [Ignis](#) modded for [punch through](#), in conjunction with



speed at which you gather Ayatan Stars and Sculptures.

- Abilities like [Absorb](#), [The Vast Untime](#), [Cataclysm](#), or [Mend & Maim](#), when modded for high range, can be helpful as well.
- Ayatan Sculptures spawn in the same locations as [Syndicate Medallions](#), thus making [Syndicate](#) missions a good way of searching for them. While this by itself doesn't increase the chances of them spawning, players could already be searching every room for Medallions and destroying containers, hence potentially gathering up Stars and, occasionally, a Sculpture.
 - It is possible for both the Medallion and the Sculpture to spawn in the same spot.
- Using mods like [Master Thief](#) or [Scavenge](#) can increase the drop rate of Ayatan stars. Although, it is not recommended to use both – their effects cannot stack.
- The [Infested Salvage](#) mission (Oestrus, Eris) oddly has the same chance to have Sculptures as full-sized maps, despite being the same size as a Defense/Interception map. It has several container-ridden side rooms that may have a Sculpture, whereas Defense/Interception missions only have the beginning loot room.
- Using [Codex Scanner](#) or [Synthesis Scanner](#) is a good way of spotting Ayatan sculptures. They will be highlighted in green or orange as other scannable objects such as containers and enemies.
- Amber and Cyan stars have different waypoint icons. The star on Amber markers is larger than the one for Cyan stars.
- [Requiem Relics](#) have a chance of rewarding Amber Stars upon a successful opening.
- [Infested Tumors](#) ([Hive Sabotage](#)) count as storage containers, making it possible for them to drop Ayatan Stars. However, due to their awkward placements in the environment, it's very likely that – if an Ayatan Star is dropped – it will get stuck inside of the walls, making it unobtainable.
- Itzal's [Cosmic Crush](#) can pull in Ayatan Sculptures as well as Stars. Useful in underwater tiles in Sealab.
- The [Helminth](#) 15th Metamorphosis "[Golden Instinct](#)" Void Spark can help you locate Ayatan sculptures whenever there's one in range of the ability during the mission.
 - Parallax's [Air Support ability](#) fulfills a similar function.



- [Ayatana](#)

(Derived
from
the



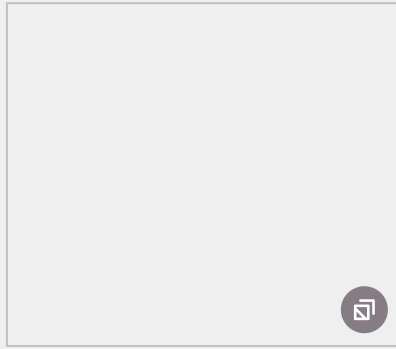
An Ayatan Treasure seen in an Orokin building

Sanskrit: आयतन) is a Buddhist term referring to the "Six senses" (the five basic senses, along with the mind) and the manas and the qualities perceived by them.

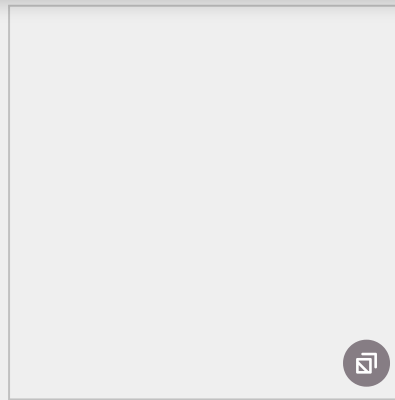
- [Old Man Suumba](#), an Ostron who lives in [Cetus](#), possesses several Ayatan sculptures in his shop, two of which move on their own without Ayatan stars installed.
 - Among those animated sculptures is the then-unnamed Zambuka sculpture, which is prominently displayed on his table. It would take 2 real-time years, from [Update 22.0](#) (2017-10-12) to [Update 26.0](#) (2019-10-31), before players could acquire it for themselves.
- In [an interview with Ars Technica](#) (<https://www.youtube.com/watch?v=JGYjJtmUqhl>), [Steve Sinclair](#) explains that Ayatan treasures are said to store memories of the [Orokin](#), which contributes to their high value.
- Zambuka is possibly an alternate spelling of "sambuca", commonly known as a Italian liquor but less well known, also the name of a triangular shaped ancient Greek stringed instrument.
- After reaching the rank of "Family" with the [Entrati](#), the player Tenno is bestowed the name Ayatan as they are honorarily welcomed into the Entrati Family.

Media

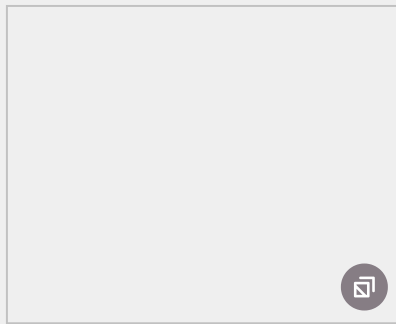




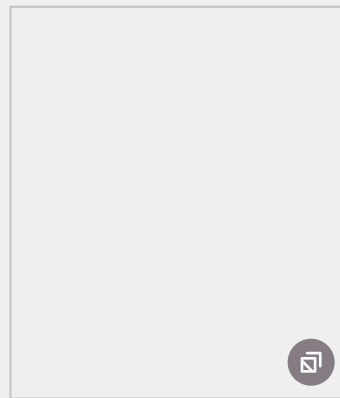
Animation of a slotted Anasa Sculpture



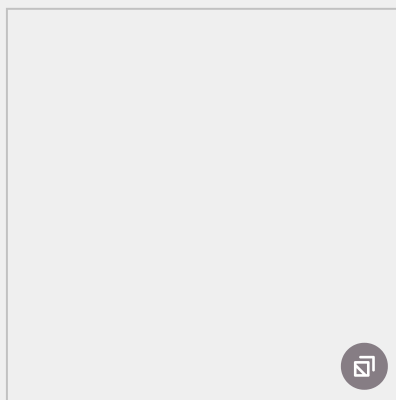
Animation of a slotted Ayr Sculpture



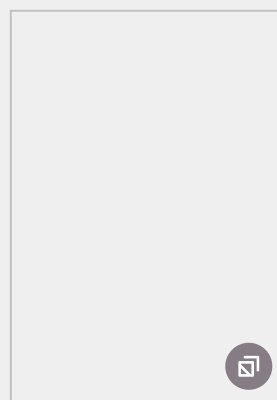
Animation of a slotted Orta Sculpture



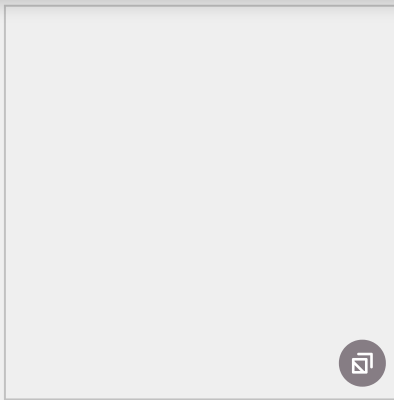
Animation of a slotted Piv Sculpture



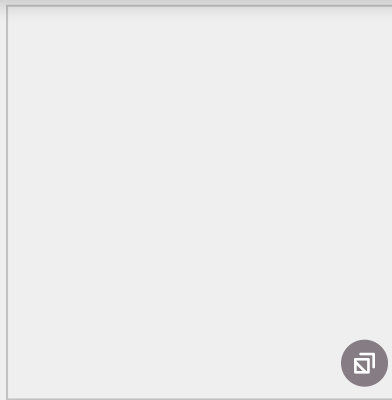
Animation of a slotted Sah Sculpture



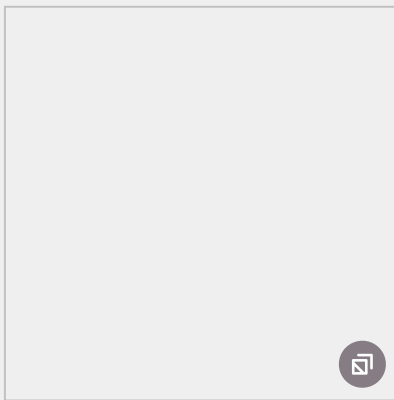
Animation of a slotted Vaya Sculpture



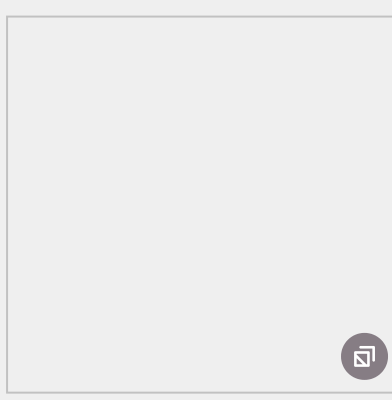
Animation of a slotted Hemakara Sculpture



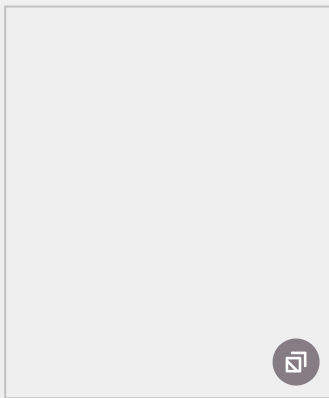
Detailed view of an Anasa Sculpture



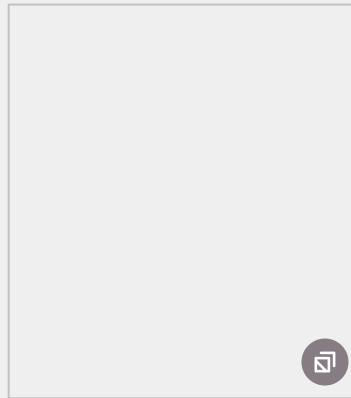
Detailed view of an Ayr Sculpture



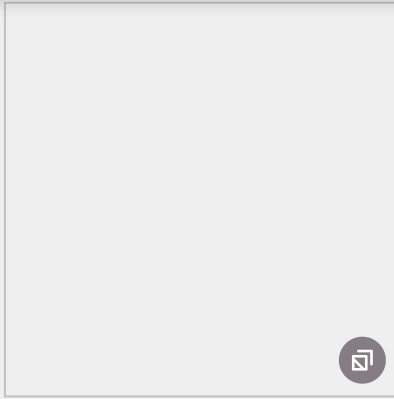
Detailed view of an Orta Sculpture



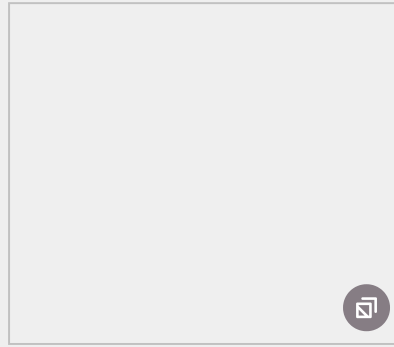
Detailed view of a Piv Sculpture



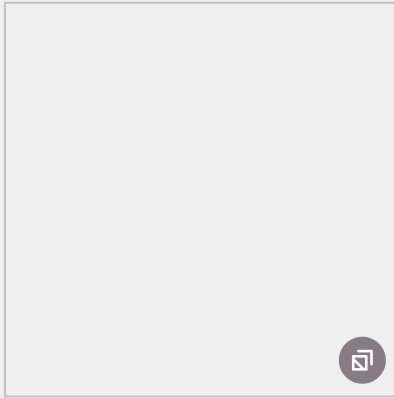
Detailed view of a Sah Sculpture



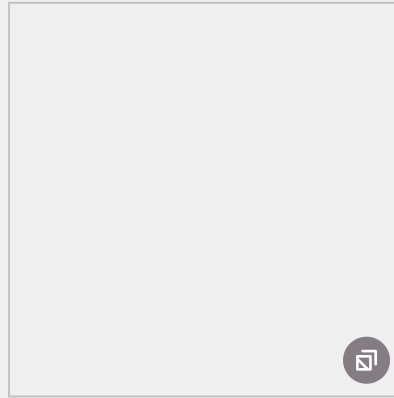
Detailed view of a Vaya Sculpture



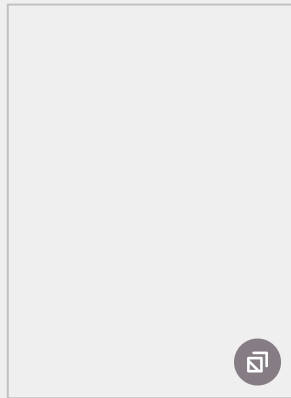
Detailed view of a Hemakara Sculpture



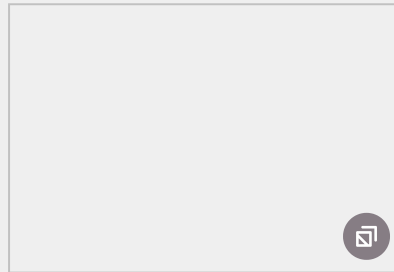
Detailed view of a Cyan Star

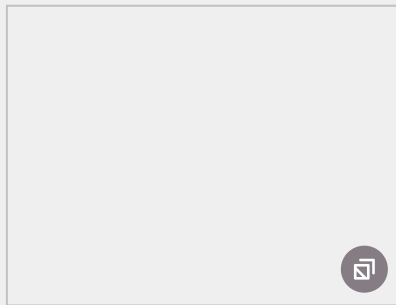


Detailed view of an Amber Star

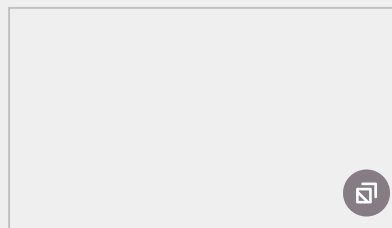


Concept art

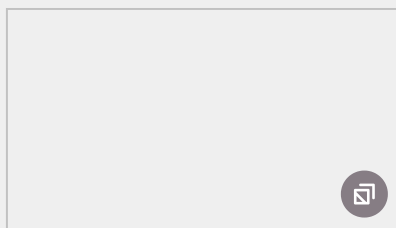




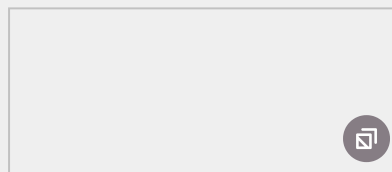
An Ayatan used in the War Within quest



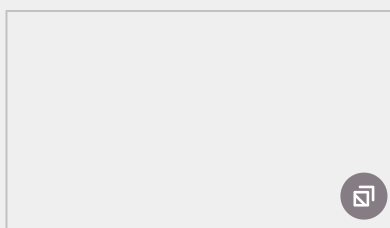
Ayatan Cyan Star on the floor



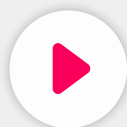
Ayatan Amber Star on the floor



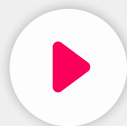
Sculpture spawning on a Syndicate Medallion



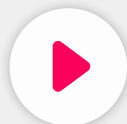
Seen from start of mission with Scanner



Ayatan Sculptures & All You Need To Know (Warframe)



Warframe A Look at & Powering Ayatan Sculptures Ayr - Orta - Vaya



Warframe A Look at & Powering Ayatan Sculptures PIV - SAH

Bugs

- After finishing an Ayatan hunt for Maroo and not leaving the Bazaar, players can talk to her and start another Ayatan mission immediately. This can be repeated an unlimited number of times, however, the subsequent runs won't give you a new Ayatan.
- Upon duplicating an unfilled Ayatan Sculpture, the new sculpture may appear to have stars in it, but it will not be animated. this can also happen whenever you interact with an unfilled Sculpture after placing it.



Hotfix 35.0.2 (2023-12-14)

- Added motion blur to Ayatan Sculptures.

Update 32.3 (2023-02-15)

- Fixed Ayatan Stars not sitting properly in the Ayatan Sculpture after using the Auto Install button.
- Fixed UI temporarily freezing if players attempt to manually install Ayatan Stars too quickly.
- Fixed rare case of an Ayatan Sculpture spawning in an inaccessible place on

References

1. *"The Ayatan Sculptures are perpetually in motion, monuments of Orokin Continuity... immortality."* - **Teshin**

2. *"Orokin sequencing medium. Pricks used it to archive everything. Memories, evidence... Warframes. - With Regal Aya, this Foundry can reconstruct you a Prime Warframe yanked straight from my time. -"* - **Varzia**

3. https://www.reddit.com/r/Warframe/comments/olzoww/i_ran_1000_missions_

See Also

- [Endo](#), the resource that powers the Sculptures.
- [Maroo](#)
- [Orokin](#)

LoreEdit[Collaps

LoreCharactersQuestsIn-Game EventsDialogue and Transmission

Historical Events

Main

The Collapse • The New War • The Old War • Void-Jump Accident

Leverian

Aria's Revolution • Death of Holsum Yurr • Insurgency of Altra • Javi's Execution • Karishh's Final Feast • Liberation the De Nas Brothers • Massacre of Reshantur • Tale of Telamon • Trial of the Myrmidon • Voruna's Continuity

Misc

Great Plague • Rain Of Chains • The Bleeding Earth

StoriesFragments

Alad V's Partnership • Albrecht's Notes • Duviri's Lost

		Revenant Legend • Solaris United History • Specimen VK- Tale of the Woman of the Earth and the Husband of the Sea • The Tenets
	Codex	Kaleen's Investigation • Orokin Archives: Warframe • The Beast • Warframe Archive: Debrief
	Synthesis Imprints	Corpus Trade Mission • Creation of Sentients • Grineer Encounter with Sentients • Grineer Uprising • Infested Jordas • Orokin Survivors • Relief Mission on New Uxma
	Comics	Rel (Webcomic) • The Ascension • WARFRAME: Ghouls • What Remains
	Nightwave	The Emissary of Eris • The Glassmaker • The Wolf of Saturn Six
	Misc	Ascension Day • Albrecht Entrati & the Requiem Words • Litany of the Dax • Mirror Queen Story • Naberus Folktales Prime Trailers • Solaris United ARG • Tales of Duviri • The Dying Old Man • The Hollow Rider • Unauthorized Broadcast Transcripts • Waverider • Zariman ARG
Locations		Ceres (Altra) • Cephalon Weave • Corposium • Deimos (Cambion Drift, Necralisk) • Duviri (Academe, Archarmor, Cornucopia, Galleria, Kullervo's Hold, Lake Verula, Lorn, Manipura, Necropolis, Scholar's Landing, Watcher's Island) Earth (Cetus, Tower of Unum, Plains of Eidolon, Iron Wake The Silver Grove) • Harkonar Production Zone • Ice Mines Jupiter • Kuva Fortress • Phobos (Mycona Colony) • Pluto Lua (Circulus, Yuvarium, Reservoir) • Lucretia Platform • Luna Placida • Mars (Martialis, New Uxmal) • Murex • Masker's Theodolite • Neptune • Orokin Derelicts • Origin System • Relay • Reshantur • Eris • Europa (Riddha) • Sanctuary • Saturn (Saturn Six) • Sedna • Tau System • Undercroft • Uranus • The Void (Duviri, Granum Void) • Venus (Dabaoth-Kra, Deck 12, Orb Vallis, Fortuna) • Yuvarium Theaters • Zariman 10-0
Technology		Arcane Machine • Archwing • Anchor Station • Amalgams Amps • Archon Shards • Asteroid Hangars • Autofactory Ayatan Treasures • Carrier Platform • Cephalon • Conduit • Corpus Ships • Cosmic Clock • Crystal Index • Cyclops Array • Defixios • Entrati Lanthorn • Fomorian • Freightlink • Genestamps • Golden Maw • Galleons • Heart of Deimos



		Levianthan • Isolation Vaults • Jade Light • Kuria • Lora Device • Mandachord • Missile Platform • Narmer Veil • Necramechs • Neural Sentry • Orbiter • Orokin Shield Node • Orokin Towers • Orowyrm • Pom-2 • Pulse Turbine • Railjack • The Tempestarii • Tether Power Plant • Raknoids • Razorback • Reliquary Drive • Sentients Eidolons , Murex • Sentinels • Shipkiller Platform • Solar Rails Junctions • Specters • Torsion Beam Device • Transference Somatics • Veilbreaker • Vessels • Vitruvian • Void Relics • Warframes • Weeping Towers • Zanuka Project Zanuka
Factions/ Organizations	Main	Corpus Board of Directors , Feed and Research Division • Order of Profit • Grineer • Infestation • Narmer Archons • Orokin Corrupted , Entrati , Necraloid , Cavia • Stalker • Sentient • Tenno • The Murmur
	Syndicate	Steel Meridian • Arbiters of Hexis • Cephalon Suda • Perrin Sequence • Red Veil • New Loka
	Civilian	Myconians • Kahl's Garrison • Nightwave • Ostron The Quills • Solaris United Solari , Ventkids , Vox Solaris • The Holdfasts
	Misc	Acolytes • Archimedean • Black Seed • Cephalites • Children of Reshantur • Corpus Guilds • Dax • Focus School • Hollow Children • House of Stavika • House Lavan • House Sigma • House Vidar • House Zetki • Kavor • Lorists • Tekelium • Temple Telamon • The Scoria • Tubemen • Yaskutai • Yuva • Clerisy • Arlo's Congregation Devotees , Zealot Herald , Zealot Proselytizer , Zealot Baptizer , Zealoid Bastion , Zealoid Prelate
	Currencies	Credits • Granum Crown • Orokin Ducats • Platinum • Regal Aya
	Languages/Scripts	Corpus Language • Grineer Language • Orokin Language 1999 Script • Ostron Language • Solari Language • Voidtongue
	Eras	Orokin Era Lith • Meso • Neo • Axi • Void Era
	Other	Albrecht Membrane • Brain-Shelving • Cephalon Cordylor • Cloning Decay Syndrome • Conceptual Embodiment • Continuity • Komi • Kuva • Naberus • Operator Report • Orokin

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