

in: [Replayable Quests](#), [Quest](#), [Lore](#), [Update 24](#)

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Vox Solaris (Quest)

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TRANSCRIPT

For the syndicate, see [Vox Solaris \(Syndicate\)](#).

For the character, see [Vox](#).

Eudico would do anything to keep her people safe, but will she stand up to Nef Anyo?


—Quest Description


Vox Solaris is a solo-only main [Quest](#), released in [Update 24.0](#) (2018-11-08). The Tenno aids the people of [Fortuna](#) to reignite the [Solaris United](#) rebellion against Corpus plutocrat [Nef Anyo](#).

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Vox Solaris



Information	
Introduced	Update 24.0 (2018-11-08)
Type	Main Quest
Requirement	Talk with Eudico in Fortuna
Rewards	K-Drive Launcher  Garuda Blueprint Access to Solaris United syndicate Access to Fortuna bounties
Transcript	Vox Solaris (Quest)/Transcript
Chronology	
Previous	Saya's Vigil



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Replayable

Walkthrough

Aside from needing to access [Fortuna](#) by reaching [Venus](#), this quest has no prerequisite.

The quest begins upon first talking to [Eudico](#). She explains that the Solaris work for a living and if the Tenno want to help, they should buy from [Thursby](#), who is threatened with a repo order. Thursby had taken on his parents' debt and if he fails to make ends meet [Nef Anyo](#) will claim repossession and take away mechanical body parts and even his organic arms and legs.

Talk to Thursby in Fortuna

Thursby is a merchant desperately trying to meet his quota from selling useless scrap, so he asks the Tenno to steal better goods from the Corpus in [Orb Vallis](#). When asked about Eudico, he explains that she once led the people of Fortuna under the name "Vox Solaris", the voice of [Solaris United](#), until an [incident](#) caused her to step down.

In Orb Vallis, Thursby points the Tenno to a Corpus supply drop. There, they must loot three caches within the marked area, which appear as barrel-like containers that can be identified by the smoke rising out of them.

Impressed with the Tenno's work, Thursby suggests they could assault Nef Anyo by blowing up his coolant tower before he can present it to his board. However, Eudico cuts off his transmission, warning that he was speaking through an unsecured channel that had been tapped by the Corpus. The Tenno must pursue and shoot down a Corpus spy drone, then kill 20 enemy reinforcements all while defending the drone as Eudico hacks and erases the recording of Thursby.

Once complete, Eudico ponders on having the Tenno for the resistance, but she stops



Fortuna.

Talk to Thursby in Fortuna

Thursby, now with the proper supplies to start a shop, gives the Tenno his thanks, and refers them to [The Business](#). The Business explains that he wishes to preserve the unique species in Orb Vallis before they are driven to extinction and tells the Tenno to head topside if they wish to help.

The Business wants to send a message to the Corpus by delivering a K-bomb to their repo squad, who have made a hit list of indebted Solaris. Eudico immediately intervenes and orders them not to use the K-bomb and instead stealthily take the list, prompting The Business to argue against Eudico's methods. The Tenno must head into a bunker and hack a terminal to take the hit list and must avoid the cameras and drones otherwise the Corpus will attempt to delete their data. The hit list reveals that the repo squad is after The Business's field squad, who are overdue for a check-in.

The Tenno arrives too late to find that the Corpus have already reached the field squad, but the whole team isn't present. They must investigate the four deceased bodies in the area, learning that the rest of the squad has been captured and are awaiting "processing."

At the site where the field squad are being held, the Tenno must hack a terminal and defend the area until the hacking is complete. Killing the [Terra Jailers](#) reinforcements drops a data key that speeds up the hacking process.

Once the hostages are rescued, Nef Anyo contacts the Tenno informing them that Thursby's stunt had not gone unnoticed, and has him repossessed. The lift will also be disabled during this time.

Talk to Eudico in Fortuna

Eudico laments at Thursby's repossession, mentioning that the medics are unsure if they can stabilize him due to "so much missing." She blames the Tenno before deciding to attempt an appeal to Nef Anyo and instructs them to head back to Orb Vallis.

Nef Anyo is pushing to activate an Orokin coolant tower, but due to its unfinished state it will release a heat cascade that threatens the Vallis. To counteract this, the Tenno must defend a single excavator as they drill for [Amarast](#). However, The Business warns Eudico that her attempts to appeal to Nef Anyo are in vain, and Fortuna needs the



Eudico urges the Tenno to hurry and deliver the Amarast to the coolant tower. However, Nef Anyo broadcasts to the Solaris that his investor showcase is coming soon and decides to perform a test run. By the time the Tenno arrive, they are too late and the tower malfunctions, and are told to return to Fortuna. Nef Anyo demands the Solaris' floor boss turn in fifty workers for repossession.

Talk to Eudico in Fortuna

Eudico explains that since Nef Anyo crushed the resistance, she had been focused on attempting to appease him, now realizing that her efforts are in vain. She tells the Tenno that they can leave if they wish, but are the only obstacle between Solaris and oblivion from Nef Anyo's men. The Tenno resolve to stay and fight, and receive a "present" to be delivered.

The Business assumes Eudico is attempting to buy off Nef Anyo, before realizing his K-bomb is missing. At topside, Nef Anyo's troops have amassed right outside of Fortuna. The Tenno must detonate the K-bomb before fighting off waves of Corpus.

Eudico, returning to her "Vox Solaris" identity, announces the return of Solaris United and that the Tenno is their messenger, demanding a halt on repossessions. Nef Anyo disbelieves Vox's return as a nothing but a ghost and sends in a [Profit-Taker Orb](#), a gargantuan spider machine. As the Tenno currently has no means to combat the Orb, Eudico orders a retreat, claiming Nef Anyo won't destroy Fortuna with it.

The Business apologizes to Eudico, but instead she thanks him for not giving up on her.

Talk to Eudico in Fortuna

Eudico explains to the Tenno that Nef Anyo placed the Profit-Taker Orb to prevent Solaris from interfering with his investor showcase, and tells them that she arranged something for them back on Orb Vallis.

Just outside of Fortuna is a [K-Drive](#). The Tenno must head toward the coolant tower, slipping past the Profit-Taker Orb, and hack into the control terminal to repossess the tower, then defend it from Corpus as Eudico attempts to overheat the tower. Vox threatens Nef Anyo, right in front of his investors, with the destruction of the coolant tower if he does not comply with their demands. Nef Anyo tries to pass it off as security detail and attempts to call their bluff, but Vox counters that they'd rather go down with his fortune than continue living in poverty. When the overheat nears completion, Nef Anyo finally relents and Vox reminds him that the Solaris are the people who make the



Eudico instructs the Tenno to deliver the Amarast, remedying the heat cascade, before they return to Fortuna. Meanwhile, Nef Anyo attempts to appease his angry investors, to no avail.

Epilogue

On returning to Fortuna, the player will receive the [K-Drive Launcher](#), and an inbox message stating [Smokefinger](#) found a main blueprint for the [Garuda](#) Warframe.

The [Solaris United](#) and [Ventkids](#) syndicates are now available, with Eudico offering [Bounties](#), The Business with [fishing](#) and [wildlife conservation](#), and Ventkids with K-Drive. Thursby is also revealed to have survived and gained mechanical legs, earning him the new name [Legs](#), offering to sell [MOA](#) parts.

The [Vox Solaris](#) syndicate will also be available if the player has also completed [The War Within](#).

Note

- [outdated, now Vox Solaris is needed to progress relays] Though Vox Solaris quest is optional, it must be completed to gain access to [Legs](#), and thus [MOA](#), and Orb Vallis [Bounties](#).

Trivia

- The description of the [Solaris United Syndicate](#) changes after the quest is completed to reflect the resurgence of the Solaris United movement. Prior to the quest's completion, the text is a more general description of the Solaris people and their state of debt-slavery:

"Indentured workers to the [Corpus](#); the indispensable backbone of the Corpus business model on [Venus](#). Manning factories, rail tractors and mines they work to pay off the artificial bodies (rigs) they bought in order to work."

Patch History

Update 36.1 (2024-08-21)

- Reduced the amount of enemy spawns around the Spy Vault during the Vox Solaris Quest to make that section a bit less difficult for new players.



- This level reduction has also been applied to Venus Spy missions below level 20.
- Fixed Caches in the Vox Solaris Quest not being properly embedded in the ground.

Main Story Quests		Edit
Arc 1 - Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing	
Arc 2 - The War Within Saga	Natah • The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice	
Arc 3 - The New War Saga	Prelude to War (Chimera Prologue • Erra • The Maker) ^[1] • The New War (The Duviri Paradox) ^[2]	
Arc 4 - The Void War Saga	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters	
Side Quests		
Warframe Quests	Hidden Messages (Mirage) • The Limbo Theorem (Limbo) • Patient Zero (Mesa) • The New Strange (Chroma , Khora) • The Jordas Precept (Atlas) • Sands of Inaros (Inaros) • The Silver Grove (Titania) • The Glast Gambit (Nidus) • Octavia's Anthem (Octavia) • Chains of Harrow (Harrow) • Saya's Vigil (Gara) • Mask of the Revenant (Revenant) • The Sacrifice (Excalibur Umbra) • Vox Solaris (Garuda , Baruuk , Hildryn) • Chimera Prologue (Wisp) • The Deadlock Protocol (Protea) • Call of the Tempestarii (Sevagoth) • The Waverider (Yareli) • Heart of Deimos (Xaku , Lavos , Citrine) • The New War (Caliban) • Angels of the Zariman (Gyre) • Veilbreaker (Styanax) • The Duviri Paradox (Kullervo) • Whispers in the Walls (Qorvex , Dante) • Jade Shadows (Jade)	
Syndicate Unlock Quests	Saya's Vigil (Ostron) • Vox Solaris (Solaris United , Ventkids) • Heart of Deimos (Entrati) • The War Within (The Quills , Vox Solaris , Necraloid) • Angels of the Zariman (The Holdfasts) • Whispers in the Walls (Cavia)	
Location Unlock Quests	The Duviri Paradox (Duviri, Dormizone) • Saya's Vigil (Plains of Eidolon) • Vox Solaris (Fortuna) • Heart of Deimos (Cambion Drift) • The Archwing (Empyrean Proximas) • The Second Dream (The Second Dream) • The War Within (The War Within) • Chains of Harrow (Iron Wake) • The New War (The New War) • Angels of the Zariman (Angels of the Zariman , Dormizone) • Whispers in the Walls (Whispers in the Walls)	



Feature Unlock
Quests

[The Duviri Paradox](#) ([The Circuit](#), [Duviri Incarnons](#)) • [Howl of the Kubrow](#) ([Incubator Segment](#)) • [The Archwing](#) ([Archwing](#)) • [Stolen Dreams](#) ([Maroo Weekly Ayatan Hunt](#)) • [The New Strange](#) ([Sanctuary Onslaught](#)) • **Vox Solaris** ([K-Drive](#)) • [Heart of Deimos](#) ([Necramech](#), [Helminth Segment](#), [Mirror Defense](#)) • [A Man of Few Words](#) ([Clem Weekly Mission](#)) • [The Second Dream](#) ([Focus](#)) • [Rising Tide](#) ([Railjack](#)) • [The War Within](#) ([Kuva Lich](#)) • [Call of the Tempestarii](#) ([Sisters of Parvos](#)) • [Angels of the Zariman](#) ([Void Armageddon](#), [Void Cascade](#), [Void Flood](#), [Zariman Incarnons](#)) • [Veilbreaker](#) ([Break Narmer](#), [Archon Hunt](#), [Archon Shard](#)) • [Whispers in the Walls](#) ([Arcane Dissolution](#), [Melee Upgrade Segment](#), [Entrati Incarnons](#), [Alchemy](#), [Netracells](#), [Deep Archimedeia](#)) • [Jade Shadows](#) ([Ascension](#))

[Story and History](#)

- 1. Prelude to War is a compilation of miniquests and cutscenes leading up to The New War.
- 2. While not part of the main story quest, The Duviri Paradox has very interlinked story context to several critical characters in The New War.

Categories

Languages

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