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# Prelude to War

 EDIT TRANSCRIPT

**Prelude to War** is a narrative arc involving the [Lotus](#) returning to the [Sentients](#), preparing to wage war against the [Teno](#). The Prelude is presented as a series of mini-quests and cutscenes consisting of [Chimera Prologue](#), [Erra](#), and [The Maker](#), while being referenced in Sentient-related lore and events.

<b>Prelude to War</b>	
	
<b>Information</b>	
Type	Narrative arc Main Quests
<b>Transcript</b>	<a href="#">Prelude to War/Transcript</a>
<b>Chronology</b>	
<b>Previous Quest</b>	<a href="#">The Sacrifice</a>
<b>X Quest</b>	<a href="#">The New War</a>
<b>Not Replayable</b>	

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**WARFRAME Wiki**



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## Synopsis

The chronology of Prelude to War are as follows:

- [Chimera Prologue](#)
- [The Jovian Concord](#)
- [Erra](#)
- [Operation: Scarlet Spear](#)
- [The Maker](#)
- [Operation: Orphix Venom](#)

### Chimera Prologue

*Main article: Chimera Prologue*

This is the opening act to Prelude to War, and is the first miniquest playable in the series.

Thanks to [The Man in The Wall](#), the [Operator](#) discovers that [Ballas](#) survived the events of [The Sacrifice](#) and was turned into an [Amalgam](#), seemingly under [Natah](#)'s surveillance. After cursing his saviour for his current condition, and while trying not to be discovered, he creates for the Tenno the  [Paraclesis](#), called the "Sentient-slayer", in order to prepare them for the upcoming war. His final motivations, however, remain unknown.

### The Jovian Concord

*Main article: Fragments/Partnership*

The Sentients are trying to find a way to neutralize their weakness to the Void. To do so, they force [Alad V](#) to create [Amalgams](#) with other races, while keeping a [Ropalolyst](#) on his cities to prevent any treason. The project is a success, and Alad V is tasked to gather data about the Tenno making them fight the Amalgams in a death game of [Disruption](#).

The Tenno, however, discover the Sentient plans and engage the Ropalolyst, while Alad



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acts the Tenno claiming to have her to turn her against her own to finish the war. The Ropalolyst than a sacrificial pawn, used to



## Erra

*Main article: [Erra \(Quest\)](#)*

This is the second miniquest playable in the Prelude to War series.

After the Tenno discover the first [Murex](#) ships in [Veil Proxima](#), the Operator has a new vision, a flashback to the Old War. On [Lua](#), the Operator is shown with other Tenno and the Lotus. The Lotus speaks to [Erra](#), who calls her his sister, Natah. She replies, refuting his statement and calls herself The Lotus. The flashback ends with the Tenno attacking Erra with their [Void Beams](#), but it is unclear whether or not he survived.

The Operator is then brought back in the present, inside of a Sentient mothership, and sees Erra, alive, talking to his now restored sister about the upcoming war, while keeping Amalgam-Ballas on a leash. Erra claims that Natah has memory lapses; as a matter of fact she still believes to be fighting the Orokin in the Old War, but nonetheless encourages her to lead the offensive against the Tenno, after her experiences gave her "something her race has never had before".

## Operation: Scarlet Spear

*Main article: [Operation: Scarlet Spear](#)*

The first true act of the New War is represented by a mass-invasion of Erra's Murex ships which breach Veil Proxima and deploy [Condrix](#), info-gathering dropships, on Earth to gather data for future assaults. [Little Duck](#), who had noticed the first Murex ships in Veil months ago, tried to inform [Teshin](#) about it, but wasn't believed. Now however, after the Sentients became a noticeable threat, he starts listening to what she says while also putting her in charge of the counter-offensive, in spite of her claims not to be a general.

The Tenno are instructed to fend off the invasion by poisoning the minds of the Murex ships, which can be considered living beings, forcing them to retreat. To do so, Tenno squads on Earth have the duty of intercepting Condrix ships and harvest their data, replacing them with poisonous Kill Codes. Such codes are then sent to Tenno squads in Veil Proxima, which instead board Murex ships to upload the Kill Codes in their cognitiveexus. In both instances the Tenno are forced to fight on two fronts, since the Grineer,



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as much Sentient resources as possible who caused the invasion.



This is the third and last miniquest playable in the Prelude to War series.

Inside the Sentient mothership, Erra is telling Natah that their mother, who she wrongly believed to be alive, is dead and urges her to finish the war as "[she has] her fire". Natah notes that she remembers ordering the Tenno to attack Erra and that he was destroyed. Erra objects and states that she remembers wrong and will need time to completely heal from "what the Makers had done to [her]". Natah is not convinced and points at leashed Ballas asking if he is one of the Makers.

Erra suddenly grabs and throws Natah at the pedestal behind him, where she is trapped in a field of energy of unknown purpose. Erra tells her to "finish the war" and drops Ballas's leash. Ballas stands as he and Erra silently watch Natah.

## Operation: Orphix Venom

*Main article: [Operation: Orphix Venom](#)*

Recovering from Scarlet Spear, the Sentients have redoubled their offense and deployed [Orphix](#), dropships armed with specialized disabling pulses, now capable of disabling Warframes. Fortunately, [Father's Necamechs](#) are still immune to the Sentient pulses, giving the Tenno a fighting chance with the Old War retired rigs.

As the Tenno fight back, [Natah](#) reveals her role in having taught the Orphix to disable Warframes. However she also secretly transmits a code to them: "**I AM DYING**".

## Trivia

- The quest was first teased at [TennoCon 2018](#). [Devstream 122](#) announced the expected released date is before [TennoCon 2019](#) (July 6), but [Devstream 127](#) pushed back the release date due to the update being a "massive expansion".
  - In [Devstream 123](#), [DE]Steve advised not to sell the [Paracesis](#) (despite not being possible to), implying it may be used in The New War.
  - [Devstream 134](#) implied The New War is a narrative arc, the first quest of the arc being [Rising Tide](#), while The New War quest itself is being released beyond Christmas 2019.



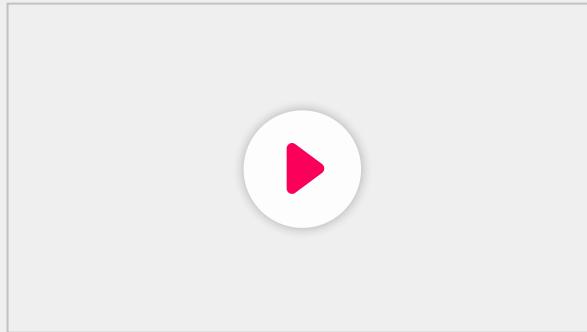
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X of The New War, featuring three Grineer Lancer; Veso, a Corpus character in WARFRAME's history characters and factions (the [For Within](#))

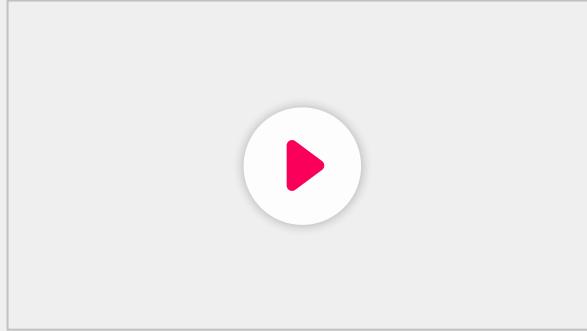


- The release date was changed from 2019 to 2021, as a reference to its original announcement date.

## Media



**Warframe The New War Teaser Trailer - TennoCon 2018**



**Warframe The New War Trailer - TennoCon 2019**



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**Prelude to war - Erra****Prelude to war - The Maker**

## Patch History

### [Update 32.3](#) (2023-02-15)

- Fixed the Prelude to War Codex screen opening when selecting the Quest guide tab in Navigation for a different Quest.

### [Update 31.1](#) (2022-02-09)

- Fixed 'Prelude to War' not appearing when searching it in the Codex.

### [Update 31.0](#) (2021-12-15)



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gil • Vox Solaris • Once Awake • The Archwing

Edit



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<b>Arc 2 - The War Within Saga</b>	Natah • The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice
<b>Arc 3 - The New War Saga</b>	<b>Prelude to War</b> (Chimera Prologue • Erra • The Maker) <sup>[2]</sup> • The New War (The Duviri Paradox) <sup>[3]</sup>
<b>Arc 4 - The Void War Saga</b>	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters
<b>Side Quests</b>	
<b>Warframe Quests</b>	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, Hildrynn) • 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)
<b>Syndicate Unlock Quests</b>	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)
<b>Location Unlock Quests</b>	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 War Within ( ) • Chains of Harrow (Iron Wake) • The New War ( ) • Angels of the Zariman ( , Dormizone) • Whispers in the Walls ( )
<b>Feature Unlock Quests</b>	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 ) • Heart of Deimos (Necranech, ) • A Man of Few Words (Clem ) • ( , Focus) • Rising Tide (Lich) • Call of the Tempestarii (Void Armageddon, Void Zariman (Void Armageddon, Void )



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Heart of Deimos (Necranech, ) • A Man of Few Words (Clem ) • ( , Focus) • Rising Tide (Lich) • Call of the Tempestarii (Void Armageddon, Void Zariman (Void Armageddon, Void )



Archon Hunt, Archon Shard) • Whispers in the Walls (Arcane Dissolution, Melee Upgrade Segment, Entrati Incarnons, Alchemy, Netracells, Deep Archimedea) • Jade Shadows (Ascension)

### Story and History

1. Alad V: "Oh, and, uh, any remaining techs aboard, narrow-band me at once!"  
Veso: "Confirming tech aboard!" <https://youtu.be/lpTlgUL9NrA?t=392>
2. Prelude to War is a compilation of miniquests and cutscenes leading up to The New War.
3. 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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