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Apostasy Prologue

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TRANSCRIPT

Inspect your personal quarters upon finishing the Chains of Harrow quest.

—Quest Description

Apostasy Prologue is a short main [Quest](#), released in [Update 22.8](#) (2017-12-21). Reliving [Archimedean Margulis's](#) final moments before her execution by [Executor Ballas](#), the Tenno witness the latter's meeting with the [Lotus](#) in her chamber. Notably, unlike other Quests, this Quest does not appear in the [Codex](#) until it is started.

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Apostasy Prologue



Information	
Introduced	Update 22.8 (2017-12-21)
Type	Main Quest
Requirement	Completed Chains of Harrow Personal Quarters Segment
Transcript	Apostasy Prologue/Transcript
Chronology	
Previous Quest	Chains of Harrow
Next Quest	The Sacrifice

Replayable



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Synopsis

A faint purple orb at the end of the [Orbiter's Personal Quarters](#) beckons the attention of the Tenno. Upon interacting with it, the Tenno is transitioned to somewhere on [Lua](#) where they begin following a purple trail that retraces the path to the room where the player recovered their Tenno body from the Reservoir. As they travel through, they experience the final moments of [Margulis](#) before her execution leading up to the discovery of [Lotus](#)' enclave at the end of the trail. There, Orokin Executor [Ballas](#) appears to apologize to the Lotus and promises to not abandon "Margulis" again. Holding hands, both Ballas and the Lotus disappear into a mysterious light, leaving the Tenno in their [Operator](#) form clutching at the remains of Lotus' helmet. The Lotus has left. The mother has abandoned her children.

Walkthrough

In order to access this quest, the player must have first completed the [Chains of Harrow](#) quest, as well as have access to their [Orbiter's Personal Quarters](#).

The Orbiter: Personal Quarters

In the Personal Quarters, a holographic, violet [Lua](#) orb can be seen floating at the end of the room near the port window. Approaching the orb and touching it will transition the Tenno into the loading screen. The player does not need to be in Operator mode, but the player cannot be in a squad as they touch the object.

Lua: The Reservoir

After loading in, the player will find themselves on [Lua](#) to find yet another orb. This time, approaching the orb will reveal a purple trail that will lead the player through the map.



At the end of the trail is a broken Reservoir. The trail will lead down a pit where the player will jump down and be forced to enter [Operator](#) mode.

The Void: The Jade Light

There, the player will hear echoes of the last few moments leading up to Margulis' execution and find a pod at the end of the hall, where a cutscene will play.

As the pod opens the [Lotus](#) is revealed inside, with wires connecting to the back of her head. The Lotus extends a greeting, and before the Operator can reply, Ballas himself replies to it. He then steps forward and apologizes to the Lotus for being gone for so long. The Lotus tries to explain that she is not Margulis, but Ballas insists and waves out his hand. A wave of energy flows out (which also slightly distorts the player's screen similar to the Somatic disruption during The Second Dream) and the Lotus is detached from the pod.

She then removes her mask as Ballas promises not to abandon "Margulis" again, and takes his hand. Both Ballas and the Lotus walk into a blinding light away from the Operator. Attempting to follow Ballas, the Operator is knocked back by an energy shockwave instead.

After the Lotus and Ballas disappear the Operator clutches the Lotus' dropped helmet, looking distraught at now being alone.

Epilogue

Back at the Orbiter, [Ordis](#) states that he will search for the Lotus' current whereabouts and in the meantime attempt to synthesize the Lotus' mission directives.

All transmissions that were normally handled by the Lotus will now appear as a purple Lotus-shaped hologram, to signify Ordis attempting to act in the Lotus' place. The transmission's audio and visuals will also glitch out occasionally, covered by static for a split-second before returning to normal. The small plinth inside the Personal Quarters will also display the Lotus' headgear.



The Lotus transmissions after completion of the quest.

Notes



Trivia

- *Apostasy* refers to the abandonment of a belief or religion.
- The "[Jade Light](#)" referred to during Margulis' sentencing echoes the previous reference to the execution of an [Archimedean](#), much like Margulis, as expressed in the [Detron Crewman's Synthesis](#) imprint. That Archimedean, however, was apparently involved in the creation of [Crewmen](#), and died before the creation of the [Sentients](#), so could not have been Margulis herself.

*They opened the chamber door just in time for me to see it happen; the Archimedean **erupting into a flash, jade-like and blinding**. I knew her. She was the greatest scholar of genetics who ever lived. Except now she was nothing but mist and gore.*

—Archimedean Perintol

- The motion of which Ballas waves his hand to disengage Lotus mirrors that of the handwave used by an Orokin Executor named Avantus to access a (presumably Orokin) console as expressed in the [Arid Eviscerator's Synthesis](#) imprint.

We paced in silence until one of the Grineer, that big one, ran to a tool case on the wall and tried to force it open.

*Avantus noticed this and **waved her hands over** the nearby console to unlock the case.*

—Bilsa

Bugs

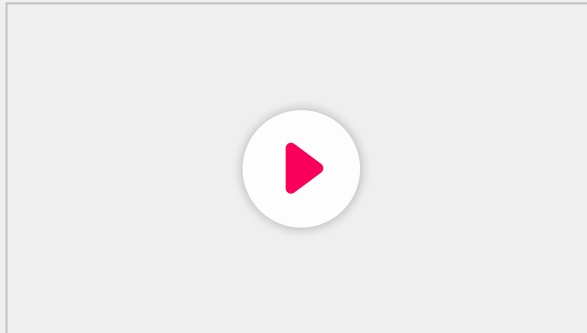
- The glowing orb in the Personal Quarters may not appear immediately upon completing the Chains of Harrow quest. Logging out of the game and then logging back in or simply leaving and re-entering the Orbiter after completing the quest can solve this issue.
- When set as the active quest the game incorrectly lists this Quest as taking place on Neptune, when in actuality it takes place on Lua. Because of this you cannot start it from the Navigation Menu, you must use either the glowing orb or go to Lua and select it manually.
- The final audio when walking through the hallway leading to Lotus may not play.
- During Kuva Siphon missions, the Lotus' quote that goes, "The resonance



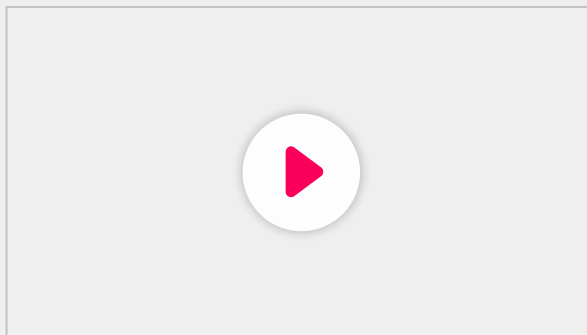
portrait, and does not have distorted voiceover.

- After completing the quest, the next Transmission cued will be the Lotus telling you that there is a new Quest available ([The Sacrifice](#)) in her new simulated form, *before* Ordis gets a chance to explain it which can cause confusion at first.

Media



(Warframe) Hidden Mini Quest Apostasy Prologue SPOILERS



Warframe Apostasy Prologue Story Quest Complete Playthrough

Patch History

[Update 35.5](#) (2024-03-27)

Quest Changes

Other Quest Changes:

- Added a waypoint to the Orb that players must interact with to start the Apostasy Quest.



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 War Within () • Chains of Harrow (Iron Wake) • The New War () • Angels of the Zariman (, Dormizone) • 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,	



([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.

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