

in: [Replayable Quests](#), [Lore](#), [Quest](#), [Update 31](#)

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The New War

208

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TRANSCRIPT

The Sentient armada has emerged from the Veil Proxima in shocking numbers.

At their head, Natah, once the trusted guide 'Lotus', now seemingly in thrall to Ballas and her brother Erra.

Across worlds and space, the Tenno and their unlikely alliance launch a final assault to take the Sentient mothership... where Natah awaits.



—Quest Description

The New War is a solo-only main [Quest](#).



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The New War



Information	
Introduced	Update 31.0 (2021-12-15)
Type	Main Quest
Requirement	- Own a Railjack - Own a Necramech - Own an Amp - Completed Prelude to War
Rewards	Sirocco Amp Drifter Unlocked - Sirocco Amp Skin  Nataruk  Rumblejack - A Lost Time Decoration

domination of the [Origin System](#). This Quest was made replayable in [Update 31.1](#) (2022-02-09).

- 3 Day [Affinity Booster](#)
- 3 Day [Credit Booster](#)
- Access to [Narmer Bounties](#) ([Caliban](#))

Transcript

[The New War/Transcript](#)

Chronology

Previous Quest

[Prelude to War](#)

Next Quest

[Angels of the Zariman](#)
[Whispers in the Walls](#)
[Jade Shadows](#)
[Veilbreaker](#)

Replayable

☰ Contents

1. Synopsis

2. Walkthrough

2.1. For My Brothers

2.1.1. Kahl-175

2.1.2. Veso-R

2.1.3. Railjack

2.1.4. Teshin

2.2. The Rise of Narmer

2.3. Drifter's Camp

2.4. Stolen Plates

2.5. Enemy of Enemies

2.6. Temporal Axioms

2.7. The Wild Hunt

2.7.1. Archon Boreal

2.7.2. Archon Amar

2.7.3. Archon Nira

2.8. The Aftermath

2.8.1. First Archon Shard

2.8.2. Second Archon Shard

2.8.3. Table for Two

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https://warframe.fandom.com/wiki/The_New_War?so=search#Veso-R

2/28

- 2.9.2. Murex
- 2.10. Approach Praghasa
 - 2.10.1. Railjack
 - 2.10.2. On Praghasa
 - 2.10.3. The Final Showdown
- 2.11. Conclusion
- 3. Notes
- 4. Trivia
- 5. Media
 - 5.1. Soundtrack
- 6. Patch History
- 7. References

Synopsis

The [Sentients](#), led by [Ballas](#) and [Erra](#), launch a full-scale invasion on the [Origin System](#). The [Tenno](#) are forced to form an alliance with the [Grineer](#) and [Corpus](#) to unite against a common enemy. However, despite the efforts of Grineer [Kahl-175](#), Corpus [Veso](#), and [Teshin](#), the Origin System falls as Ballas banishes the [Lotus](#) and the [Operator](#) into a [Void](#) portal, attempting to trap them within their own history under a recursive timeline.

Without the Tenno, the Origin System crumbles under the Sentients as Ballas becomes its new ruler, brainwashing the masses into subservience under [Narmer](#) and using his position to defame the Tenno and manipulate everyone's memories of their actions. The mysterious [Drifter](#) fights back against Narmer, having somehow brought back the Lotus, now a dying [Eidolon](#). They team up with [Hunhow](#) to claim Sentient shards from Erra's [Archons](#) to heal the Lotus. However, she fails to recognize the Drifter and becomes hostile. After a segment about the Operator during the accident on the [Zariman Ten Zero](#) where they accept [The Man in the Wall](#)'s deal, the powers are granted to the Drifter. This act also allows the Operator to return to the Origin System in the Drifter's place, causing the Lotus to cease hostilities and leave with the intent to fight Ballas.

A confused Operator travels to the Zariman Ten Zero which has come halfway out of the Void, confronting the Drifter, revealing the Drifter to be an alternate reality version of



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the Tenno, sets in motion his plan to destroy the Origin System's sun to create a new organic or otherwise, in the



his race. After a long battle, the Lotus and the Tenno finally kill Ballas. Their victory is cut short by the arrival of The Man in the Wall, appearing as a giant humanoid embedded into a wall, who bellows in a heavily distorted voice before mysteriously vanishing.

With Narmer now destabilized, the Origin System begins to slowly recover. The Tenno returns the Lotus to [Lua](#), who reveals conflicting personalities between herself, [Natah](#), and [Margulis](#). The Tenno asks her to choose one voice to lead the others in the near future.

Walkthrough

The player must have completed [Prelude to War](#). They must also own a [Railjack](#) and a [Necramech](#), either from completing [Rising Tide](#) and [Necraloid](#) Syndicate after [Heart of Deimos](#) respectively or purchased with [Platinum](#).

The Railjack should at least be decently equipped to improve its survivability; Sigma MK I [Components](#) and a [Crew](#) Engineer will suffice. However, the Necramech does not require sufficient modding.

When initiating the quest in the [Codex](#), a disclaimer warns that The New War will take much time to complete (expect a 2-6 hour playthrough with checkpoints to allow completion throughout multiple play sessions), access of the [Arsenal](#) is limited, and regular WARFRAME activities cannot be performed until the quest is completed, The player should make sure their Arsenal is well-equipped and are fully prepared before typing NEWWAR to begin the quest.

Commit to THE NEW WAR?

THE NEW WAR requires several hours to complete. You will be able to pause the game, and your progress will be saved between missions.

Prepare wisely. Loadout access will be limited and regular Warframe activities will not be available until this quest is completed!



THE NEW WAR contains sequences of violence, frightening situations involving teens and depictions of emotional abuse. It is intended for mature audiences.



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For My Brothers

Kahl-175

In [Cetus](#), on [Earth](#), a [Murex](#) arrives and crashes into the Unum's Tower. As an [Ostron](#) child watches in horror, [Erra](#) approaches them and removes up their Excalibur Mask, telling them to not be afraid.

Kahl with Corinth Prime



On the [Plains of Eidolon](#), the [Grineer](#) are engaging the [Sentients](#). A [Tusk Firbolg](#) engages a [Condrix](#) only to be knocked out of the sky, killing all its crew save [Kahl-175](#). He picks up his fallen brethren's [Grakata](#) and struggles to stand as [Councilor Vay Hek](#) orders him to regroup on his beacon.

The player now controls the Grineer soldier, who has vastly different gameplay compared to Tenno:

- Kahl has 1,000 [health](#) and no [shields](#). [Health Orbs](#) dropped by enemies heal 100 instead of the usual 25.
- Kahl's Grakata has 90 [Magazine Capacity](#) instead of the usual 60. He is also armed with a [Machete](#), and is capable of "Mercy" finishers.
- Kahl has two "abilities":
 - His first ability throws an [incendiary grenades](#). He can carry up to a maximum of four.
 - His second ability deploy [blunts](#). It has a 3 second cooldown and deploying a new blunt will destroy the oldest ones.
- Kahl can crouch and roll, but cannot slide, double jump, or bullet jump.
- Kahl can use ammo dispensers to replenish ammunition for his Grakata and grenades.
- Dying at any point throughout the quest will revert progress to the beginning of the mission's current objective.



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in front of him. A small squad of
ing shot down. Kahl chooses to



As he stares at the Condrix in the distance, asking, "what is mission now?" only for Vay Hek to tell him that there is no mission as going near the Condrix would get him eaten alive. However, Kahl has an idea: to feed the Condrix a bomb.

Kahl's advancement is further met by some resistance, but is aided by a [Rampart](#). As he nears the Condrix, Sentients deploy search parties, forcing Kahl to stealth around them. He reaches an encampment and acquires a bomb. As he readies himself, a small Grineer squad and a [Tusk Thumper](#) approach the Condrix, only for the thumper to be shot out of the air mid-jump and crash next to Kahl, knocking him off his feet. As a Sentient approaches and stabs the other Grineer dead, Kahl finds a dead/disabled [Rhino](#) and wrestles his gun, using it to kill the approaching enemy. Kahl stands on his feet and pumps his newly acquired [Corinth Prime](#).

Kahl makes his final stand as he reaches the base of the Condrix, impeded by a [Symbilyst](#). He mercy kills the Sentient by slamming it with the butt of his Corinth Prime before unloading three consecutive shots. Kahl weakly approaches the Condrix, dropping his weapon, and slumps down to arm the bomb. As he is about to declare his speech for his queens, he suddenly pauses and instead declares for his brothers.

However, the bomb halts midway through the activation process. Kahl opens his eyes and looks in horror as Erra approaches him.

Veso-R

On a [Corpus Ship](#),

[Corpus Veso](#) takes

panicked breaths as

alarms blare. Outside

the window, the

Corpus and [Grineer](#)

fleets have united to

push back their

common enemy in the Veso's final moments

[Veil Proxima](#). As [Alad V](#)

gives a speech, he calls upon all tech to engage the ship's command overrides.

- Veso has 300 [health](#) and 150 [shields](#).

- Veso is armed with [Plinx](#) and [Prova](#)



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de, double jump, or bullet jump. Breacher MOAs with his first



commanded to move and perform objectives. Shooting the Breacher MOA will cause it to explode and clear debris.

Veso discovers that Sentients have latched into their grid network, causing some of their robotics to go rogue and turn on the Corpus. He encounters the first override behind a half-opened door that only his Breacher MOA can fit through. His progress is further impeded by a grid laser that can only be bypassed by his Breacher MOA to disable it from the other side.

He then encounters a [Shield Drone](#) dispenser, which can be interfaced with his second "ability" to summon a drone that recharges his and his allies shields. Shortly after are indestructible turrets, forcing Veso to rely on the Shield Drone to run past. He then encounters a Striker MOA dispenser to produce a combat MOA ally for his third "ability".

As Veso nears the second command override, Alad V questions what is taking Veso so long while mentioning needing to stand down fire control. As Veso is confused by the notion, Alad V orders him to look outside and urges him to hurry before they are under new management. The next command override is through a broken glass window with a Breacher MOA dispensary, but the path is blocked by electricity which will kill the MOA; the Shield Drone must be commanded to fly through the window and provide the Breacher MOA with shields to allow it to move past.

In the next room, debris blocks the way save for a cargo mover. Veso must command his Breacher MOA to interface with a terminal while standing inside the cargo mover to get to the other side.

Nearing the final command override, the Sentients take control of a [Jackal](#). Veso must attack the Jackal's front legs until it engages its laser, and then continue shooting it to deplete its shields. Once it enters the self-repair routine, Veso must take the opportunity to command a Breacher MOA to self-destruct under it. This must be done twice, with the second phase emitting electricity and requiring the Shield Drone's defense.

After disabling the final override, Alad V orders the crew to stand down, claiming to have negotiated with his enemies for profit. As the Murex latches on, Veso, realizing Alad V

tends to betray the [Corpus Board of Directors](#), angrily reactivates the fire controls and orders to blast into the heart of the enemy ship, destroying it. The resulting shockwave



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tenno's [Railjack](#) arrives onto the



The Tenno have formed an unlikely alliance with the Grineer and Corpus and are engaging the Sentient fleet in the [Veil Proxima](#). [Teshin](#) denies the Tenno entrance to the mothership until he has destroyed their [Orphix](#) fields. The alliance is able to push onward, only for a boarding party to sabotage the Railjack's slingshot. Once the slingshot has self-repaired, the Railjack must face the mothership to allow Teshin to board.

Teshin

Teshin drops in from the ceiling, killing an [Aerolyst](#).

- Teshin has 500 [health](#) and 175 [shields](#).
- Teshin dual wields his unique [Sun & Moon](#) Teshin after performing a finisher dual nikana, but functionally behave as dual swords.
- Teshin has three "abilities":
 - His first ability infuses his weapons with [Heat](#) and changes his [stance](#) to [Carving Mantis](#).
 - His second ability infuses with [Cold](#) and stance changes to [Crossing Snakes](#).
 - His third ability infuses with [Electricity](#) and stance changes to [Swirling Tiger](#).
 - Sentient enemies are protected by elemental shields that can only be destroyed with the corresponding element.
- Unlike Kahl and Veso, Teshin can slide, double jump and bullet jump.
- Teshin can throw [Orvius](#) with the primary fire button to stun enemies. He can then lasso onto it and make long jumps with [Alternate Fire](#).

While moving forward, Teshin discovers captured Grineer and Corpus. The first Orphix field is guarded by three energy locks that can be destroyed with the Orvius, with only seconds between each lock. He must then fight off Sentient defenders before [Ordis](#)



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effects. After destroying the field, Teshin must fight a [Typholyst](#).

The third and final Orphix is protected by five energy locks and another Typholyst. However, he chooses to instruct the Tenno not to join him and decides to scout ahead. As he makes the jump, the view suddenly cuts into first-person of a tired, out of breath character as [Ballas](#) forces them to watch Teshin and Erra engage in a [Frame Fighter](#)-like duel. Teshin struggles as a [mask veil](#) impairs his mind, with Ballas revealing his plans to brainwash the masses to end the war in one fell swoop. Teshin eventually collapses, but is able to remove the veil; Erra deems him a lost cause and crushes his helmet.

The Operator arrives too late to blast Erra aside and looks on in horror as Ballas steps aside to reveal the [Lotus](#), now heavily burnt and weakened (possibly a consequence of the events of [The Maker](#)). Ballas kisses her and takes what seems to be her life essence. A Void portal suddenly opens behind her and pulls her in; the Operator and their Warframe try to hold her back, but Ballas steals the Tenno's [Paracesis](#) (regardless of whether the player had crafted or equipped one at the beginning of the quest) and cuts off the Lotus's arm, sending her flying into the portal. Ballas then stabs the shocked Tenno through the back, casting them into the portal.

The Rise of Narmer

The player is taken back to the login menu, with only The New War logo on display. After the player logs in, a cutscene shows Ballas sitting atop a throne as a crowd before him chants "[Narmer](#)". With Narmer console hacking the Tenno banished, the Sentients have won, with Ballas as the sovereign of a system-wide rule of Narmer, twisting history to defame the Tenno and favor himself as much as possible.

A mysterious figure disembarks from a Tusk Bolkor and lands on Earth.



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pistol has 10 rounds and
under the white brackets that



appear halfway through the reload will immediately finish the reload and overcharge the next shot.

- They have three abilities:
 - Their first ability [Restorative](#) heals them with a 13 second cooldown.
 - Their second ability [Smoke Screen](#) deploys an invisibility field with a 30 second cooldown.
 - Their third ability [Target Radar](#) shows nearby friendlies and enemies with a 20 second cooldown.
- Like Kahl and Veso, the mysterious character cannot double jump, or bullet jump.

The figure approaches a Narmer Outpost. The Security Links feature a new [hacking](#) type with a split screen and using the cursor to press nodes on the opposite side. 10

An Ostron with a Narmer Veil

imprisoned Ostrons

can also optionally be freed along the way, using Target Radar to find them, however completing the optional objective does not provide any bonus.

Deep within, the figure discovers the Narmer are using the same mask implants Ballas attached to Teshin, known as [Narmer Veils](#).

to brainwash Grineer and Ostron. The figure is discovered by the

Encounter with Archon Nira

newly veiled Ostron, alerting the Sentients. After clearing the field, they approach the veiled Ostron but are unable to remove the mask, summoning an [Archon](#) and forcing them to flee the complex. As they escape on the Tusk Bolkor, a closeup of the Archon reveals it to be a [Mag Prime](#) with a serpentine head attached to it.



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their camp: a cavern on Earth



Drifter to be an aged Operator. Ordis, now a floating Sentinel, has been tending to what's left of the [Eidolon](#) Lotus. The Drifter leaves, telling Ordis that the Cephalon knows someone who can help. Requiring a Corpus Dropship to be able to move more easily in the Origin System, they head to [Fortuna](#), [Venus](#).

Stolen Plates

The Drifter slowly descends into Fortuna as the brainwashed [Solaris](#) sing praises to Narmer and Ballas. They must carefully avoid the patrolling [Narmer Deacons](#) as they approach the [Orb Vallis](#) elevator. Along the way they are contacted by [Little Duck](#), who has managed to avoid capture. She instructs the Drifter to take a [K-Drive](#) to Spaceport and use a Narmer Veil to bypass security. As the Drifter dons the mask, they struggle with distorted visions of the Lotus that attempts to twist the past to say it was Ballas who was their father figure and that the Lotus was manipulating them.

While they are able to bypass initial security, the Drifter still must take care to avoid the Deacons inside the Spaceport as they can remotely detonate the veil should they detect anomalies. After careful maneuvering and reaching deep inside, they are unable to handle the veil's deception any longer and a quick-time event using the melee button (default **E**) repetitively prompts the mask's removal. They reach the end console that destroys the Narmer Veil factory, and commandeer a [Condor Dropship](#) to escape.

Enemy of Enemies

The Drifter heads to [Uranus](#). Moving into the base, they are accosted by Disciple [Ka-Nuteru](#)'s Narmer forces, but are aided by the [Stalker](#). Deep within, the Stalker brings the Drifter to [Hunhow](#); agreeing that they both want the Lotus to be free, they form an unlikely alliance. Hunhow explains the [Archons](#) are twisted abominations of Warframe remains: [Archon Boreal](#) the Owl commands a twisted trident and a piercing cry, [Archon Amar](#) the Wolf attacks with a fury of flame, slashes, and a pack of mirror clones, and [Archon Nira](#) the Snake attacks with crackling whip, lightning, and a deadly petrifying gaze. Each Archon also has powers to raise dead Sentients, which may be used to save the Lotus.

As they leave, Hunhow bestows them [Nataruk](#), a Sentient bow. He tests them with their skill in the bow: releasing shortly before fully charged will fire an even more powerful shot. The Drifter must backtrack and return to the surface to escape, this time facing both Narmer and Sentient interceptors blocking their way.



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With the Drifter
assigned "homework"
by Hunhow, the scene
cuts to first-person
view in the [Zariman](#)

[Ten Zero](#) where
[Cephalon Melica](#)

instructs a classroom,
sitting in the far back
of the room alongside

Students taking a pledge at the beginning of class

students [Mathon](#) and [Jenva](#). For an unknown reason, the player character is puzzled at being present in the classroom, and is slow to respond to pledges being held. The class studies [Temporal Axioms](#) of [Void](#) travel narrated by [Euleria Entrati](#), and are quickly quizzed:

1. Which of the
following is not
one of the
Theories of
Time?

- A)
Presentism
- **B) Futurism**
- C) Eternalism

2. What is the principal failing of Presentism?

- **A) It considers the Present to be the only reality.**
- B) It has never been endorsed by an Archimedean of unblemished standing.
- C) It lacks elegance.
- D) It is not true.

3. Lintana's parents have been captured, but she has a choice. The button that opens her mother's cell door will flood her father's cell with deadly radiation, and vice versa. She presses one of the buttons. Under Eternalism, which of the following statements is universally true?



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The player is not penalized for wrong answers. Upon answering the final question, the class is interrupted as the Zariman makes a Void jump.

The Wild Hunt

Back in the present, the Drifter checks on the Lotus. Hunhow instructs them to defeat the Archons and take their power to heal her. Ordis asks why the Drifter doesn't use their Void powers, only for them to reveal they didn't lose them, but instead have not received them yet.

The 3 Archons: Boreal (left), Amar (center), Nira (right).



The three Archons are spread across different planets of the Origin System. They may be challenged in any order; two are required to progress the quest to the next stage.

All the Archons can teleport and resurrect [Sentients](#) to swarm the player and shield them. At low health, the Archon becomes invulnerable and grapples the Drifter to prompt a quick-time event to break free by rapidly pressing **E**, and then will flee once. On the first downing by an Archon, the Stalker will appear to revive the Drifter.

Erra questions Hunhow's interference, refusing to believe Hunhow's argument that he is being used by Ballas. Hunhow demands Erra to stand down, as he is behaving like a [Dax](#) in servitude to the [Orokin](#). Erra swears that they will find and bring back [Natah](#).

Archon Boreal

Archon Boreal is located on [Earth](#), and has an **Owl** head attached to a [Loki Prime's](#) body. He primarily attacks with focused [Electricity](#) beams and uses the [Korumm](#) trident to drop hazardous fields on the ground. His screech releases a slowly expanding pulse field that pushes the Drifter away, blocks outside fire, and heals him; the pushback can be negated with Smoke Screen and the screech can be interrupted with a shot from inside the field.



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attached to a [Rhino Prime's](#)



heals; the real one, the one holding weapons as well as having noticeably different visual effects, can be detected with Target Radar.

Archon Nira

Archon Nira is located on [Jupiter](#), and has a **Snake** head attached to a [Mag Prime](#)'s body. She hurls [Toxin](#) projectiles, can strike from afar with her [Verdilac](#) whip, and can ripline across the walls before performing a leaping bite. Nira can use her whip to create a shield that heals her slightly before releasing a forward shockwave. Finally, she can screech and release a piercing gaze to petrify the Drifter if they do not look away.

The Aftermath

First Archon Shard

After depleting the first Archon's health, the Archon rises in front of the exhausted Drifter, only for the Stalker to reveal himself, deliver the final blow and rip

out its shard. The Drifter takes the shard

back to the Lotus, partially restoring her body. She demands more before suddenly snapping at the Drifter.

Cutting back to the Zariman Ten Zero incident, the player's Operator has barricaded the classroom door as the Void had made their parents crazed and deranged. The operator is exceptionally calm and pragmatic, and consoles [Terolee](#):

- [Sun] Something went wrong with the jump...
 - Something went wrong with the jump. But we'll survive. Promise.
- [Neutral] We need to stay quiet...
 - Just, just try to keep quiet... and don't let him fall asleep, okay?
- [Moon] We're in this together...



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I don't know. But we're going to figure it out together. Okay?



- Oh please, would you snap out of it? We're on our own now.
- [Neutral] We'll be your family for awhile...
 - No. She's not. We're going to be your family for a while, okay?
- [Moon] Your mom will come...
 - I know, but go on. Just for now.

They then walk toward a Tenno tapping on the wall. Offering their light, the tapper turns around, revealed to be [The Man in the Wall](#).

Second Archon Shard

After the Drifter deals the decisive blow, they rip out the second Archon shard. They give it to the Lotus, restoring more of her body. However, not recognizing the Drifter, she suddenly turns hostile, forcing them to evade her attacks.

The Lotus eventually corners the Drifter, prompting Ordis to sacrifice his drone body to shield them.

The scene cuts back to the Operator accepting

The Man in the Wall's

Void powers which also

seem to have passed Drifter and Operator shaking hands during the deal on to the Drifter, who

fires a Void Beam to repel the Lotus's attack. She eases upon seeing the Operator having taken the place of the Drifter after the smoke clears, and departs.

Table for Two

Meanwhile, Ballas senses the Tenno's return, his fury remotely detonating the veils on his nearby Deacons. He instructs Erra to recall the Sentient fleet, as Natah will come to them and he will command her to kill the Tenno.

The Operator heads to the [Zariman Ten Zero](#) which appears to have come out halfway from a portal to the void. Picking up a Globelight, they follow visions of and whistling

at a table and are greeted by the Operator. Following the Drifter is a version of the



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[The Man in the Wall](#)'s deal, and hence never escaped the Zariman Ten Zero. Further, the Drifter does not explain how they managed to leave the Void and replace the Operator, especially how they recovered the Lotus's body from the Void.

Choice: Drifter vs Operator

As the paradox allows
only one of them
(Drifter or Operator) to
exist in regular space,
the player is prompted
to pick who will take on
Ballas. This choice is
purely cosmetic and
simply affects the
visuals and dialogues

in the remaining parts of the quest, but does not affect the combat or gameplay in any other way. The Drifter, having received Void powers, now has functional gameplay to the Operator including their base health and shields being bumped up to 350, and no longer has their unique melee or abilities. Once the quest is complete this choice will no longer matter, as the player will have access to identical features regardless of the choice made here.

The Tenno awakens in the Orbiter, while Ordis has lifted the Orbiter from stasis and Exodus protocols. The Tenno are able to access their Warframe and equipment, as well as a rebuilt version of the Paracesis stolen by Ballas. They then discover through the Lotus's helmet that she is headed to Cetus to commandeer a Murex.

She Gives, We Live

Cetus

The player must equip [Paracesis](#) for this mission. If they did not build one prior to starting the quest, they will temporarily have an unranked Paracesis auto-equipped in their loadout, which cannot be modded and will be removed after completion of the quest.

The Tenno enters through the back of [The Quills](#) base, but their Warframe cannot proceed due to an Orbiter field. They are able to tear off the Narmer Veil affecting [Konzu](#) so rescue [Fisher Hai-Luk](#), [Master](#) e that Ostrons cannot be



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patrols remain invulnerable, but can be avoided with careful use of [Void Mode](#) and by sticking to the rooftops and awnings.

With Konzu's help, the Tenno take a blimp to the Unum Tower. They recover their Warframe and can optionally save more Ostrons inside. The Tenno must use their Void damage to activate Reactive Crystals to help them scale the tower. At the top, the Murex prepares to retreat; the Tenno has 60 seconds to activate two crystals, reawakening the Unum who stops time around the Tenno and allowing them to board the Murex.

Murex

Aboard the Murex, the Lotus engages the Sentients but warns the Tenno that "this is not [their] fight". As they move forward, the Lotus gains control over the Sentient forces as she reveals Ballas's plans to use the Sentient Mothership [Praghasa](#) to consume the Origin System's sun, fulfilling its original purpose from the Old War. Deep within the Murex, the Lotus attacks the Tenno with an energy beam, automatically forcing them into Drifter/Operator form; her attack will be held at bay and must be redirected onto her bodyguard [Battalysts](#). The Tenno are then knocked out of the Murex due to the mechanism she uses to leave, but are picked up by Cy and their Railjack.

No Railjack [Crew](#) will be present during this mission. The Tenno opens a hole through the enemy Murex blockade weakened by the Lotus with the Railjack's Tunguska Cannon to clear the way for a Void jump to the sun.

Approach Praghasa

Railjack

The sun's intensity slows the Railjack and periodically produces intense heat waves that deals significant damage, requiring use of Murex wreckage to take cover. Meanwhile, Ballas openly declares his new plan to destroy the Origin System and sacrifice his Narmer empire, using the sun to fuel the mothership so he can escape to the [Tau System](#), but his speech is interrupted as the Lotus rams her Murex into the Mothership, creating a shockwave that instantly causes a catastrophic breach. Once the breach has been dealt with and the Tenno are able to get close enough, they launch their [Necramech](#) into the Sentient Mothership.



> Praghasa



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but it is destroyed by Erra, that Ballas's machinations will



also doom the Sentients. Erra guides the Tenno forward and leads them to the final Archon, holding debris to allow them to proceed before seemingly being crushed.

The Tenno, in their Drifter/Operator form, must disable the three Orphix generators in the field and their Sentient guardians, allowing their Warframe to be summoned and finish off the final Archon and harvest their shard.

The Final Showdown

The Lotus approaches Ballas, who demands her to kneel and beg. The Tenno arrive, Paracesis in hand, distracting the Lotus as Ballas attacks her and prompting the Tenno to push her aside and take the blow. After forcing the Tenno to drop the Archon shard, Ballas claims and absorbs it, taking control of the Lotus and turning the mother against her child.

Any damage against the Warframe instantly puts the Tenno in their Drifter/Operator form, who takes continual damage due to the sun's presence. The Tenno must wait for the Lotus to attack their Drifter/Operator form to redirect her beam onto the round Narmer lenses in the room. They must then dispatch the Narmer Deacons reinforcements. This repeats until all five projections are destroyed, weakening the control over the Lotus, who attacks Ballas before collapsing.

Ballas turns his attention to the Tenno, firing a continual beam, which must be lured to one of the four Narmer lenses. Taunting the Tenno, he then attacks the Lotus, lowering his shields and giving an opportunity to attack directly with Void Beam. With all the mirrors destroyed, Ballas makes one final stand and pushes the Tenno aside, seizing their Paracesis and stabs the Lotus with it.

As Ballas seemingly gains the upper hand, the Tenno jump him and force a Narmer Veil from one of the deacons onto him. Seeing Margulis in place of the Lotus, he is deluded into kissing the illusion, allowing the Lotus to reclaim her essence and end Ballas once and for all. Suddenly, [The Man in the Wall](#) emerges in the form of a large multi-armed and multi-legged humanoid embedded into a wall, with its Operator mimic sitting atop it. It overwhelms the Lotus, and before mysteriously vanishing, some words are spoken in a distorted voice.

Conclusion



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Lotus back to [Lua](#). She claims she has been shattered now that lists remain active. As the Lotus



struggles to balance
her personalities
between herself,
Natah, and Margulis,
the Operator/Drifter
replies, "I know", and
asks her to choose
"one voice to lead the
others":



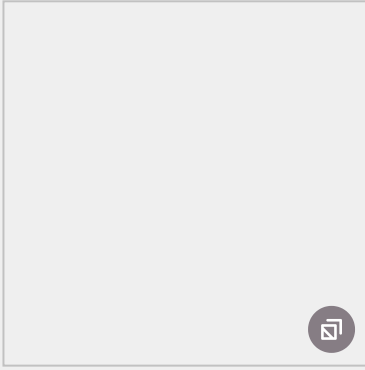
- [Sun] Natah
 - The Lotus back on Lua
 - *"The times ahead will need decisiveness. Power. I shall be Natah."*
- [Neutral] Lotus
 - *"I see violence and suffering in our future. We will need compassion and strength in equal measure... I am the Lotus."*
- [Moon] Margulis
 - *"Narmer has divided the world, leaving a deep wound. We need healing. I am Margulis."*

The choice will define both her name and her initial appearance in all interactions with the player after the quest completes. Note that **her chosen name will be permanent**. Her appearance *can* still be changed, as well as now being colorable, after the quest by interacting with the Lotus helmet in the [Orbiter's Personal Quarters](#); the chosen and normal Lotus Skins are provided for free, while other skins available for purchase for a one-off price of **165** each. Her transmissions will now use the customized appearance instead of the purple Lotus hologram from [Apostasy Prologue](#).

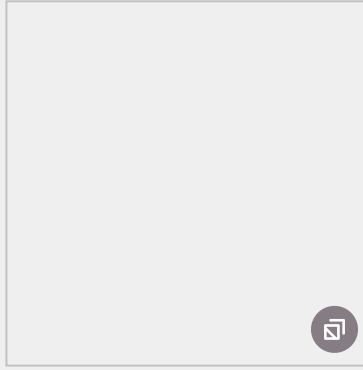


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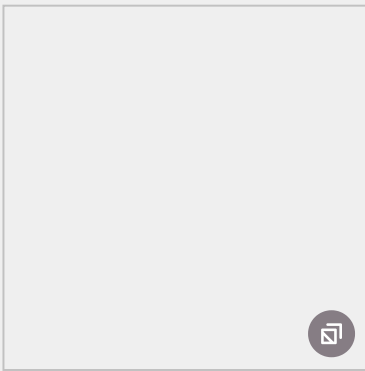


**Eidolon Skin**

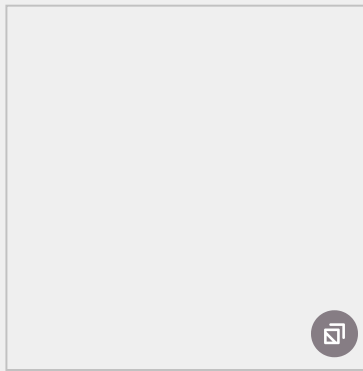
Partially regenerated and subsisting on Archon Shard energy.

**Lotus Skin**

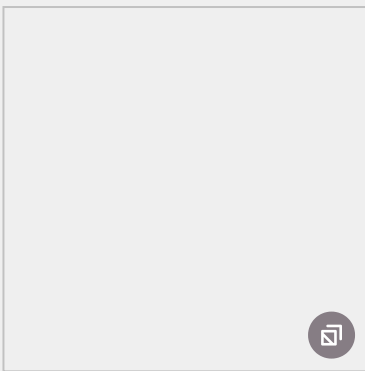
A friend of the Tenno, basing her face and voice upon their beloved Archimedean Margulis.

**Lotus Radiant Skin**

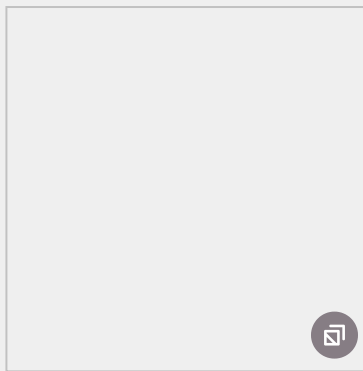
The form Lotus took at the moment of her victory over Ballas.

**Natah Skin**

The form Natah took when she reverted to her Sentient nature.

**Margulis Skin**

Modelled on the Tenno's beloved Archimedean Margulis to honor her memory and give them

**Lotus Amaga Skin**

Remember wisdom through renewal.



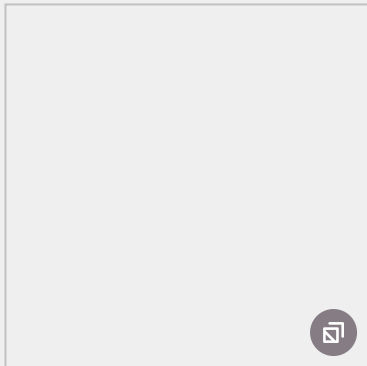
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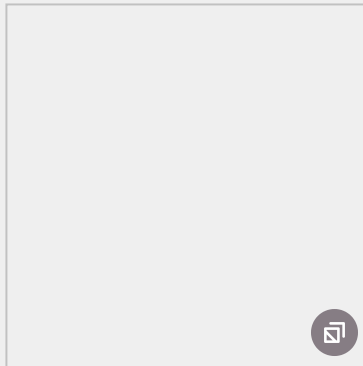
Lotus/Margulis thanking them



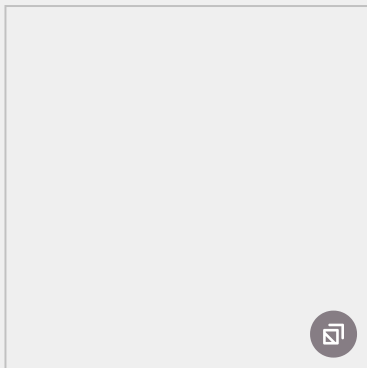
- [Sirocco Amp](#)
- Sirocco Amp Skin
- [Nataruk](#)
- [Rumblejack](#)
- A Lost Time [Decoration](#)
- Ballas' Narmer Staff Decoration
- The Drifter Camp [Captura](#) Scene
- 3 Day [Affinity Booster](#)
- 3 Day [Credit Booster](#)



A Lost Time Decoration



Sirocco Amp Skin



Ballas' Narmer Staff Decoration

The player can now swap between the Operator and Drifter appearances in the Orbiter's Operator Room. Zariman Decorations and Drifter cosmetics as well as Ordis' [Sentinel](#) skin become available in the [Market](#).

Various parts of the gameplay and visuals have changed in the aftermath:



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[Eidolon](#) and [Orb Vallis](#). These
non [Korumm](#), [Nepheri](#),
[ods](#), and [Narmer Isoplast](#).



- Above Earth, the player can change their personal hub location between the Orbiter in space and the Drifter's Camp on land.
- [Teshin](#), following his supposed death by Erra's hand for resisting the Veil's influence, is replaced by a gray hologram.
- [Cetus](#) and [Fortuna](#) contain remnants of Narmer design and other layout changes. This does **not** affect [Captura](#) scenes.
 - In Cetus, asides from Narmer's remnants, a large destroyed piece of Unum Tower can be found on the shore close to the bazaar entrance.
 - Due to the new map, the NPC that plays the [We All Lift Together](#) cutscene is removed.
- Murex that orbited the previously Narmer-occupied planets in the [Star Chart](#) are now dead/inactive.
- The Plains of Eidolon and Orb Vallis both feature signs of battle, such as the wreckage of crashed Murexes in the distance, although no damage is seen on the playable area of Orb Vallis. Captura scenes will remain in pre-New War appearance, however.
 - The Plains of Eidolon features significant damage, as expected of the initial site of the Sentient invasion. Crashed Condrixes and Grineer Galleons dot the Plains and various landmarks of both Grineer and Sentient origin have been damaged or destroyed.
 - The Orb Vallis has become warmer; much of the snow has melted and patches of grass can now be seen. The head of [Nef Anyo](#) under construction at Temple Fabrication has been replaced with Ballas's likeness.
 - [Somachord](#) Fragments for [For Narmer](#), [Hybrid Abominations](#), and [Sunkiller](#) can be found in both post-New War landscapes. Each require only one scan and are in fixed spots.

The Lotus is reborn!

Narmer is all but decimated, its scattered adherents now rallying in the name of their lost martyr.



The tenuous alliance against a common enemy has crumbled leaving the Origin system struggling to recover.



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the Drifter's origins and the



Notes

- The quick-time events to remove the Veils in Stolen Plates and She Gives, We Live and escape the Archon's grapple in The Wild Hunt can be changed between tap or hold inputs in [Settings](#) > Accessibility > "Repeated Button Presses".
- [Veso](#)'s Shield Drone can negate status effects and prevent the Breacher MOA from receiving [Electricity](#) procs, which is not possible for normal [Shield Ospreys](#).
- The player may use their Warframe and Warframe weapons when fighting the final Archon making the fight considerably easier for higher-[Mastery Rank](#) players, but is restricted to only use Drifter and [Nataruk](#) when fighting the first two Archons.
- Decisions made on replaying the quest will **not** override those that were made on the first playthrough, including the final Lotus/Natah/Margulis choice.
- When entering either the Plains of Eidolon or the Orb Vallis in a party with a player who has not yet finished The New War, the open field map that will be used is that of the pre-New War.

Trivia

- After [Narmer](#) takes over, the [Star Chart](#) is altered to feature a reddish backdrop and nearly all planets have their mission nodes replaced by the Narmer symbol with one or multiple [Murex](#) stationed in orbit.
 - Curiously, all non-Sentient space structures including [Relays](#), [Grineer Galleons](#), [Grineer Asteroids](#), [Corpus Ships](#), and [Infested Ships](#) are absent from the Narmer Star Chart.
 - [Saturn](#) and [Eris](#), despite having a Murex, does not have any Narmer nodes as ground strongholds were never established. Conversely, [Kuva Fortress](#) does not have a Murex in orbit due to the Fortress being mobile, but has Narmer nodes as ground strongholds.
 - The [Void](#) is not taken over, due to being hazardous to Sentients.
 - [Deimos](#) is not taken over. [Daughter](#) reveals during [Veilbreaker](#) that [Mother](#) ordered the Entrati family to safeguard the [Heart of Deimos](#), repelling Narmer from the moon.
 - If the player replays the quest after completing [Angels of the Zariman](#), the [Zariman Ten Zero](#) will remain in the Star Chart, though not taken over.



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Originally, the [Heart of Deimos](#) update was planned for release *after* The New War, ID-19 pandemic.^[1]
 parts of the quest, the login



Camp with a Murex in the backdrop.

- [Ordis'](#) Sentinel body was first seen in the back of transmissions during [The Sacrifice](#) after he "upgrades" to [Vitruvian](#) Ordis.
- The New War makes several foreshadowing references to [The Duviri Paradox](#) trailer announced in [TennoCon 2019](#):
 - In the [Zariman Ten Zero](#), the Duviri mask can be seen hanged to a tree in the courtyard, and the [Kaithe](#) Duviri horse can also be seen in paintings and statues in the classroom.
 - The Drifter, before performing Transference for the first time, mentions that it "can't be harder than riding a horse."
 - After Void jumping to the sun, as they approach [Praghasa](#), The Drifter mentions they "shoulda stayed in Duviri."
 - When idle, the Drifter can be occasionally heard whistling The Duviri Paradox trailer music.
- The Duviri Paradox is revealed to run parallel during the early parts of The New War, where the Drifter gets "stabbed" by Ballas as part of [Eternalism](#) and shortly afterward the Lotus's severed hand falls into the Drifter's possession. Certain *events* that Drifter experienced in Duviri allowed them to escape and eventually help the Origin system during the New War. While in Duviri, it is revealed that those same *events* were actually brought about by the Operator attempting to help the Drifter escape, despite being introduced to them in the New War. Thus, the question of "who helped who first" is a paradox.
- Some of the final gameplay differs from what was shown during [TennoCon 2021](#) and in trailers:
 - Erra now possesses a red swirling physical lens in his eyes and core in-game.
 - Veso confronted a [Bursa](#) before his gameplay showcase ended during TennoCon 2021. That Bursa is entirely absent in-game.
 - Stalker possessed [War](#) in the Official Gameplay Trailer. In-game, he exclusively uses [Hate](#).
- If [Excalibur Umbra](#) is used in the quest, he will remain immobile during cutscenes and in the Praghasa final battle like any other Warframe. This is also true when replaying other cinematic Quests using Umbra except The Sacrifice.
- Prior to the quest's release, players may occasionally have [Natah](#) appear in Lotus transmissions as an easter egg.^{[2][3]}

Entering [Future](#) for the very first time after completion of The New War will still



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[Together](#) cutscene.

ing storylines regarding the



the Sentients. The story takes a major shift towards a new threat in the form of [The Man in the Wall](#), the Operator's own origins and the mysterious entities of the then largely unknown realm of the [Void](#), as emphasized in the [Angels of the Zariman](#) story.

- The release of the [Veilbreaker](#) quest line signals that Narmer's threat is still far from over and remains a force to reckon with.
- The Man in the Wall's distorted speech is theorized among the community to be "Oull - Ris - Xata - Vome. Khra - Lohk", referencing the [Requiem Mods](#). This was later confirmed during [TennoCon 2022](#)'s "Sounds of the System" panel by Erich Preston to be **incorrect**, and the actual message was revealed in the [Whispers in the Walls](#) quest to be "VOULL NE XATA VOK, MARA LOHK?"; although it is possible that Erich had not seen the best community guess at the time given that it was not yet available on Youtube.^[4]
- The New War set a lot of firsts for quests/expansions. These are just a few:
 - When, played casually, The New War was the first quest to take at least 4 hours to complete. This time can be drastically reduced if cutscenes are skipped and if the player knows where to go, however, cutting down the quest completion time to around 90 minutes or less.
 - The New War was the first quest where players got to play different [factions](#).
 - It was the first quest that required players to sign a written agreement stating they acknowledged the quest had depictions of abuse and other potentially disturbing content.
 - Typically after large updates, [Digital Extremes](#) introduces a smaller update that is themed around reinforcing the previous expansion, called an "Echoes Update". This trend started with Update 31.1: "Echoes of War".



Natah transmission easter egg

Media



The New War



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Soundtrack



Patch History

Hotfix 37.0.7 (2024-10-16)

- Fixed transmissions in The New War quest having wonky borders in the UI.

Update 37.0 (2024-10-02)

- Fixed script errors caused by the Inbox message sent after completing The New War Quest.

Update 36.1 (2024-08-21)

References

1. Marshall, Cass (2021, December 15). *Warframe's The New War is a long-awaited quest to save Space Mom* (<https://www.polygon.com/interviews/22837840/warframe-the-new-war-rebecca-ford-interview-lotus-sentinels-story>). Polygon.
<https://www.polygon.com/interviews/22837840/warframe-the-new-war-rebecca-ford-interview-lotus-sentinels-story>



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<https://archive.org/web/20211229201855/https://www.youtube.com/watch?v=0J0/warframe-the-new-war-rebec>
the original on 2021-12-29.

- 2. Leguiza, Santiago (2021, December 7). *Interview: Warframe Sets Its Future in Motion with The New War* (<https://www.fanbyte.com/features/interview-warframe-the-new-war-story-future-updates/>). Fanbyte. Accessed 2021-12-29. Archived (<https://web.archive.org/web/20211229195723/https://www.fanbyte.com/features/interview-warframe-the-new-war-story-future-updates/>) from the original on 2021-12-29.
- 3. (2021, October 5). *Comment on Getting mission prompts from 'Redacted' instead of 'Ordis Lotus' [SPOILERS]* (<https://forums.warframe.com/topic/1283058-getting-mission-prompts-from-redacted-instead-of-ordis-lotus-spoilers/?do=findComment&comment=12306449>). Warframe Forums. Accessed 2022-04-09. Archived (<https://web.archive.org/web/20220409223119/https://forums.warframe.com/topic/1283058-getting-mission-prompts-from-redacted-instead-of-ordis-lotus-spoilers/>) from the original on 2022-04-09.
- 4. <https://youtu.be/aGjOeQjlbsI?t=680> Erich looked at the deciphering attempts on Youtube.

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 (Gyre) • Veilbreaker (ullervo) • Whispers in the Walls (Jade)	



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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 , 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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