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Warframe orokin derelict guide

In: Orokin Derelict, Update 10 Edit Comments Share Promotional Image when first released As the infestation spread through the Solar System, orokin ships were unable to make the jump into the Void and locked vault rooms to preserve the valuable artifacts inside. Some of these Orokin Vaults were located in the Derelicts of Orokin. Orokin Vaults, also known as the Golden Gate by the Ostrons.[1] are special vaults found on the Orokin Derelict tileset in Deimos missions that require a unique void key to unlock, called the Dragon Key. Unlocking the Vault[edit | edit source] The Excalibur Prime statue on the Corrupted Artifact there are four types of Dragon Keys, and opening an Orokin Vault will require the player to have a corresponding dragon key equipped in one of their gear slots. Corrupted mods are granted by successfully retrieving a corrupted artifact from an Orokin Vault and delivering it to the extract. All derelict missions from Orokin, except defense and murder, always contain exactly one vault, with the key needed to open it being randomized. Only the player who opened the vault will have their key consumed. Dragon key plants are obtained through the Dojo Clan's Orokin Laboratory. When transported in gear, the key produces a dilude for the player's Warframe, and the key is consumed when unlocking the vault. You can equip all four keys simultaneously, but all your debuffs will stack, but it's usually easier to play with a full squad where each Tenno carries an individual key, as certain Warframes have stats or abilities that allow them to bypass or even deny penalties. Inside these vaults appears a very large excalibur prime statue, all white and aged that resides on the distant wall with his hands outstretched, among which is the artifact. All it takes is one player to remove the artifact, but all players in the cast will be awarded their content after extraction. When removing the artifact from the vault, the artifact inflicts a random Dragon Key penalty on the Warframe that caught it (so it's possible that that player has 2 of the same penalty assuming they still have their Dragon Key in tow). In addition, the Corrupt will appear, replacing all enemies generated beyond this point in an attempt to prevent the Tenno from leaving with the artifact. If tenno somehow enters the vault without opening the door, they will be forcibly teleported outside the door. Corrupted mods[edit | edit source] Main article: Category:Corrupted Mods Mods are dual statistics mods, where one statistic is positive and the other is a negative side effect. A Corrupted Mod will be awarded to each player after a squad member successfully opens an Orokin Vault. Each Corrupted Mod has the same chance to fall (4.3478%). View List of Corrupted Mods▼ | source of editing] : WARFRAME: Ghouls comics Patch History[edit | editing source] Orokin Derelict Update 10 Community content is available in CC-BY-SA unless, unless Noted. The orokin vaults in Derelict contain corrupted mods. These mods are a very important part of almost all the late games built into Warframe. Among them are Blind Rage, Fleeting Expertise, Narrow Minded, Overextended and Transient Fortitude. In the past, opening the vault was best done in a full team of 4 tenno to match the odds. Since 2019 you can run alone the orokin vaults in the Derelict without losing your chances. This guide provides a simple strategy and builds up an early-game warframe – Rhino – that allows new players to land on their own in farm vaults. Corrupted mods in abandoned vaults Orokin vaults in Derelict are the only way to get each of the 23 corrupted mods currently available in Warframe. Of these 23 5 mods, Blind Rage, Fleeting Expertise, Narrow Minded, Overextended, and Transient Fortitude are required for late-game warframe constructions and a mod, Heavy Caliber, is almost mandatory to increase the damage of primary weapons. And due to their popularity these mods are also worth selling for platinum to other players. Understanding how it works Entering abandoned Orokin vaults can be found on Extermination, Survival, Sabotage, Mobile Defense, and Capture missions in Derelict. To begin the mission you need to have built a corresponding forsae key of your project. These keys are for one-time use only. This means that if you want to perform 3 abandoned capture missions, you need to have built 3 abandoned capture keys. Find the vault When you enter a mission that can contain vaults – exterminate, survive, sabotage, mobile defense and capture – a single vault will randomly spawn at an end point of a tile. Tile endpoints are doors that connect one room to the other. You have to search the entire map through that door to the vault. The vault door has a unique look, you can't miss. Just look at the screenshot below. Very popular safes sites are in the big room with the tree in the center because there are many doors in that tileset. But sometimes you can find the safe directly at the end of the mission. This happened to me a few times. The right dragon key and catch the mod Once you have found the safe, it can only be opened if you have equipped the correct dragon key. There are four different dragon keys and the one needed to open the vault is also randomly set at the beginning of the mission. You always want to equip all four keys before you actually start the mission. These dragon keys need to be constructed from plants that can only be obtained from the Orokin Laboratory of a dojo. Also, each key has a huge debuff on its warframe. More on that later. If you opened the safe you need to catch the corrupted mod from the middle of the room. This means that you have to actively interact with the bright - the mod will not be automatically captured. Lotus will inform you that more enemies have appeared, you must go to the exit. After finishing the mission the corrupted mod corrupted Revealed. With 23 possible corrupted mods, there is a 4.35% chance of getting the mod you wanted to have. Preparation and construction of all keys As I said before you need two types of keys to successfully run the orokin vaults in Derelict. First are the keys to start the abandoned missions and the other are the keys of the Dragon to open the vaults in the mission. Where to find abandoned mission keys All the key plans of the abandoned mission can be found in the market. Just search abandoned in the market search bar and buy all available plants. The cost of 1500 or 2500 credits each. On a side note: The Abandoned Assasination mission will reward you with pieces of Nekros plants. Then you have to build keys from the project to start the mission. Each mission will work to consume a key. The best type of mission to find the vault is Derelict Capture followed by Derelict Exterminate. Better build some keys if you plan to do some racing back to back. Where to find dragon keys from the orokin safe To open the safes in Derelict you need to build dragon keys. There are four dragon keys and their plants are unique to the Orokin Laboratory in a clan dojo. Currently there is no other way to get these key plants. Either you have to join a clan that researched everything in the Orokin Lab or start your own clan. For new players, I recommend just asking in Region Chat or Recruiting Chat for a clan that will take them in Be honest with them and say you need plants. Most clans will allow you to join just to pick up plants; many items are hidden behind the clan search. After you have got the plants you need to build the real keys. Opening the vault consumes the key. To allow multiple mission races to build 5 keys of each project. Each constructed key requires 10 empty strokes. You may have to do some fissure missions first to get you empty strokes. To have access to the keys on mission you have to equip all the keys of your steering wheel. This works similar to the ciphers you equip and consume to hack automatically. Before you start equipping the dragon keys, you need to understand the debauchery that each key makes to your warframe once equipped. Each dragon key has a debuff Each of the 4 dragon keys harms your warframe differently. The historical reason for this was that you used to need a full squad of four players to perform this mission. Each player would have a different burden. Solo run means you have all four keys and all four debuffs. The bloody key reduces the health of your warframe by -75% The decaying key reduces the shell of your warframes by -75%The Defunct Key reduces your warframe's damage production by -75%. Hobbled Key reduces warframe movement speed -50%. Equipping all four keys means you have only a fraction of your health and shields. Your weapon does little damage and you will be very slow when running. The reduced speed is the debauchery that can be overcome very easily. Just use bullet jump and and to progress through the mission, because the speed of the parkour is not decreased by the Hobbled Key. The other 3 debuffs can be overcome by choosing a warframe that has capabilities to compensate for poor health, shield and damage output. Derelict Orokin vault solo race with Rhino The friendliest beginner warframe that can handle all the debuffs of Bleeding, Decaying and Extinct key is Rhino. You can use your Iron Shield (2) ability to get an additional layer of health. Whenever you run out of Iron Skin, just reformulate. Roar ability (3) will increase your damage output to partially compensate for the effects of the Defunct key. The basic build requires no prepared mods, any corrupted mods or any form. It's a very cheap tank construction. Equip Vitality and Steel Fiber to bring health and armor; the latter is also important for Iron Shield. Next are Streamline, Intensify and Continuity to provide over 3000 Iron Skin and a 65% damage increase for nearly 40 seconds when using roar. Finally the Steel Charge will increase your melee damage by another 60%. Feel free to add more armor and energy strength to more Iron Skin and Roar. This is really just a starting point. With this construction you just have to burst Iron Skin at the beginning of the Derelict Capture mission to stay healthy. Whenever you lose the Iron Skin recasts it. Be sure to bring some power restorations to the mission in case you run out of power. As soon as you see your capture target use Roar and then use your melee to take down the target. Remember to use bullet jump and rolling to travel faster. For the capture mission, bring a primary or secondary automatic because the capture target can be an nullifer. If this is the case, remove this bubble and use your melee to take down the capture target. If you have a Sunika Kubrow with the Unleashed mod, your dog will even keep the capture target in place. So making it much easier. After picking up the capture target, you have to look at each end of the map until you find the vault door. Use the mini-map to track where you went and where you have to go. Finding the vault door can take a while – patience you should have. When you find the safe door, open it by interacting with it. This will consume a key. Take the shiny artifact and go to the exit. Rinse and repeat until you run out of keys or motivation. After finishing your races, be sure to unski your dragon keys. Otherwise, you will take the debauchers to your next mission. Once again, unequip your dragon keys after your Orokin safe run. And if you're looking for a stronger rhino or rhino prime build for lazy solo jump racing Look for more energy strength and armor in combination. Helpless vault alone with other warframes There are, of course, other options if you don't like the Rhino path (Prime). But keep in mind that they require a more specialized construction at the end of the game or more powerful weapons. Being invisible with Loki (Prime) is also a solid strategy. One One the duration build will gain more than 30 seconds of invisibility for Loki. He can jump by bullet and roll his way through the mission and take down the capture shot while remaining invisible. Loki doesn't have a damage buff to make up for the Defunct Key. I would advise bringing a powerful package of silent or muted weapons. Limbo (Prime) is very useful because with its slit ability it will receive no damage as it crosses the level. Be careful not to roll with it because rolling causes it to leave the crack. It also has no damage buff to compensate for the Defunct Key. You have to bring a high damage weapon with a decent magazine size to take down the capture target. The capture target may be a nullifer that requires some decrease in your bubble. Also keep in mind that you have to leave the protection of your crack to shoot the capture target. During that time you are very vulnerable. Nezha (Prime) is also a good choice because of its high base speed and its Halo Alaing ability that protects you from income damage. Like limbo, Nezha cannot polish its damage and has to bring a high-damage weapon to the capture target. This makes Nezha a faster rhino alternative without the damage buff. Solo'ing Orokin vaults in the Derelict summary can be achieved with a beginner warframe like Rhino once you understand how to prepare for the mission. Your first challenge is to pick up all the plants and build the real keys. Equip the dragon keys and achieve the mission. Try to be patient when you look for the safe. One thing that can be a big challenge is when Stalker or a union squad show up. upwards.