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Archon Shard

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A source of anti-entropic radiation ideal for empowering synthetic lifeforms, most notably Archons and Warframes.

—In-game description

Archon Shards are permanent upgrade items taken from [Archons](#) and used by the [Helminth](#) to further enhance a Warframe.

Archon Shard



Untradeable

Update Infobox Data

Description

A source of anti-entropic radiation ideal for empowering synthetic lifeforms, most notably Archons and Warframes.

General Information

Type

Item

Sell Price

Cannot Sell

roduced

Update 32.0 (2022-09-07)

Vendor Sources



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☰ Contents

1. Lore
2. Types
3. Acquisition
4. Usage
 - 4.1. Fusion
 - 4.1.1. Coalescent Fusion
 - 4.2. Ascent Fusion
 - 4.3. Shard Buffs
 - 4.3.1. Crimson Archon Shard
 - 4.3.2. Amber Archon Shard
 - 4.3.3. Azure Archon Shard
 - 4.3.4. Violet Archon Shard (Crimson + Azure)
 - 4.3.5. Topaz Archon Shard (Crimson + Amber)
 - 4.3.6. Emerald Archon Shard (Amber + Azure)
5. Notes
6. Trivia
7. Patch History

Lore

Archon Shards are used by [Narmer](#)'s Archons, giving them immense energy and life. The Archons can also use the energy from the shards to reanimate slain [Sentients](#), and allows the Archons to reanimate themselves if they fall in battle. This can be countered by removing the shard from the body of the Archons, as without the shard, the Archon merely slumps over and perishes.

Types

As of the Whispers in the Walls expansion, there are six types of Archon Shards:



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Crimson Archon Shard

Upgrades ability stats and weapon stats, such as melee critical damage, ability strength, or ability duration.



Amber Archon Shard

Upgrades utility stats, such as ability cast speed, parkour velocity, or pickup effectiveness.



Azure Archon Shard

Upgrade Warframe survivability stats, such as shield capacity, health, or energy.



Topaz Archon Shard

Offer buffs based around  **Blast** damage,  **Heat** damage, and  **Radiation** status.



Violet Archon Shard

Offer buffs based around  **Electricity** damage and status, melee critical damage, and energy/health conversion.



Emerald Archon Shard

Offer damage bonuses for  **Toxin** and  **Corrosive** damage types.

Archon Shards can also have "Tauforged" variants, which are rarer but have 1.5x higher stat bonuses than their regular variants.



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Tauforged Crimson
Archon Shard



Tauforged Amber
Archon Shard



Tauforged Azure
Archon Shard

Tauforged Topaz
Archon Shard

Tauforged Violet
Archon Shard

Tauforged Emerald
Archon Shard

Acquisition

- Archon Shards are awarded from [Archon Hunts](#): **Crimson** from [Archon Amar](#), **Amber** from [Archon Nira](#), and **Azure** from [Archon Boreal](#). The Shard has an **80%** chance of being a normal variant and **20%** of being Tauforged.
 - If a normal variant is awarded, the chance of receiving a Tauforged increases by **20%** which resets upon earning one, tracked individually for each shard type.
 - Taking the increasing drop rates after not getting a Tauforged into consideration, the effective chance for a Tauforged is around **39.83%**.
- One normal Crimson, Amber, and Azure Archon Shard that rotates its color weekly can be purchased from [Bird 3](#) of [Cavia](#) for **30,000**, requiring players to be at **Rank 5 - Illuminate** to purchase.
- Crimson, Amber, and Azure Archon Shards are available as common loot from the [Netracells](#) or [Deep Archimedeia](#) in [Albrecht's Laboratories](#), with their Tauforged variants able to be rolled as rare loot.
- Topaz**, **Violet**, and **Emerald** Archon Shards are only obtainable through [Coalescent Fusion](#) of two Crimson, Amber, and Azure Shards.



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ce Expected

Nearly



WARFRAME Wiki



Archon Hunt		Common	80%*	1 – 2	4 ± 1
		Tauforged	20%*	5	31 ± 10
Netracells		Common	52.5%	1 – 2	9 ± 3
		Tauforged	12.5%	8	52 ± 17
Deep Archimedeas	Silver Reward Pool	Common	52.5%	1 – 2	9 ± 3
		Tauforged	12.5%	8	52 ± 17
	Gold Reward Pool	Common	39.4%	2 – 3	14 ± 5
		Tauforged	25.6%	3 – 4	23 ± 8
	Diamond Reward Pool	Tauforged	50%	2	10 ± 3

*Tauforged variants' drop chance increases if a normal variant is awarded.

Usage

This section is *transcluded* from *Helminth § Archon Shard*. To change it, please *edit the transcluded page*.

The Helminth can be enhanced to imbue **Archon Shards** obtained from [Archon Hunts](#) to the currently equipped Warframe, providing permanent stat bonuses. Archon Shard imbuing requires installing the [Helminth Archon Shard Segment](#), whose blueprint is obtained from completion of the [Veilbreaker](#) quest.

Manufacturing Requirements					
50,000	2	10	5	50	Time:
					24 hrs
					Rush:
					50
Market Price: N/A			Blueprints Price: N/A		

Each Shard provides a selection from five stats and only one can be chosen per Shard (though you can have up to 15 of the same colour are socketed in the same slot. Tauforged Archon Shards can be used in any of the parts.



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Shards can be **unsocketed** and returned at the cost of 30% [Bile](#).

Once a shard has been socketed, it will appear in the [Arsenal](#) for that Warframe for quicker access to the imbue ment system.

There are three primary Shard colors: **Crimson Archon Shard**, **Amber Archon Shard**, and **Azure Archon Shard**

Fusion

Upon reaching **Rank 2 - Researcher** in the [Cavia](#) Syndicate, the blueprint for the [Helminth Coalescent Segment](#) becomes available for purchase from [Bird 3](#) for **30,000**. This segment allows the player to fuse Archon Shards to grant them more power.

Manufacturing Requirements					
50,000	50	5	5	25	Time: 24 hrs
					Rush: 50
Market Price: N/A			Blueprints Price: N/A		

Coalescent Fusion

Coalescent Fusion allows the player to fuse two of the three primary Shard colors to form a new type of Archon Shard, featuring unique upgrades.

When selecting the Coalescent Fusion option in the Archon Shard menu, the player will be prompted to choose from any of the unslotted Shards they own. Normal Archon Shards can only be fused with other normal Shards; likewise, only Tauforged Shards can be fused with other Tauforged Shards to create a Tauforged variant. Once a selection has been made, the Helminth requires a sacrifice of 50 [Stela](#) to commence fusion.

- Combining **Crimson** and **Azure** creates a **Violet Archon Shard**.
- Combining **Crimson** and **Amber** creates a **Topaz Archon Shard**.
- Combining **Amber** and **Azure** creates an **Emerald Archon Shard**.

The fusion is permanent and cannot be reversed. The player is prompted to type **CONFIRM** before fusing.

Ascent Fusion

Ascent Fusion allows fusing three primary Shard colors to convert them into a Tauforged.



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Shard menu, the player will be color Shards they own. Once a selection

- Combining three **Crimsons** creates a **Tauforged Crimson Archon Shard.**
- Combining three **Ambers** creates a **Tauforged Amber Archon Shard.**
- Combining three **Azures** creates a **Tauforged Azure Archon Shard.**

The fusion is permanent and cannot be reversed. The player is prompted to type **CONFIRM** before fusing.

Shard Buffs

Stats in parenthesis refer to Tauforged Archon Shards.

Crimson Archon Shard

- +25% (+37.5%) Melee **Critical Damage**
 - Critical Damage bonus is additive with similar buffs such as [Organ Shatter](#).
 - Affects **Exalted Weapons** of the appropriate class, and abilities that inherit modded stats of melee weapons such as [Whipclaw](#).
- +25% (+37.5%) Primary **Status Chance**
 - Status Chance bonus is additive with similar buffs such as [Rifle Aptitude](#)
 - Affects **Exalted Weapons** of the appropriate class.
- +25% (+37.5%) Secondary **Critical Chance**
 - Critical Chance bonus is additive with similar buffs such as [Pistol Gambit](#)
 - Affects **Exalted Weapons** of the appropriate class.
- +10% (+15%) **Ability Strength**
 - Bonus is additive with similar buffs
- +10% (+15%) **Ability Duration**
 - Bonus is additive with similar buffs

Amber Archon Shard

- +30% (+45%) Maximum **Energy** is filled on Spawn
 - Bonus is additive with similar buffs such as [Preparation](#)
- +100% (+150%) Effectiveness on **Health Orbs**
 - Bonus is additive with similar buffs such as [Mending Shot](#)
 - Bonus does not affect [Equilibrium](#)'s conversion.
 - Bonus does affect [Equilibrium](#)'s conversion on Health Orbs from



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- Bonus does not affect [Equilibrium](#)'s conversion.
 - Bonus does affect [Equilibrium](#)'s conversion on Energy Orbs from dispensers in [Arena](#) gamemodes.
- [Zenurik](#)'s [Energy Pulse](#) is applied after the effects. With one Shard, Energy Pulse will grant $[25 * 1.5 * 0.5] = 18$ energy over 5 seconds, as opposed to $[25 * 0.5] = 12$.
- +25% (+37.5%) [Casting Speed](#)
 - Bonus is additive with similar buffs such as [Natural Talent](#)
- +15% (+22.5%) [Parkour](#) Velocity
 - Bonus is additive with similar buffs such as [Mobilize](#)

Azure Archon Shard

- +150 (+225) [Health](#)
 - Flat value increase after all bonuses are applied
- +150 (+225) [Shield](#) Capacity
 - Flat value increase after all bonuses are applied
 - Not eligible for [Inaros](#), [Kullervo](#), and [Nidus](#), as they don't possess Shields
- +50 (+75) [Energy](#) Max
 - Flat value increase after all bonuses are applied
 - Not eligible for [Hildryn](#) and [Lavos](#), as they don't use Energy as a resource
- +150 (+225) [Armor](#)
 - Flat value increase after all bonuses are applied
- +5 (+7.5) Health/s [Regenerated](#)
 - Flat value increase after all bonuses are applied

Violet Archon Shard ([Crimson](#) + [Azure](#))

- Gain +10% (+15%) Ability Damage on enemies affected by [Electricity](#) Status.
 - Ability Damage bonus is a unique modifier, and is only given by Archon Shards.
 - Ability Damage bonus does not double dip on Status Damage caused by abilities.
- Gain +30% (+45%) Primary [Electricity](#) Damage. Gain an additional +10% (+15%) per [Crimson](#), [Azure](#), or [Violet Archon Shard](#) equipped.
 - Bonus is additive with similar buffs such as [Stormbringer](#).



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max Energy is over 500, the damage



- Affects [Exalted Weapons](#) of the appropriate class, and abilities that inherit modded stats of melee weapons such as [Whipclaw](#).
- Health pickups give +20% (+30%) Energy. Energy pickups give +20% (+30%) Health.
 - Bonus is additive with similar buffs such as [Equilibrium](#).

Topaz Archon Shard ([Crimson](#) + [Amber](#))

- Gain 1 (2) Health per enemy killed with [Blast](#) Damage. Max 300 (450) Health.
 - Flat value increase after all bonuses are applied
 - Bonus is reset upon consuming a revive.
- Regenerate +5 (+7.5) Shields when you kill an enemy with [Blast](#) Damage.
 - Does not generate [Overshields](#).
 - Does not apply when [Shield Gating](#) occurs; players must wait for shields to recharge for the effect to apply.
- Increase Secondary Critical Chance by 1% (1.5%) every time you kill an enemy affected by [Heat](#) Status. Max 50% (75%).
 - Critical Chance bonus is additive with similar buffs such as [Pistol Gambit](#)
 - Bonus is reset upon consuming a revive.
 - Critical Chance gained on kill and Maximum Critical Chance bonus stacks with each shard embedded for this bonus. For example, a Tauforged and a normal shard embedded in the same Warframe will grant a per-kill bonus of +2.5%, resulting in a maximum of 125%.
- Gain +10% (+15%) Ability Damage on enemies affected by [Radiation](#) Status.
 - Ability Damage bonus is a unique modifier, and is only given by Archon Shards.
 - Ability Damage bonus does not double dip on Status Damage caused by abilities.

Emerald Archon Shard ([Amber](#) + [Azure](#))

- [Toxin](#) Status Effects deal +30% (+45%) more damage.
 - Bonus is additive with similar buffs such as [Boreal's Contempt](#).
- Recover +2 (+3) Health each time enemies are damaged by a [Toxin](#) Status Effect.
- Gain +10% (+15%) Ability Damage on enemies affected by [Corrosion](#) Status.
 - Ability Damage bonus is a unique modifier, and is only given by Archon Shards.
 - Ability Damage bonus does not double dip on Status Damage caused by abilities.
- Increase max stacks of [Corrosion](#) Status by +2 (+3).
- Increase is applied to Status Gained enemies.



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- **Selling or subsuming a Warframe equipped with Archon Shards will cause those shards to be lost.**

Trivia

- As of now, the Emerald and Violet Archon Shards currently do not have a known associated Archon lore-wise, mainly due to them only obtainable by fusing Shards.
 - Pazuul has an orange Archon Shard similar to the Topaz one, jammed across his skull.

Patch History

Update 36.0 (2024-06-18)

- Topaz Archon Shards have been changed to grant Shields from enemies hit by Blast Damage to enemies killed with it.
 - The description in-game has always stated “Kills” but this was not actually the case – Shields were being regenerated from enemies hit with Blast Damage. While we understand that this changes the efficacy of the perk and deviates away from what players have been used to, the change was made to avoid photosensitivity issues resulting from Shields breaking and recharging quickly in certain scenarios (ex: Mesa’s Peacemaker Regulators with Blast Damage).

Resources / Components

Star ChartEmpyreanPlains of EidolonOrb VallisCambion DriftDuviri

Common	Alloy Plate	Entrati Obols	Ferrite	Nano Spores	S
Uncommon	Carbides	Circuits	Cryotic	Cubic Diodes	Hexenon
	Oxium	Plastids	Polymer Bundle	Rubedo	Stela
Rare	Argon Crystal	Control Module	Gallium	Morphics	Neura
	Neurodes	Orokin Cell	Tellurium	Entrati Lanthorn	
Research	Antiserum Injector Fragment	Detonite Ampule	Detonite Inje		
	Fieldron Sample	Fieldron	Mutagen Sample	Mutagen Mass	
Navigation	Animo Nav Beacon	Cryptographic ALU	Judgement Points	Nav	
	Omega Isotope	Granum Crown	Exemplar Granum Crown	Zenith	
	Aya	Ayatan Amber Star	Ayatan Cyan Star	Endo	Intact Se
	Javlok Capacitor	Kavat Genetic Code	Lua Thrax Plasm	Nitain	
	Sliver	Somatic Fibers	Steel E		
	sence	Void Traces	Vosfor		

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X



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Languages



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