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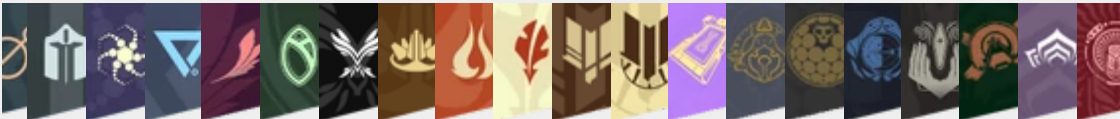
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# Cavia

15

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V QUOTES

*Animals sent into the Void by Albrecht Entrati, the three surviving Cavia came back changed forever. They gained human intelligence, but could only speak incoherent Voidtongue until the Jahu Gargoyle made them intelligible. Despite what Albrecht did to them, they have resolved to assist his chosen Operator.*

The **Cavia** are a group of three surviving animal specimens that were sent into the [Void](#) as an experiment by

### Cavia



#### Alignments

This Syndicate is neutral to other Syndicates.

watch over [Albrecht's Laboratories](#) and continue his research and experiments. The Cavia resides with the [Sanctum Anatomica](#), Albrecht's main laboratory that is hidden underneath the [Necralisk](#) in [Deimos](#).




To fully access this Syndicate, the player must complete the [Whispers in the Walls](#) quest.

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## Standing Gain

Standing with Cavia is earned from performing tasks for individual members.

- Completing [Bounties](#) for [Fibonacci](#).
- Exchanging [Voca](#) to [Loid](#).
  - All [Albrecht's Laboratories](#) missions can spawn a total of 8  [Shrill Voca](#),  [Bellow Voca](#), and  [Echo Voca](#) scattered across the mission in the form of [Syndicate Medallions](#).



- The remaining five Vocas have a 75% chance to spawn as Shrills, and a 25% chance to spawn as Bellows.
- Bounties from Fibonacci may award various Voca depending on the difficulty.
  - Tier 1 and 2 Bounties have a chance to award a  [Shrill Voca](#).
  - Tier 3 and 4 Bounties has a chance to award a  [Bellow Voca](#).
  - Tier 5 Bounty has a chance to award an  [Echo Voca](#).
- Loid offers a selection of Voca for various Albrecht's Laboratories Resources. This cycles every 8 hours.
- An Echo Voca can be a potential drop from defeating a [Gruzzling](#) on all Albrecht's Laboratories missions except for the Armatus node.
- Completing [Netracells](#) missions awards  **5,000**.
- Completing all three [Deep Archimedeas](#) missions awards  **15,000**.

Trade-In	Standing gained
<a href="#">Shrill Voca</a>	500
<a href="#">Bellow Voca</a>	1,000
<a href="#">Echo Voca</a>	2,000
<a href="#">Universal Medallion</a>	1,000

## Ranks

View Ranks List

## Lore & History

### Aftermath of Albrecht's Void Encounter

*Main article: [Fragments/Albrecht](#)*

Albrecht was heavily injured, both physically and mentally by his encounter with the Man in the Wall. His eyes, skin and most of his face were torn asunder by the destroyed bell's Seriglass and burned by direct exposure to the Void, leaving him on the verge of death. Despite his fears of facing the entity again, his sheer disgust towards his own cowardice allowed him to regain the will to live. Loid nursed him back to health.

After Albrecht recovered, he placed all of his focus in defeating the Indifference, who had copied his visage and mocked his fear of it. His first attempt to do so was through the Cavia. As he theorized the entity had gained human sapience and his intelligence

them and devolve into a non-menace. Unfortunately, the Adversary was uninterested, and most of the Cavia were killed by their encounters. Albrecht tried several more times, to the point his lab was filled with piles of Void-twisted corpses.

Horried by the results, Albrecht came to the conclusion that the reason the Cavia had failed so far was because the Indifference craved uniqueness due to its own bland nature, and the animals were too mundane for its tastes. In desperation and partly due to his refusal to sacrifice [Kalymos](#) to the entity, Albrecht and Loid smuggled the last breeding pair of Cervulites to the lab, and Loid placed them a Seriglass bell alongside an "expendable avian" and a [Norg](#) that could provide more material in case the Cervulites proved insufficient. While the bird was labeled "Bird 3", the fish was a last-minute addition and was unlabeled. They were then sent through the Untime Door into the Void.

In the Void, the Indifference was able to penetrate the bell and manifested before the Cavia. It gave them humanlike intelligence and knowledge of the Voidtongue so they could understand it. The male Cervulite realized Albrecht didn't expect any of them would survive, and named himself "Tagfer" and his mate "Minn", as he was outraged by the fact the scientist had tagged both of them for disposal. The unnamed Norg, horrified by his sudden sapience and the entity that seemed poised to kill everyone, suffered a panic attack and broke the bell's seal, which exposed the Cavia to lethal amounts of Void contamination. Minn, who was closest to the seal, was vented into the Void, devastating Tagfer. The sheer energy of the Void caused the bell's monitors to fail, driving Loid to abort the experiment and bring the Cavia back to Deimos.

While Minn was lost to the Void, presumed dead, the other Cavia had survived, changed by the Indifference but completely unable to speak any human tongue. Realizing his plan had failed and overwhelmed with guilt for what he'd done to them, Albrecht refused to dispose of the surviving Cavia and assigned them to Loid, who froze them to save their lives. While he never revealed it to him, Albrecht hoped someone would one day be able to decipher the Voidtongue and truly understand the Cavia. At some point before he was frozen, the Norg named himself "Fibonacci".

Thanks to the freezing, Loid and the Cavia were able to survive the Old War and into the present day.

## Encroaching Murmur Threat

*Main article: [Operation: Gargoyle's Cry](#)*

Fibonacci would attempt to calibrate Jahu Gargoyles across the system to detect any



intrusion by the Indifference. As such, Tenno across the system were tasked with eliminating the Fragmented Tides whenever they appeared to acquire Curses to properly calibrate Jahu Gargoyles that were placed within Tenno Dojos.

## Notable Members

### Fibonacci

*Main article: [Fibonacci](#)*

**Fibonacci** is a large [Norg](#) who has gained sapience due to a failed experiment of Albrecht Entrati. He gives out bounties for players to complete in [Albrecht's abandoned Laboratories](#), and is the contact who manages ranking up in the syndicate.



### Loid

*Main article: [Loid \(Original\)](#)*

The **original Loid** is [Albrecht Entrati](#)'s human assistant, having been in suspended animation in the Laboratories since the Old War. He accepts [Vocas](#) in exchange for Cavia standing, offers Vocas for sale in exchange for resources, and is the contact for [Arcane Dissolution](#).



### Arcane Dissolution

▼ View Arcane Collection List ▼

### Research Dante

[Vessel Capillaries](#) can be used to purchase [Dante](#), [Onos](#), and [Ruvox](#) blueprints and components as an alternative to [Armatus](#) drops. Also available for purchase are [Riven Transmuters](#), the Dante's Retreat and The Abandoned Vessel [Captura](#) scenes, and access to the [Sanctum Simulacrum](#).

▼ View Vessel Capillaries List ▼



*Main article: [Bird 3](#)*

**Bird 3** is a large tropical bird of unknown species who has gained sapience due to a failed experiment of Albrecht Entrati. He sells various wares for Cavia **Standing**, such as [Qorvex's](#) component blueprints and scavenged decor from Albrecht's Laboratories.

### Wares



▼ View Wares List ▼

### Shiny Treasures

▼ View Shiny Treasures List ▼

## Tagfer

*Main article: [Tagfer](#)*

**Tagfer** is a Cervulite, a vaguely deer-like animal, who has gained sapience due to a failed experiment of Albrecht Entrati. He is one of the last of his species, with the only other known member being his mate, Minn. Tagfer grants access to the weekly [Netracells](#) mission.



## Other

### Necraloid

*Main article: [Loid](#)*

The **Necraloid** is a construct modeled after the human Loid to serve the Entrati following Albrecht's disappearance. At **Rank 5 - Illuminate**, he arrives at the Sanctum Anatomica to offer [Deep Archimedeia](#) weekly missions.

### Minn



Similar to her mate Tagfer, **Minn** was a Cervulite, a unique species on the brink of extinction. Of the four, Minn was the only member of Cavia that failed to return from the Void and is believed to be either missing or dead.

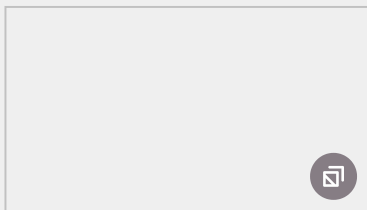
## Notes

- Each rank-up displays a [Vitruvian](#) recording where the Cavia talk amongst themselves, revealing their past trauma from [Void](#) exposure.
- Next to Loid is a terminal that opens the [Operator Report](#), a series of redacted log files that recap the events of [WARFRAME](#) as the Cavia monitor Albrecht's chosen [Operator](#).
- At **Rank 5 - Illuminate** with the Cavia, the player gains the ability to customize the appearance of the animals. However, if [Creator Mode](#) is turned on, this option does not appear.
  - Additionally, each animal member of the Cavia gains the option to "Offer Comfort", involving the Tenno hugging the animal.

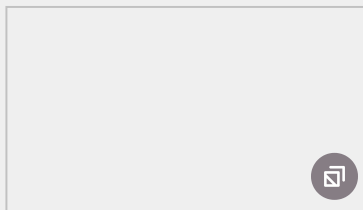
## Trivia

- In biology, *cavia* is a genus that contains guinea pigs. Guinea pigs are often the subject of scientific experiments, much like how the Cavia syndicate is comprised of animal individuals used for Void research.

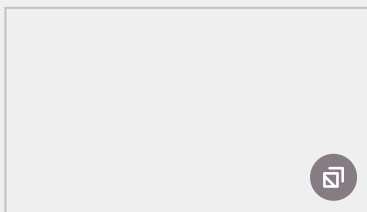
## Gallery



Icon concepts



Rank icons



Rank icon concepts



# Patch History

[Hotfix 36.0.8](#) (2024-07-25)

- Fixed Loid’s hair being too dark in the Sanctum Anatomica.

[Hotfix 36.0.4](#) (2024-06-26)

- Fixed some of Loid’s subtitles being a filepath in the “Research Dante” menu.

[Hotfix 36.0.3](#) (2024-06-20)

- Fixed being unable to rank up with the Cavia after earning Standing from

Syndicates		
Relay	Factions	<a href="#">Arbiters of Hexis</a> • <a href="#">Cephalon Suda</a> • <a href="#">New Loka</a> • <a href="#">Red Veil</a> • <a href="#">Steel Meridian</a> • <a href="#">The Perrin Sequence</a>
	Neutral	<a href="#">Cephalon Simaris</a> • <a href="#">Conclave</a>
Open World	Cetus	<a href="#">Ostron</a> • <a href="#">The Quills</a>
	Fortuna	<a href="#">Solaris United</a> • <a href="#">Ventkids</a> • <a href="#">Vox Solaris</a>
	Necralisk	<a href="#">Entrati</a> • <a href="#">Necraloid</a>
Star Chart	Chrysalith	<a href="#">The Holdfasts</a>
	Sanctum Anatomica	<a href="#">Cavia</a>
	Drifter's Camp	<a href="#">Kahl's Garrison</a>
Event		<a href="#">Operational Supply</a> • <a href="#">Nightwave</a>
<a href="#">Standing</a> • <a href="#">Syndicate Medallions</a> • <a href="#">Syndicate Radial Effects</a>		

## Categories



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