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Whispers in the Walls



V TRANSCRIPT

*Loid has had strange dreams
and desperately needs to show
you something.*

—Quest Description

Whispers in the Walls is a solo-only main [Quest](#), released in [Update 35.0](#) (2023-12-13). With [The Man in the Wall](#) growing restless, the [Tenno](#) venture deep within [Deimos](#)'s subterranean laboratories to uncover secrets left behind by renowned Orokin scientist [Albrecht Entrati](#). The Quest was made replayable in [Update 36.0](#) (2024-06-18).

Whispers in the Walls



Information

Introduced [Update 35.0](#) (2023-12-13)

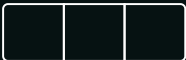
Type Main Quest

- Requirement**
- Completed [Heart of Deimos](#)
 - Completed [The New War](#)


- Rewards**
- [Qorvex](#) Blueprint
 - Weapon Slot
 - [Grimoire](#) (Rank 30, Catalyst pre-installed)
 - [Melee Upgrade Segment](#)
 - [Mentor's Legacy](#)
 - [Melee Arcane Adapter](#)
 - Access to [Cavia](#) syndicate
 - Access to extra nodes in [Deimos](#)



WARFRAME Wiki



Chronology	
Previous Quest	The New War
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Synopsis

Due to [Ballas](#)'s attempts to open [Void](#) portals on an unprecedented scale during [The New War](#), the [Indifference](#) grows increasingly restless. In response, [Loid](#) awakens "The Kalymos Sequence" precept and urges the [Tenno](#) to [Deimos](#). Behind the [Entrati](#) family's back, Loid guides them to [Albrecht's Laboratories](#) hidden beneath the [Necralisk](#), revealing that [Albrecht Entrati](#) has been engaged in an ongoing battle with the Indifference's forces: [The Murmur](#).

After awakening the Sleeper, the [original human Loid](#), and meeting with the [Cavia](#), Albrecht's animal experiments that speak only [Voidtongue](#), the Tenno interact with Albrecht's incomplete [Vessels](#) project and discover that Albrecht Entrati fled to the year [1999](#) to escape the Indifference. Meanwhile, Loid becomes increasingly aggravated as the Murmur escalates their attacks.

Tracking down Albrecht's messages, the Tenno are able to produce the Jahu Gargoyle that auto-translates the Cavia's Voidtongue, who reveal one final message from Albrecht that Loid threw away. The message reveals Albrecht's praise for Loid's servitude as his assistant, displaying an emotion of love that Loid long since craved which pacifies the Indifference. With renewed determination, Loid makes preparations to send the Tenno to 1999 and find Albrecht.

Walkthrough

The player must have completed [Heart of Deimos](#) and [The New War](#).

An inbox message from [Loid](#) urges the [Tenno](#) to meet with him discreetly in the [Necralisk](#).

The Kalymos Sequence

In the ensuing cutscene, [The Man in the Wall](#)'s ominous voice can be heard. The view shifts to the [Entrati](#) underground complex, centered on [a man](#). He interacts with a pager and a 1990s computer before climbing into a coffin along with his [Kavat](#), whispering to his attendant. After the coffin closes, the attendant smashes it and the screen fades to black.

In the [Necralisk](#), the [Tenno](#) meet with [Loid](#), who reveals to be impossibly dreaming about one repeated name: Kalymos. He explains that this dream is a precept dubbed "The Kalymos Sequence", requiring him to wake the Sleeper. Entering the [Necraloid](#), the [Cosmic Clock](#) suddenly collapses on itself and descends into the [Void](#) as the walls open to reveal a staircase, leading down into the laboratory from the opening cutscene, containing a giant humanoid: an unfinished project called Vessels.

The Murmur

Exploring [Albrecht's Laboratories](#), the Tenno fights off hostile [Necramechs](#) before hearing The Man in the Wall's ominous voice, which Loid claims Master Entrati dubbed *Voidtongue*. They then acquire a [Grimoire](#) and channel its mysterious Void powers



can be released with [Alternate Fire](#) to throw a slow traveling orb with a large damaging radius.

Proceeding further, the Tenno encounter The Man in the Wall's [Operator](#) form, staring at a wall. The walls of the complex suddenly tear open and pull away, revealing a eldritch Void expanse. They then stumble upon hostile creatures called [The Murmur](#), which appear to be geometric constructs with human limbs attached to them. After defeating The Fragmented Tide, the Tenno return to Entrati space as a train suddenly passes by them.

Approaching the Sleeper's cryopod, the sound of a pager can be heard. Awakening the Sleeper, revealed to be the attendant from the opening cutscene, Loid reveals him to be the [original Loid](#); the Necraloid Loid was created by Albrecht to accompany the real Loid following his passing. The original Loid leads the Tenno into a portal that warps them back to the main lab.

Into the Void

While the original Loid inspects the lab of [Sanctum Anatomica](#), the construct Loid instructs the Tenno to meet with the [Cavia](#): Master Entrati's incomplete animal experiments - [Fibonacci](#), [Bird 3](#), and [Tagfer](#) - who attempt to communicate vainly in Voidtongue. The original Loid informs the Tenno that the Vessel requires an Operator. By [Hacking](#) into the 1990s computer, by matching scrolling symbols while avoiding the red corruption dots, the Tenno appear to perform Transference into the Vessel. Loid notes something is wrong with the Transference stream as the scene suddenly shifts to 1999.

????

In [1999](#), a human man named [Arthur](#), wearing armor that bears a striking resemblance to [Excalibur](#), fights off what appears to be [Infested](#) humanoids possessing 1990s computers in an abandoned subway. His partner [Aoi](#) instructs him to link up with a terminal and find Dr. Entrati. Upon interfacing with a computer, Aoi declares to be under attack as the sound of [Mag's](#) [Crush](#) can be heard. Arthur is then attacked by the creatures from earlier, and after holding them off for a minute, he passes out.

Upon waking up, Arthur is confronted by the man and the Kavat from the opening cutscene, who grins ominously as [The Man in the Wall](#)'s Voidtongue can be heard.

Back to the Future

Back in the present, the original Loid reveals that [Albrecht Entrati](#) traveled to 1999 to



continue their attack on the laboratories. The construct Loid is ordered away to keep the Entrati family unaware of the current transpiring events.

The Tenno is instructed to equip the Grimoire in their [Arsenal](#), fully ranked and complete with a pre-installed [Orokin Catalyst](#) and weapon slot.

Eyes and Ears

This mission is effectively a two wave, five minute [Mirror Defense](#) where the Tenno must fend off an onslaught of The Murmur and rogue Necramechs while collecting Vosphene Glyphs to reinforce the defense objective.

The Keyglyph

Back in Sanctum Anatomica, [Fibonacci](#) vainly attempts to communicate as The Man in the Wall's Operator form mocks Loid. Loid learns that the Vessel contains a transmission from 1999 Albrecht Entrati that requires a Pom-2 Board to access. He instructs the Tenno to head to the [Netracells](#), which requires a Keyglyph that [Tagfer](#) provides.

The Netracell

Loid warns that the Keyglyph required to access the Netracell places a burden on its bearer. The Tenno must find the Netracell's vault, whose search can be narrowed down by hacking three marked terminals within the area. Upon attempting to access the Netracell, the vault enters high security which must be brought down by eliminating hordes of enemy Murmur and Necramech, as well as Necramite drones that appear. After acquiring the Pom-2 Board from within the vault and listening to The Man in the Wall's rambling, the Tenno must reach extraction.

POM-2 Repair

Delivering the Pom-2 Board to Loid, he and the Tenno watch a series of recordings left behind by 1999 Albrecht Entrati, explaining that he left the laboratory in an attempt to draw The Man in the Wall away from Loid. He leaves behind a blueprint and instructs the Tenno to complete the Kalymos Sequence, before urging them to find him when the time is right.

Construct Albrecht's Blueprint

The Tenno receives "Albrecht's Blueprint" which must be constructed in the [Foundry](#). Completion of it grants the Jahu Gargoyle.



19	1				Time: 99 sec Rush: 0
Market Price: N/A			Blueprints Price: N/A		

A New Voice

Loid warns that Albrecht may not be concerned for the Tenno's safety and asks them to throw away the Gargoyle if it proves to be a danger. Activating the item finally allows the Tenno to properly communicate with the Cavia and understand their Voidtongue.

[Fibonacci](#) tells the Tenno that the Grimoire is missing a page which is necessary to finish the Kalymos Sequence.

Lost and Found

This mission is an [Exterminate](#). After eliminating the necessary amount of enemies, the Tenno are able to retrieve the missing page and extract.

Sanctum Under Siege

The extraction warp is diverted by the Murmur, forcing the Tenno to return to the Sanctum on foot. Joined by Loid and his [Zylok Prime](#), the Fragmented Tide have escalated their assault, eventually forming into [The Fragmented Suzerain](#). Fibonacci urges the Tenno to retreat and connect the Grimoire to the Gargoyle, allowing the Tenno to damage the Murmur. The final page narrates Albrecht's praise for Loid's servitude as his right-hand man.

After defeating The Fragmented One, the Operator is forced out of their Warframe and is attacked by a Void-controlled Vessel. As the Operator is seemingly crushed, they perform Transference to another Vessel, grasping the Void-controlled Vessel's cheek and pacifying it.

Loid, witnessing this act of love he had long since craved from Albrecht, is determined to see things through to the end and makes preparations to send the Tenno to 1999. He tells the Tenno of Albrecht's last words before he left:

- [Sun] ...that it was always watching.
- [Neutral] ...that this was no way to remember me.
- [Moon] ...that he wasn't worthy.



Meanwhile, The Man in the Wall monologues to themselves about their handshake deal with the Tenno. They are abruptly joined by Albrecht Entrati, citing "WE END AS WE BEGAN".

Conclusion

The player receives two inbox messages: one from Loid awarding the blueprint for the [Qorvex](#) Warframe; the other from Fibonnaci a [Melee Upgrade Segment](#) to unlock Exilus slots for Melee weapons, [Mentor's Legacy](#) mod that enables [Tennokai](#), and a [Melee Arcane Adapter](#).

Completion of Whispers in the Wall unlocks the following:

- Additional [Exterminate](#), [Survival](#), [Mirror Defense](#), [Disruption](#), and [The Fragmented Assassination](#), as well as the new game mode [Alchemy](#) on [Deimos](#).
- The [Cavia Syndicate](#) is now available, with [Loid](#) offering [Voca](#) and [Arcane Enhancement](#) Dissolution; [Fibonacci](#) offering [bounties](#); [Bird 3](#) selling [Captura](#) scenes, Cavia [Sigils](#), [Eidolon Lens](#), [Melee Arcane Adapter](#), [Melee Arcanes](#), [Necramech Mods](#), [Qorvex](#) component blueprints, [Ekhein](#) blueprint, and [Orbiter decorations](#), and [Tagfer](#) granting access to the [Netracells](#) weekly mission.

A vision of the past promised a bleak future, but the unexpected assistance of the Cavia offered a precious second chance. With a memory of love holding the Indifference at bay, Loid prepares to send you back... and perhaps this time, you will not be late.

Trivia

- In the leadup to [TennoCon 2023](#), [Nora Night](#) received three unauthorized transmissions:
 - [The first caller \(https://www.warframe.com/news/transcript-of-unauthorized-broadcast-attributed-to-unknown-vessel\)](https://www.warframe.com/news/transcript-of-unauthorized-broadcast-attributed-to-unknown-vessel), [Latrox Une](#), described that the ecosystems of [Deimos](#) had changed, as if the [Infested](#) was afraid. He also described a knocking that repeated in a one-two-three rhythm.
 - [The second caller \(https://www.warframe.com/news/transcription-of-unauthorized-broadcast-attributed-to-try-again-slick\)](https://www.warframe.com/news/transcription-of-unauthorized-broadcast-attributed-to-try-again-slick), a doctor named [Fidelia](#) "Delia" Scorse who treats a mining colony, received numerous patients with damaged fingernails. Upon investigating the mine, Delia discovered the miners were single-mindedly digging regardless of exhaustion or broken



miners in the process, piecing together with Latrox Une's call that the miners were attempting to dig to reach Deimos.

- The third caller (<https://www.warframe.com/news/transcription-of-unauthorized-broadcast-attributed-to-critical-error>), Loid (who wished to remain anonymous using the name "Bones"), reveals that his partner is missing and requests immediate assistance from someone capable of dealing with the unknown.
- Just the day before TennoCon 2023, [Hotfix 33.6.6](#) (2023-08-25) added audible knocking and whispering sounds in the [Necraloid](#) backroom.
 - Additionally, knocking can now occasionally be heard in various areas of the Zariman's mission tileset.
- In the leadup to Whispers in the Walls update, the [Operator Report](#) was added to the WARFRAME website, detailing the [Cavia](#)'s reports on monitoring the "awaited Operator".
- In a pivotal event during the quest's runtime, an Indifference-possessed "vessel" repeats text spoken to the Tenno during the ending of [The New War](#) by The Man in the Wall. During the final fight with the Fragmented Tide, subtitles reveal this to be as "VOULL NE XATA VOK, MARA LOHK?"
- The song used in the opening sequence of the [1999](#) segment is a licensed track from seminal industrial rock band Nine Inch Nails [Into the Void](https://www.youtube.com/watch?v=G4ITM0mH8Dw) (<https://www.youtube.com/watch?v=G4ITM0mH8Dw>). The track was released as part of their album *The Fragile* in September 1999.
- The antique technology featured in the quest are modeled after real-world devices.
 - Albrecht's pager is based on the *Motorola Tango*.
 - The Pom-2 computer is named after the *Apple II*, "pom" being derived from the French "pomme", meaning apple. However, its appearance more closely resembles an *IBM personal computer*. The operating system is inspired by *Windows 3.1*.
 - The circuit board retrieved from the Netracell is based on the *Pentium III Katmai*.
 - The phone beside the Pom-2 computer is based on the *Nokia 3310*. Unlike the previous devices, the *Nokia 3310* is anachronistically released after 1999.
- During the [1999](#) sequence, if the player makes the first left turn into the other train car and continues backwards towards the ominous red light, they will find [The Man in the Wall](#), disguised as their Operator, at the end of the tunnel. The Man in the Wall will laugh hauntingly and disappear.



- Albrecht's Blueprint costs **19** and has a build time of 99 seconds, which when put together forms "1999".
- After awakening the human Loid, the construct Loid is simply named as "Necraloid" for the remainder of the quest to prevent confusion with his human counterpart.
- If the quest is replayed after reaching Rank 5 for the Cavia syndicate, Fibonacci, Bird-3 and Tagfer will retain any customized colors on them.

Media



Patch History

Hotfix 36.0.5 (2024-07-20)

- Improved materials of the posters in the 1999 stage of the Whispers in the Walls Quest.

Update 36.0 (2024-06-18)

- You can now replay the Whispers in the Walls Quest!
 - To re-experience the trials and tribulations between Loid, Albrecht, the Cavia and the creeping Indifference go to your Codex > Quests > Locate the Whispers in the Wall Quest and select the "Replay Quest" button to

Main Story Quests		Edit
Tenno Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • Natah	
This Is What You Are	The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice	
The New War	Prelude to War (Chimera Prologue • Erra • The Maker) ^[1] • The New War (The Duviri Paradox) ^[2]	
Indifference Awoken	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 Second Dream) • The War Within (The War Within) • Chains of Harrow (Iron Wake) • The New War (The New War) • Angels of the Zariman (Zariman Ten Billion , Dormizone) • Whispers in the Walls (Whispers in the Walls)
Feature Unlock Quests	The Duviri Paradox (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 (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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