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in: [Not Replayable Quests](#), [Lore](#), [Quest](#), [Update 32](#)

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Veilbreaker

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V TRANSCRIPT

Daughter Entrati gets more than she bargained for when she enlists the Tenno to investigate a call for reinforcements aboard a Narmer Murex.

—Quest Description

Veilbreaker is an optional solo-only [Quest](#), released in [Update 32.0](#) (2022-09-07). [Narmer](#) has recovered as a [Murex](#) emerges near [Deimos](#), but [Grineer Lancer Kahl-175](#) breaks free from Narmer's control and continues to fight to free his brothers.

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Veilbreaker



Information	
Introduced	Update 32.0 (2022-09-07)
Type	Optional Quest
Requirement	Completed The New War
Rewards	Archon Hunt Access Kahl's Garrison Access Break Narmer Access Helminth Archon Shard Segment Blueprint
Transcript	Veilbreaker/Transcript
Chronology	



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Quest

[The New War](#)

Not Replayable

Synopsis

On a [Murex](#) above [Deimos](#), [Kahl-175](#) removes his [Narmer Veil](#). His distress signal is picked up by [Daughter](#), who lends her support in exchange for information on Narmer's new leader [Pazuul](#). After freeing captives and escaping, Kahl sets up a [base of operations](#) at the [Drifter's Camp](#). His [campaign](#) to free his brothers is only just beginning.

Walkthrough

The player must have completed [The New War](#).

The quest opens to show [Sentient](#) forces and a [Murex](#) converging over [Deimos](#). Aboard the Murex, [Kahl-175](#) is revealed to have survived The New War as his [Narmer Veil](#) collapses to the ground, breathing heavily as he regains his composure. The Tenno then receives an inbox message from [Daughter](#) who received news from [Nora Night](#) that an individual named [Pazuul](#) is reviving Narmer. Wanting to know more about this new leader, she tracked a distress beacon on the Murex over Deimos broadcasting "NEED REINFORCEMENTS".

Investigate the Murex

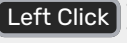
Aboard the Murex, Daughter instructs the Tenno to locate and disable the Medusa Hub which is jamming the location of the distress beacon. She reveals that [Mother](#) forced the [Entrati](#) to lay low to keep the [Heart of Deimos](#) safeguarded during The New War. The hub is disabled by shooting 9 floating energy nodes in sequence which must be done in under a minute.

After destroying the hub, Daughter is able to track the beacon; the playable scene then



distress signal came from a "vat rat", but Kahl reveals that he knows Pazuul and requests her to find him a gun. After picking up a  [Grakata](#), Daughter requests information but Kahl demands that he finds his brothers. Unlike in The New War, the Grakata has infinite ammo reserves, his health auto regenerates, and killed enemies may drop grenades for his first "ability".

To free a trapped Grineer, Kahl must stand in a dissipation field to fill a gauge, while simultaneously fending off Sentients. The dissipation field will move from location to location. After freeing his fellow Grineer, Kahl can enter Command Mode (waypoint button, default ) issue commands:

- Give Command (fire button, default ):
 - If targeting an objective, such as debris blocking the way, one of his units will place a detonation charge on it to blow it up.
 - If targeting an enemy, his units will focus their fire.
 - If targeting a surface, his units will move there and hold position.
 - If targeting an ally in [Bleedout](#), one of his units will revive them. Allied units cannot die.
- Regroup (zoom button, default ): Allied units will terminate any given commands and resume following Kahl.

Proceeding while demanding Daughter to find a Grineer Dropship, Kahl finds a deceased Grineer with a [Hellion](#) jetpack which he can use to fly around (jump button, default tap and hold  in midair). To free another Grineer and [Corpus](#) while declaring he no longer fights for the [Grineer Queens](#) and no one deserves the Veil, Kahl must command his units to hold separate dissipation fields.

Daughter leads the group to a [Tusk Bolkor](#) which is trapped in a field, to which Kahl interrupts her disabling method by commanding his troopers to blow up the nodes surrounding it. Daughter remotely pilots the ship as Kahl uses its [Grattler](#), but the Sentient air force crashes the ship, forcing Kahl and his troops to continue on foot. Picking up the still-intact Grattler will trade out his Grakata.

After freeing two more Grineer, Daughter instructs Kahl to head to the Murex's hanger, having called in the Tenno's [Railjack](#) for evac. Nearing the hanger, Kahl selflessly has his units teleported onto the ship as he insists he boards on foot. As they escape, a new [Archon](#) with [Erra](#)'s body and a demonic ram head silently watches.

Return to the Drifter Camp



Kahl takes shelter in the [Drifter's Camp](#), revealing that Pazuul's "body is dead worm" and "head like animal". He insists they continue their partnership to free his brothers.

Talk to Kahl

Recognizing that he was not aided by the Grineer Queens or [Councilor Vay Hek](#) but instead by the Tenno and Daughter, Kahl decides to team up with the Tenno to continue fighting Narmer, ending the quest.

Completion of the Veilbreaker quest unlocks the following:

- [Archon Hunts](#), which are [Sortie](#)-like missions of increasingly higher level and reward [Archon Shards](#).
- [Kahl's Garrison Syndicate](#), which awards [Styanax](#) components, [Afentis](#), [Slaytra](#), [Aegrit](#), Fog of War and Shard [Ephemeras](#), [Archon Mods](#), the [Skaut Landing Craft](#), and customizations for Kahl.
- Kahl's Weekly [Break Narmer](#) missions, which continues Kahl gameplay and awarding [Stock](#) to purchase wares from Kahl's Garrison.
- The Tenno also receives an inbox message from Daughter containing the [Helminth Archon Shard Segment Blueprint](#), which they can install for their [Helminth](#) to imbue Archon Shards on their Warframe.

Notes

- The cinematic opening cutscene can be rewatched through the "View Cinematic" button.

Trivia

- The first Grineer rescued is always named "Rogg-417". The other captives have their names randomized.
- In the cinematic opening Kahl wields a Grakata, but at the start of his gameplay he no longer has it and demands to find one.

Media



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Veilbreaker



Patch History

Update 34.0 (2023-10-18)

- Fixed being able to explode two Immunodes at the same time in the Veilbreaker Quest.
- Fixed a case of screen tearing in the Veilbreaker Quest opening cinematic.

Hotfix 32.1.4 (2022-11-09)

- Fixed the Avex Sniper used to enter the Ven'kra Tel fight arena appearing in the Veilbreaker Quest.

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	

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 Archwing) • The War Within (The Archwing) • Chains of Harrow (Iron Wake) • The New War (The Archwing) • Angels of the Zariman (The Archwing , Dormizone) • Whispers in the Walls (The Archwing)
Feature Unlock Quests	The Duviri Paradox (The Archwing , 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 Archwing , 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)



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



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