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The Fragmented



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On the rare occasions when Murmur fragments assemble themselves into a whole, the result is a monstrous and potent entity. It may manifest into three different forms, the Suzerain, Zelator and Anchorite, with a fourth form, the 'Fragmented One', being the most formidable of all. Together, as heralds of the Indifference, they tether down the Strands of Khra which their bizzare master

The Fragmented are monstrous conglomerates of lesser [Murmur](#) Fragments that form powerful and formidable entities. As envoys of [The Indifference](#), they are employed to sow chaos and tether down the mysterious Strands of Khra, the [Void](#) phenomenon associated with the very concept of causality, allowing their nightmarish master to travel across time.

The Fragmented



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crit enhanced to an orange crit). Additionally, these weakspot counts as a headshot and will charge up any [Incarnon](#) weapons used to damage it.

Basic Attacks

Default attacks shared by all Fragmented.

Attack	Description	How to Counter	Dispels, Disables and Magnetic (TFO-only)
Arm Swipe	Swipes at any nearby Tenno in melee range.	Avoid getting close to the Fragmented.	✓
Beam March	Projects four laser beams as a semi close-range move and marches forward.	The Fragmented will reveal its headshot weakspots in the form of glowing teal spheres.	✓
Ground Slam	Rears up and slams the ground, sending out four lines of hands in an X-pattern. The hands have tracking and will linger on the field for a while, inflicting <u>Stagger</u> and <u>Bleed</u> .	During the charge-up, the Fragmented will reveal its headshot weakspots in the form of glowing teal spheres.	✓ (Slam AoE) ✗ (Protruding Hands)
Burrow & Tide Summon	Triggered during the second phase. Burrows underground and then launches itself into the air to bodyslam nearby Tenno. Additionally, summons a large swarm of Murmurs.	Look for a moving dust cloud to determine the Fragmented's position.	✓ (Body Slam)



Special Attacks

Fragmented Suzerain Fragmented Zelator Fragmented Anchorite The I

Attack	Description	How to Counter
Laser Blades & Flail	Creates two laser blades and spins them around, the lower blade rotating twice and the upper blade once. The boss then winds up a forward slamming flail that will inflict <u>Knockdown</u> .	When it creates the flail, it will expose its headshot weakness spots in the form of teal spheres.
Siphon Shield & Knockback	Unleashes an arena-wide sphere that blocks incoming bullets and draws in nearby Fragments, before imploding and flinging away all enemies and players from the epicenter of the boss.	Move into the sphere to deal damage to the Fragmented. The boss will also reveal its headshot weakspot in the form of glowing teal spheres.

Strategy

Phase 1

Tenno must acquire **Atropos Probes** and inject their serums into **Vitreum** scanners to scan for nearby **Murmur Eyes**. Up to three Vitreum scanners can be active at a time (other than the first Vitreum scanner, where only one can be active), each taking a minute to reveal the Eyes, which can be accelerated by killing enemies in the marked yellow objective circle.

Enemies within 10 meters of an active Vitreum will halt its searching progress. Additionally, [Hurling Fragments](#) may sometimes cover revealed Eyes, preventing their collection and accelerating their disappearance. However, they can be destroyed to acquire the Eyes.

Collection area is changed once 8 eyes and 18 eyes are collected. Once 30 Eyes (or sometimes 45 on [bounties](#)) are collected, the location of The Fragmented will be revealed.

To fight The Fragmented, the entire squad must locate a marked Murmur Eye shrine and interact with it to begin the encounter. After interacting with the shrine, the Tenno must then fight off an encroaching swarm of Murmur Fragments in the form of **The Fragmented Tide**. Once the tide is broken, the remaining Fragments will fuse together into a Fragmented, usually in one of three forms: the **Anchorite**, **Suzerain**, or **Zelator**. Which of the three spawns is dependent on the tile that the mission has generated: a narrow canyon will spawn the Anchorite, a wide open canyon will spawn the Suzerain, and a cave will spawn the Zelator.

The boss has two health bars. On its second health bar it will begin using special attacks and Murmur reinforcements will appear.

The Fragmented One

There is an optional, but more challenging variant of the boss known as **The Fragmented One**, which can only be accessed by collecting 60 Murmur Eyes on [The Steel Path](#). Upon starting the fight, there are a few special conditions that are activated:

- Fight level will be adjusted depending on how many players are present in the session. This will affect the level of the adds spawned.
 - On solo session, enemy level is set to **225**.
 - On 2-player session, enemy level is set to **250**.
 - On 3-player session, enemy level is set to **275**.
 - On a full squad, enemy level is set to **300**.
- Much like in [Archon Hunts](#): [Self-revives](#) are disabled, Bleedout timer is reduced each time the Tenno has fallen down to a minimum of 5 seconds, [Last Gasp](#)'s drain occurs 2 seconds earlier with each use, and the mission will fail upon the death of all players.
- [Eximus](#) variants of [The Anatomizer](#), [The Hollow Vein](#) and [The Severed Warden](#) will continually spawn in.

Manus Sumdali



Upon its defeat, in addition to its usual drops, the One will yield a single [Steel Essence](#) and a unique reward: the [Manus Sumdali](#).

Summary



1. **Phase 1:** Use Atropos Probe to activate Vitreums and collect 30/45/60 Murmur Eyes to spawn the boss.
2. **Phase 2:** Face off against the Tide and The Fragmented boss.

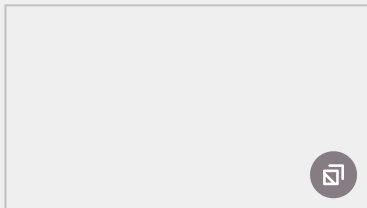
Notes

- During certain attacks, a Fragmented may reveal their weak spots in the form of glowing cores in the middle of their body.
- Much like the [Ropalolyst](#), defeating the Fragmented does not anger the [\(Shadow\) Stalker](#), and therefore players will not be marked for killing it.

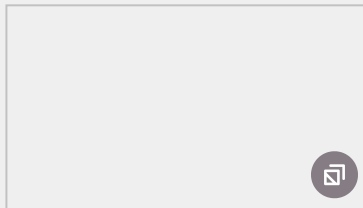
Trivia

- The lesser Murmur Fragments that make up the Fragmented consist of two [Lumbering Fragments](#) and four [Shuffling Fragments](#).
- The Fragmented appearing in the Whispers in the Walls demo during Tennocon 2023 is named "The Fragmented One", yet appears and behaves like the Suzerain that appears in the final game.
- Currently, The Fragmented One is the only Steel Path-exclusive boss.
- A [Suzerain](https://en.wikipedia.org/wiki/Suzerainty) (<https://en.wikipedia.org/wiki/Suzerainty>) is a term used to describe an overlord, usually of multiple vassal or tributary states.
- An [Anchorite](https://en.wikipedia.org/wiki/Anchorite) (<https://en.wikipedia.org/wiki/Anchorite>) (ἀναχωρέω, *anakhōréō*, "I withdraw, retire," female: Anchoress) is a term used to describe a person that withdraws from secular society to pursue a prayer-oriented life, and are required to take an vow of stability of place, often a cell attached to churches.
- A Zelator is a term to describe a zealot, a person fanatical and uncompromising in their beliefs.
- The developers collectively refer to The Fragmented as "Octopedes" on occasion, and related in-game assets refer to them as such.

Gallery



A Fragmented Suzerain



Patch History

[Hotfix 35.5.1](#) (2024-03-27)

- Fixed several script errors (notably while riding Merulina/controlling Necramech) in the Effervo, Assassination mission on Deimos.

[Update 35.5](#) (2024-03-27)

General Albrecht's Laboratories Changes & Fixes:

- Yareli will now be automatically dismounted from Merulina when injecting Atropos Probe to the Vitreum scanners.

The Murmur Edit [Collapse]	
Fragments	Hurling Fragment • Lumbering Fragment • Rupturing Fragment • Shuffling Fragment
Constructs	Gruzzling • The Anatomizer • The Hollow Vein • The Severed Warden
Rogue Necramechs	Rogue Arcocanid • Rogue Bonewidow • Rogue Culverin • Rogue Voidrig
Bosses	
Whispers	Mocking Whisper • Scathing Whisper
The Fragmented	Anchorite • Suzerain • Zelator • The One

Bosses and Mini-Bosses [Collapse]		
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)
	Quest	Elder Queen (The War Within)
	Event	Balor Fomorian (Fomorian Fleet)
Corpus	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)

	Event	Razorback (Razorback Armada)
Infested	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)
	Mission	Juggernaut (Infested Ship)
	Quest	Infested Mesa (Patient Zero)
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
The Murmur	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
	Mission	Scathing Whisper • Mocking Whisper

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