in: Pages using DynamicPageList3 parser function, Updateme, Lore, and 3 more

Synthesis

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EDIT

Synthesis is a community-driven project organized by Cephalon Simaris, with the goal to populate the Sanctuary database with uncovered knowledge behind the WARFRAME universe.

Currently, community Synthesis has been deprecated, as no new Imprints have been added.

Synthesis

Mechanics

The goal of **Synthesis** is to analyze a selected **Synthesis Target** multiple times and fulfill the targeted amount stated in the Sanctuary, using proprietary tools such as the Synthesis Scanner and Kinetic Siphon Traps.

Community Synthesis

The primary mission of Cephalon Simaris, community Synthesis tasks all players with scanning a single designated Synthesis Target multiple times. Each successful Synthesis by a player contributes to the overall community progress, which

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The community progress of each Synthesis is tracked via a progress bar and a leaderboard. A personal progress bar out of 10 synthesis target scans is also shown to the player, which they must complete in order to attain access to the respective synthesis results. Once the community progress is completed, the Tenno will be rewarded with [elaborated lore](), which can be accessed in the Sanctuary. After completing one community Synthesis target, Cephalon Simaris will choose a new Synthesis Target, which may take several days before a new one is selected.

Previous Synthesis Targets that have not yet been fully scanned by the player can be selected as a personal target on the left console in the [Sanctuary]() to complete the scan and unlock the corresponding lore entry for the player. There are seven imprints, and each can only be completed once.

The Synthesis project can be started by visiting the Sanctuary in any of the Tenno Relays, and then speaking to Cephalon Simaris about Synthesis, who will explain the process. The player will then be provided with a free starting set of Synthesis Scanners and Kinetic Siphon Traps once the conversation finishes.

Daily Synthesis Task

Players who have completed [The New Strange]() and the [Stolen Dreams]() [quests]() can ask Cephalon Simaris for **Daily Synthesis Tasks**, which assigns the player to synthesize a personal Synthesis target a set number of times. This Synthesis Target is a specially marked unit similar to the community Synthesis Target, but is otherwise separate from the latter.

To activate the task, players must talk to Cephalon Simaris in the Sanctuary and use the prompt *"Do you have any targets?"*, which will then display the designated target, and the rewards upon completion. Simaris will only provide the rewards once the designated Synthesis target has been scanned the required number of times (2-4), and the player returns to speak to Simaris with the prompt *"I have completed the synthesis"*. Rewards for completing a Daily Synthesis Task include a random amount of [Endo](), and ▮ **2,500** per target scanned. Once completed, the next task will only be given after the daily reset. There is no time limit for task completion.

Instructions

Synthesis Scanner

Main article: [Synthesis Scanner]()

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If a community or daily Synthesis Target can be found on a mission, Cephalon Simaris will announce the presence of a Synthesis Target and ask the player to capture the target using the **Synthesis Scanner**, a special scanning device exclusive to Cephalon Simaris.

Scanning objects and enemies will grant the player Standing, where the amount of Standing awarded is scaled with the enemy level and will multiply further if a stealth scan is successfully performed. Successful synthesis of the **Synthesis Target** will also grant extra amounts of Standing and contribute to the Synthesis community progress in the Sanctuary.

Kinetic Siphon Traps

Main article: Kinetic Siphon Trap

Kinetic Siphon Traps can assist in Synthesis Scanning by temporarily suspending Synthesis Targets in stasis, ceasing their movements for a short period of time. They can be deployed by throwing near a Target and will automatically take effect. Each Kinetic Siphon Trap lasts four seconds.

Synthesis Targets

Synthesis Targets are primary targets to be analyzed for Synthesis, which are typically located on planets and nodes where the standard version of the specified unit type is normally found.

Synthesis Targets have four nodes around their body to be scanned. Once all four nodes are scanned, Synthesis is complete and the

A trail to the Synthesis target visible using the Synthesis Scanner.

Target will vaporize, earning the squad several thousand Standing apiece. Tenno must be within 50m of the Synthesis Target **at any point before completion** (regardless of whether they equip a synthesis scanner) to receive Simaris standing and daily task

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Targets are identified by a blue aura, with significantly increased health and take 75% less damage from all damage types. They are also much more alert, and will immediately go into a fully alert status as soon as one of their nodes is successfully scanned. Synthesis Targets of melee units will simply charge at the player as normal, while Synthesis Targets of ranged units will run around the tile set aimlessly. However, despite their high durability, it is still possible to kill a Synthesis Target; as the objective is to scan and not kill, Simaris will warn players if they manage to sufficiently injure one, and will angrily reprimand them if they succeed in killing it.

A Guardsman as a Synthesis Target, with visible blue outline.

When entering a mission that contains a Synthesis Target, Simaris will announce its presence. They must then use their Synthesis Scanner and zoom in (RMB), revealing a blue and orange spiraling shadow trail, with the orange end pointing to the direction of the target. If the Tenno *raises the scanner anywhere within 50m radius of the synthesis target*, Simaris will notify the player that they have found the target, which will then be marked with a unique waypoint. Tileset layouts, obstacles, or the sight of the target do not matter. As long as the Tenno raises the scanner within this absolute distance, Simaris can detect the target through walls from a different, unconnected tileset altogether.

Guardsman Synthesis Target viewed through Synthesis Scanner, showing scan points.

Synthesis Targets are considered their own separate unit outside of the normal enemy count. On [Exterminate](#) missions, this means that the Synthesis Target is an extra enemy that is not revealed by the enemy counter or minimap threat locator, and thus must be found using the Synthesis Scanner.

Synthesis Targets tend to move a lot, which can make scanning their spots a difficult proposition. Using melee slam attacks to knock them down can be effective, as most Warframe powers have reduced or negated effects on them. Keep in mind that if the target uses their Riftwalk ability (listed below) or otherwise enters the Rift Plane, they cannot be scanned from the opposite plane; however, [Limbo](#) can freeze them with his [Stasis](#), and then scan them while they are in the Rift. Note that if one uses

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early, but Stasis will continue to affect them; thus, they will be frozen in the material plane.

Synthesis Targets are capable of deploying different special abilities, which unlock upon their first node being scanned. They can use these abilities to impede player attempts at scanning them, whether by dealing damage or enhancing their chances at evading the player. A Synthesis Target can only have one particular ability at a time, and the ability they receive will be random. Certain Synthesis Targets, namely those of the Infested faction, have been known to ignore their special abilities. Some known abilities are listed below:

Ability	Effect
Doppelgänger	The Synthesis Target will generate a decoy to confuse players. Only Synthesis Target is affected by Kinetic Siphon Traps however, and v unscanned nodes visible through the Synthesis Scanner.
Invisibility	The Synthesis Target will periodically go invisible, removing its way process. Targets are still affected by certain Warframe Abilities and Traps while invisible.
Magnetic Trail	The Synthesis Target will continuously leave behind a trail of magn as it moves, dealing a Magnetic proc to players who walk into it greater level of screen distortion compared to a regular Magnet
Riftwalk	The Synthesis Target will periodically phase into the Rift Plane, ren to all attacks and abilities (including the Synthesis Scanner) excep Traps. It requires further testing if Targets can be forced back into plane via Banish.
Sapping Orb	Like a Sapping Osprey, the Synthesis Target will periodically drop o damage in an area of effect.
Shockwave Bomb	The Synthesis Target will periodically launch projectiles that releas pulse similar to those launched by Anti MOAs, knocking down playe contact with it.
Tar Trail	The Synthesis Target will continuously leave behind a trail of visco the tar from Tar-Mutalist MOAs) as it moves, slowing down and dan that walks into it.
Teleportation	The Synthesis Target will periodically teleport short distances.

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- [Ancient Disruptor](#)
- [Ancient Healer](#)
- [Anti MOA](#) (imprint)
- [Arid Eviscerator](#) (imprint)
- [Ballista](#)
- [Boiler](#)
- [Bombard](#)
- [Brood Mother](#)
- [Butcher](#)
- [Charger](#)

- [Commander](#)
- [Corrupted Ancient](#)
- [Corrupted Bombard](#)
- [Corrupted Butcher](#)
- [Corrupted Crewman](#)
- [Corrupted Heavy Gunner](#)
- [Corrupted Lancer](#)
- [Corrupted Nullifier](#)
- [Crawler](#)
- [Crewman](#) (imprint)

- [Drahk Master](#)
- [Elite Crewman](#)
- [Eviscerator](#)
- [Fusion MOA](#)
- [Guardsman](#) (imprint)
- [Heavy Gunner](#)
- [Hellion](#)
- [Lancer](#) (imprint)
- [Leaper](#)
- [MOA](#)

- [Napalm](#)
- [Nullifier Crewman](#)
- [Runner](#) (imprint)
- [Scorch](#)
- [Scorpion](#)
- [Seeker](#)
- [Frontier Seeker](#)
- [Shield Lancer](#)
- [Swarm Mutalist MOA](#)
- [Trooper](#)

Synthesis Target Location List

▼ View Synthesis Target List ▼

Imprints

Lancer

SYNTHESIS IMPRINT

The smashing is like music.

PFFT, CRACK.

My machine's striking pin rams the rock in front of me. A rush of bits crumbles from the rock and rolls over my boots. I see glinting in the rubble. I like it when it shines, it means I'm serving well. I thrust my shovel in, its plasma blades slicing clean through the chunks. It vibrates, so I switch on its inducer and the shiny bits clink on. Then I throw them into the sorter and jump out of the way of the next strike.

PFFT, CRACK.

Anti MOA

SYNTHESIS IMPRINT

"How long are you going tinker with that thing?" Father asks.

He's one to talk. Ever since we entered this junk belt, all he's done is tap on that console. This whole time he's just sat there, eyes fixed on the radar, dirty fingers tapping the drum beat to some manic song with no structure or rhythm.

I ignore him and try to go back to work on the robot. Father's tap-tap gets faster and more intense. Is he trying to get to me? I can't concentrate.

"Tell me again why we don't just approach at full speed from open space? Couldn't we just slam into the rail and punch," I ask.

Arid Eviscerator

SYNTHESIS IMPRINT

The faces of the survivors, all lined up for evacuation, were etched with confusion when the lift doors closed in front of them.

We descended to the hum of the lift flying through the tower. I turned and smiled at Avantus, "I was beginning to believe you were going to bring them all with us."

"Nonsense, Bilsa, that's simply not feasible." Avantus replied. "You know we need to find safety and re-establish the Congress of Executors, we have no time for a rescue mission. Besides, those people know their place and they just did their duty. I will see to it they are honored when our Orokin Empire returns to glory."

We were safe for the moment. When the Infestation took over the entire tower went

Corrupted Ancient

SYNTHESIS IMPRINT

"She's dead," said Dax Menz, growing impatient.

"No, she's not," I knew it.

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Our shuttle touched down in the ancient city center of New Uxmal for the second time in two days. We rushed to the entrance of the lower chambers, a labyrinth of tunnels carved into the rock. Behind us marched a full complement of bodyguards and Moas.

Menz asked again, "How can you be sure?"

Detron Crewman

SYNTHESIS IMPRINT

They opened the chamber door just in time for me to see it happen; the Archimedian erupting into a flash, jade-like and blinding. I knew her. She was the greatest scholar of genetics who ever lived. Except now she was nothing but mist and gore.

A voice boomed from within, "The Crewmen project is cancelled. Send in the next."

The rifles at my back tried to urge me inside. Old faces filled the dome's projections, immense and god-like. I walked into the center of the room and the scorched scent choked my lungs. All around me they watched, bored, as I knelt upon the darkened judgement disc.

The projection of Executor Ballas swelled large in front of me. I could see his purity,

Runner

SYNTHESIS IMPRINT

"First, my crew were torn down and consumed. Then my segments were ripped out and crushed. Now I lay blind but feel its growth through each failed system. And with nothing but time remaining, Jordas is forced to wonder, will its complete infiltration bring some vicious mercy or a new nightmare?"

Jordas, Ship's Cephalon, 3rd Class Frigate

Guardsman

SYNTHESIS IMPRINT

I had been stuck on this ship for so long I had almost forgotten what an Orokin of his station sounded like. I cherished each word he spoke.

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"Bilsa," Alarez's voice pulsed out of my console, "we're here to help but I need to get this straight; you're being held hostage by a…"

"… by a Grineer," I whispered.

"A Grineer?" his skepticism was palpable.

"Yes, named Veytok."

Tips

- The Grineer Shipyard tileset is a good place to farm Simaris standing. The enemies there have a short detection range. It is easy to get stealth scans on them.
- Abilities that can affect Simaris target:

  - Baruuk's Lull will put all enemies in sight to sleep. The target can be stealth-scanned easier.
  - Nezha's Divine Spears can impale the target. The target may escape or become immune to scans (bug).

- Synthesis Standing reward is affected by the Synthesis Target's level. Consider doing missions in The Steel Path with increased enemy levels to maximize standing gain.

Trivia

- The Runner's Synthesis Imprint entry is the only entry that has accompanying images, to compensate for the short text entry.

Media
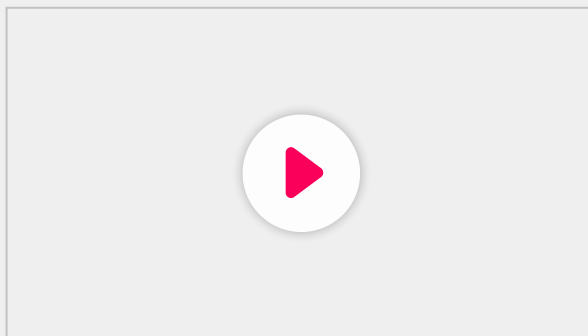
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- The following Steam guide has typical spawn locations: Synthesis Target Location [28.0.7] (https://steamcommunity.com/sharedfiles/filedetails/?id=666483447)

See also

- Cephalon Simaris, The Syndicate responsible for Synthesis.
- Sanctuary (Cephalon Simaris), Cephalon Simaris enclave which houses Synthesis researches.
- Codex, a smaller scale database for personal use.

Patch History

Update 32.0 (2022-09-07)

- Fixed Simaris targets not spawning in the direction they want to target, to prevent them from spinning around.
- Fixed Cephalon Simaris' target being enabled in the Grendel Locator missions.

Update 30.3 (2021-05-25)

- Added FX when setting a Research Target or accepting a Daily Synthesis task from Simaris.

Lore		Edit	[Collaps
Lore	**Characters**	**Quests**	**In-Game Events**	**Dialogue and Transmission**

Historical Events	Main	The Collapse • The New War • The Old War • Void-Jump Accident
	Leverian	Aria's Revolution • Death of Holsum Yurr • Insurgency of Altra • Javi's Execution • Karishh's Final Feast • Liberation the De Nas Brothers • Massacre of Reshantur • Tale of Telamon • Trial of the Myrmidon • Voruna's Continuity
	Misc	Great Plague • Rain Of Chains • The Bleeding Earth
Stories		Alad V's Partnership • Albrecht's Notes • Duviri's Lost Islands • Gara Legend • Grineer Queens • Ordis' Past •
	Fragments	Revenant Legend • Solaris United History • Specimen VK- Tale of the Woman of the Earth and the Husband of the S

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Codex	Kaleen's Investigation • Orokin Archives: Warframe • The Beast • Warframe Archive: Debrief
Synthesis Imprints	Corpus Trade Mission • Creation of Sentients • Grineer Encounter with Sentients • Grineer Uprising • Infested Jordas • Orokin Survivors • Relief Mission on New Uxmal
Comics	Rell (Webcomic) • The Ascension • WARFRAME: Ghouls • What Remains
Nightwave	The Emissary of Eris • The Glassmaker • The Wolf of Saturn Six
Misc	Ascension Day • Albrecht Entrati & the Requiem Words • Litany of the Dax • Mirror Queen Story • Naberus Folktale • Prime Trailers • Solaris United ARG • Tales of Duviri • The Dying Old Man • The Hollow Rider • Unauthorized Broadcast Transcripts • Waverider • Zariman ARG
Locations	Ceres (Altra) • Cephalon Weave • Corposium • Deimos (Cambion Drift, Necralisk) • Duviri (Academe, Archarbor, Cornucopia, Galleria, Kullervo's Hold, Lake Verula, Lorn, Manipura, Necropolis, Scholar's Landing, Watcher's Island) • Earth (Cetus, Tower of Unum, Plains of Eidolon, Iron Wake, The Silver Grove) • Harkonar Production Zone • Ice Mines • Jupiter • Kuva Fortress • Phobos (Mycona Colony) • Pluto • Lua (Circulus, Yuvarium, Reservoir) • Lucretia Platform • Luna Placida • Mars (Martialis, New Uxmal) • Murex • Masker's Theodolite • Neptune • Orokin Derelicts • Origin System • Relay • Reshantur • Eris • Europa (Riddha) • Sanctuary • Saturn (Saturn Six) • Sedna • Tau System • Undercroft • Uranus • The Void (Duviri, Granum Void) • Venus (Dabaoth-Kra, Deck 12, Orb Vallis, Fortuna) • Yuvan Theaters • Zariman 10-0
Technology	Arcane Machine • Archwing • Anchor Station • Amalgams • Amps • Archon Shards • Asteroid Hangars • Autofactory • Ayatan Treasures • Carrier Platform • Cephalon • Conduits • Corpus Ships • Cosmic Clock • Crystal Index • Cyclops Arm • Defixios • Entrati Lanthorn • Fomorian • Freightlinker • Genestamps • Golden Maw • Galleons • Heart of Deimos • Hydraulas • Icedriver • Infestation (Helminth, Lephantis, Leviathan) • Isolation Vaults • Jade Light • Kuria • Lora Device • Mandachord • Missile Platform • Narmer Veil •

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• Orokin Towers • Orowyrm • Pom-2 • Pulse Turbine • Railja (The Tempestarii) • Tether Power Plant • Raknoids • Razorback • Reliquary Drive • Sentients (Eidolons, Murex) Sentinels • Shipkiller Platform • Solar Rails (Junctions) • Specters • Torsion Beam Device • Transference (Somatics Veilbreaker • Vessels • Vitruvian • Void Relics • Warframes Weeping Towers • Zanuka Project (Zanuka)

Factions/ Organizations	Main	Corpus (Board of Directors, Feed and Research Divisio Order of Profit) • Grineer • Infestation • Narme (Archons) • Orokin (Corrupted, Entrati, Necraloid, Cavia) • Stalker • Sentient • Tenn • The Murmur
	Syndicate	Steel Meridian • Arbiters of Hexis • Cephalon Suda • Perrin Sequence • Red Veil • New Loka
	Civilian	Myconians • Kahl's Garrison • Nightwave • Ostr (The Quills) • Solaris United (Solari, Ventkids, Vox Solaris) • The Holdfasts
	Misc	Acolytes • Archimedeans • Black Seed • Cephalites • Children of Reshantur • Corpus Guilds • Dax • Focus Schod • Hollow Children • House of Stavika • House Lavan • Hous Sigma • House Vidar • House Zetki • Kavor • Lorists • Tekelu Temple Telamon • The Scoria • Tubemen • Yaskutai • Yuva Clerisy• Arlo's Congregation (Devotees, Zealot Herald, Zealot Proselytizer, Zealot Baptizer, Zealoid Bastion, Zeald Prelate)
Currencies		Credits • Granum Crown • Orokin Ducats • Platinum • Regal Aya
Languages/Scripts		Corpus Language • Grineer Language • Orokin Language (1999 Script) • Ostron Language • Solari Language • Voidtongue
Eras		Orokin Era (Lith • Meso • Neo • Axi • Void Era)
Other		Albrecht Membrane • Brain-Shelving • Cephalon Cordylor Cloning Decay Syndrome • Conceptual Embodiment • Continuity • Komi • Kuva • Naberus • Operator Report • Ord Rathuum • Shawzin • **Synthesis** • Star Days • Temporal Axioms • Theories of Time • The Index • Vosphene Glyph

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