

ADVERTISEMENT

in: [Lore](#), [Quotes](#), [Update 28](#), and [3 more](#)

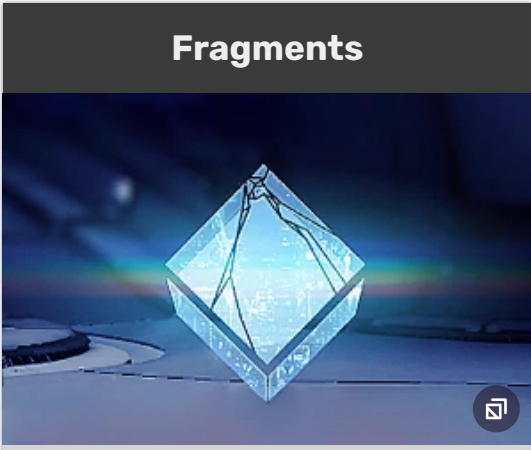
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Fragments

139 EDIT

Fragments are pieces of hidden items throughout the Origin System that can be found to unlock written and audiovisual lore that flesh out the setting of [WARFRAME](#).



Contents

1. Mechanics

2. Fragments

2.1. Cephalon Fragments

2.2. Thousand-Year Fish Fragments

2.3. Glass Shard Fragments



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- 2.7. Partnership Fragments (Corpus Gas City)
- 2.8. The Tenets (Corpus Ship)
- 2.9. Lost Islands of Duviri Fragments
- 2.10. Albrecht's Notes
- 2.11. Somachord Fragments
- 2.12. Frame Fighter Fragments
- 3. Prex Cards
- 4. Notes
- 5. Tips
- 6. Media
- 7. Bugs
- 8. External Links
- 9. Patch History

Mechanics

Most Fragments can be scanned with either a [Codex](#) or [Synthesis Scanner](#), which will unlock artwork that can be found under the *Universe* tab of the [Codex](#). The images unlocked with each Fragment can be used as decoration aboard the [Orbiter](#), and will also have accompanying lore relating to the image.

Additionally, there is also a hidden point on each image that when hovered-over with the cursor will unlock a short audio transmission, which will narrate additional lore. An audio clue will help identify this point in the form of white noise, which becomes louder as the cursor is moved closer to the point.

Other types of Fragments only require players to interact with them (default ) to acquire them.

Fragments

Cephalon Fragments



Cephalon Fraaments are fragments of data found all around the Origin system,



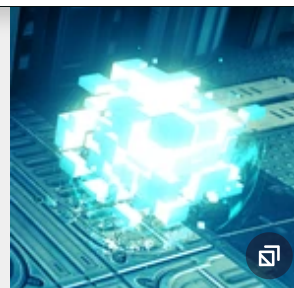
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covering blue data blocks. With
et, moon, or location (including



During missions, the Cephalon Fragment will appear on the mini-map as a blue quadruple diamond if the players are using loot radar mods. Scanning a fragment will unlock a portion of the associated artwork. Cephalon Fragments may be found up to once per mission and will spawn in a random place of the map on most missions, with the exception of [Defense](#), [Interception](#), and [Archwing](#) missions which will never contain a fragment. They reveal info about various aspects of the **Origin System**, such as [Factions](#), [Characters](#), and [Planets](#).



A Cephalon fragment

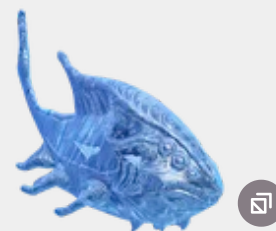
Decrypting these fragments reveals **Ordis' Past**, narrated by [Ordis](#).

This section is [transcluded](#) from [Fragments/Cephalon](#) . To change it, please [edit the transcluded page](#).

▼ View Cephalon Fragments List ▼

Thousand-Year Fish Fragments

Thousand-Year Fish Fragments are 20 small fish statues made of white luminescent glass scattered in hidden places all throughout the [Plains of Eidolon](#). They reveal the history, culture, and customs of [Cetus](#) and the [Plains of Eidolon](#). Their **Codex** entries are identified by their **blue** coloring.



A Thousand-Year Fish fragment

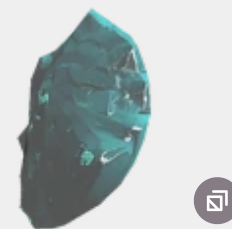
Decrypting these fragments reveals the **Tale of the Woman of the Earth and the Husband of the Sea**, narrated by [Onkko](#).

This section is [transcluded](#) from [Fragments/Fish](#) . To change it, please [edit the transcluded page](#).

▼ View Thousand-Year Fish Fragments List ▼

Glass Shard Fragments

Glass Shard Fragments are 5 pieces of the Shatter-lock Key that players scan and thus collect automatically during the [Saya's Vigil Quest](#). Their **Codex** entries are identified by their **yellow** coloring.



A Glass Shard fragment



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▼ View Glass Shard Fragments List ▼

Encrypted Journal Fragments

The **Encrypted Journal Fragments** of the [Corpus](#) researcher [Sigor Savah](#) are available as possible uncommon stage-rewards during [Ghoul Purge Bounties](#) or as drops from [Ghoul](#) enemies. They reveal info of the **Grineer Ghouls**, as well as interviews from various [Cetus citizens](#) about fighting the Ghouls.



Decrypting these fragments reveals the story of **Specimen VK-7**, narrated by **Sigor Savah**.

A Encrypted Journal Fragment

This section is [transcluded](#) from [Fragments/Ghoul](#) . To change it, please [edit the transcluded page](#).

▼ View Encrypted Journal Fragments List ▼

Nakak Memory Fragments

Given as part of the [Revenant](#) quest, [Mask of the Revenant](#), **Nakak** offers three Fragments during the mission interactions.

Decrypting these fragments reveals the **Revenant Legend**, narrated by [Nakak](#).

This section is [transcluded](#) from [Fragments/Revenant](#) . To change it, please [edit the transcluded page](#).

▼ View Mask of the Lost One Fragments List ▼

Fortuna Fragments

The **Fortuna Fragments** are various Mem-Fragment logs that are scattered and hidden throughout the [Orb Vallis](#), which visually resemble [Debt-Bonds](#). These Fragments contain background information regarding the various NPC's that inhabit Fortuna.



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This section is *transcluded* from *Fragments/Solaris United* . To change it, please *edit the transcluded page*.

- ▼ View Eudico's Memory Fragments List ▼
- ▼ View Leg's (Thursby's) Memory Fragments List ▼
- ▼ View Little Duck's Memory Fragments List ▼
- ▼ View Rude Zuud's Memory Fragments List ▼
- ▼ View Smokefinger's Memory Fragments List ▼
- ▼ View The Business' Memory Fragments List ▼
- ▼ View Ticker's Memory Fragments List ▼

Partnership Fragments (Corpus Gas City)

Partnership Fragments are small [Sentient](#) figurines contained inside [Hexenon](#) canisters. They can be found scattered and hidden throughout the [Corpus Gas City](#).

These fragments detail the "partnership" formed between [Alad V](#) and the Sentients.

Decrypting these fragments reveals [Alad V's](#)

Partnership, narrated by **Alad V**.

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Partnership fragment in-game model

- ▼ View Partnership Fragments List ▼

The Tenets (Corpus Ship)

The Tenets are [Corpus](#) lore fragments obtained by paying tribute via [Granum Crown](#) to the *Corpus Temple Reliefs* (large fountain altars of [Parvos Granum](#)), in the [Corpus Ship](#) tileset. They tell the tale of Parvos Granum's life before he became the Corpus Founder and his rise to power.

Decrypting these fragments reveals **The Tenets**, narrated by **Parvos Granum**.



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A Corpus Temple Relief with



View The Tenets List

Lost Islands of Duviri Fragments

The **Lost Islands of Duviri** are small archival audio drives that are scattered around the floating islands of [Duviri](#).

Each archive entry requires 9 Fragments to be completed. Fragments in Duviri can be localized by their distinct musical sound.

A Lost Islands of Duviri
Fragment

These Fragments reveal the story of **Duviri's Lost Islands**, narrated by [Acrithis](#).

This section is [transcluded](#) from [Fragments/Duviri](#) . To change it, please [edit the transcluded page](#).



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View Lost Islands of Duviri Fragments List

Albrecht's Notes

Albrecht's Notes are pages of his [Grimoire](#) that have materialized inside his Laboratories.

These pages can be found by interacting with a **Whisper Grimoire**, and unbinding the [Whispers](#) within. After slaying either a **Mocking Whisper** or **Scathing Whisper**, and banishing it back into the tome, it has a 50% chance (in steel path is 50%) to drop a page containing Albrecht's Notes.



A page of Albrecht's Grimoire

Entries one and two require 6 pages, entries three and four require 5 pages, and the last one requires one page.

They will always drop in order. They tell the story of what happened after the first voyage into the [Void](#), narrated by [Albrecht Entrati](#).

This section is [transcluded](#) from [Fragments/Albrecht](#) . To change it, please [edit the transcluded page](#).

View Albrecht's Notes List

Somachord Fragments

Main article: [Somachord](#)

Somachord Tones are parts of a song scattered throughout the Origin System. Four parts are required to completely unlock a playable track of background music in the [Orbiter](#)'s Somachord, which is located in the [Personal Quarters](#).



A Somachord Tone fragment

They are identified as purple bars arranged in a semicircular arc, reminiscent of the [Mandachord](#)'s note table. Similar to Cephalon Fragments they are found on every location in the Solar system after the completion of The War Within quest and are

identifiable by a unique purple icon on the mini-map if equipped with a [Loot Radar](#) mods. They will not spawn unless one member of the squad has completed the [Personal](#)



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Regardless of whether they have



Frame Fighter Fragments

Main article: [Frame Fighter](#)

Frame Fighter Character Data are used to unlock respective new Frames in the [Frame Fighter](#) minigame and spawn once a player has unlocked the [Ludoplex](#).

Only one of these fragments are required to unlock one character for use in the fighting game.



A Frame Fighter fragment

They are identified as a blue, floating orb. Similar to Cephalon Fragments and Somachord Tones they can be found on every location in the solar system. Anyone can scan them regardless of whether they have the minigame or not.

View Frame Fighter Fragments List

Prex Cards

Prex Cards are cards that depict an artwork of a [Warframe](#). Prex Cards are found mostly in the [Leverian](#), with each Warframe's gallery having its own unique Prex Card to find. These cards will only show up in the gallery once a player has leveled up the appropriate Warframe to level 30 (e.g. a player must level an [Atlas](#) to level 30 to reveal Atlas' Prex Card in his gallery), and the cards will usually be hidden in hard-to-see corners of the gallery. Once found, players can interact with the card to pick them up.



When acquired, Prex Cards can be used as [Decorations](#) in the [Orbiter](#).

Prex Card of
[Gauss](#)
.....

Notes

- While Fragments will continue to appear for players after completing their sets, players will be unable to scan the Fragments.
- Players must complete the mission for the scan to be counted.
- The [Synthesis Scanner](#)'s Cross-Matrix Widget will not trigger when scanning Fragments.
- Cephalon Fragments share their spawn locations with [Syndicate Medallions](#),



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nts will be completed regardless



- Although serving a similar function as Fragments and revealing a story encoded within scannable objects, [Kurias](#) are treated as a separate item and are listed in the [Objects](#) section of the Codex.
- It is possible for any combination of Cephalon Fragment, Somachord Fragment, and Frame Fighter Fragment to appear in the same mission, although it is much more common for only one of them to appear.

Tips

- Loot Radar Mods make Cephalon Fragments, Somachord Tunes, and Frame Fighter Fragments appear on the mini-map and, as they are classified as loot objects, they can be detected from greater distances by increasing the Loot Radar stat. By equipping the [Loot Detector](#), [Thief's Wit](#), and [Coaction Drift](#) mods, the fragments will be much easier to find. This also works with the companion mod [Animal Instinct](#).

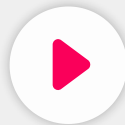
Distance of the fragment using Loot Detector, Thief's Wit, and Coaction Drift
- Use the [Codex Scanner](#)'s and [Synthesis Scanner](#)'s pinging sounds to detect fragments in an area. Make sure to dispatch all enemies and destroy all containers within said area to make use of this method.
 - Increase sound effects volume and turn down the music volume to make the pinging sounds clearer to hear.
- [Helios](#) can scan fragments automatically if the player is within range of [Investigator](#).

Media

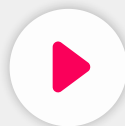


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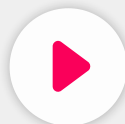




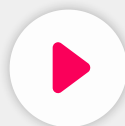
How to Farm Cephalon Fragments! Including Mars (Warframe)



Somachord Tones & All You Need To Know! (Warframe)

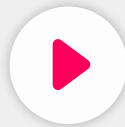


Frame Fighter Character Data & Poster Reward (Warframe)

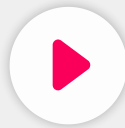


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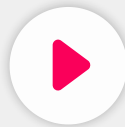




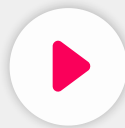
All Thousand Year Fish Locations w Timestamps (Warframe)



Encrypted Journal Fragments (Warframe)



Partner Fragment Locations & Tiles (Warframe)

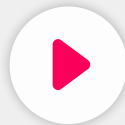


All Mem Fragment Locations w Timestamps & Guide! (Warframe)

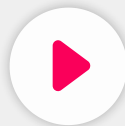


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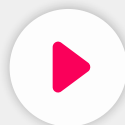




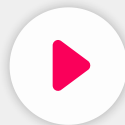
Warframe - 2 Mars Fragments Secret messages



Warframe All Encrypted Journal Fragment Transmissions



Warframe All Fortuna Mem Fragment Transmissions Dialogues Lore

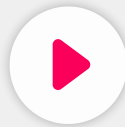


Warframe Jovian Concord Lore Fragments

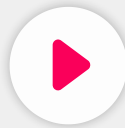


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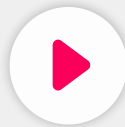




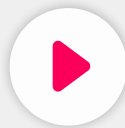
**Hidden Lore Origins of Ordis Ordan Karris!
(Warframe)**



Hidden Lore Origins of The Eidolons! (Warframe)



Hidden Lore Origins of the Ostrons (Warframe)

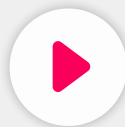


Hidden Lore Origins of Khora & Venari (Warframe)

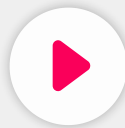


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Hidden Lore Memories of Fortuna (Warframe)



Hidden Lore Alad V, The Sentients & Amalgams (Warframe)

Bugs

- Scanning fragments at the same time as [Helios](#) will increment counter excessively and glitch out a fragment's progression.
- There is a bug that causes many of the secret audio messages to be below the screen on many of the fragments, and this appears to have been caused by an update to the UI. This bug is common but hasn't been acknowledged by DE.

External Links

- [Map of Fortuna Fragments by Chewierulz \(https://i.imgur.com/CY9aLZ8.jpg\)](https://i.imgur.com/CY9aLZ8.jpg)
- [Album of Fortuna Fragment locations by Chewierulz \(https://imgur.com/a/XIP1jiE\)](https://imgur.com/a/XIP1jiE)

Patch History

[Update 35.6](#) (2024-05-15)



- Protea Prime's signature theme featured in her trailer is now available to own



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✕ "Prime" from Varzia's Prime



New Somachord Tones

New Somachord Tones have been added to Albrecht's Laboratories! Scanning them

Game System Mechanics			Edit	[Collapse]
Currencies		<a>Credits • <a>Orokin Ducats • <a>Endo • <a>Platinum • <a>Aya • <a>Regal Aya • <a>Standing		
General	Basics	<a>Arsenal • <a>Codex • <a>Daily Tribute • <a>Empyrean • <a>Foundry • <a>Market • <a>Mastery Rank • <a>Nightwave • <a>Orbiter • <a>Player Profile • <a>Reset • <a>Star Chart		
	Lore	<a>Alignment • Fragments • <a>Leverian • <a>Quest		
	Factions	<a>Corpus • <a>Grineer • <a>Infested • <a>Orokin • <a>Sentient • <a>Syndicates • <a>Tenno		
	Social	<a>Chat • <a>Clan • <a>Clan Dojo • <a>Leaderboards • <a>Trading		
	Squad	<a>Host Migration • <a>Inactivity Penalty • <a>Matchmaking		
	Player Housing	<a>Clan Dojo • <a>Dormizone • <a>Drifter's Camp • <a>Orbiter		
Gameplay	Basics	<a>Affinity • <a>Buff & Debuff • <a>Death • <a>Hacking • <a>Invisible • <a>Maneuvers • <a>One-Handed Action • <a>Open World • <a>Pickups • <a>Radar • <a>Stealth • <a>Tile Sets • <a>Void Relic • <a>Waypoint		
	Damage Mechanics	<a>Critical Hit • <a>Damage • <a>Damage Redirection • <a>Damage Reduction • <a>Damage Reflection • <a>Damage Type Modifier • <a>Damage Vulnerability • <a>Health • <a>Status Effect		
	Enemies	<a>Bosses • <a>Death Mark • <a>Enemy Behavior • <a>Eximus (Overguard) • <a>Lich System		
	Mission	<a>Arbitrations • <a>Archon Hunt • <a>Break Narmer • <a>Empyrean • <a>Invasion • <a>Sortie • <a>Tactical Alert • <a>The Circuit • <a>The Steel Path • <a>Void Fissure		
	Activities	<a>Captura • <a>Conservation • <a>Fishing • <a>K-Drive Race • <a>Frame Fighter		



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) • Frame Fighter



Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research



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