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# Saya's Vigil

 EDIT TRANSCRIPT

*On the Plains of Eidolon a mystery has lain buried for years: one that will mend or destroy a heart, and open the door to a hidden past.*

—Quest Description

**Saya's Vigil** is a solo-only main [Quest](#), released in [Update 22.0](#) (2017-10-12). The Tenno are tasked with helping the chief elders of the [Ostron](#) people uncover the mystery of a long-lost Eidolon researcher.

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WARFRAME Wiki



### Saya's Vigil



Information	
Introduced	Update 22.0 (2017-10-12)
Type	Main Quest
Requirement	Completed <a href="#">Vor's Prize</a> At least 1 <a href="#">bounty</a> completed
Rewards	 <a href="#">Gara</a> Blueprint
Transcript	<a href="#">Saya's Vigil/Transcript</a>
Chronology	
Previous Quest	<a href="#">Vor's Prize</a>
Next Quest	<a href="#">Vox Solaris</a>
Replayable	

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## Walkthrough

To unlock the quest, players must have completed [Vor's Prize](#) and have completed a [Bounty](#) on the [Plains of Eidolon](#). Once players have accomplished all of the above, they can talk to [Konzu](#) in [Cetus](#) with the prompt "**A Personal Favor**" to begin the quest.



### Personal Favor: [Cetus](#), [Earth](#)



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Learn more about **Saya**, a woman who is shown in the quest, showing him, Saya, and a


[Grineer](#) finding leads on Onkko's whereabouts, and Konzu fears that Saya may do something rash. He asks the Tenno to talk to Saya for him, since he has not spoken to her in a long time.

A white objective marker will appear on the map, showing Saya's location within Cetus. Players can talk to Saya, who will express her desire to go out and search for her husband, along with her annoyance at Konzu, who was apparently involved with Onkko's disappearance. Saya will ask the Tenno if they want to help, and players can either accept or reject her: accepting her will immediately load the Tenno out onto the Plains to begin the quest. As an option, players can also talk to Saya with the prompt "Hasn't it been five years?" where she expresses her disdain at the Quills' self-centered nature.

### Find Onkko: [Plains of Eidolon](#), Earth

Players must go to the waypoint marked on the Plains, located to the west just outside of Cetus walls. There, they will encounter a Grineer drilling operation where they are apparently looking at Onkko's research. Councilor [Vay Hek](#) then contacts the Tenno, irritated at their involvement with the Ostrons, and the [Lotus](#) mentions how only Hek would lead outmatched Grineer to their deaths against an Eidolon, with Vay Hek gloating that he will gladly send more to their deaths for a chance at killing the Lotus. Then the Grineer will start dropping in reinforcements to the dig site. Players must eliminate all enemies that arrive within the dig site, whose area is denoted by a red circle on the minimap.

Once the area is clear, the Lotus will detect strange readings from a nearby cave in the area, which is currently covered up by a Grineer drilling machine. Konzu remembers that the cave was where he and Onkko often took shelter in the past before a rockslide sealed it, and wonders if Onkko is inside, raising Saya's hopes up. Players must destroy the drill's augers, which will be indicated by a white gleam on its surface, by attacking it with any weapon in order to access the cave.

Inside, players will find an **Ostron Coffer**, a white locked box, at the end of the cave. Players can pick up the coffer by interacting with it (default ) , at which point Saya wonders if the coffer is Onkko's to her dismay, while ignoring Konzu's attempt to comfort her



Ostron Coffer



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the player out on the Plains, marked by a green radius on the minimap, to allow players to exit the Plains and go back to their ship directly without returning to Cetus.

Back in the Orbiter, Lotus asks the player to examine the coffer using the [Codex](#), which automatically brings up a close-up view of the box. The Lotus, seeing the box's lock is damaged, suggests forcing it open. Saya, however, explains that the box is protected by a **Shatter-lock**, which uses a glass key that was broken, and that forcing it open would only destroy the contents inside. She suggests rebuilding the glass key instead, and the Lotus will send the player 25 [Codex Scanners](#) in their inventory for use in locating the Shatter-lock's shards out on the Plains.

To equip the Codex Scanners, players must go to their [Arsenal](#), and bring up the Gear menu before putting the Codex Scanner in one of the 12 Gear slots available. Players will be unable to progress to the next mission if the Codex Scanners are not equipped.

## Locate the Shatter-Lock pieces: Plains of Eidolon, Earth

**Location:** [Plains of Eidolon](#), [Earth](#)

**Enemy Level:** 5 - 8

*Note: this phase of the quest will always put players at the Plains of Eidolon in daytime, regardless of the Plain's actual time of day.*

Returning to the Plains, players must find a small Grineer camp marked by a waypoint. En route, Konzu offers his assistance in finding Onkko only to be rebuffed by Saya, who believes in Konzu's involvement due to her rejecting his declaration of love in the form of an iron flower, an accusation that Konzu denies.



A broken shard

Once players arrive at the Grineer camp, their task is to find the broken shards of the Shatter-lock key located within the yellow radius marked on the map. To do so, players can equip their Codex Scanner by bringing up the Gear menu (default **Q**) which will put them into a scoped first-person view. As the Shatter-lock key is a viable target for the Codex Scanner, it will flash orange within the Codex Scanner's sight, which can be seen even through obstacles. Once located, players must then scan the Shatter-lock



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own the Fire key (default **LMB**).  
s must find all three to complete



At this point, Vay Hek will transmit his intention to retrieve the glass shards, as he believes it to be the key to unlocking a power that can defeat the [Sentients](#). Multiple enemy reinforcements will then arrive in the camp, and the player must kill all Grineer within the camp. In particular, a [Tusk Bolkor](#) assault transport will fly in to provide close-air support for the Grineer, and players must destroy it in order for the Lotus to extract them. Once it is destroyed, an extraction waypoint will be provided nearby.

The Lotus will ask what power Vay Hek was referring to, and Konzu explains that Onkko found the remains of "Unum's Champion", a woman of Glass, and studied it. The knowledge was kept secret by the Quills until the Grineer captured one of them, leading to their current pursuit. Figuring out the possibility of Onkko having been captured by the Grineer, Saya wonders if Vay Hek might trade the Onkko in return for the relic, before berating herself for thinking about treacherous thoughts.

Tracking an off-world shipment of supplies to a Grineer ship in orbit, the Lotus surmises that Hek would bring any shards he's found there and asks the Tenno to infiltrate it.

## Board Hek's Galleon: [Pacific](#), Earth

**Tileset:** [Grineer Galleon](#), Earth

**Enemy Level:** 4 - 5

Arriving at the Grineer ship, the Lotus finds her scans are being blocked, making her unable to scan for shards. Saya mentions how she and Onkko discovered that the shards respond to a unique *harmonic*, and laments that they can't subject the ship to a wideband harmonic. The Lotus, however, claims that she can do so, and subjects the vessel to a broad frequency sweep, visible as blue pulses of light passing through the ship. With the fragments located, Konzu discusses how Saya and Onkko's work was beneficial for Cetus, and Saya explains that it came at the cost of their personal relationship due to their dedication to Cetus.

The objective in this mission is to find a vault holding the shard marked by a waypoint. Along the way, players will enter a shuttle bay room, at which point the Grineer will launch an ambush led by a [Nox](#), which players must defeat to proceed. The Nox is a highly dangerous enemy, firing toxic sludges that can slow down the player, and takes significantly less damage anywhere on its body except for its head. Once players reach the designated vault, they must hack the marked console and scan the fragment in the

sion.

ere Onkko once found some



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Saya reminisce over a past memory involving Onkko, causing Saya to realize where they should look for the last piece. Saya suggests waiting until nightfall, as there won't be any Grineer patrolling the plains then.

## Saya's Vigil: Plains of Eidolon, Earth

**Location:** [Plains of Eidolon](#), [Earth](#)

**Enemy Level:** 5 - 8

*Note: this phase of the quest will always put players at the Plains of Eidolon in nighttime, regardless of the Plain's actual time of day.*

Back on the Plains, a waypoint has been provided which players must reach to find the last Shatter-lock shard. Arriving at the site near a small lake, players will find an entire battalion of Grineer in combat against a lone [Eidolon Teralyst](#), a gigantic [Sentient](#) construct roaming the Plains. The Lotus advises the Tenno to seek cover, as they are currently no match for the Sentient. Players must get past the ensuing battle and into a cave near the lake, where players can find a large [Orokin](#) object inside.

To find the last shard, players must find a small rock shaped in a perfect circle on top of a mound, and then remove it by interacting with it, revealing the shard underneath. Once players have scanned the Shard with their Codex Scanner, they can use an alternate cave opening that leads away from the battle outside, then proceed to a designated extraction waypoint.

## Epilogue I: The Orbiter, Earth Orbit

On the Orbiter, the Tenno complete the Shatter-lock and open the coffer, only to find an iron flower inside, the one Konzu gave her in the past. Saya, after five years of distraught, finally accepted that her love is gone for good, and eventually began to follow her heart to her other love: Konzu. Saya can now be seen standing next to Konzu whenever the player visits Cetus.

An inbox message from the Lotus will be sent, with a transmission telling them how she used a harmonics sweep to examine the Shatter-lock key and found data for [Gara](#), the Glass Warrior. Players will then receive the Gara blueprint, ending the quest.



## Epilogue II: The Quills



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[ar Within](#), bringing the Tenno to access [The Quills](#)' Command



View Spoilers

## Notes

- The Saya's Vigil quest is only playable solo.
- Players who already own [Gara](#) by buying her from the [Market](#) before completing the quest will receive a veiled [Riven Mod](#) in addition to the blueprint.
- While players need to equip [Codex Scanners](#) to progress through the quest, the Shatter-lock key shards can also be located and scanned using [Synthesis Scanners](#).
- You can only get the [Gara](#) blueprint from the quest once.

## Tips

- Bringing [Helios](#) modded with [Investigator](#) greatly simplifies searching for glass shards, as Helios will automatically scan them if the player is within range.

## Bugs

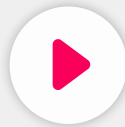
- Extraction point sometimes does not work.
- Destroying the Tusk Bolkor during the "defeat grineer reinforcements" phase will break the event.
- After completion, currently equipped Warframe will appear in codex entry for Saya's Vigil, holding [Volnus](#) in place of Gara.

## Media

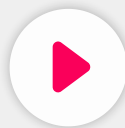


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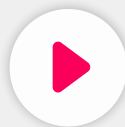




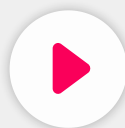
### Quest Abridged- Saya's Vigil (All Cutscenes and Dialogue)



### Saya's Vigil Dialogue! (The Warframe Story)



### Warframe - SAYA'S VIGIL - How to get Gara Blueprint Part 1



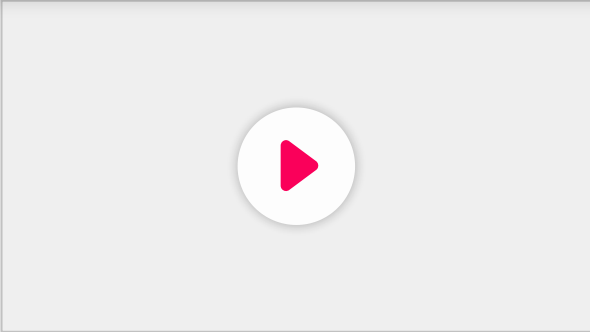
### Warframe - SAYA'S VIGIL - How to get Gara



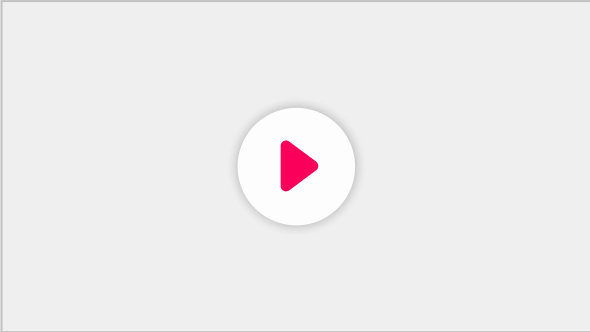
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Warframe Saya's Vigil - Gara Frame Quest - Complete



Saya's Vigil - The Warframe Question - TNL

## Patch History

### Hotfix 36.1.6 (2024-09-05)

- Saya's Vigil Quest Changes & Fixes:
  - The pop-up that occurs during Saya's Vigil Quest instructing players to equip Codex Scanners to their Gear Wheel will now linger on screen until they've been equipped.
    - We want to ensure players don't miss out on important tutorial instructions that are key to progressing in the Quest.
  - Fixed being able to matchmake into public Plains of Eidolon squads while

Main Story <b>Quests</b>		Edit
Tenno	Awakening • Vor's Prize • <b>Saya's Vigil</b> • Vox Solaris • Once Awake •	
Awakening	Heart of Deimos • The Archwing • Natah	
This Is What	The Second Dream • Rising Tide • The War Within • Chains of Harrow •	
	The Sacrifice	
	The Maker <sup>[1]</sup> • The New War	
	The Paradox <sup>[2]</sup>	



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Indifference Awoken	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters
Side Quests	
Warframe Quests	Hidden Messages ( <a href="#">Mirage</a> ) • The Limbo Theorem ( <a href="#">Limbo</a> ) • Patient Zero ( <a href="#">Mesa</a> ) • The New Strange ( <a href="#">Chroma</a> , <a href="#">Khora</a> ) • The Jordas Precept ( <a href="#">Atlas</a> ) • Sands of Inaros ( <a href="#">Inaros</a> ) • The Silver Grove ( <a href="#">Titania</a> ) • The Glast Gambit ( <a href="#">Nidus</a> ) • Octavia's Anthem ( <a href="#">Octavia</a> ) • Chains of Harrow ( <a href="#">Harrow</a> ) • <b>Saya's Vigil</b> ( <a href="#">Gara</a> ) • Mask of the Revenant ( <a href="#">Revenant</a> ) • The Sacrifice ( <a href="#">Excalibur Umbra</a> ) • Vox Solaris ( <a href="#">Garuda</a> , <a href="#">Baruuk</a> , <a href="#">Hildryn</a> ) • Chimera Prologue ( <a href="#">Wisp</a> ) • The Deadlock Protocol ( <a href="#">Protea</a> ) • Call of the Tempestarii ( <a href="#">Sevagoth</a> ) • The Waverider ( <a href="#">Yareli</a> ) • Heart of Deimos ( <a href="#">Xaku</a> , <a href="#">Lavos</a> , <a href="#">Citrine</a> ) • The New War ( <a href="#">Caliban</a> ) • Angels of the Zariman ( <a href="#">Gyre</a> ) • Veilbreaker ( <a href="#">Styanax</a> ) • The Duviri Paradox ( <a href="#">Kullervo</a> ) • Whispers in the Walls ( <a href="#">Qorvex</a> , <a href="#">Dante</a> ) • Jade Shadows ( <a href="#">Jade</a> )
Syndicate Unlock Quests	<b>Saya's Vigil</b> ( <a href="#">Ostron</a> ) • Vox Solaris ( <a href="#">Solaris United</a> , <a href="#">Ventkids</a> ) • Heart of Deimos ( <a href="#">Entrati</a> ) • The War Within ( <a href="#">The Quills</a> , <a href="#">Vox Solaris</a> , <a href="#">Necraloid</a> ) • Angels of the Zariman ( <a href="#">The Holdfasts</a> ) • Whispers in the Walls ( <a href="#">Cavia</a> )
Location Unlock Quests	The Duviri Paradox (Duviri, Dormizone) • <b>Saya's Vigil</b> (Plains of Eidolon) • Vox Solaris (Fortuna) • Heart of Deimos (Cambion Drift) • The Archwing (Empyrean Proximas) • The Second Dream ( <a href="#"> </a> ) • The War Within ( <a href="#"> </a> ) • Chains of Harrow (Iron Wake) • The New War ( <a href="#"> </a> ) • Angels of the Zariman ( <a href="#"> </a> , Dormizone) • Whispers in the Walls ( <a href="#"> </a> )
Feature Unlock Quests	The Duviri Paradox ( <a href="#"> </a> , 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 ( <a href="#"> </a> , 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, <a href="#"> </a> , <a href="#"> </a> , <a href="#"> </a> ) • Whispers in the Walls (Arcane <a href="#"> </a> , Entrati Incarnons, Alchemy, <a href="#"> </a> , Jade Shadows (Ascension)



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Whispers in the Walls (Arcane , Entrati Incarnons, Alchemy, , 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



## Languages



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