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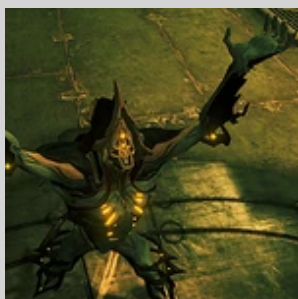
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Terrify

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Terrify

Casts fear into the hearts of nearby enemies, causing them to run away in terror.

Introduced in [Update 10.0](#)
(2013-09-13)

Strength:

7 / 12 / 15 / 20 (affected enemies)
30 / 40 / 50 / 60 % (armor reduction)

Duration:

10 / 15 / 20 / 25 s

Range:

5 / 10 / 12 / 15 m

Subsumable to

Helminth

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

- Nekros expends **75 energy** to release a psychic blast that causes up to **7 / 12 / 15 / 20** enemies within **5 / 10 / 12 / 15** meters to enter a state of panic for **10 / 15 / 20 / 25** seconds. While panicked, enemies will not attack and will haphazardly flee, exposing themselves and temporarily reducing their **Armor** by **30% / 40% / ?% / 60%**.
 - Armor is fully removed at **167%** **Ability Strength**. If using a single **Corrosive Projection**, full armor strip can be achieved at **137%** Ability Strength.



WARFRAME Wiki



- [Bosses](#) are unaffected by this ability.
- Can be recast while active and can refresh the duration on already affected units in the cast range.
- Subsuming Nekros to the [Helminth](#) will offer Terrify and its augments to be used by other Warframes.



See Also

-  [Nekros](#)

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36 comments



[A Fandom user](#) • 3/31/2024

Does it need line of sight with enemies for it to remove armor?



[A Fandom user](#) • 4/2/2024

No



Write a reply





A Fandom user • 2/15/2024

Armor Strip is 50% at rank 2



Write a reply



A Fandom user • 1/18/2024

Perfect for sniper users



Write a reply



A Fandom user • 1/17/2024

Saw the insane thread below with someone needlessly hating on Terrify. I think one major point in its favor is: accessibility. You simply can't get Pillage, Tharros Strike (unless you watched/went to Tennocon 2022 or whatever) as a new player. Additionally, no other subsumes really get you to 100%, especially not this easily in terms of power strength. The 75 energy cost is actually not a bad thing if you're running a Shield Gating setup anyway. Augur mods for the win. Also, 15m is a HUGE base radius, lol



A Fandom user • 2/6/2024

Yep, you can get nekros around the same time that you unlock the subsume system which is ALOT earlier than styanax and hildryn



A Fandom user • 3/21/2024

It's pretty obvious the dude wrote it for himself, not for anyone else lol.



Write a reply



Is this works on demolisher too?



A Fandom user • 10/25/2023

Sadly no but you can subsume and use Styanax's Tharros strike.



Write a reply



Binket • 7/21/2023

So... remind me why this ability is so popular that I keep seeing it?

- Cannot effect bosses.
- Limited amount of enemies effected.
- Causes enemies to fumble around in Defense Missions, arguably on par with Gloom for how obnoxious that is. (Coincidentally, where I see it the most. Second often being Survivals.)
- Only hits Armor, as Shields are ignored.
- Armor Strip is temporary and is based on Duration.
- Costs 75 fucking energy per cast.
- A mild range of 15m at base.
- Augment causes enemies to be slowed, making it even more annoying to find them.

It'd be better to use *Tharros Strike* or *Pillage*, right?

- **Cheaper on Energy.** 25 for Tharros Strike, 50 for Pillage.
- **More applicable** in different scenario as Tharros Strike can bypass walls a short distance and Pillage can negate Status Effects.
- **More effective** as an ability as Tharros Strike and Pillage alike both can fully disable Armor and Shields with no temporary effect. In addition, their enemy cap is infinite and heals you with Health (Tharros Strike) or Shields (Pillage) for every enemy hit.
- **More fun** as it reduces the amount of running around in certain maps for a stray enemy that got their AI snagged. Tharros Strike's knockback can also be extremely satisfying to combine with weapons like Tenet Plinx.

Sure, Terrify would probably be cheaper to use in terms of Ability Strength.

By the time you're considering using this for tough enemies though?

You probably have enough mods to get your Ability Strength around 200% let alone 300% or such.

Unless you're playing something like Loki, who doesn't use much Ability Strength.



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A Fandom user • 8/20/2023

Truly a 21th century humor. Guy make a fuss about video games things just as serious as in real life



A Fandom user • 9/17/2023

I'm using terrify on my equinox because I need max range and there's no pint in going full str, My workflow is: maim -> kill a few mobs -> terrify -> maim, instantly killing all affected mobs, which means the limited duration isn't an issue either. It also serves as a cc tool when nature calls

>You can all be creative, so I have to wonder why people use this?

The ability has its specificities and perks. I use terrify on Equinox, Tharros strike on Yareli, and Pillage on Citrine. They all have their place on "creative builds", terrify is not irredeemably bad or something.

And tbf I can count on one hand how many time I saw people using terrify as a subsume

The point about having plenty of options to get to 400%str is silly. The simple fact focus abilities were stated make it a joke, as at that point you might as well use unairu everywhere and skip pillage. If anything, I feel like pillage is overused instead of terrify



A Fandom user • 10/25/2023

If the guy argue Terrify vs Tharros strike, I can agree. but Pillage?

Is he [Blind Rage] that he cannot see list of stuff he required to achieve full armor strip compared to Terrify? Most players don't have have that much invesment just for 1 ability.

Also Nekros is much more easily available to farm compared to Hildrin and Styanax to be subsumed for majority of players which is why Terrify are more popular than Pillage and Tharros Strike.

Also, most people will use any abilities make their gameplay easier with less investment.

Will I use Terrify and Tharros Strike for armor strip? Yes depends on the mission. Will I use Pillage compared, those 2? Not really because it need much invesment just to do the same stuff.





[Tiltsskillet](#) • 11/29/2023

Biggest advantage of Terrify is it doesn't need LoS. So it's excellent when paired with nuking abilities that don't need LoS. Which as a side-benefit, aren't much impacted by its fear effect.

I'd probably still call Terrify a little weak, whereas Pillage is really strong. Stupid strong. But even Pillage isn't the best armor strip for every situation.



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[A Fandom user](#) • 7/7/2023

Does this need Line of sight?



[A Fandom user](#) • 9/17/2023

No



Write a reply



[A Fandom user](#) • 11/17/2022

Why can't this ability armor strip Acolytes? Frosts Avalanche can do AoE strips on them, so its only fair Terrify should be able to



[A Fandom user](#) • 12/5/2022

It would push the ability from being really good to the best CC armor strip in the game with no exceptions. The fact that bosses (including acolytes) are immune to it leaves room for other helminth or frame options (Avalanche is a single-frame ultimate).



[A Fandom user](#) • 12/7/2022



I just tried in the new Lua missions and I tried in three of the Acolytes and it removed the armor in two of them.



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Seeri • 10/13/2022

Having an issue where Terrify will strip the armor of Eximus units in the Simulacrum but not in missions. Target cap is not an issue, Overguard on or not makes no difference, and no amount of casts will completely strip the armor.

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Tiltskillet • 11/1/2022

I haven't used Terrify a whole lot solo so that I could be sure who was armor stripping what. But I've tested it three times in SP missions, the last time just now, and it did strip the armor of every eximus I encountered. It was only 5-6 total in this mission, so that doesn't rule out an intermittent / complicated bug.

The thing I have noticed is that its autotargeting isn't flawless, and it will occasionally miss a random target completely even if I'm not close to the cap. But this isn't tied to eximus when I've seen it. And the fact that you were repeatedly casting and never stripping the eximus makes me think it's something else going on.



Seeri • 11/20/2022

Have you tried it in ESO perchance? That's where I repeatedly tried to make it work since Eximus Units are plentiful there. I went there again now to try it and it still doesn't work. I then hopped into Adaro and it works perfectly fine there now. I may have had a legitimate target cap/str issue when I first observed it but then went to test it in ESO where it's seemingly just proper broken. Tried low range high strength (over 400% using Protea) so there's no way I had an issue with target cap.



Tiltskillet • 11/20/2022

No, I play onslaught maybe once a year. But I have seen a bug report about





ESO Eximus Units Bug

WARFRAME FORUMS



Seeri • 12/8/2022

Fixed with hotfix 32.2.4

"Fixed Nekros' Terrify 100% Armor Reduction not working on Eximus in Elite Sanctuary Onslaught."



Write a reply



A Fandom user • 10/13/2022

Not sure if bug or intended, but reaching 167% Strength will NOT fully strip enemy Armor when in a Sortie with Enemy Augmented Armor condition. I was a Client (not mission Host), if that changes anything. This was a Subsumed Terrify.

Tested Subsumed Terrify in a solo Steel Path mission; 167% Strength DOES fully strip Armor.

Finally, same 167% Strength while being a Client in Steel Path will still strip all Armor.



A Fandom user • 10/15/2022

Augmented enemy armor sorties are applied after their base armor and isnt affected by abilities, thats why.



Write a reply





Metal Sign • 9/17/2022

To describe my reaction to Update 32, an excerpt from *Kumo Desu ga, Nani ka?*
As interpreted by Turb0 Translation
Translated into "Terrify" by Metal Sign

"

.....W.....h.....a.....t...!?

Eh?

Eh?

Ehh!?

Who are you!?

You're not the Terrify-san that I know!?

The Terrify-san I know should be a useless child that's overflowing with
disappointing feelings!

It's absolutely not a competent cool beauty like you!

Where's the real Terrify-san!?

What should I do with the word 「It's useless」 that I prepared secretly!?

You let me hold expectations every time, and when a new feature is added, didn't
we made a promise that I will say 「It's useless」 in the end!

Why do you have to betray my expectations for the promise?

Say, say something!

Haa, haa, haa!

I lose control of myself for just a moment.

I should take a deep breath and calm down here.

Fuu, fuu, haa.

Yosh, I returned to sanity!

Ah.

Didn't Terrify-san evolve too much?

The difference is extreme so far.

No, this is one of the things which I wanted from Terrify-san.

But somehow I don't feel satisfied [READ MORE](#) ✓

If I were to say it, it's like the same person that graduated from the same middle



A Fandom user • 10/5/2022

Bro wtf are you typing are you ok



A Fandom user • 10/18/2022





A Fandom user • 10/18/2022

Cultured.



Write a reply



A Fandom user • 9/13/2022

Top tier subsume as of Update 32

Can we add in "info" or "tips and tricks" that terrify's armor strip only need 137%str to full strip when corro proj is sloted? Actually you know what, I'll try and do it myself



Write a reply



A Fandom user • 9/9/2022

Does this ability require line of sight?



A Fandom user • 9/9/2022

Didn't know how to edit my own comment but it doesn't need line of sight it seems.



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A Fandom user • 5/18/2021

I infused this on Harrow to survive Steel Path and when I Terrify a crowd in a small corner hall (no snipe shots) the crowd still attacks me and I die. Is this broke, "enemies will not attack"?





[Vertnoir](#) • 2/1/2022

This ability has a maximum number of targets



[A Fandom user](#) • 9/13/2022

Build strength for extra targets



Write a reply



[A Fandom user](#) • 12/31/2020

Does terrify work on vomaylsts on plains of Eidolon?



Write a reply



[Szaszy](#) • 10/2/2020

Can a [nullifier crewman](#) pop his bubble while under the effect of this ability rendering it void?



[FLUX2226](#) • 1/21/2021

Nullifier can do this with other abilities, including Nyx' Mind Control, so the answer is probably yes.



[Arraka Arkana](#) • 2/13/2022

At least with Mind control, you can somewhat reasonably destroy the drone creating the bubble. With Terrify, you really couldn't do it quickly enough to be worth it.



Write a reply





A Fandom user • 9/22/2020

stack with fire blast?



A Fandom user • 9/11/2021

Probably, but it'd be multiplicative rather than additive (so -20% and then -75% of the *remaining armor*, totalling 80% armor strip rather than 95% armor strip).



A Fandom user • 9/13/2022

For future reference this is now outdated



Write a reply



A Fandom user • 8/14/2020

Does this ability goes through walls?



Ru2cool • 9/16/2020

I haven't used the ability in a while but I believe it does.



Write a reply



A Fandom user • 12/8/2017

" enemies will not attack and will haphazardly flee, exposing themselves"
The Grineer Flasher strikes again!



SlappyG • 10/28/2021





A Fandom user • 10/13/2022

When the grineer expose themselves... who is *really* terrified?



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A Fandom user • 9/23/2015

this thing also can dispel manic's invincibility



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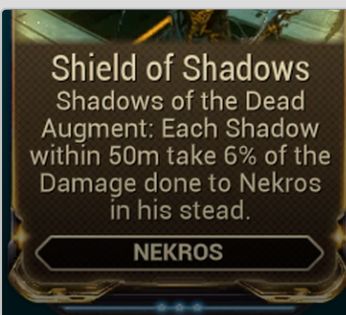
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