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Eidolon Lens



EDIT

Eidolon Lenses convert **4.25%** of excess Affinity into Focus points, **~41.7%** more than a Greater Focus Lens and **112.5%** more than a regular Focus lens. They can be crafted from a blueprint or purchased for  **60,000** from [Bird 3](#) in the [Sanctum Anatomica](#). Their blueprints can be obtained from [Cetus Bounties](#), or traded between players. Crafted Eidolon Lenses that have been attributed to a [school](#) can be traded between players. Eidolon Lenses require a [Greater Focus Lens](#) from any of the 5 [Focus](#) schools to craft.

Eidolon Lens



 Tradeable

 [Update Infobox Data](#)

Description

ced Greater Lens that has been d with Breath of the Eidolon.

General Information

Resource

 Cannot Sell



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WARFRAME Wiki



Vendor Sources ^

Official Drop Tables ^

<https://www.warframe.com/droptables>

Manufacturing Requirements					
					Time: 24 hrs
25,000	1	5			Rush:  10
 Market Price:  80		 Blueprints Price: N/A			

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Drop Locations

Mission Drop Tables



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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
Cetus Bounty	Cetus Bounty Lvl 40-60 Final Stage	A	7.14%	1	0.0714	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 40-60 Stage 4	B	4.73%	1	0.0473	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 40-60 Stage 4	A	4.73%	1	0.0473	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 40-60 Stage 4	C	4.73%	1	0.0473	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Steel Path Cetus Bounty Lvl 100-100 Final Stage	A	7.14%	1	0.0714	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Steel Path Cetus Bounty Lvl 100-	B	7.14%	1	0.0714	Plains of Eidolon/Cetus Earth; tall Konzu



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Cetus Bounty	Steel Path Cetus Bounty Lvl 100-100 Final Stage	C	7.14%	1	0.0714	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Steel Path Cetus Bounty Lvl 100-100 Stage 4 of 5	B	4.73%	1	0.0473	Plains of Eidolon/Cetus Earth; tall Konzu
Cetus Bounty	Cetus Bounty Lvl 40-60 Final Stage	B	7.14%	1	0.0714	Plains of Eidolon/Cetus Earth; tall Konzu
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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
Survival	Deimos Entrati Survival	C	30%	1	0.3	Persto, Deimos

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Blueprints Requiring Eidolon Lens

Blueprint	Type	Quantity
Lua Lens	Enhancement	1
Total		1

Last updated: [Hotfix 29.9.1](#) (2021-02-24)

Patch History

Hotfix 35.0.7 (2024-01-09)

- Fixed individual Focus School Eidolon Lens Blueprints being rewarded in Rotation C of the Survival, Persto mission instead of the intended Eidolon Lens Blueprint.
 - Each individual Lens Blueprint had a drop rate of 10% for each type, so we have adjusted the drop tables to compensate for this change by increasing the drop rate for the Eidolon Lens Blueprint and the Mandonel Barrel and Receiver. More details in the public drop tables.



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[Exilus Weapon Adapter](#) • [Secondary Arcane Adapter](#) •

	Focus Lens (Focus Lens , Greater Focus Lens , Eidolon Lens , Lua Lens)
	Forma (Aura Forma , Stance Forma , Umbra Forma) • Gravimag • Orokin Catalyst • Orokin Reactor
Keys / Navigation	Abyssal Beacon • Animo Nav Beacon • Baro Void-Signal • Clan Key • Enter Nihil's Oubliette • Grendel Chassis Locator • Grendel Neuroptics Locator • Grendel Systems Locator • Judgement Points • Mutalist Alad V Assassinate • Simulacrum Access Key
	Riven Transmuter • Veiled Riven Cipher
	(Prime) Titan Extractor • (Prime) Distilling Extractor
	Affinity Booster • Credit Booster • Mod Drop Chance Booster • Resource Booster • Resource Drop Chance Booster
	Rush Repair Drone
Others	

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)



Categories



Languages



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