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Eidolon Lure

58

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CODEX

A Grineer device meant to lure in Vomvalysts and trap their energy.

Eidolon Lures are specialized [Grineer](#) machines found on the [Plains of Eidolon](#). They are deployed at night near Grineer encampments and automatically depart when daytime starts by flying up into the sky.

They are used as a defense to distract and trap [Eidolon Vomvalysts](#) wandering near the camps, as the Grineer's conventional firepower proves otherwise useless against Sentients. They also function as tethers for [Eidolon Teralysts](#), [Gantulysts](#) and [Hydrolysts](#) once fully charged, preventing their teleportation and releasing [Sentient Cores](#) and

Eidolon Lure



[Update Infobox Data](#)

A Grineer device meant to lure in Vomvalysts and trap their energy.

General Information	
Faction	Grineer
Planet(s)	Earth
Tile Set(s)	Plains of Eidolon

[Eidolon Shards](#) once they are destroyed.

Mechanics

- Players cannot directly destroy these devices, instead they can only be damaged until they enter a disabled state, and then hacked (similarly to [Bursas](#)). Once hacked, they will start following the player who hacked it and will be marked on the [HUD](#) with a shield icon. Players can interact with the Lures (default  or ) to make them hold position, or (if already stationary) follow the player who interacts with them.
- Eidolon Lures will absorb Vomvalysts in their spectral form when they are within 5-6 meters. When absorbed, the Lure is charged, energizing one of the antennae on its dome. The fully charged state is indicated by the Lure glowing blue and the Lure's HUD icon turning blue as well.
 - An Eidolon Lure needs to be charged **three** times to function on the Teralyst.
 - Eidolon Lures can also be charged by players **directly** picking up the dark orbs of Vomvalyst energy and moving within range of a Lure, which will absorb the energy charge from the player. Note however that the Vomvalysts' energy - indicated by a blue aura around the [Warframe](#) or [Operator](#) - only lasts a few seconds after being picked up by players, and once the blue glow around the player fades the charge is lost.
- Bringing a Lure near a Teralyst when one of its Synovia weak points is destroyed will make the Lure emit an orange beam that tethers to the destroyed Synovia. This beam has a limited range of **50m**. This prevents the Teralyst from teleporting whenever it loses another Synovia. A single Lure will shoot up to two such beams, allowing it to connect to up to two destroyed weak spots on a Teralyst.
- If a Teralyst is defeated while chained by two fully charged Lures tethering all four

Shield	4,948.88
Health	19,896.22
Armor	281
Dmg. Reduction	29.03%
Base Level	1
Spawn Level	30
Level Scaling	
1500	
Selected Level	30 Reset
EHP	32,983.57
Steel Path EHP	--
Miscellaneous	
Codex Scans	20
Introduced	Update 22.0 (2017-10-12)
Drops	
None	
Official Drop Tables	
https://www.warframe.com/droptables	



The lures will then overload and explode, with a guaranteed drop of a [Flawless Sentient Core](#) and a [Brilliant Eidolon Shard](#), along with a large number of [Intact Sentient Cores](#).

- The [Gantulyst](#) and [Hydrolyst](#) Eidolons each require chaining by *three* fully-charged Lures to capture and will drop additional Sentient Cores as well as [Radiant Eidolon Shards](#).
- Lures will continuously deal a small amount of damage over time to [Eidolon Vomvalysts](#) if tethered to them in their physical form.

Notes

- Lures can be healed by weapons like the  [Sancti Magistar](#), some Warframe abilities (e.g.  [Blessing](#)), and so far one Archwing ability ( [Benevolent Decoy](#)), as well as benefit from some defensive damage reduction buffs (e.g.  [Blessing](#),  [Splinter Storm](#),  [Safeguard](#), etc.).
- As of [Update 22.20](#) (2018-05-17), Eidolon Lures will wait until the Eidolon have fully disappeared to be auto destroyed.

Tips

- When farming [Intact Sentient Cores](#) from Vomvalysts, it is wise to disable Lures on sight and leave them unhacked to prevent them from absorbing the Vomvalysts in their energy form and consuming their cores.

Trivia

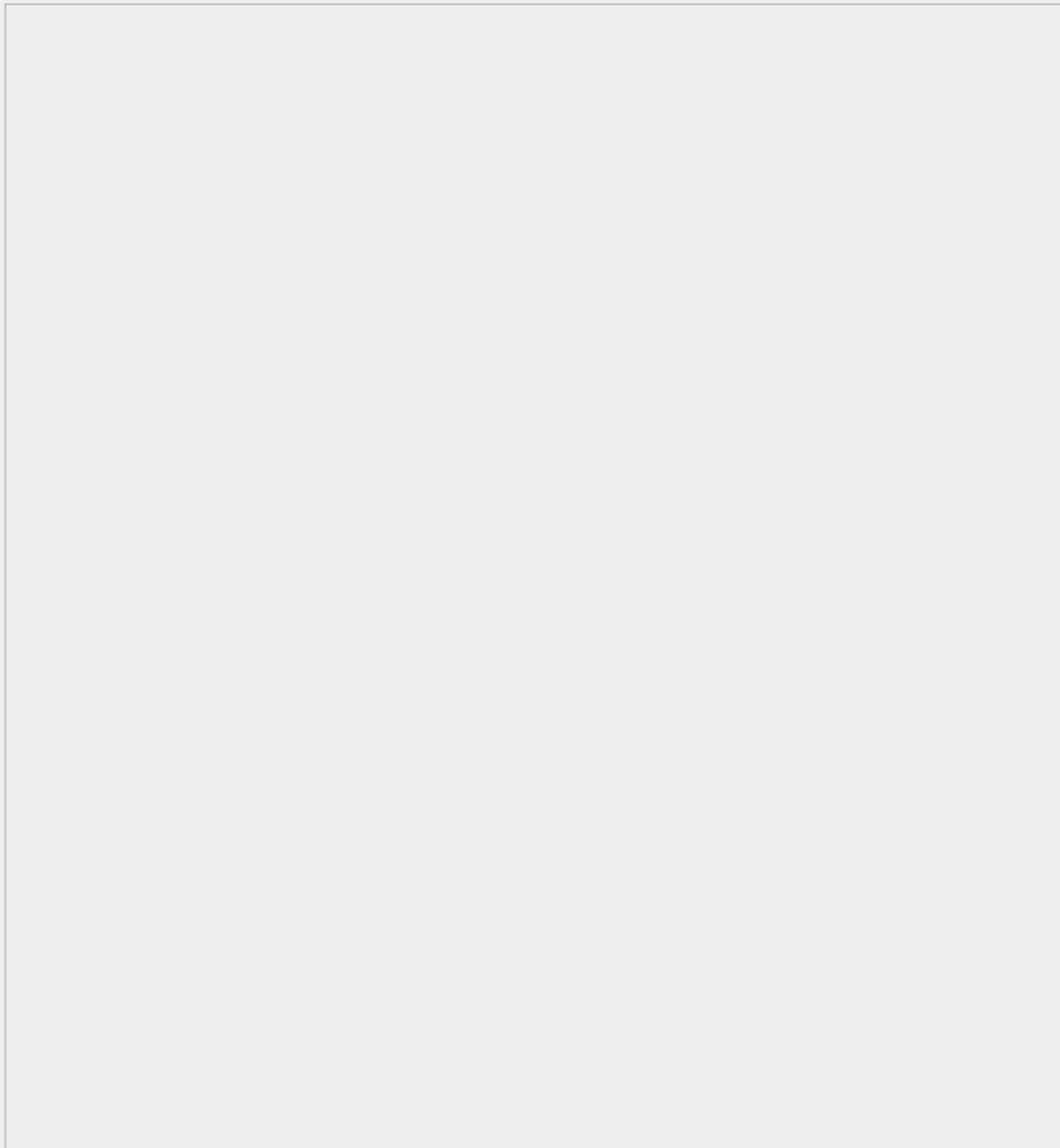
- Occasionally the Lure will give off a garbled imitation of the typical Eidolon wailing sound, presumably in a similar function to a [duck call](#).
- Upon introduction, the Eidolon Lure used the model of a [Regulator](#) with blue lights, before receiving a unique model in a later update.

Bugs

- Hackable Lures that are pushed away (e.g. with Frost's "Snow Globe" ability) will still be hackable from the spot they were in before activating the ability, instead of the Lure's actual position.

Media





The location of the lure spawns. Red area indicates the furthest lures possible from Eidolon Teralyst spawns.

Patch History

[Hotfix 34.0.2](#) (2023-10-19)

- Fixed Eidolon Lures still moving after being commanded to hold position.

[Update 30.8](#) (2021-10-04)

- Fixed Eidolon Lures not having a base level of 30 in non-Steel Path missions.

[Update 28.1](#) (2020-07-08)



Last updated: [Hotfix 23.1.1](#) (2018-07-19)

Grineer Edit [Collapse]	
Starchart Plains of Eidolon Rathuum Empyrean	
Light	Butcher • Flameblade • Guardsman • Powerfist • Scorpion • (Elite) Shield Lancer
Medium	Ballista • Drahk • Eviscerator • Hellion • Hyekka • (Elite) Lancer • Scorch • Seeker • Trooper
Heavy	Bailiff • Bombard • Commander • Drahk Master • Heavy Gunner • Hyekka Master • Manic • Napalm • Nox
Kuva	Kuva Guardian • Kuva Jester • Kuva Larvling • Kuva Lich • Kuva Trokarian
Archwing	Dargyn • Dreg • Hellion Dargyn • Lancer Dreg • Missile Battery • Shield Dargyn • Shield-Hellion Dargyn • Temporal Dreg • Ogma • Zeplen
Submersible	Darek Draga • Draga • Shock Draga • Sikula
Miscellaneous	Arc Trap • Latcher • Manic Bombard • Orbital Strike Drone • Propaganda Drone • Power Carrier • Roller (Sentry) • Regulator • Sensor Bar • Sensor Regulator • Target • Warden
Bosses	
Balor Fomorian • Captain Vor • Councilor Vay Hek • General Sargas Ruk • Kela De Thaym • Lieutenant Lech Kril • The Grustrag Three • Tyl Regor • Ven'kra Tel & Sprag • Wolf of Saturn Six	

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