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Not to be confused with [Sentinels](#).

Whispers from the Old War have begun to escape the deepest shadows. What terrible secret calls out to be discovered?


—Official Warframe Website





The **Sentients** are an artificial race from the **Tau System** that were the chief enemies of the [Orokin](#) during the Old War. Originally suspected to be a truly *alien* race (whereas the Orokin, [Grineer](#), [Corpus](#) and [Tenno](#) are all human or trans-human variations originating from [Earth](#), and the [Infested](#) are a successive mutation of them), [memory imprints](#) provided by [Cephalon Simaris](#) revealed that they were originally created by the Orokin

Sentient



Information	
Alias(es)	My creation (by Archimedian Perintol) Vile Blasphemies (by Ballas) Worms (by Grineer) Tau Vermin (by Councilor Vay Hek)
Quotes	Sentient/Quotes

sent to the Tau System.^[1] For this purpose, they were gifted with an extreme degree of adaptability and resilience, bordering on true self-determination. As their name suggests, they inadvertently gained [sentience](#). Coupled with their own innate abilities, they proved to be a formidable threat for the Orokin Empire, almost leading it to its downfall. All Sentients deal  [Tau](#) damage, alluding to their home system.

[Sentient](#) enemies take increased damage from  [Cold](#) and  [Radiation](#), but resist  [Corrosive](#). They also have a hidden weakness to  [Void](#), as it resets the damage adaptation that some Sentient units have.

Characters

Sentients are unique among the [Factions](#), in that they are, so far, comprised of only a handful of characters.

- [Natah](#) is the first sentient introduced, although she doesn't acknowledge it until the [Natah quest](#). Although the reawakening of the Sentients in the Origin System has tested both her psyche and her loyalty, she remains a firm ally of the Tenno.
- [Hunhow](#) is the second sentient to be revealed. Father of Natah, he was the leader of the Sentient invasion force before allowing himself to be destroyed and trapped in his tomb. Although once [enraged](#) toward the [Tenno](#) for having caused Natah to disobey her precepts and betray him, he is now more [neutral](#) towards them.
- [Erra](#) is Natah's older brother. He used to be an ally of [Ballas](#) before finally sacrificing himself for the Tenno when he realized the full extent of Ballas' apocalyptic ambition. After his death, his body became inhabited by [Pazuul](#).
- [Praghasa](#) is the sentient mothership. She only spoke during the teaser trailer for [The New War](#), although the voice from the Arcane Codices appears to be identical. Though her mind was permanently lost during the Old War, her body remains the most powerful weapon in the Sentient armada and served as the flagship of the second invasion of the Origin System. Her fate is uncertain.
- The unnamed sentient that once roamed the [Plains of Eidolon](#) was destroyed by

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ability to restore the Sentients' ability to reproduce. Its fragments still roam the plains at night.

- [Pazuul](#) is the most dangerous, intelligent and unstable of the four [Archons](#), Sentient-Warframe hybrids created by Erra during the Old War. Following the shattering of [Narmer](#), Erra's body was recovered by Narmer loyalists and made into Pazuul's new host, who then took charge of Narmer's remnants and began to rebuild their empire for the glory of Tau.

Lore & History

Orokin Era

The [Detron Crewman's](#) [memory imprint](#) seems to suggest that the Sentients were originally developed as terraforming tools bound for the Tau system. The Orokin crafted them with the ability to adapt to any sort of damage that they would encounter as well as the ability to replicate from damaged components. However, they were developed with a flaw, a weakness to the [Void](#) to interfere with their adaptation and replication, which would theoretically have left them stranded in the Tau system once they had finished their purpose. Normally, the Orokin would be opposed to such creations fearing that they would betray their creators, but [Ballas](#) feigned vehement opposition to manipulate the other Executors into approving them out of desperation for their dying [Origin System](#) and the Sentinent's supposed flaw.



Sentient remains on Earth, as shown during the Natah quest.

However, the Orokin's fears did come to pass; the sentience they had gained also caused them to realize that their creators would also lay waste to the Tau System^[2], and thus they returned to the Origin System to wage war with the Orokin. With their advanced adaptability they were taking over the most sophisticated Orokin technology, and gradually gaining powerful resistances even to the most advanced of Orokin weaponry. In desperation the Orokin utilized the [survivors](#) of the [Zariman Ten Zero](#) incident, to whom the Void had gifted immense power, to fight back against the Sentient threat. They were trained in the old ways of battle and given [conduits](#) that could withstand, channel and amplify their power. With the use of the [Tenno](#), the Orokin managed to turn the tide of battle.


However, the Orokin were betrayed by Ballas, who desired his own rule and had grown vengeful over the death of his beloved [Margulis](#). Using information provided to him by



within the Origin System. She would destroy the Empire from within and exterminate the Tenno.

Natah completed Hunhow's main objective with the purge of the Orokin but she could not bring herself to kill the Tenno. Instead, Natah chose to adopt them as her own children, as her human predecessor, Margulis, had done before. She hid the Reservoir, the Tenno's only weakness, in the

Void, keeping it safe from the retaliation of the Sentient. Denying her old identity, Natah took the name of the flower most beloved by Margulis, the [Lotus](#), and became the Tenno's custodian. The Sentients soon came to believe Natah had been reprogrammed by the Orokin when she encountered her brother [Erra](#) on a mission with several Operators, but did not recognize him despite his prodding. This provoked a long-standing disgust Hunhow's family has with Tenno in general, who view Operators as manipulative parasites.




Hunhow's ancient body, destroyed and submerged in the depths of Uranus' oceans

Plains of Eidolon

Although the majority of Sentient forces were driven back in what is now called the Old War, the [Glass Shards](#) encountered during [Saya's Vigil](#) tell of one massive Sentient that managed to land on [Earth](#). This powerful being laid waste to all but one of the cities and Towers: the Tower of the [Unum](#). The tower's defenses held firm with the help of its people and [Gara](#), who stayed to help defend the tower while other

Tenno had scattered. The Sentient, with its power waxing and waning with the dusk and dawn, would besiege the Unum's Tower by nightfall and retreat by morning. Gara would search for the Sentient's resting place during the daylight as the Unum had forbidden her from fighting the Sentient when it was at the height of its power. To aid Gara's search, the Unum gave her refined Temple [Kuva](#) to her followers, and instructed them to feed it to the local wildlife, connecting their consciousnesses to her own and allowing the Unum to discover the Sentient's refuge as the animals roamed.



Excalibur facing an army of [Conculysts](#) and [Battalysts](#) in the 'Tombs of the Sentient' trailer.

The Unum's plan had unintended consequences however, as when the Sentient captured one of the infused animals for study, it discovered that Kuva could restore its lost ability to replicate. Emboldened by the hope of rebirth, it escalated its nightly attacks as a result. As the Sentient besieged the Unum, Gara chose to confront the



upon the mortally wounded Gara, the bomb detonated, devastating the Sentient in the process and ending its threat on the Unum once and for all.

As testament of this final, climactic battle, the Sentient's fossilized wreckage is littered across the [Plains of Eidolon](#), a peculiar landscape with potent and unique resources. The being's dark power still stains the ground, waxing with the fall of darkness and waning at the crack of dawn, [altering the environment](#) each night as the [Eidolons](#), its now-mindless fragments, wander the land in an endless search for completeness.

After Gara's sacrifice, the very site of her decisive battle with the Sentient left what the [Ostrons](#) now call **Gara Toht Lake**, but unknown to all but the Unum and her most loyal followers [The Quills](#), the Sentient's main consciousness lay submerged somewhere in the lake, and it would attempt to make itself whole once more when night fell. However, a Warframe known solely as the Warden would arrive, driving the Sentient back night after night. This trial would continue until one fateful evening, where the Warden foolishly tried to make contact with the Sentient and was overwhelmed. Discovering that the Sentient was using him as a means to reform itself, the Warden cast himself into the lake to seal it. The time spent as an "anchor" to the Sentient would infuse the Warden with its eldritch energies, transforming him into the [Revenant](#).

Present-Day

Although the Sentients have been wiped out, they began to gradually resurface after [Tyl Regor](#) unearthed and reawakened [Hunhow](#)'s remains on [Uranus](#). Despite being beaten back by the Tenno and resealed, Hunhow and the [Shadow Stalker](#) are able to reveal [Lua](#)'s presence to force the Tenno's [true form](#) out of hiding.

[Ballas](#) eventually returned, reverting the [Lotus](#) back to [Natah](#) before manipulating both the Tenno and the Sentients into [a new war](#): he deceives the Tenno into believing that Natah is the true villain, and has [Erra](#), who believes his race is being led to peace and prosperity, deceive Natah into rallying the Sentient forces, who also manipulates [Alad V](#) into creating [Amalgam](#) soldiers for the Sentients. Despite the Tenno unifying with the [Grineer](#) and [Corpus](#) to fight back against a shared enemy, Ballas succeeds in banishing the Tenno and the Lotus into a Void portal.

Without the Tenno, the Origin System succumbs to the Sentients as they subjugate all into [Narmer](#), with Ballas at the head. However, this victory is threatened by the [Drifter](#), a paradoxical version of the Tenno's Operator, who recovers the Lotus and receives Hunhow's assistance to save their shared loved one, fighting off Erra's Sentient-Warframe [Archons](#) in the process. An enraged Ballas responds by having the Sentient



escape to [Tau](#). Erra, realizing Ballas intends to doom the Sentients, defects and sacrifices himself, ultimately allowing the Tenno and the Lotus to kill Ballas once and for all.

Narmer's losses are short-lived, however, as they are regrouped by their new leader [Pazuul](#), a new Archon that hijacked Erra's corpse. Having revived the other Archons, Pazuul continues Narmer's and the Sentient's subjugation of the Origin System.

With the conclusion of the New War, Hunhow has come to regret the circumstances surrounding himself and his family - his daughter effectively abandoning him, and his son being reanimated by forces beyond his control, all while he remains underneath the seas of Uranus, effectively helpless. He advises the Stalker to let go of his own hatred of the Tenno, though to little success. The Stalker eventually leaves Uranus himself after coming to terms with [Jade](#) and his own past, leaving Hunhow alone in the depths of the planet.

Tech and Weaponry

Main article: [Category:Sentient](#)

Before [The Second Dream](#) events, the Sentients were considered a distant memory by most of the Origin System's population, and even though there are [Sentients that survived](#) the Old War, they were few and mostly fragments. After Sentients progressively began to be a threat to the Origin System again, their technology has started to be studied and used by many factions, including the [Tenno](#) themselves, a good example being the [Basmu](#), crafted with Sentient materials, and the [Phantasma](#). The reclusive [Quills](#) in particular, with the assistance of the Unum who witnessed [Gara](#)'s final battle, have utilized resources from the [Plains of Eidolon](#) to develop modular components for a [hand-mounted blaster](#), which allows [select individuals](#) to channel the [energies of the Void](#)



weapons directly crafted by salvaging Sentient body parts such as the [Shedu](#) prove that it is indeed possible to use their technology against themselves, by removing their innate damage resistances. The [Paracesis](#), crafted by using [Eidolon Shards](#), is considered the "Sentient slayer" due to its innate ability to channel void energy, removing their ability to adapt.

Sentient technology as a whole is organic in appearance, emphasizing the use of curves, arches, and symmetry. Even their [warships](#) are considered living beings, and are seemingly capable of reconstructing themselves. The average Sentient is formed around a central core of energy which, coupled with their independent development from the rest of the [Orokin Empire](#) and its descendants, gives them a suitably "alien" appearance compared to the native technologies of the Origin System. This design philosophy has its drawbacks, as any force capable of ripping a Sentient's "torso" and exposing the core to damage will kill the Sentient easily. Although their ability to replicate from broken components is stunted due to the Void's properties, there's at least [one example](#) of a functional weapon created from the remains of a [damaged one](#).

As knowledge of the Sentients has been limited for a very long time, as well as their natural ability to subvert advanced technology, very little progress has been made of developing Sentient-based technology that *isn't* based on salvaging Sentient remains; [Cephalon Simaris](#) has found a means to create [artificial copies](#) of [Eidolon Shards](#), though they're nowhere near as potent as [actual Shards](#) when it comes to [the power they contain](#). Surprisingly, the [Grineer](#) have developed [a crude means](#) of containing Sentient energy, which is deployed to troops stationed on the outskirts of [Cetus](#) as a means of fending off [smaller Eidolons](#) at night. Regardless, the Grineer still err on the side of caution and position their base camps and outposts away from the path of [larger Eidolons](#).

Concerningly, the [Corpus](#) are developing their own Sentient-derived projects. One location in the [Orb Vallis](#) holds nothing less than a largely intact [Conculyst](#) surrounded by several smaller fragments of Sentient devices within a special containment cell, whilst a nearby testing chamber also features a firing range with a [Battacor](#). Their eventual breakthroughs resulted in a [garguantan combat platform](#) whose shields possess the same damage adaption ability that the Sentients have, which combined with other factors makes it all but seemingly invulnerable. Sites within the [Corpus Gas City](#) under [Alad V](#)'s command have also created [Amalgams](#), hybridizing [Grineer](#) and Corpus alike with Sentient technology. The Corpus's advancements are stated to "chisel weapons from their bones", implying that they are incorporating Sentient bodies to craft weapons. The most evolved Amalgams, however, can be considered part of the



Biology

The Sentients are described as being highly adaptable, being able to change and morph their bodies in order to withstand whatever damage they take. However, they are easily damaged by Void energy, which is presumed to render them sterile, and clears away whatever adaption they have made.

Whether sentients are composed of nanorobots or some kind of cell-like structures remains unknown, but it seems that being sterile doesn't prevent them from adapting to damage.

This ability to adapt is not widely available to every Sentient, however. Some units, like the [Brachiolysts](#) and [Tyro units](#) posses not damage adaption, so this ability may only show in older, more developed Sentients.

Some smaller Sentients can also be seen being 'born' in the biofluid pools aboard [Murex](#).

Sentient Contingents

Sentients are split into various "divisions" of sorts, which depend on their development, location, and purpose.

A Tyro Battalyst	Tyro	Fledgling Sentients that are sent into battle before fully developing. Due to this, they don't possess any innate damage adaptation.
	Anu	Space-faring Sentient units that are employed in raiding opposing enemy ships.

An Eidolon Teralyst	Eidolon	Eidolons are moribund and heavily fragmented Sentients, and are usually Sentients that are close to death. They generally have a shattered and fractured appearance, with masses of ghostly tendrils taking up the truncated stumps of its limbs
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Enemies

Sentient Drones

- [Aerolyst](#)
- Battalyst
- Brachiolyst
- Conculyst
- Mimic
- Oculyst
- Orth>

Main article: [Aerolyst](#)

Aerolysts are flying **Sentient** combat drones with the ability to heal their allies. They are immune to harm until the eight canisters surrounding their torsos are destroyed.



Spectral

- [Choralyst](#)
- Spectralyst
- Vomvalyst

Main article: [Choralyst](#)

Choralysts are spectral Sentient drones, easily identified by the long energy tendrils extending in place of their arms. They are summoned in large groups by [Summulysts](#), but unlike many sentient drones are not very durable.



Amalgam Arca Heqet

Amalgam Arca Kucumatz

Amalgam Cinder Machin

Main article: [Amalgam Arca Heqet](#)

Amalgam Arca Heqets are enhanced [Amalgam Heqets](#) equipped with an [Arca Titron](#). They can only be found in [Secret Corpus Laboratories](#).

Like its normal counterpart, Arca Heqets can generate [Spectralysts](#) based off of enemies targets, including Tenno.



Ship

Gyrinx

Ionyx

Murex

Splintrix

Main article: [Gyrinx](#)

Gyrinx is a heavy **Sentient** fighter that is first introduced during [Operation: Scarlet Spear](#). These briefly appear during [Railjack](#) portions of [The New War](#).



Bosses

Teralyst

Gantulyst

Hydrolyst

Ropalolyst

Condrix

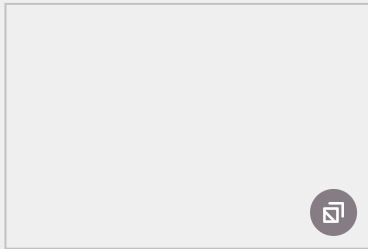
Orphix

Main article: [Teralyst](#)



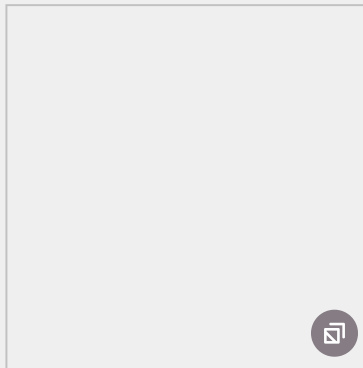
Other

Not every Sentient is an enemy. Some are strictly born to perform laborious tasks, while others are simply vestigial organisms that serve no apparent purpose other than decoration or storage



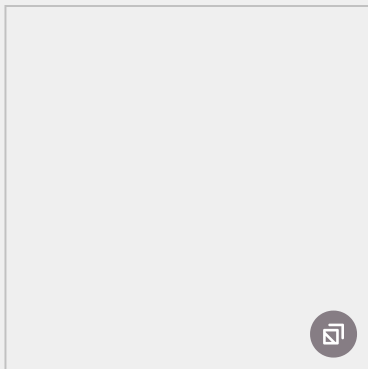
Kerulyst

Give your [Sentinel](#) the appearance of a Kerulyst, diminutive Sentients that evolved to become robust laborers in the Tau System.



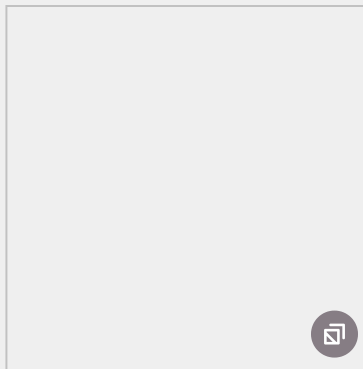
Membroid

A non-hostile, sack-like Sentient that acts as a living resource cache.



Neuravyre Syandana

A Sentient spinal symbiote that functions as [Caliban's](#) signature [Syandana](#).



Sporavyre Sugatra

A docile Sentient entity that can be used as a weapon decoration.

Damage Adaptation

Sentients have the ability to adapt up to **4** [damage](#) types from attacks: a Sentient's health is gated such that upon its hit points falling below a fixed percentage, it will grant



resistance to the damage type it has received the most. The Sentient will adapt to damage once per health gate, at the percentages listed below:

- First gate: **25%** Health lost.
- Second gate: **45%** Health lost.
- Third gate: **65%** Health lost.
- Fourth gate: **80%** Health lost.

Subsequent adaptation will be done in descending order of damage proportion for each health gate. A single Sentient can adapt against a maximum of **4** damage types even if another Sentient transfers their adaptation, and Sentients will still receive full damage from any damage that exceeds their health gate before adapting.

On adapting to a damage type, the color of the glowing core on their chest changes to the corresponding damage type they recently adapted to, along with displaying the icon of said damage type below their health gauge.

The adaptation decreases in effectiveness the more damage types it resists.

- For the first adaptation, the Sentients will resist the damage type by **90%**.
- For the second adaptation, the Sentients will resist the damage type by **80%**.
- For the third adaptation, the Sentients will resist the damage type by **75%**.
- For the fourth adaptation, the Sentients will resist the damage type by **70%**.

Using the [Operator's Void Beam](#), [Excalibur Umbra's Radial Howl](#), a rank 40 [Paracesis](#), [Shedu's](#) pulse on expending all ammo, or [Xaku's Xata's Whisper](#) will remove and reset all their acquired damage resistances. Sentients can still regain their resistances, however, the aforementioned abilities and weapons will always be able to remove them.

The Sentients also receive another **40%** resistance to the damage type at each adaptation, which stacks multiplicatively with the previously listed ones. These resistances cannot be removed by any of the methods listed above.

The damage gating also prevents Sentients from being killed in one shot, as the maximum percentage of health removable in one instance is:

- **25%** at full health
- **20%** between **75%** & **55%** max HP
- **20%** between **55%** & **35%** of max HP

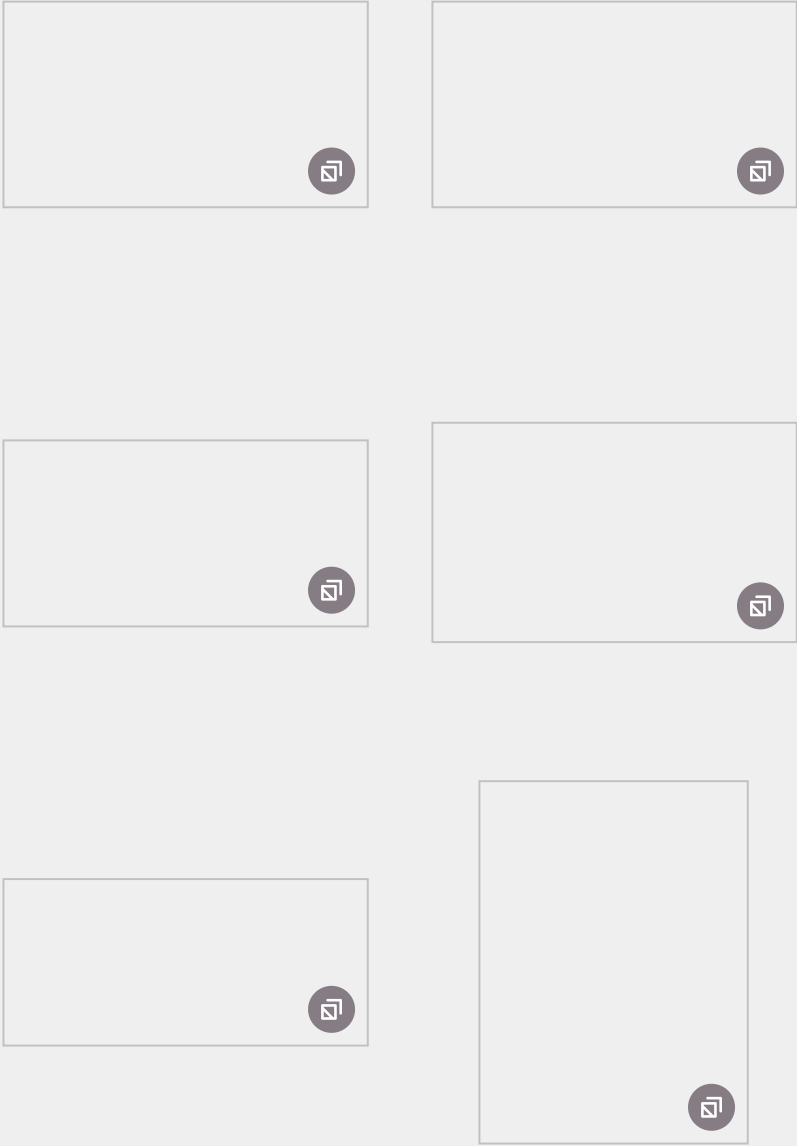


Trivia

- Across the various sources and legends mentioning them, the Sentients are, in multiple cases, referred to as having multiple bodies, heads, voices and pairs of eyes. This suggests that a singular "Sentient" is best understood as a single consciousness or guiding mind, inhabiting and controlling multitudes of bodies and platforms with limited independence. This could explain how, even though Hunhow's body was destroyed in the Old War, fragments of him remain, housing his mind so that he is not truly dead.
- Likewise, in the case of the Sentient of the Eidolon Plains, the destruction of the central consciousness lays waste to its various bodies. As the main consciousness was destroyed by [Gara](#), the remaining fragments, the Eidolons, are little more than mindless animals.
- Although the Sentients were mentioned occasionally in earlier builds of the game, it wasn't until [Update 17.0](#) (2015-07-31) where more detailed information about them was revealed.
- While it's never specified which Tau system that the Sentients were destined to go, the most likely candidate would be the [Tau Ceti](#) system, as it is a major candidate for extraterrestrial life to develop and possibly thrive, making it a reasonable choice for colonization. This is further reinforced by the name of the [Ceti Lacera](#).
- One of the earlier [Sentinel Cosmetics](#) is called the "Hunhow Sentinel Mask" and not only does it share Hunhow's name, but its overall design is similar to the faces of the [Battalyst](#) and the [Conculyst](#). It remains to be seen if this was a deliberate piece of foreshadowing however.
- Hunhow refers to the Sentient enemies as his "Fragments", implying they, like the sword [War](#), used to be part of Hunhow himself.
- Despite the Void being "toxic" to Sentients, they can still become corrupted during Void Fissure missions, and behaves as usual. Until now, it can occur in Corpus Gas City titlesets only if a player opens the secret labs. It can also occur if an Omnia Void Fissure is on Lua. Similarly, Conculysts summoned by Caliban via Lethal Progenity also ignores this weakness, and can be even summoned in the Void.

Gallery





Patch History

Update 35.0 (2023-12-13)

- Fixed certain Sentient enemies being pushed away by Nidus' Larva, instead of being pulled in as intended.

Hotfix 32.0.5 (2022-09-15)

- Sentient resource drop chances reduced from 50% to 7% in Archon Hunts specifically.
 - *For some brief history on this change: Sentients used to only be found as*



See also

- [Grineer](#)
- [Corpus](#)
- [Amalgam](#)
- [Infested](#)
- [Tenno](#)
- [Orokin](#)
- [Sentinel](#)

References

1. The Sentients had won. They had turned our weapons, our technology, against us. The more advanced we became, the greater our losses. - Orokin 'Warframe' Archive (from [Excalibur Codex](#))

2. "But when you arrived at that distant world, you knew that in time we would bring ruin to it as well. As we had to Earth." - *Ballas, according to the Vitruvian in The Sacrifice*

Sentient		Edit	[Collapse]
Drone	Aerolyst • Anu Mantalyst • Anu Pyrolyst • Battalyst • Brachiolyst • Conculyst • Eradicyst • Membroid • Mimic • Oculyst • Ortholyst • Summulyst • Symbilyst		
	Anu Interference Drone • Choralyst • Spectralyst • Vomvalyst		
Ships	Condrix • Gyrix • Ionyx • Murex • Orphix • Splintrix		
Bosses			
Teralyst • Gantulyst • Hydrolyst • Ropalolyst • Condrix • Suda-Hunhow • Wolf of Saturn Six (Amalgamized) • Typholyst			

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