

in: [Enemies](#), [Sentient](#), [Update 22](#), and [3 more](#)

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Eidolon Teralyst

270

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FACTIONS

SENTIENT

V

QUOTES

*Rising from the lakes at
sundown and returning to them
before dawn these simple-
minded monstrosities roam the
nighttime plains, howling,
searching for a thing they can
barely remember:
completeness. Wholeness. An
intelligence and malevolent
purpose which, fate willing, they
will never return to again.*

—Teralyst Eidolon Fragment

The **Eidolon Teralyst** is a gigantic
spectral [Sentient Eidolon](#) creature that

Eidolon Teralyst



Update Infobox Data

An ancient Eidolon, searching for its lost
brethren. Trying to make itself whole.

General Information

- Sentient
- Earth
- Cetus Bounty

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X

followed by [Eidolon Gantulyst](#) and then [Eidolon Hydrolyst](#).

The Eidolons are remnants of a massive Sentient that was defeated in a battle against the [Tenno](#) during the Old War, whose remains now wander the plains perpetually searching for their lost components. These fragments are, however, still formidable creatures armed with powerful attacks and near-impenetrable defenses, and are hostile to both [Tenno](#) and [Grineer](#) alike.

It is important to note players that have not unlocked [Transference](#) from [The War Within](#) won't have any means to properly fight the Eidolon Teralyst.

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Type	Grand Boss
Weapon(s)	Energy Cannon Arm
Abilities	Ground Stomp Ground Smash Star Fall Seeking Projectiles Tree Swing Sentient Residue Summoning Scream Regenerating Scream
Statistics	
Affinity	1,003
Shield	28,724.78
Health	333,135
Armor	692
Dmg. Reduction	45.56%
Body Multipliers	Head: 1.0x
Proc Immunity	All
Base Level	1
Spawn Level	50
Level Scaling	
1 500	
Selected Level	50 Reset
EHP	640,655.35
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Introduced	Update 22.0 (2017-10-12)
Drops	
Lethal Momentum22.22% Fatal Acceleration22.22% Terminal Velocity22.22% Collision Force8.33% Pummel8.33% Crash Course8.33% Full Contact8.33%	

11. References
12. See also

Behavior

The **Teralyst** emerges from bodies of water on the Plains at the fall of night accompanied by a column of blue light marking their location. They generally walk in one direction, even if the [Tenno](#) are nearby, though their attention can be drawn to specific locations by using [Eidolon Lures](#) found throughout the Plains at night.

The Teralyst has many different attacks and several do very high damage, but they are all telegraphed. Once acquainted, it is possible to easily avoid the most damaging attacks.

- **Seeking Missiles:** A sphere of light emitted from the Teralyst's back which splits into multiple homing missiles. These are not very accurate, and are easily avoided, but will hit in an Area of Effect even if missing.
- **Ground Stomp:** Stomps the ground, sending out a ground shockwave that knockbacks back any Tenno in its path a great distance (100-meter radius). Can be avoided through jumping, just like the Shockwave Moa.
- **Ground Smash:** Smashes the ground, sending out a series of high-damaging, homing quakes to the Tenno's position. These homing quakes can stun the Tenno and are 25m high. In later stages, these waves also return to the Teralyst.



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Sigil Drops	Teralyst Sigil 10.00%
Other Drops	Joints
	4x Exceptional Sentient Cores
	Killed
	Eidolon Shard
	Arcane Tempo 18.50%
	Arcane Consequence 14.95%
	Arcane Momentum 14.95%
	Arcane Ice 14.95%
	Arcane Nullifier 14.95%
	Arcane Warmth 14.95%
	Arcane Resistance 6.78%
	Captured
	Eidolon Shard
	Flawless Sentient Core
	Brilliant Eidolon Shard
	Teralyst Articula
	Arcane Tempo 15.68%
	Arcane Consequence 12.05%
	Arcane Momentum 12.05%
	Arcane Ice 12.05%
Arcane Nullifier 12.05%	
Arcane Warmth 12.05%	
Arcane Resistance 6.02%	
Arcane Deflection 6.02%	
Arcane Healing 6.02%	
Arcane Victory 6.02%	
Official Drop Tables	
https://www.warframe.com/droptables	

wide arc, each bullet creating a
alating heavy damage. Staggers.
and screeches into the air. This



- **Regenerating Scream:** The Teralyst glows blue and screeches. This will cause surrounding Vomvalysts (that are not affected by Summoning Scream) to link to the Teralyst and begin to regenerate its shield. Additionally, this will render it invulnerable to all damage until all linked Vomvalysts are destroyed. Has a slightly longer wind-up time than Summoning Scream.
- **Sentient Residue:** The Teralyst will "bleed" teal blood on the ground after losing at least one of its Synovia, dealing damage over time to those standing on it. It is hard to avoid these.
- **Star Fall:** Fires its gun into the sky, causing a rain of explosive, slightly homing projectiles on all targets nearby. The explosives may cause knockdown. This ability can deal damage through [Limbo's Rift Plane](#) and [Frost's Snow Globe](#). Base area-of-effect spans 200m in radius.
- **Energy Spikes:** The attack Teralyst uses upon the destruction of one of his joints. This will emit five pulses of high [Magnetic](#) damage. He will repeat this three times.
 - Following this attack, if there are any vomvalysts around the Eidolon, they will perform a mini energy spike dealing a moderate amount of damage over a smaller area without the magnetic status effect.
- Additionally, destroyed arm Synovias will emit **Seeking Projectiles** that have stronger homing capabilities, and leg Synovias will shoot out arcing shots of **Sentient Residue** that last a shorter duration.

If the Teralyst is still alive once sunrise hits, it will change course towards the nearest body of water. Upon arriving, it will become invulnerable and disappear in a pillar of blue light as it sinks back in, and all Eidolon Lures will self-destruct. The Teralyst can still be killed en route as long as it has not reached the water.

Damage Resistance

Eidolons' shields and health possess DR that scales depending on your weapon's DPS multiplier. Your DPS multiplier is defined as:

$$(\text{modded fire rate}) \cdot (\text{modded multishot})$$



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$$\text{Final Damage} \leq \bar{D} \quad \text{Final Damage} > \bar{D}$$

$\frac{108}{S \text{ Multiplier}}$,

been on screen if there was not



Eidolons possess a body part multiplier of 2x, and a critical damage bonus of 2x which would be factored into the above formula. The Eidolon's head possesses a 3x headshot multiplier and also benefits from the 2x critical damage bonus. However, when damaging the Eidolon's head, AOE weapons will not benefit from the 3x headshot multiplier, providing no bonus damage, and will not benefit from the 2x critical damage bonus. Body hits with AOE weapons will still benefit from the 2x body part multiplier and 2x critical damage bonus.

Strategy

General

Due to the Teralyst possessing [Sentient](#) health type, weapons with [Radiation](#) and [Cold](#) are most effective against it, while [Corrosive](#) is least effective. [Corrosive Projection](#) is recommended to decrease the Teralyst's armor. [Shield Disruption](#) has no effect on its shields. Bear in mind that the Teralyst is immune to all [Status Effects](#), except for [Void](#).

Weapons with a high damage to ammo ratio are recommended. Snipers and shotguns are ideal for this purpose. Explosives are ineffective on the weak points as they will *hit* the invulnerable body and deal no damage, unless the projectile can make a direct hit on the weak point and explode there. Shotguns that fire projectiles, such as the [Arca Plasmor](#), can be ineffective, since the weapon's damage will not register if any part of the projectile misses the joint.

The [Voidrig Necramech](#) is also capable of inflicting massive damage to the Teralyst's vulnerable points via [Arquebex](#). Modding for [Necramech Rage](#) helps keep its [Guard Mode](#) fueled.

The [Itzal Archwing](#) can be brought for fast traveling across the plains, and its [Cosmic Crush](#) is effective at gathering the Eidolon's loot.

To maintain a reliable source of [energy](#), bring lots of [Squad Energy Restores](#), [subsume](#) [Dispensary](#) to spawn a reliable source of energy orbs, and bring an Operator with [Zenurik's Wellspring](#). Bringing along an [Ancient Healer Specter](#) and equipping



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me powers. Therefore, highly [Rhino's](#) [Iron Skin](#) &



[Roar](#), [Trinity's](#) [Blessing](#), [Chroma's](#) [Cold](#) [Elemental Ward](#) and [Vex Armor](#), [Volt's](#) [Electric Shield](#), or [Harrow's](#) [Covenant](#) are good choices.

[Xaku's](#) abilities, despite dealing [Void](#) damage, have no effect on the Eidolon Teralyst shields.

Some Warframes are well-equipped to fight the Eidolon Teralyst for the utility they bring to the squad:

- [Chroma](#) can quickly shred and even one-shot the Synovia joints by using [Vex Armor's](#) **Fury** buff extensively.
- [Trinity's](#) [Blessing](#) will provide extra survivability to the entire squad, as well as making sure the Eidolon Lures are kept at full health.
- [Harrow's](#) [Covenant](#) can be used to render the squad immune to the [Magnetic](#) proc of the energy spike the Teralyst emits, and provide a maximum damage buff based on the massive amount of damage prevented. Duration should be normalized, so as not to interfere with Chroma's Vex Armor.
 - [Warding Thurible](#) can be used to provide damage reduction for the entire squad.
- [Nezha's](#) [Warding Halo](#) can be used to negate the [Magnetic](#) proc for yourself and with the [Safeguard](#) augment, the entire squad.
- [Limbo's](#) [Cataclysm](#) can be used to render the squad immune to most of Teralyst's attack including the [Magnetic](#) energy spike. Operators are not affected by Cataclysm and can fire through the rift while keeping their Warframes safe. Remember to decast the ability as not to interfere with the squad's weapons once the shield is down.
 - [Rift Haven](#) can also be used to individually [Banish](#) allies and Eidolon Lures to heal them while providing semi-invulnerability from Eidolon attacks.
- [Rhino's](#) [Roar](#) ability can be used to increase the overall party damage, given how durable the Teralyst is.
- [Volt's](#) [Electric Shield](#), on top of their damage and critical enhancing capability, is one of the two abilities in the game (the other being [Odonata's](#) [Energy Field](#)) which can enhance the [Operator's](#) damage, making them a solid



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dealt by weapons for the entire
re attacking the Teralyst or its
and its Nocturne buff also allows



- [Oberon's](#) [Hallowed Ground](#) can render allies standing on it immune to status, as well as provide healing with [Renewal](#). [Phoenix Renewal](#) can provide additional support and [Smite Infusion](#) can provide additional Radiation damage which is very effective against the Teralyst.
- [Sevagoth's](#) [Gloom](#) not only heals allies as they attack the Eidolon, the aura also slows down Vomvalysts, making it hard for them to both attack Eidolon lures and provide crucial support to a downed Eidolon.
 - Alternatively, [infusing](#) Gloom into [Garuda](#) allows her to keep the aura active by using [Bloodletting](#).
- [Dante's](#) [Light Verse](#) and [Final Verse's](#) Triumph can grant large amounts of [Overguard](#), improving the team's survivability and negating status effects.
- [Amesha's](#) abilities are very useful for the fight:
 - [Benevolent Decoy](#) can absorb the Star Fall and Seeking Projectile attack and turn them into healing pulses.
 - [Warding Grace](#) can block the Teralyst's magnetic procs.
 - [Vengeful Rush](#) grants invulnerability to all allies while they don't have a full energy pool.
 - This can be used to tank the Teralyst's magnetic blasts between stages.
- [Madurai](#) can amplify the user's own Operator damage. In particular, [Void Strike](#) boosts damage for both Operator and Warframe by a massive 1000% for 8 seconds every 40 seconds, shredding the Teralyst's shields.
- [Unairu's](#) [Unairu Wisp](#) can increase the entire squad's Operator damage by 100% for 20 seconds upon hitting an enemy with [Caustic Strike](#).

During any phase of the battle, players can bring [Eidolon Lures](#) into the battle and charge them by either letting them absorb three Vomvalysts in their spectral ethereal form, or by picking up the energy orb they drop (indicated by a blue beacon) and passing it onto the Lure. Once they are charged, they will glow blue, their waypoint will change from yellow to blue, and if brought near the Teralyst they will prevent it from teleporting away.



Phase 1



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erable to all sources of [damage](#), only be utilized by the Tenno (in).



If depleted, the Eidolon's joints – **Teralyst Synovia** – will become vulnerable to *all* forms of damage, not just [Void](#) damage, but damage resistances still apply. Note that their shield can still regenerate after a moderate delay if not taking any damage.

If one of their Synovia joints has been destroyed, it will drop an [Exceptional Sentient Core](#). The boss will then retaliate by emitting an **Energy Spike** – which is a massive [Magnetic](#) pulse expanding up to 60 meters away – and then teleport away from the Tenno and recovering 75% of their shield.

- If there is at least one charged [Eidolon Lure](#) to tether them, this teleportation can be prevented and the boss will only recover 50% of its shield.
- The Operator's [Void Mode](#) may also be used to completely ignore the damage and procs, but does not prevent procs affecting their Warframe.
- Remember to keep the [Eidolon Vomvalyst](#) count around the Teralyst to a minimum, as they can be a threat if ignored and enables the boss to regenerate their shields via the Vomvalysts.

Phase 2

Once two weak points have been destroyed, it will begin two new attack patterns while modifying the aggressiveness of the Vomvalysts.

- Firstly, the Teralyst will perform **Star Fall** – in which the Teralyst shoots into the sky causing a hailstorm of homing explosives, covering a large area around the Teralyst in multiple explosions. Staying airborne may help to avoid the radius of the explosive projectiles.
- Secondly, the Teralyst will follow it up with **Ground Smash** – in which the Teralyst smashes the ground sending a series of homing quakes – spread in a starburst pattern instead of circling outwards. This pattern does not change until all weak points have been destroyed.
- Finally, the [Eidolon Vomvalysts](#) spawned around the Teralyst will launch exploding spheres instead which deals more damage.

Once three Synovia joints have been destroyed, the Teralyst will attack more frequently and aggressively, and **Ground Stomp** will be followed by a slower damaging blue ring. The Vomvalyst spawn rate will increase notably.



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Teralyst will drop down and take a new form to merge with it. Each



Vomvalyst that merges with the Teralyst will heal it. The players should intercept and kill as many as possible. This phase will end automatically after approximately 30 seconds.

Phase 4

In this phase, the Teralyst will not regenerate its shields and can be killed entirely. Their attack pattern closely resembles the pattern of the third phase.

Once the Teralyst dies, it will drop to the ground, dropping an [Eidolon Shard](#) as well as one of the [Pummel](#), [Full Contact](#), [Crash Course](#), or [Collision Force](#) mods.

If successfully defeated while tethered by at least two charged [Eidolon Lures](#), the Teralyst will be **captured**. The lures will self-destruct and yield an additional four Intact Sentient Cores, two Exceptional Sentient Cores, a Flawless Sentient Core, and a [Brilliant Eidolon Shard](#); all of which drop from the lures and *not* the corpse of the Teralyst. **To know that the requirement of capture is fulfilled, listen for [Quill Onkko](#)'s comment: "Sentient energy contained".**

Summary

- **Preparation Phase:** Damage an [Eidolon Lure](#) and [hack](#) it to take control of it. The Lure can then be charged by either letting it absorb a nearby [Eidolon Vomvalyst](#)'s spectral form, or by picking up the energy orb they drop (indicated by a blue beacon) and passing it onto the Lure. Each lure needs the energy of three Vomvalysts to fully charge. It is recommended to have two lures under control by the end of the hunt.
- **Phase 1:** The Eidolon Teralyst's shield can only be damaged with [Operator](#)'s [Void](#) damage. The Synovia weak points will be vulnerable once its shields have been depleted.
- **Phase 2:** Take down Synovia; this will trigger an energy spike of 5 [Magnetic](#) waves in a 65-meter radius and yield an Exceptional [Sentient Core](#) for each one destroyed.
 - **With no charged Lure:** The Teralyst will teleport away, regenerating 75% of its shield.
 - **With at least 1 charged Lure:** The Teralyst will not teleport away, regenerating only half of its shield.



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ne Teralyst will call upon with the Operator. vulnerable to damage. At this



- **With 0-1 charged Lures (Killed):** The Teralyst will collapse to the ground, yielding only an [Eidolon Shard](#) and an [Arcane Enhancement](#).
- **With 2 charged Lures (Capture):** The Teralyst will be absorbed and dissolved into the ground, the Lures tethered to it explode, yielding a generous amount of [Sentient Cores](#), an [Eidolon Shard](#), a [Brilliant Eidolon Shard](#) and an [Arcane Enhancement](#). Certain Arcanes are rewarded *only* from successful Captures.
 - Capturing the Teralyst is required to summon the [Eidolon Gantulyst](#), as it is the only way to obtain the Brilliant Eidolon Shard necessary for the summoning.

Tips

- [Shattering Impact](#) can remove the Teralyst's armor, even while it's shielded; 21 hits will remove the Teralyst's armor entirely, allowing weapons to deal full damage.
- As the Teralyst is part of the [Sentient](#) faction, it is vulnerable to [Radiation](#) and [Cold](#) elements, but resists [Corrosive](#).
- The Operator's Void Mode is the best way to avoid damage from all of the Teralyst's area of effect attacks, as Void Mode renders the Operator immune to all forms of damage while leaving the Warframe similarly invulnerable to attack while the Operator is out. Companions remain vulnerable, however.
- It is recommended that players with [Eidolon Lures](#) following them should not be the main source of damage in the squad, as the lures seem to frequently drift in front of the player, blocking shots and preventing the player from damaging the Teralyst.
- Only one charged Eidolon Lure is required to tether the Teralyst. Therefore, a second one can be charged later into the fight.
- If the Teralyst teleports away, it will emit a highly visible pillar of light wherever it arrives. Additionally, all nearby Vomvalysts will attempt to reconvene with the Teralyst, regardless of distance. A [Titania](#) in [Razorwing](#) or any player with an [Archwing Launcher](#) can easily fly up and locate the pillar.
 - Similarly, upon entering the plains, the Teralyst's initial spawn will be accompanied by the same pillar of light.



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✖ ). This will track its location, on ammunition or hack teleports away then the waypoint



- Eidolon Lures do not follow if the player is high off the ground, teleporting once they land. This can be exploited by using Archwing Launcher (or [Titania's Razorwing](#)) to escape the Magnetic Energy Spikes without touching the ground as the charged Lures prevent the Teralyst from teleporting away.

Trivia

- *Eidolon* in Greek literature are spirit-like images of a living or dead person.
- Eidolon Synovias are a direct reference to [synovial joints](https://en.m.wikipedia.org/wiki/Synovial_joint) (https://en.m.wikipedia.org/wiki/Synovial_joint), which are compound joints found throughout the body.
- It was revealed on [Devstream 102](#) that Eidolon vocal sound effects were made using humpback whales' calls.^[1]
- Eidolon Teralyst is sometimes referred to by the community as "Terry".
- The 3 night bosses of [Plains of Eidolon](#) together are sometimes referred to by the community as "Tridolons" (i.e. "Three Eidolons" - **Eidolon Teralyst**, followed by [Eidolon Gantulyst](#), and finally by [Eidolon Hydrolyst](#)).

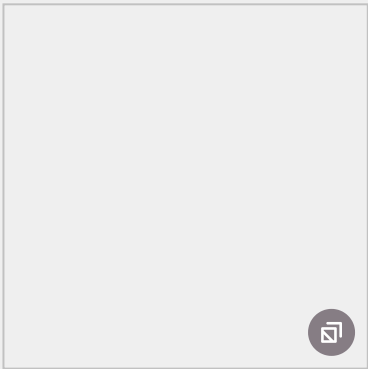
Bugs

- After killing a Teralyst, the doors back to Cetus may not open.
- Exceptional Cores may not drop for some players or be dropped up to 30m away.
- The Teralyst may occasionally begin rapidly flying upwards, then abruptly fall to the ground shortly after reaching the height limit.
- The Teralyst may randomly turn invisible during the fight. It is still possible to damage the shield/joints with certain weapons, however the hit-box for the joints is inconsistent and may require many 'test shots' in order to damage one successfully. If a joint is destroyed while it is in this state it will instantly teleport to a random spawn location.
- Even if you have charged lures to prevent the Eidolon from teleporting away, there is still a chance that it will teleport away.
- If the Teralyst is staggered while casting Star Fall (as when a Synovia is destroyed), its gun will wave erratically and may fire the projectile downward, causing the falling projectiles to spawn at or near ground level. Occasionally they will spawn below ground level, causing them to "fall" upward into the sky
- The Teralyst might remain even past nighttime, wandering during daylight and

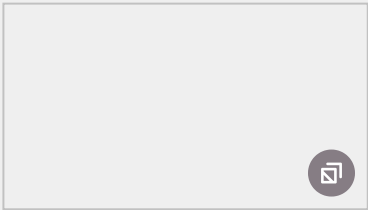


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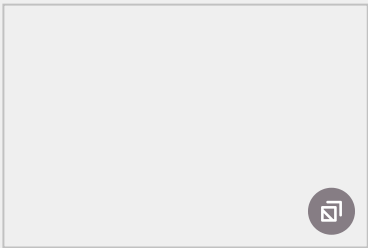
Teralyst Articulo



Codex entry



Teralyst Sigil



Concept art

References

- 1. [Devstream #102 21:00 \(https://youtu.be/AuUw0_zl_ko?t=1260\)](https://youtu.be/AuUw0_zl_ko?t=1260)

Patch History

Hotfix 37.0.4 (2024-10-10)

- Fixed several script errors caused by Eidolons.

Update 36.0 (2024-06-18)

- Fixed a script error caused by a player with a Mastery Rank lower than 5 joining an Eidolon hunt.

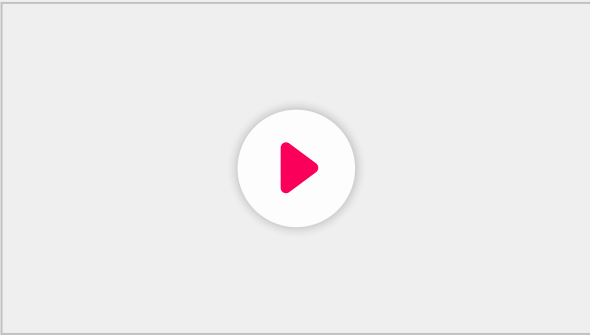


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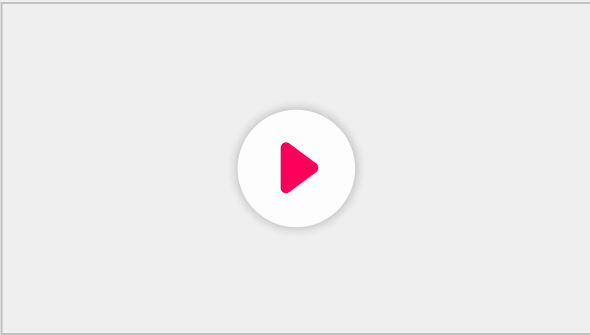
dated: [Hotfix 23.0.3](#) (2018-06-19)



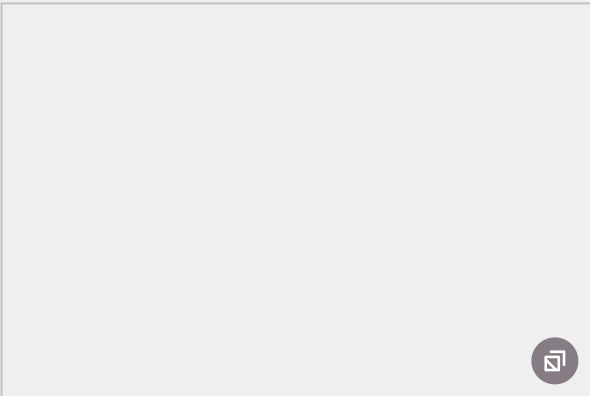
Media



Warframe - TERALYST and VOMVALYST HUNT - Onkko Standing



Extreme bug in Warframe



References





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✕

- [Eidolon Gantulyst](#)
- [Eidolon Hydrolyst](#)
- [Eidolon Shard](#)
- [Brilliant Eidolon Shard](#)

Sentient		Edit	[Collapse]
Drone	Aerolyst • Anu Mantalyst • Anu Pyrolyst • Battalyst • Brachiolyst • Conculyst • Eradicyst • Membroid • Mimic • Oculyst • Ortholyst • Summulyst • Symbilyst		
Spectral	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			

Bosses and Mini-Bosses			[Collapse]
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)	
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)	
	Quest	Elder Queen (The War Within)	
	Event	Balor Fomorian (Fomorian Fleet)	
Corpus	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)	
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)	
	Quest	Protea Specter (The Deadlock Protocol)	
	Event	Razorback (Razorback Armada)	
	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)	
		Infested Ship	
		sa (Patient Zero)	
		n • Hemocyte (Plains of Eidolon)	
		n (Plains of Eidolon)	



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Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
The Murmur	Mission	Scathing Whisper • Mocking Whisper

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