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Eidolon Gantulyst



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FACTIONS SENTIENT

Legends say the Gantulyst wields an enormous boulder for an arm and radiates powerful beams of Sentient energy. The Ostrons built a shrine in its honor hoping to gain its favor.

The **Eidolon Gantulyst** is an enormous spectral [Sentient Eidolon](#) creature that can be summoned on the [Plains of Eidolon](#) at night, acting as one of the [Grand Bosses](#) of the [landscape](#). This is the second of the 3 night bosses of [Plains of Eidolon](#), preceded by [Eidolon Teralyst](#) and followed by [Eidolon Hydrolyst](#). Much larger than the preceding Eidolon Teralyst, this one has replaced its

Eidolon Gantulyst



[Update Infobox Data](#)

A massive, lumbering, brute of an Eidolon.

General Information

Classification Sentient

Planet(s) Earth

Mission Cetus Bounty

Type(s) Free Roam



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WARFRAME Wiki



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 Gantulyst.

☰ Contents
1. Behavior
2. Strategy
2.1. General
2.2. Summary
3. Tips
4. Trivia
5. Bugs
6. Gallery
7. Patch History
8. See also

Behavior

After Tenno capture the [Eidolon Teralyst](#), they must offer their [Brilliant Eidolon Shards](#) on the Eidolon shrine located in the middle of **Gara Toht Lake**. This will cause the Eidolon Gantulyst to emerge from the

Type	Grand Boss
Weapon(s)	Laser Cannon Arm
Abilities	Ground Stomp Ground Smash Super God Ray Seeking Projectiles Rock Swing Energy Pillars Sentient Residue Summoning Scream Regenerating Scream Gantulyst Shield Knockback Pulses
Statistics ^	
Affinity	1,028
Shield	40,525.01
Health	447,400
Armor	829
Dmg. Reduction	49.87%
	
Body Multipliers	Head: 1.0x
Proc Immunity	All
Base Level	1
Spawn Level	55
Level Scaling ^	
	1  500
Selected Level	55 <input type="button" value="Reset"/>
EHP	933,004.56
Steel Path EHP	--
Miscellaneous ^	
Codex Scans	3
Produced	Update 22.0 (2017-10-12)
Drops ^	
Drops	Perpetual Agony 32.21% Lingering Torment 32.21% Continuous Misery 32.21% Auger Strike 0.84%



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specific locations by using Eidolon Lures found throughout the Plains at night. The Gantulyst has many different attacks and several do extremely high damage, and while most of those attacks are telegraphed, they may remain quite hard to dodge, even with extensive use of the [Operator's](#) Void Mode. Despite its massive size that towers over the Teralyst, the Gantulyst's speed isn't weighed down and moves much faster than its predecessor.

- **Seeking Sphere:** A sphere of light emitted from the Gantulyst's back which slowly travels to its target while firing somewhat inaccurate projectiles. These are very slow, and the sphere can either be dodged or destroyed with the Operator's amp.
- **Summoning Scream:** The Gantulyst glows green and screeches into the air. This will summon and buff Vomvalysts around it.
- **Gantulyst Shields:** After a **Summoning Scream** or a **Regenerating Scream** The Gantulyst deploys a large orange dome covering the area around it, which blocks enemy fire coming from outside the dome. The dome moves with the Gantulyst, who acts as its center, forcing Tenno to get much closer to the Eidolon in order to damage it. Additionally, the dome emits pulses of energy



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	Piercing Caliber 0.84% Breach Loader 0.84%
Resource Drops	Region Resource 7.00%
Sigil Drops	Gantulyst Sigil 10.00%
	Limbs 6x Exceptional Sentient Cores
	Killed 3x Eidolon Shards Arcane Strike 18.25% Arcane Awakening 18.25% Arcane Guardian 15.68% Arcane Phantasm 10.20% Arcane Eruption 10.20% Arcane Agility 10.20% Arcane Acceleration 10.20% Arcane Precision 7.02%
Other Drops	Captured Flawless Sentient Core 3x Eidolon Shards Brilliant Eidolon Shard Radiant Eidolon Shard Gantulyst Articula Arcane Strike 14.63% Arcane Awakening 14.63% Arcane Guardian 11.92% Arcane Phantasm 9.25% Arcane Eruption 9.25% Arcane Agility 9.25% Arcane Acceleration 9.25% Arcane Precision 5.92% Arcane Pulse 5.29% Arcane Ultimatum 5.29% Arcane Aegis 5.29%
	Official Drop Tables
	https://www.warframe.com/droptables

The shrine located in the middle of Gara Toht lake.



- **Knockback Pulses:** If **Gantulyst Shields** are active, **Ground Stomp** is followed by 4 shockwaves with very powerful knockback. It can be dodged by jumping over them.
- **Energy Pillars:** If **Gantulyst Shields** are not present, **Ground Stomp** is followed by several pillars of light emerged from the ground, dealing heavy damage to anything coming in contact with them. Small patches of yellow smoke and teal-colored ground briefly indicate where the pillars will emerge.
- **Ground Smash:** Smashes the ground, sending out a series of high-damaging, homing quakes to the Tenno's position. These homing quakes can stagger the Tenno and are 25m high.
- **Rock Swing:** Swings its rock arm inflicting damage to Tenno struck by it.
- **Laser Swing:** Similar to the [Teralyst's](#) Gun Swing, the Gantulyst swings its gun arm while firing a continuous beam of light in a wide arc. The laser leaves behind a trail of fire, which explodes shortly after.
- **Regenerating Scream:** The Gantulyst glows green and screeches. This will cause surrounding Vomvalysts (that are not affected by Summoning Scream) to link to the Gantulyst and begin to regenerate its shield. Additionally, this will render it invulnerable to all damage until all linked Vomvalysts are destroyed.
- **Sentient Residue:** The Gantulyst will "bleed" teal blood on the ground after losing at least one of its Synovia, dealing damage over time to those standing on it.
- **Star Prism:** Fires a prism into the sky, which then explodes into multiple lasers firing in all directions, dealing heavy damage.
- **Energy Spike:** The attack Gantulyst uses upon the destruction of one of its limbs. This will emit five pulses of high [Magnetic](#) damage. It will repeat this five times.

If the Gantulyst 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 Gantulyst can still be killed en route as long as it has not reached the water.

Strategy

General



Dealing with the Gantulyst is essentially the same as dealing with the Teralyst, with a



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the Teralyst's four, thus requiring re it. These are located on each



- The Gantulyst is much bigger, and moves much faster than its smaller counterpart. Because of this, hitting its weak points becomes more challenging.

The Gantulyst remains immune to [Xaku's](#) [Void](#) abilities. For recommended Warframes to deal with the Gantulyst, refer to the [Strategy section for the Teralyst](#).

Players who have control over the lures should stay as close to the Gantulyst as possible, in the event that the latter deploys its **Gantulyst Shields** (the orange dome). Lures outside the dome will *not* link to the Gantulyst's broken limbs and seemingly take fatal damage from the pulses the dome emits.

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 three lures under control by the end of the hunt.
- **Phase 1:** The Eidolon Gantulyst's shield can only be damaged with [Void](#) damage; this can be done with the [Operator's](#) power (unlocked only after The War Within). The Synovia weak points will be vulnerable once its shields have been depleted.
- **Phase 2:** Destroy a 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 Gantulyst will teleport away, regenerating 75% of its shield.
 - **With at least 1 charged Lure:** The Gantulyst will not teleport away, regenerating only half of its shield.
- **Phase 3:** Once all Synovia have been destroyed, the Gantulyst will call upon surrounding Vomvalysts to heal it. Destroy these with the Operator.
- **Phase 4:** The Gantulyst's entire body will finally be vulnerable to damage. At this point it can be defeated.



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The Gantulyst will collapse to the ground, [Cane Enhancement](#). The Gantulyst will be absorbed and to it will explode, additionally [as](#), one [Brilliant Eidolon Shard](#)



(reimbursed), one [Radiant Eidolon Shard](#), and drawing from a different drop-pool of Arcane Enhancements.

- When captured, the Gantulyst may also drop an Eidolon Gantulyst [Articula](#), which can be placed in the Orbiter for Decoration.
- Capturing the Gantulyst is required to summon the [Eidolon Hydrolyst](#), as it is the only way to obtain the Radiant Eidolon Shard necessary for the summoning.

Tips

- [Shattering Impact](#) can remove the Gantulyst's armor, even while it's shielded; 22 hits will remove the Gantulyst's armor entirely, allowing weapons to deal full damage.
- As the Gantulyst is part of the [Sentient](#) faction, it is vulnerable to [Radiation](#) and [Cold](#) damage, but resists [Corrosive](#).
- Due to the larger size of the Gantulyst, the [Granmu Prism](#) often becomes more viable than the [Shwaak Prism](#) which loses its ability to deal multiple counts of damage in one hit on the Gantulyst because of its relatively short range. The [Klebrik Scaffold](#) can be used as a complement to dispatch the Vomvalysts with ease.

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.wikipedia.org/wiki/Synovial_joint) (https://en.wikipedia.org/wiki/Synovial_joint), which are compound joints found throughout the body.
- The Eidolon Gantulyst was placeholder-named as "Bigalyst" during development and is still referred to as such in the game's files.
- Eidolon Gantulyst is sometimes referred to by the community as "Garry".
- 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



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mp will emit additional pulses

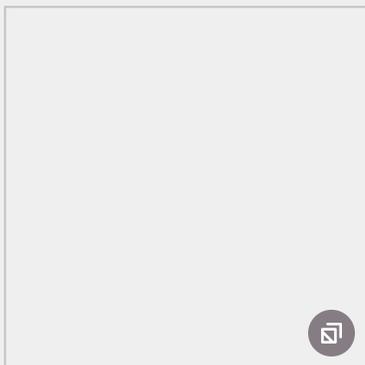
ism (as when a Synovia is



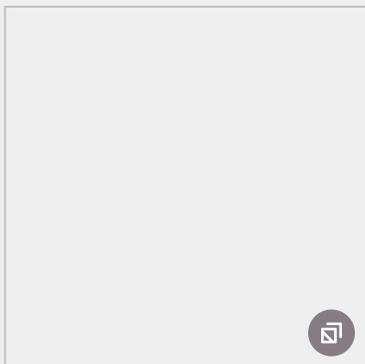
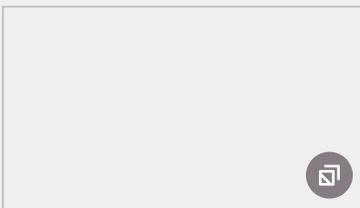
making its lasers extremely difficult to avoid on flat ground. If on a slope, it is advised to move up-slope from the prism, avoiding it entirely.

- The Gantulyst's Synovias display as Teralyst Synovia, rather than Gantulyst Synovia

Gallery



Gantulyst Artacula



Gantulyst Sigil

Patch History

Hotfix 37.0.4 (2024-10-10)

- Fixed several script errors caused by Eidolons.



Update 36.0 (2024-06-18)



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See also

- [Plains of Eidolon](#)
- [Eidolon Teralyst](#)
- [Eidolon Hydrolyst](#)
- [Eidolon Vomvalyst](#)
- [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-Zanuka Hunter (Assassin) • The Deadlock Protocol • Azorback Armada • Juggernaut Behemoth (Eris)



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- ✕ [Zanuka Hunter \(Assassin\)](#)
- [The Deadlock Protocol](#)
- [Azorback Armada](#)
- [Juggernaut Behemoth \(Eris\)](#)

		(Deimos)
	Mission	Juggernaut (Infested Ship)
	Quest	Infested Mesa (Patient Zero)
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
	Planet	Ropalolyst (Jupiter)
Sentient	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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Languages ▾

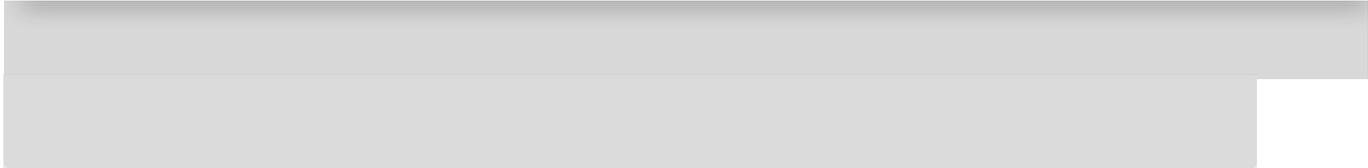
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