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Lethal Progeny

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Lethal Progeny

Cycle through Sentient unit types, then summon them to Caliban's side. Conculysts focus on raw melee damage. Ortholysts specialize in ranged attacks and inflict {{D|Tau}} Status Effect. Summulysts summon their own Choralysts and provide shield protection for the squad.

Introduced in [Update 31.0](#) (2021-12-15)

Strength:

Caliban's Rank x Str (Sentient rank)
+ 10 / 15 / 20 / 25 (shield restore per second)
1 / 1.5 / 2 / 2.5 x (damage multiplier)
1 / 1.33 / 1.66 / 2 x (health multiplier)

Duration:

? / ? / ? / 45 s

Range:

25 m (shield repair range)

Misc:

10x (damage multiplier)
1000 ( **Tau** Conculyst tornado damage)
10 s (Conculyst tornado duration)
4 s (Conculyst tornado cooldown)
0.5x (Conculyst  **Fusion Strike** damage multiplier)



300% ( **Tau** Ortholyst mortar status chance)
 5 m (deploy range)
 10 m (teleport radius)
 40 m (teleport range)
 3 (max Conculysts)
 3 (max Ortholysts)
 1 (max Summulyst)
 6 (max Choralyst)

Info Tips & Tricks

- Caliban expends  **50 Energy** by holding down the ability button (default **3**) to call down **Sentient** reinforcements from above: **Caliban's Conculysts**, **Caliban's Ortholysts**, or **Caliban's Summulyst**. Sentient fighters are summoned at a variable rank level depending on Caliban's own Warframe **Rank** multiplied by his  **Ability Strength**, with a damage multiplier of  **1x / 1.5x / 2x / 2.5x** and a **Health** multiplier of  **1x / 1.33x / 1.66x / 2x**, and inflict **10x** damage to non-Sentient enemies, as they fight alongside Caliban for  **? / ? / ? / 45** seconds before self detonation. All Sentient fighters restore the **Shields** of Caliban and his allies within  **25** meters and in soft **Line of Sight** by  **10 / 15 / 20 / 25** shield points per Sentient fighter per second which overflows into Overshields.

- Caliban's Conculyst:**

- 3** melee fighters will appear when the ability is cast.
- Occasionally performs a tornado attack inflicting **1000**  **Tau** damage. This lasts for **10** seconds with a cooldown of **4** seconds.

- Caliban's Ortholyst:**

- 3** ranged fighters will appear when the ability is cast.
- Fires cannons with **100%**  **Tau** status chance and mortars with **300%**  **Tau** status chance.

- Caliban's Summulyst:**

- 1** summoning unit will appear when the ability is cast.
- Continuously summons up to **6** **Caliban's Choralysts** with increased **Threat Level**. Due to the higher number of summons, the Summulyst and Choralysts also provide more shield regeneration than other Sentient fighters.
 - A Choralyst that dies will immediately be resummoned by the Summulyst if it is still alive.



- Amount of total shield recharge per second is shown under a Lethal Progeny buff icon displayed beside Caliban's shield and health indicators.
- Shield recharge is disabled when Shield Gate is triggered and will resume when Caliban's shields begin to recharge itself.
 - Shield recharge can be resumed by recovering any shield amount, including by the [Augur Set](#).
- Can be recast while active, refreshing the duration and replenishing up to the maximum number of Sentient fighters.
- Only one group of Sentient fighters can be active at a time. Casting the ability to summon a different group will remove the current group.
- Sentient fighters are shown above Caliban's ability icons as a custom UI element including a cycle-selection wheel, duration timer, icons, names and effect descriptions.
- Sentient fighters can be cycled before cast or while the ability is active at no energy cost by tapping the ability button.
- Sentient fighters possess their innate Damage Adaptation, which includes health gating and damage reduction for adapted damage types.
- Sentient fighters do not have collision.
- Sentient fighters will teleport within a radius of **10** meters around Caliban if it wanders beyond **40** meters away from him.
- Sentient fighters will receive percentage damage to their hitpoints and repeated  Stagger when inside an ability-nullifying field, such as those of the [Nullifier Crewman](#).
- **Ability Synergy:**
 -  [Razor Gyre](#) can generate shields if used while Caliban is at full health, allowing Lethal Progeny's shield recharge to immediately resume.
 - [Sentient Wrath's Damage Vulnerability](#) increases Lethal Progeny's damage.
 - [Fusion Strike](#) coordinates Conculysts to fire their own Fusion Strikes at Caliban's reticle for **0.5x** damage effectiveness.
- Casting Lethal Progeny is a full-body animation that stops Caliban's ground movement and other actions.
- Caliban visually raises his left arm toward the sky to summon the Sentient fighters that descends immediately from high orbit above. Their appearance colors match Caliban's appearance, except for their baton arms which remain Sentient red.
- When receiving shields from Lethal Progeny, Tenno are linked to the Sentient fighters via a continuous stream of blue shielding energy.



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