

ADVERTISEMENT

in: [Characters](#), [Update 29](#), [Entrati](#)

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Loid

16

EDIT

TENNO

QUOTES

Be pragmatic in all aspects of life.

—Loid

For the original Loid found in the [Albrecht's Laboratories](#), see [Loid \(Original\)](#).

Loid is the representative of the [Necraloid](#) syndicate within the [Necralisk](#) on [Deimos](#). He is a construct, made by [Albrecht Entrati](#), who is integrated into a [Necraloid](#) along with [Otak](#), serving as a loyal, life-long servant to the [Entrati](#) family. He is located in the backroom and sells

Loid



Information

Introduced	Update 29.0 (2020-08-25)
Faction	 Entrati
	Necraloid (by Mother)



To interact with Loid, the player must complete [Heart of Deimos](#) and [The War Within](#). The backdoor at the northernmost part of the Necralisk will only open for the [Operator](#), where **Loid** handles all interactions with the Necraloid, until the initiation of The Kalymos Sequence after [Whispers in the Walls](#) enables [Warframes](#) to pass through unhindered.

First Appearance	Heart of Deimos
Voice Actor(s)	Kieran Flitton (https://twitter.com/KieranFlitton/status/1299798983049490433?s=20)
Quotes	Loid/Quotes

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Lore & History

General

Loid is a **Necraloid**, an ancient Orokin construct similar to a [Cephalon](#). He introduces himself to the [Tenno](#) as "Cephalon Servant to [House Entrati](#)". He was created by [Albrecht Entrati](#) to provide loyal service to his family. Sometime after he was created, Loid would come across [Otak](#)— or what was left of him— and upload the rest of his intellect into his Necraloid shell, essentially sharing his body with him.

Due to incomplete defragmentation of Otak's personality matrix, Otak is prone to making erratic and whimsical remarks.

The Infestation of Deimos

Transcripts of Unauthorized Broadcasts

In the lead-up to [TennoCon 2023](#), [Nora Night](#), during a slow and uneventful night, finally decides to open her own call line, conversing with three unknown callers over the course of three days.

Transmission Origin: [CRITICAL ERROR] / Time Since Intercept - 9 Hours

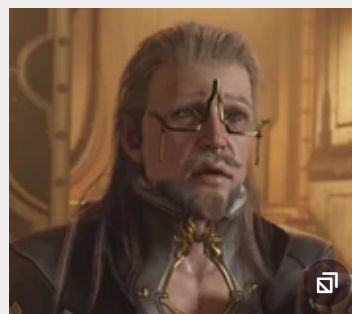
The [third caller \(https://www.warframe.com/news/transcription-of-unauthorized-broadcast-attributed-to-critical-error\)](https://www.warframe.com/news/transcription-of-unauthorized-broadcast-attributed-to-critical-error) is Loid (wishing to remain anonymous, he instead uses the name "Bones".) He states that something not intended to happen to his kind has occurred, and that he feels compelled to share it, but doesn't know who to share it with. Loid then reveals that his partner, presumably [Otak](#), has abruptly gone missing, and that he is now alone. Nora attempts to console Loid, asking if there is anyone he can ask for help. Loid then realizes that they both know [someone](#) capable of dealing with the unknown, and states that they must be summoned immediately.

Whispers in the Walls

Due to growing threat of [The Indifference](#), Loid awakens a hidden precept known as The Kalymos Sequence. He leads the Tenno beneath the Necralisk into [Sanctum Anatomica](#) and [Albrecht's Laboratories](#). There they awaken the Sleeper, revealed to be the [original, human Loid](#); the Necraloid Loid was created to assist and accompany the original.

The human Loid eventually has Necraloid Loid sent away to keep the Entrati family unaware of the transpiring events.

After completing the quest and talking to the Necraloid Loid, he occasionally asks about the process of the Kalymos Sequence, and implied that he had forced Otak into slumber to keep him away from the labs and potentially hurting him, rather than abruptly gone missing as he stated to Nora Night in the broadcast.



The original Loid, awoken during the Whispers in the Walls expansion.

Wares

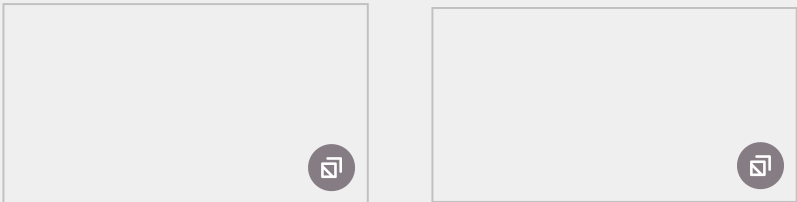
- ▼ View Wares List ▼
- ▼ View Embellishments List ▼



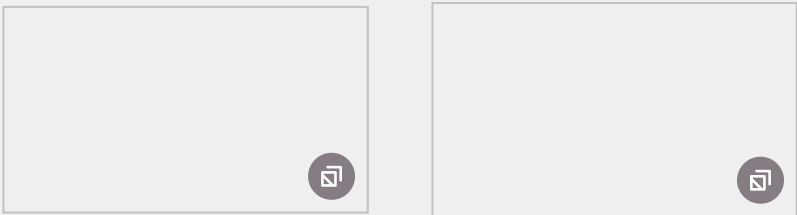
Trivia

- Loid is the only NPC in Necralisk who doesn't have his own [Entrati Family Token](#), presumably due to him being his own syndicate instead of a member of the Entrati syndicate.
- Loid (and Otak) are the second NPC to have a companion skin, the first of which being [Ordis](#).

Gallery



Loid Sentinel skin



Characters		Edit	[Collapse]
Main Factions	Syndicates	Mentioned Only	
Tenno	Baro Ki'Teer • Berryin • Excalibur Umbra • Haigos • Jenva • Kahl-175 • Lotus • Mathon • Operator () • Rell • Terolee • Teshin • Varzia		
Cephalon	Apnar • Cy • Drusus • Jordas • Loid • Melica • Ordis • Otak • Suda • Sark • Simaris • Vull		
Grineer	Captain Vor • Councilor Vay Hek • Garv • General Sargas Ruk • Grineer Queens • Kela De Thaym • Kahl-175 • Kuva Lich • Lieutenant Lech Kril • Sprag • The Grustrag Three • Tyl Regor • Ven'kra Tel • Wolf of Saturn Six		
Corpus	Alad V • Exploiter Orb • Frohd Bek • Latrox Une • Nef Anyo • Parvos Granum • Profit-Taker Orb • Sisters of Parvos • The Sergeant • Vala Glarios • Veso • Xeto		
Infested	Fass • Helminth • Technocyte Coda (DJ RoM • Drillbit • Harddrive • Packet • Zeke) • Vome • Zealoid Prelate		

Sentient	Erra • Hunhow • Natah • Praghasa
Murmur	The Man in the Wall
Stalker	Angst • Malice • Mania • Misery • Stalker (Sentient Stalker) (Sentient Stalker) • Torment • Violence
Narmer	Ballas • Erra (Sentient) • Archon Amar • Archon Boreal • Archon Nira • Ka-Nuteru
Duviri	Acrithis • Barris • Brimon • Bombastine • Dominus Thrax • Drifter • Koral • Luscinia • Lodun • Mathila • Pip • Sythel • Teshin • The Warden • The Vagabond
1999	Amir • Aoi • Arthur • Eleanor • Lettie • Quincy
Scaldra	Major Neci Rusalka
Neutral	Clem • Darvo • Maroo • Neewa • Nora Night • The Unum

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