



EIDOLON HUNT GUIDE



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--[Got questions? Please visit this awesome Eidolon Twitch streamer!](#)--



WELCOME



Intro:

Welcome to the guide Tenno. Are you looking for a solid guide on Warframe's open world boss content? A guide that teaches you the techniques of all roles during the hunt? Do you have an itch to take down those slender sentients? Or perhaps a mode that requires coordination from everyone in the squad? If this is the case, you will most definitely want to check out this guide on **Eidolons**. [A guide made by hunters for hunters.](#) - -Bliekord-

This is a guide on how to do 5x3's efficiently, and also every night, as you can see by the title. There's actually not a lot of people who can do 5x3's, and if you're doing 4x3's and half around 5 minutes left, you've come to the right place. If you have any questions, my IGN is Lotus_Eater. I know Senguash already has a guide up, but the way we do things are a little bit different, I guess. Anyways, enjoy your stay here.



DISCLAIMER



DISCLAIMER:

This guide is in no way the "optimal" guide for everyone; these are strategies found most common in 5x3 groups, meaning this is only one method to the many. You can play Eidolons in any way and shape you want, this is just a guide to allow those who are seeking for better themselves for Eidolons as a team.

COMPOSITION

Squad Composition:

Meta Frames -

Chroma: As the primary limb breaker ****Takes host priority****

Volt: Boosting amp damage with Electric Shield

Trinity: Lure management

Harrow: Protects team from energy spike ****Second best Host option****

Substitutes -

Mesa: Replacement of Harrow in high placement games, usually not needed but helpful.

Rhino: Exceptional replacement for Chroma. Does not need to self damage, cannot refresh buff.
“Chroma on hard mode” - Bliekord

Octavia: Replacement for Chroma. Does not need to self damage, can refresh buff, gets one shot by the littlest things, however. “Chroma on death wish mode” - Lotus_Eater

Ivara: Neat replacement for Chroma.

Oberon: Downgrade from Harrow. Cannot protect from spike damage, however protects from knock downs and knock backs.

Limbo: Replacement for Harrow. No crit chance boost, hard to manage rifts. Stops vom movement.

AURAS

Auras:

- 3 Corrosive Projection, 1 Dead Eye/Enemy Radar(Primed Animal instinct works).
- 2 Coaction Drift does help, but Chroma should not need it.

SUMMARY

Summary:

Chroma

Load in → Go into Archwing → Mark Teralyst spawn → [Hack Lure from East patrol](#) → Fast Charge → Fly to Teralyst → Activate Vex → [Self damage](#) → Shoot limb → Before and after energy spike spam Void Blast (melee attack) at the Eidolon in operator mode to spawn Unairu Wisps → Repeat until all limbs are down → [Make sure there are enough charged lures before shooting \(2 for Terry, 3 for rest\)](#) → Capture Eidolon. → Repeat for remaining Eidolons.

Volt

Load in → Wait for Chroma go get lure and bring it back to gate → [Help seek Vomvalysts at location](#) → Fly to Teralyst → [Place shields facing the front of the eidolon from back of the heel](#) → Shoot amp until shields are down → Grab Unairu Wisps under Eidolon → Repeat till last phase → After all limbs are down place shields for Chroma. → Pre Shield as Eidolon is being captured → Repeat for remaining Eidolons.

Trinity

Load in → Wait for Chroma go get lure and bring it back to gate → [Help seek Vomvalysts at location](#) → Fly to Teralyst → Shoot amp until shields are down → [Hack 2 Lures](#) → Doc the 2 lures at Teralyst → Help take down Shields → [Hack 5 Lures](#) → Fly to Teralyst → Keep Bless up at all times. → Help with shields → Repeat for remaining Eidolons.

Harrow

Load in → Wait for Chroma go get lure and bring it back to gate → [Help seek Vomvalysts at location](#) → Fly to Teralyst → Shoot amp until shields are down → Use Covenant before Energy spike → Repeat until all limbs are down → After all limbs are down, while Eidolon is getting up, use Covenant. → Repeat for remaining Eidolons.

FAST CHARGE

Fast Charge:

This is a technique to quickly charge the first lure that Chroma gets, so that the Teralyst does not teleport.

As Host (usually Chroma)

Enter plains → Hack lure from East Patrol → Go back to Spawn → [Go to this location](#) → Damage Vomvalysts so the lure can get charged.

As party members (Volt, Harrow, Trinity.. etc)

Enter plains → Wait until chroma hacks a lure → [Dash to this generic area](#) → Mark Vomvalysts for Chroma → Go to Terralyst.

Why should we do this?

This saves you an immense amount of time getting the first lure charged so the Teralyst does not teleport, doing this technique saves at least of 30 seconds. It is very important to learn this and do it every single run.

Side note - Flying too high over the usual spawn location hinders spawn chances.

ALL SHOOT

All Shoot:

Instead of the normal rotations (taking turns to charge Void Strike and shooting), in 5x3's everyone needs to be shooting and grabbing Unairu Wisps. Charge during energy spikes and refresh stacks when the Eidolon is down. Doing this makes a big difference between a 5x3 and 4x3.

VOLT



Volt (Prime):

Forma -

- 1 Naramon (Aura slot)
- 1 Vazarin (Mod slot)

Prioritization: Max Efficiency > Duration > Survivability

- ➔ Constantly casting shields, so take Streamline and R4 Fleeting Expertise; efficiency maxes out at 175%
- ➔ Duration so your shields don't disappear when you and others shoot through your shield; duration nearing on 1 minute means shields can last for 3 limbs
- ➔ Vitality for Survivability since all your shields will disappear once you get knocked out of operator mode
- ➔ Casting speed mods, Speed Drift and Natural Talent are also optional
- ➔ Flow to have a large energy pool
- ➔ Shock Trooper (Augment mod) is optional to help your Chroma, but he should be able to one shot anyways.
- ➔ Strength does not help, nor does range, so negative stats for those are fine

Take Madurai Focus School

TRINITY



ARMOR	15	+50% ENERGY MAX	Corrosive Projection	Coaction Drift
ENERGY	638	+200% HEALTH	Vitality	Primed Continuity
HEALTH	740	+200% SHIELD	Augur Message	Primed Flow
SHIELD	450		Transient Fortitude	Streamline
SPRINT SPEED	1.10		Constitution	Narrow Minded
DURATION	279%			
EFFICIENCY	130%			
RANGE	34%			
STRENGTH	155%			

Combine primary elemental Damage Types to create secondary ones.

ARCANE ENERGIZE RANK 3

ARCANE GUARDIAN RANK 3

Trinity (Prime):

Forma -

- ➔ 1 Naramon (Aura slot)
- ➔ 1 Madurai (Mod slot)

Prioritization: Strength at 150% > Max Duration > Efficiency > Survivability

- ➔ 150% Strength caps Bless at 75% Damage Reduction (optional)
- ➔ Duration so damage reduction from Bless lasts
- ➔ Some Efficiency to have better energy economy
- ➔ Flow to have a large energy pool, can also Streamline for better energy economy
- ➔ Vitality for Survivability since all your shields will disappear once you get knocked out of operator mode
- ➔ Coaction Drift to Shred more armour or Handspring to negate knockdowns from the Eidolon
- ➔ Range does not apply to Bless range, as Bless is based on affinity range

[Videos and Media:](#)

Take Madurai Focus School

CHROMA



Chroma (Prime):

Forma -

- 1 Naramon (Aura Slot) **Can stay Madurai for Dead Eye**
- 2 Vazarin (Mod slot)
- 2 Madurai (Mod slot)

Prioritization: Max Strength > Duration -> Survivability

- Max Strength will grant 888%+ Damage Boost from Vex Armor
- Duration to help keep Vex Armor up
- Flow to have a large energy pool
- Vitality for Survivability
- Handspring to negate knockdowns from the Eidolon and Cerata (optional replacement for Power Drift)
- Needs to [Self Damage](#) and charges lures for capture.

[Videos and Media:](#)

To input Vex Armor into Warframe builder, put [Vex damage buff to Riven](#) and the rest of the [Riven](#) stats into the [calculator](#). Then your [Total Damage](#) will be displayed.

Take Unairu Focus School

HARROW



Harrow:

Forma -

- 1 Naramon (Mod slot)
- 1 Vazarin (Mod slot)
- 2 Madurai (Mod slot)

Prioritization: 95% Duration -> Max Strength -> Survivability

- 95% Duration for best Covenant timing
- Max Strength to give Chroma damage for Eidolon.
- Efficiency is good for energy economy
- Flow to have a large Energy pool
- Vitality for Survivability since all your shields will disappear once you get knocked out of operator mode
- Handspring to negate knockdowns from the Eidolon(Can be replaced with Power Drift)

[Videos and Media:](#)

Take Madurai Focus School

RHINO



ARMOR	275	+50% ENERGY MAX
ENERGY	425	+200% HEALTH
HEALTH	740	+200% SHIELD
SHIELD	450	
SPRINT SPEED	1.00	
DURATION	196%	
EFFICIENCY	75%	
RANGE	34%	
STRENGTH	299%	

ARCANE ACCELERATION RANK 3

ARCANE MOMENTUM RANK 3

Rhino (Prime):

Forma -

- ➡ 1 Naramon (Aura slot) **Aura is optional if using Enemy Radar**
- ➡ 3 Madurai (Mod slot)

Prioritization: Max Strength > Duration > Survivability

- ➔ Max Strength will grant 150%+ Damage boost from Roar
- ➔ Duration to keep Roar up
- ➔ Some Efficiency because Rhino does not have a big energy pool, and Roar costs a lot of energy
- ➔ Flow to have a large Energy pool.
- ➔ Vitality for Survivability, Iron Skin is weak without Steel Fiber due to low armor values, Vitality is still good in this case

****Roar works like this:**

Your Weapon Total Damage × (1 + 1.50 × 1.3) = Your Weapon Total Damage after Roar. Calculation [via Warframe WIKI](#).

Take Unairu Focus School

MESA



ARMOR	65	+50% ENERGY MAX
ENERGY	425	+200% HEALTH
HEALTH	925	+200% SHIELD
SHIELD	56	
SPRINT SPEED	1.10	
DURATION	254%	
EFFICIENCY	45%	
RANGE	34%	
STRENGTH	299%	

Combine primary elemental damage types to create secondary ones.

Corrosive Projection

Power Drift

Constitution

Blind Rage

Transient Fortitude

Vitality

Primed Flow

Narrow Minded

Primed Continuity

Intensify

ARCANE ENERGIZE RANK 3

ARCANE GUARDIAN RANK 3

Mesa:

Forma -

- 1 Naramon (Aura slot)
- 4 Madurai (Mod slot)
- 1 Vazarin (Mod slot)

Prioritization: Max Strength > Duration > Survivability

- Maxing Strength gives +74.75% Damage to Amps
- Duration to keep Shooting Gallery up
- Flow to increase Energy pool
- Vitality for Survivability, Shatter Shield should block damage from most projectiles but Vitality for safe keeping

Peacemaker and Operator Amps can be affected by Shooting Gallery's damage bonus.

[\[Context\]](#)

Take Madurai Focus School

ITZAL

Itzal:



- Fastest Archwing
- Can move over great distance quickly with 1 (Blink)
- Can suck up loot with 3 (Cosmic Crush)
- Mods: System Reroute, Auxiliary Power, Energy Amplifier, Hyperion Thrusters
- System Reroute: Decreases cost of energy
- Auxiliary Power: Increases energy pool
- Energy Amplifier: Increases ability range
- Hyperion Thrusters: Increases archwing speed

GEAR

Gear:

Archwing Launchers, Energy Pads (a lot, I mean A LOT), Ciphers

Pro tip: Press 'Y' after you're in the hacking UI to quickly use ciphers.

ARCANES



Arcanes:

Any of 2 of these arcanes are fine; if you don't have any, that is fine as well.

→ Arcane Energize: Save energy by picking up energy orbs from Eidolon limbs

Energize	ENERGY PICKUP	10% / 20% / 30% / 40%	Replenish 25 / 50 / 75 / 100 additional energy to you and nearby allies	5 / 10 / 15 / 20 Meters	Hydrolyst - Legendary
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→ Arcane Guardian: Survivability

Guardian	DAMAGED	5% / 10% / 15% / 20%	150 / 300 / 450 / 600 Armor	5 / 10 / 15 / 20 Seconds	Gantulyst - Uncommon
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→ Arcane Momentum: Reloading your SR faster

Momentum	CRITICAL HIT	10% / 20% / 30% / 40%	25% / 50% / 75% / 100% Reload Speed on Snipers	2 / 4 / 6 / 8 Seconds	Teralyst - Common
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→ Arcane Avenger: Increases flat critical chance

Avenger	DAMAGED	3.5% / 7% / 10.5% / 14%	7.5% / 15% / 22.5% / 30% Critical Chance	2 / 4 / 6 / 8 Seconds	Hydrolyst - Rare
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→ Arcane Acceleration: Increases fire rate (works for snipers)

Acceleration	CRITICAL HIT	5% / 10% / 15% / 20%	15% / 30% / 45% / 60% Fire Rate to Rifles	1.5 / 3 / 4.5 / 6 Seconds	Gantulyst - Uncommon
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→ Arcane Nullifier: Protects your warframe from magnetic procs

Nullifier	PASSIVE	20% / 40% / 60% / 80%	Resist Magnetic proc	N/A	Teralyst - Common
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([via Warframe Wiki](#))



Weapon Builds and Explanations:

Lanka:

Advantage of Zoom - 8x zoom bonus: +50% flat critical chance

Chroma

If Riven has either Electric or Heat

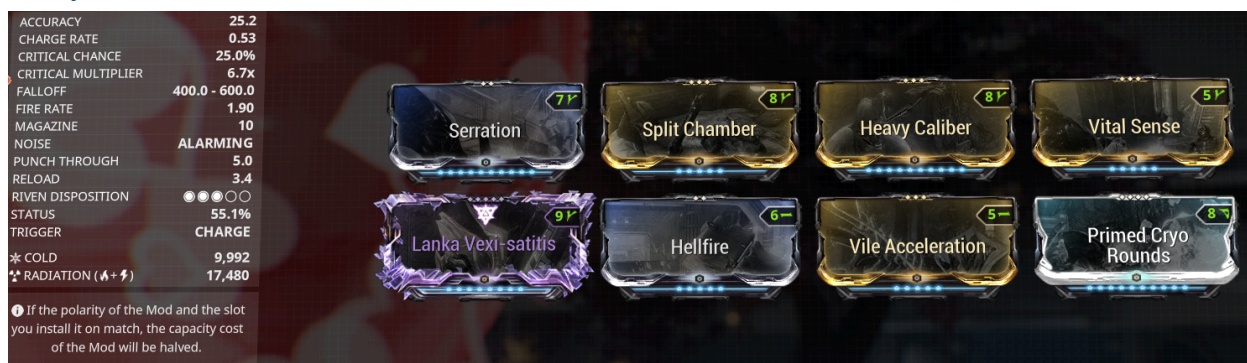


If Riven does not have either Electric or Heat



- No damage mods such as Serration or Heavy Caliber, **Chroma's Vex Armor does NOT scale well with flat damage mods (please don't listen to trade chat)**
- Eidolon limbs are weak to radiation damage (heat and electric elemental)
- Primed Cryo Rounds scales better with Chroma than flat damage mods, not to mention Alloy Armor is weak to cold.
- Vile Acceleration for QoL charging the Lanka (Trust us, it feels so much better)

Everyone BUT Chroma



*Point Strike should be in place of Primed Cryo Rounds

**Speed Trigger can be in place of Vile Acceleration if you do not like -damage.

→ Typical Rhino build

→ Remember Lanka has innate electric. Move and adjust mods around as needed



→ Not recommended for 5x3, but a build WITHOUT a Riven for Chroma (yes, it is doable)

→ If you are not playing Chroma, replace Primed Cryo Rounds with Serration, and Vile Acceleration with Speed Trigger

Heavy Caliber for non chroma or no?

Heavy Caliber is a questionable mod to take. Sure, the flat damage increase is nice and it does give higher DPS in paper, but the question that comes in mind is if you're willing to give up some accuracy and let RNG and spread to determine your shots. It's your choice to take it or not, so be the judge of the benefits and drawbacks of Heavy Caliber.

LANKA RIVEN

Rivens on the Lanka:

Rivens for 5x3 is PREFERRED

When buying a Lanka Riven you MUST look for:

At least 2 of these stats (but not both heat and electric, ordered in importance) :

Critical Damage / Multishot / Critical Chance / Heat or Electric

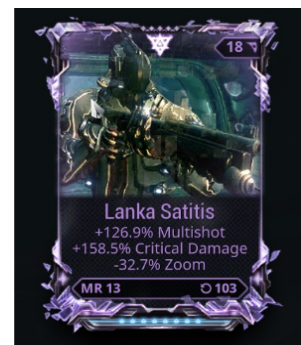
*Crit Chance is not that important, unless you have a high budget. Getting one with an elemental will be much cheaper.

With 1 negative that's NOT (Weapon Recoil is a grey area):

Multishot / Critical Damage / Critical Chance / Damage / Flight Speed / Fire Rate / Magazine Capacity

Negative Status Chance IS NOT a bad thing, you're not trying to apply status on the limbs, you are damaging the limbs with Radiation damage. Eidolons are also IMMUNE to status effects.

Examples of Rivens you should buy



Warframe-builder examples (888% damage because of Vex armor)

<https://goo.gl/xSHTQB>

<https://goo.gl/ALd8fn>

RUBICO



Rubico (Prime):

Advantage of Zoom - 6x zoom bonus: +50% bonus critical damage

Chroma



- No damage mods such as Serration or Heavy Caliber, **Chroma's Vex Armor does NOT scale with flat damage mods**
- Eidolon limbs are weak to radiation damage (heat and electric elemental)
- Primed Cryo Rounds scales better with Chroma than flat damage mods, not to mention Alloy Armor is weak to cold

Everyone BUT Chroma



- Typical Rhino build
- Can also be used with any frame other than Chroma
- If riven has no radiation elemental, replace the mod needed for Heavy Caliber
- Can also replace Heavy Caliber with Speed Trigger for QoL



*Vile Acceleration should be in place of Hammer Shot

Not recommended for 5x3, but a build WITHOUT a Riven for Chroma

- If you are not playing Chroma, replace Primed Cryo Rounds with Serration, and Hammer Shot with Heavy Caliber
- You will have to use Arcane Avenger to try to achieve 100+% crit chance, or replace Hammer Shot with Critical Delay

See Lanka section on thoughts with Heavy Caliber.

RUBICO RIVENS

Rivens on the Rubico:

Rivens for 5x3 is PREFERRED

When buying a Rubico Riven you MUST look for:

At least 2 of these stats (but not both heat and electric, ordered in importance) :

Critical Chance / Multishot / Critical Damage / Heat / Electric

*Unlike the Lanka, Critical Chance is a MUST. Prioritize on getting a CC riven.

With 1 negative that's NOT (Weapon Recoil is a grey area):

Multishot / Critical Chance / Critical Damage / Damage / Flight Speed / Fire Rate / Magazine Capacity

Negative Status Chance IS NOT a bad thing, you're not trying to apply status on the limbs, you are damaging the limbs with Radiation damage. Eidolons are also IMMUNE to status effects.

Example of Rivens you should buy:



SELF DAMAGE

Self Damage:

Self damage is very important for Chroma as it is the **ONLY** way of gaining Vex Armor buff during the fight. We recommend throwing secondaries or throwing melees.

Pro tip: Using Decaying Dragon key reduces shields massively

Hikou (Prime)



- Any throwing secondary With Concealed Explosives works
- Mod for multishot/ fire rate, as Concealed Explosives DOES NOT scale off of damage

Cerata



- Power Throw enables the weapon to explode on last bounce
- Quick Return eliminates extra bounces
- Mod for toxin damage
- Do not add too much damage as you will one shot yourself.

LURE CHARGE

Lure Charge:

These weapons will help you charge lures during the down phase of the eidolon. It's important to note that you must use these weapons in the general direct of the eidolon as it goes down, and as it rises up from down phase, this will ensure you have enough charges to capture the eidolon.

General Staticor build:



- New AOE buff makes this the superior lure charger
- Just spam it at the eidolon when it goes down.

Scoliac(any whip) with Range riven build:



- Usually goes up to 20m+ Range
- Hits Teralyst and more behind it (Yes it still goes through bodies, just not walls)



Amps:

2 (C2) SHWAAK PRISM		2 (C2) SHRAKSUN SCAFFOLD		7 (F3) CERTUS BRACE	
Short range shotgun with punch-through		Grenade launcher, 5m aoe		+20% Amp Critical chance	
SEMI-AUTO		SEMI-AUTO		TRIGGER	
3500		3000 hit + 4500 aoe		DAMAGE	
30%		40%		CRITICAL CHANCE	
1.6x		2.5x		CRITICAL MULTIPLIER	
20%		20%		STATUS	
1.33/s		1.33/s		FIRE RATE	
9.1		9.1		ACCURACY	
100		100		MAX ENERGY	
10		10		ENERGY CONSUMPTION	
2.0s		2.0s		RECHARGE DELAY	
30/s		30/s		RECHARGE RATE	
15 - 30m		15m		RANGE	

([via Semlar](#))

!!ONLY USE ALT FIRE!!

- X27, Any Prism, Shraksun Scaffold, Certus Brace (Lohrin(3) if you do not have)
- Any prism because you won't be using primary fire
- Only use T2 scaffold alt fire.
- Lohrin gives an extra 20% critical chance, this is more helpful than it looks
- After gilding, critical chance of alt fire goes to 40%, which combined with the amp arcane Virtuous Shadow, goes to 64% critical chance
- Tier 7 or 4 Prism for the sake of getting rid of extra charges

AMP ARCANES

Amp Arcanes:

- Virtuos Fury: Good for general and starting DPS
- Virtuos Strike: Good for burst damage
- Virtuos Shadow: Best sustained DPS, proc by void dashing to head of Eidolon

Virtuos ↕	Criteria ↕	Chance ↕	Effect ↕	Duration / Range ↕	Price ↕
 Null	KILL	100%	5% / 10% / 15% / 20% Increased Amp energy regen	1 / 2 / 3 / 4 Seconds	 2,000
 Tempo	KILL	15% / 30% / 45% / 60%	15% / 30% / 45% / 60% Increased Amp fire rate	2 / 4 / 6 / 8 Seconds	 5,000
 Fury	STATUS EFFECT	5% / 10% / 15% / 20%	7.5% / 15% / 22.5% / 30% Increased Amp Damage	1 / 2 / 3 / 4 Seconds	 7,500
 Strike	CRITICAL	5% / 10% / 15% / 20%	15% / 30% / 45% / 60% Increased Amp Critical Damage	1 / 2 / 3 / 4 Seconds	 10,000
 Shadow	HEADSHOT	10% / 20% / 30% / 40%	15% / 30% / 45% / 60% Multiplicative Amp Critical Chance	3 / 6 / 9 / 12 Seconds	 12,500
 Ghost	HEADSHOT	10% / 20% / 30% / 40%	15% / 30% / 45% / 60% Increased Amp Status Chance	3 / 6 / 9 / 12 Seconds	 12,500

([via Warframe WIKI](#))

- Fury, Strike and Shadow are the best currently

[Math on Strike/Fury VS Shadow](#)

OPR ARCANES

Operator Arcanes:

Take Magus Vigor and 1 of the other.

- Magus Vigor: Extra Health for Operator
- Magus Husk: Grants Armor to the Operator (Scales with Unairu Waybound)
- Magus Elevate: Heals your warframe
- Magus Replenish: Synergizes with Virtuous Shadow, heals your operator.

 Vigor	N/A	100%	50 / 100 / 150 / 200 Increased Health	N/A	 2,000
 Husk	N/A	100%	25 / 50 / 75 / 100 Increased Armor	N/A	 5,000
 Elevate	ENTER WARFRAME	30% / 40% / 50% / 75%	Heal warframe for 50 / 100 / 150 / 200	Instant	 12,500
 Replenish	VOID DASH	25% / 50% / 75% / 100%	Heal 5% / 10% / 15% / 20%	Instant	 10,000

FOCUS SCHOOL

Focus Schools:

- Unairu school, with Unairu Wisps node unlocked for Chroma/Rhino/Ivara.
- Basilisk Gaze helps with the Blast area of your void blast. It is needed.

Unairu Wisp

80,000 to unlock



Void Blast has a **25% / 50% / 75% / 100%** chance to summon a Wisp when it damages an enemy. The Wisp can be picked up by allies to increase Operator damage by **20% / 40% / 60% / 100%** for **3 / 6 / 9 / 12** seconds.

120,000 / 162,426 / 240,000

1 / 4 / 7 / 10

- The Unairu Wisp shares the same model as **Cetus Wisp** and is most often found laying on the ground.
- Multiple wisps can be picked up by a single Operator, refreshing their duration.
- The wisp grants a multiplicative damage bonus

Community notes

- Madurai school, with Void Strike node unlocked for everyone else.

Void Strike

80,000 to unlock



On leaving **Void Mode** the next **1 / 1 / 2 / 4 / 6 / 8** attacks deal **5% / 7% / 8% / 10% / 11% / 12%** additional damage for every second spent cloaked. Cloak consumes **2** additional energy per second.

120,000 / 162,426 / 240,000 / 340,454 / 459,411

1 / 4 / 7 / 10 / 13 / 16

- The charges created by Void Strike will be consumed if either the Operator or the Warframe performs an attack.
 - The number of charges available is not refreshed by additional casts as long as there are unused charges still in play.
- Activating Void Strike again while there are charges remaining will add the current cast's damage bonus onto the previous cast, allowing for larger damage bonuses to be accumulated.

Community notes

False

- Only 1 pellet will get the damage boost. This is true for added multishot or innate multishot. This is also the case for the Pencha scaffold which has 2 damage instance of which only one gets boosted.

WAY BOUNDS

Way Bounds:

These are operator Way bounds that you will need to execute a 5x3 optimally. But Unariu Wisp and Void Strike takes priority over these when maxing.

	Enduring Tides	Passive, Way-Bound	50,000 to unlock 80,000 / 108,284 / 160,000 / 1,000,000 + 1x Brilliant Eidolon Shard 1 / 3 / 5 / 7 / 7
	Void Flow	Passive, Way-Bound	80,000 to unlock 120,000 / 162,426 / 240,000 / 340,454 / 459,411 / 1,000,000 + 1x Brilliant Eidolon Shard 1 / 4 / 7 / 10 / 13 / 16 / 16
	Mind Sprint	Passive, Way-Bound	50,000 to unlock 80,000 / 108,284 / 160,000 / 226,969 / 306,274 / 1,000,000 + 1x Brilliant Eidolon Shard 1 / 3 / 5 / 7 / 9 / 11 / 11

After achieving these, you should unlock:

Void Siphon - Increase Operator Energy Regeneration by 90%

Inner Gaze - Increase Energy for Amps and Void Beam by 40%

Eternal Gaze - Increases the regeneration rate of Energy for Amps and Void Beam by 60%

Rejuvenating Tides - Increase health regeneration of the Operator by 4s

Basilisk Scales - Increase armor for the Operator by 200%

Mind Step - Increase the movement speed of the Operator by 30%

OPTIMIZING VS

Optimizing Void Strike:

As soon as you enter plains, you should go into void mode until Chroma hacks his lure at twin horns, after that you dash to your Fast Charge: meeting location. This will ensure you to have at least a couple stacks for Teraylst.

Other convenient times to charge your Void Strike is the Energy Spike between every Limb, this will allow you to stack as the fight continues.

When the Eidolon goes down for its final phase is the best time for you to charge your Void strike.

As you insert shards into the shrine is also a very convenient time to charge.

And finally the best way to make use of your Void Strike damage is proccing Virtuos Shadow.

CONCLUSION

That's pretty much what's needed to do 5x3. A good team with confidence and knowledge will be able to take on 5 sets easily. [If you have questions please visit this amazing discord server for any information.](#)



RESOURCES



Resources:

[Chroma 6x3 Run by DoubleXXF](#)

[How to quickly get Lures](#)

[Volt 5x3 Run by Tokarin \(Old plains\)](#)

[Trinity 5x3 Run by Tokarin \(Old plains\)](#)

[Ivara stuff by Cats. \(Old plains\)](#)



CREDITS



Credits:

Fonts by Ariq Sya.

[Warframe wiki for information.](#)

[Jermo936 For popularizing this guide.](#)

[Sapmatic for featuring this guide.](#)

[Huge thanks to the Open-World Recruitment Hub for everything.](#)

Thanks to all who Captured Eidolons with us this entire way.