

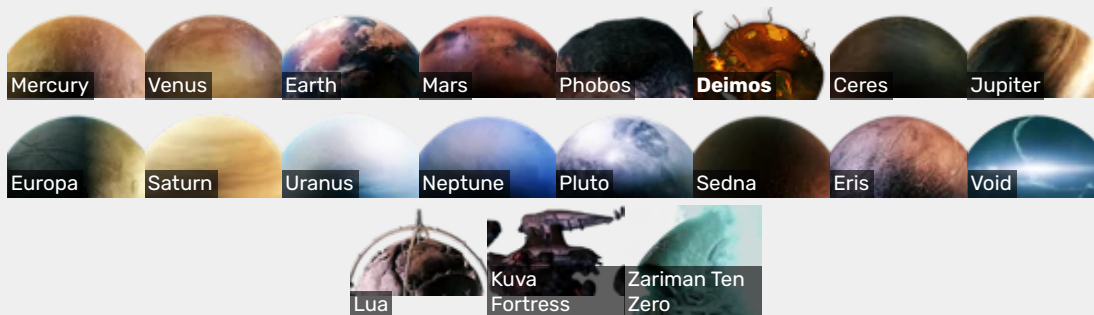
ADVERTISEMENT

in: [Planets](#), [Update 29](#), [Infested](#), [Missions](#)

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Deimos

 25 EDIT

Preceded by

[Orokin Derelict \(Planet\)](#) since [Update 29.0](#) (2020-08-25)

Even the most culturally and technologically advanced civilization in history could not contain the menace of the Infestation. After an unknown cataclysmic event propelled them from the Void, Orokin vessels were left adrift, becoming uninhabited and

Deimos



Information



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WARFRAME Wiki



and opulent halls of these Orokin vessels.

—Derelict

Deimos is a moon of [Mars](#) where the [Infested](#) is the controlling faction. This heavily mutated moon uses a tileset similar to the [Orokin Towers](#), called the [Orokin Derelicts](#), ancient [Orokin](#) vessels that have been left abandoned after their expulsion from the [Void](#) and tarnished due to long-term exposure to the Infestation. Since the reemergence of Deimos, these derelict Orokin Towers have become satellites orbiting Deimos. The caverns beneath the moon's surface are home to an [Orokin](#) device known as the **The Heart of Deimos**, the legacy of [House Entrati](#), which establishes a connection to the [Void](#) to power all Orokin technology across the Origin System.

Ruling Faction(s)	 Infested
Boss	Lephantis Zealoid Prelate
Statistics	
Level Range	12 - 35
Missions	15
Resources	 Nano Spores  Mutagen Sample  Orokin Cell  Neurodes
Miscellaneous	
Connections	Mars
Relay	N/A

Deimos becomes accessible after clearing Kadesh, [Mars](#), and does not have a [Junction](#).

The [Assassination Targets](#) for Deimos are [Lephantis](#) and the [Zealoid Prelate](#), located in the mission nodes Magnacidium and Exequias respectively. Lephantis drops the component [blueprints](#) for the parts of the  [Nekros Warframe](#), and The Zealoid Prelate drops the blueprint and parts for the  [Pathocyst](#).

Deimos also features a [Landscape](#): the **Cambion Drift**. Unlike the Derelicts, it consists of a wide, open terrain on the surface of the moon, heavily mutated by the Infestation's Grey Strain. In the northeast lies a large structure home to the Entrati family, the [Necralisk Void Research Enclave](#). Within the cave complexes of the Cambion Drift lies an extensive network of Entrati facilities, the most noteworthy being the [Isolation Vaults](#). Full access to the Cambion Drift requires completion of the [Heart of Deimos](#) quest.

Further beneath the surface conceals [Albrecht's Laboratories](#) with a hidden base of operations known as [Sanctum Anatomica](#), hiding [Albrecht Entrati](#)'s secret Void research that is largely unknown even to the main Entrati family. Venturing into these depths requires completion of the [Whispers in the Walls](#) quest.

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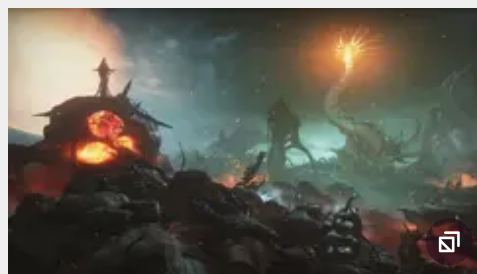
Deimos is one of the moons of [Mars](#), with the other being the heavily contested Phobos. Once a gilded home of the  [Orokin](#), Deimos is now a writhing mass of rock and Infested matter. Bundles of ever-reaching tendrils probe the atmosphere, while billowing clouds of spores blot out the nearby void of space.



When it first appeared, Deimos became the site of numerous  [Corpus](#) and  [Grineer](#) expeditions. However, as seen with [Eris](#), their ships were swallowed whole, while any uninfested crew were stranded and left to fend for themselves. Their resource caches, along with those of the Entrati, still litter the moon's surface, available for any brave enough to collect them.

Environment

As a result of its now heavily infested nature, Deimos has developed a unique environment and ecosystem not seen anywhere else in the Origin System, evolving in a form akin to a large living organism than a moon.



Unseen bioforms develop within the bowels of the planet, while the surface creatures endlessly hunt and prey upon each other. Their behavior waxes and wanes with the appearance of the **Wyrms**; large infested entities that act as the Deimos' day-night cycle. The dominant brother, [Fass](#), compels the rest of the Grey Strain to become more active, while his sister, [Vome](#), compels them to return to the arteries in which they rest.

Lore & History

Deimos was the location of the first Void expedition in Orokin history, conducted by [Albrecht Entrati](#), the former head of the Entrati Family. In an attempt to prove the usefulness of the Void, Albrecht would use himself as a test subject, venturing into it through a large Void gate located in the bowels of Deimos. The voyage would prove successful, but at a cost; Albrecht lost his sight and voice. Despite this, he would

tion Vaults and the Heart to aid



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During the Old War, lovers [Belric & Rania](#), master foundry operator and celebrated Void engineer respectively, released a bio-bomb on Deimos, causing the spread of the Infestation in an effort to repel the [Sentients](#). In their last moments, their guardian Warframe, [Citrine](#), crystallized their bodies in order to keep them together.

After the [Heart](#) begins to fail, the Entrati have no choice but to re-phase Deimos back into reality. Eventually, Deimos would reappear, but now as a large, Infested mass.

Despite its now heavily Infested nature, the moon has now become the target of raiders and treasure hunters. Some of the items they acquired were the crystallized remains of the lovers. Rania's remains were taken to [Tyana Pass](#) on [Mars](#), while Belric's remains were taken to [Venus](#). Their love formed a tunnel-like Void portal, which now forever connects the two lovers.

Enemies

Infested	The Murmur	Wild
- Chargers - Leapers - Volatile Runners - Crawlers - Electric Crawlers - Ancient Disruptors - Ancient Healers - Toxic Ancients - Undying Flyers - Leaping Thrashers - Mitosids - Basal Diploids - Feral Diploids - Juggernaut - Deimos Carnis - Deimos Carnis Rex - Deimos Saxum - Deimos Saxum Rex - Deimos Jugulus	- Rogue Voidrig - Rogue Bonewidow - Rogue Culverin - Rogue Arcocanid - Shuffling Fragment - Lumbering Fragment - Hurling Fragment - Rupturing Fragment - Gruzzling - The Anatomizer - The Hollow Vein - The Severed Warden	- Vulpaphylas - Predasites - Cryptilexes - Velocipods - Avichaeas - Undazoas - Nexiferas



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Missions

Target	Name	Type	Level	Credit Reward	Additional Credit Reward	Tile Set	Mas EX
	Sanctum Anatomica	Hub	0 - 0	0	0	Albrecht's Laboratories	
	Necralisk	Hub	0 - 0	0	0	Necralisk	
	Horend	Capture	12 - 14	2,100	0	Orokin Derelict	
	Phlegyas	Exterminate	13 - 15	2,200	0	Orokin Derelict	
	Formido	Sabotage	14 - 16	2,300	0	Orokin Derelict	
	Dirus	Mobile Defense	15 - 17	2,400	0	Orokin Derelict	
	Hyf	Defense	15 - 20	2,400	0	Orokin Derelict	
	Magnacidium	Assassination	20 - 25	2,900	0	Orokin Derelict	
	Cambion Drift	Open World	20 - 35	0	0	Cambion Drift	
	Terrorem	Survival	25 - 35	3,400	0	Orokin Derelict	
					0	Orokin Derelict	



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Target	Name	Type	Level	Credit Reward	Additional Credit Reward	Tile Set	Mas Ex
	Cambire	Alchemy	55 - 60	6,400	0	Albrecht's Laboratories	
	Persto	Survival	55 - 60	6,400	0	Albrecht's Laboratories	
	Nex	Exterminate	55 - 60	6,400	0	Albrecht's Laboratories	
	Munio	Mirror Defense	55 - 60	6,400	0	Albrecht's Laboratories	
	Armatus	Disruption	55 - 60	6,400	0	Albrecht's Laboratories	
	Effervo	Assassination	55 - 60	6,400	0	Albrecht's Laboratories	
	Testudo	Netracells	220 - 240	22,900	0	Albrecht's Laboratories	

Rewards

[Defense](#) and [Survival](#) Deimos missions will have a chance to yield one of the following every 5 waves/minutes. Rotations are as such: A-A-B-C. Deimos [Sabotage](#) has optional hidden caches that can be found. Vault requires that a special [Orokin Vault](#) be found in certain Deimos missions and opened using one of four [Dragon Keys](#).

Defense

Sabotage

Survival

Vault

A

B

C

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X

0

77.44%

Forma

22.

Blueprint

Lith A6	11.11%	Mutalist Alad V Nav Coordinate	22.56%	Meso A7	11.0
Lith C12	11.11%			Meso B9	11.0
Lith G10	11.11%			Meso F5	11.0
Lith G12	11.11%			Meso H7	11.0
Lith N15	11.11%			Meso N17	11.0
Lith P9	11.11%			Meso V9	11.0
Lith W4	11.11%			Meso W4	11.0

Locations:

- [Hyf](#), **Deimos**

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.

Orokin Derelict Tileset

Orokin Vault

Main article: [Orokin Vault](#)

The **Orokin Vaults**, also known as **Dragon Key Vaults** and "**The Golden Door**" by the [Ostrons](#)^[1], are special vaults found in the [Orokin Derelict](#) tileset on **Deimos** missions which require a unique void key to unlock, called a [Dragon Key](#).

Corrupted Mods

Main article: [Category:Corrupted Mods](#)



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...e stat beneficially (a bonus)

...ible for Warframes are



available for weapons provide bonuses of a similar strength to their standard mod analogues, while still also having a penalty. Corrupted mods can be obtained from the [Orokin Derelict](#) tileset on **Deimos** (not to be confused with the [Orokin Tower](#) tileset on the [Void](#)) using special [Dragon Keys](#) to unlock [Orokin Vaults](#) located within. They are untransmutable. Visually, they do not have any special distinguishing mark and appear as any other mod of **Rare** rarity (i.e. gold-colored).

- Corrupted mods that provide a bonus to [Critical Chance](#) (e.g. [Critical Delay](#)) are a notable exception to the general pattern of nonstandard mods in that they cannot be stacked with their standard analogues.
- There are currently **24** Corrupted Mods and each of them has an equal chance to drop (4.1667%).

Warframe	Primary	Secondary	Melee
Name	Description	Polarity	Rarity
Blind Rage	Increases ability strength Reduces ability efficiency		Rare
Catalyzing Shields	Guarantees that Shield gating duration scales from 0.33s to 1.33s based on your maximum Shield values, regardless of what they are Reduces max shield capacity		Rare
Fleeting Expertise	Increases ability efficiency Reduces ability duration		Rare
Narrow Minded	Increases ability duration Reduces ability range		Rare
Overextended	Increases ability range Reduces ability strength		Rare
Transient Fortitude	Increases ability strength Reduces ability duration		Rare

Albrecht's Laboratories Tileset

This section is *transcluded* from *Albrecht's Laboratories § Features*. To change



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The primary enemy of this tileset features a new enemy faction called [The Murmur](#), sentient geometric constructs with human-like limbs that have arrived from the [Void](#).

The [Necramech](#) guards that once served the [Entrati](#) have long since malfunctioned, no longer able to differentiate the real Albrecht and The Indifference, and joined forces with the very enemy they were meant to destroy, now targeting the [Tenno](#) and any other intruder that wanders the laboratories. These Necramechs are new mechanical enemies called [Rogue Culverin](#) and [Rogue Arcocanid](#), though much weaker in design than the ones encountered on the [Cambion Drift](#). Culverins have weakspots on their shoulders where corrosive fluid is stored, and destroying both will cause the mech to go into a short self destruct period, before exploding, destroying the rest of it's health in the process.

Security Alerts

Unlike most other tilesets that may have mission wide alerts that either lock down doorways or have a chance to summon tougher enemies, [Rogue Culverin](#) units may rush to a Necramech dispensers and attempt to summon a [Rogue Voidrig](#) or a [Rogue Bonewidow](#). A glowing red icon as well as an alarm will sound for a few seconds during this process, which can be interrupted by destroying the Culverin attempting to spawn them. If not prevented, a Rogue Necramech will be deployed from the station and go on the offensive, which can be a significantly tougher threat than the usual enemies in the area.



Summon Personal Necramech

[Pom-2](#) computers are new hacking consoles that can summon the player's personally owned [Necramech](#) into the field via the above Necramech dispenser. Each computer can only be used once and shares a universal cooldown.

Voca

[Voca](#) are physical manifestations of the Voidtongue's cries, moans, and whispers, and act as [Syndicate Medallions](#) for [Cavia](#). Every mission within Albrecht's Laboratories will have up to 8 total Voca. Much like [Syndicate](#) missions, the [Shrill Voca](#), [Yellow Voca](#), and [Echo Voca](#) will be hidden throughout the map to be picked up, and respectively.



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Lohk Surges are Void interactables that provide a range of buffs to Tenno. Interacting with a surge will spawn an [Eximus](#) unit. The surges last 45 seconds and have a 10 minute cooldown. Up to three Lohk Surges can spawn in a mission.

Whisper

Main article: [Whisper](#)

Floating Grimoires can be found throughout the tileset, spawning a hostile [Operator](#) doppelganger miniboss called a [Whisper](#). This miniboss has two health bars, upon depleting the first health bar it becomes protected by a Whisper Grimoire that spawns at another part of the tileset while attempting to recover its lost health. Its defeat awards a Melee [Arcane Enhancement](#) and an [Albrecht's Notes](#) Fragment.

Netracells

Main article: [Netracells](#)

Named after the [Requiem Word](#) for Decay, **Netracells** are the private research vaults of the prominent [Orokin](#) scientist, **Albrecht Entrati**. They were often sealed with hazardous **Keyglyphs**; unique keys designed by Albrecht as an added security measure to give the lab's defenses an advantage, should a Keyglyph fall into unknown hands.

All manner of Albrecht's personal items and treasures were stored within the cells. The Netracells hold many resource containers that yield **Credits** and [Entrati Obols](#). The main cache is guaranteed to drop an [Entrati Lanthorn](#) and one of the following: [Archon Shards](#) ([Crimson](#) ([Tauforged](#)), [Amber](#) ([Tauforged](#)), or [Azure](#) ([Tauforged](#))), Melee [Arcane Enhancement](#), or [Melee Arcane Adapter](#); the contents of the reward is not revealed until players successfully extract.

Tips

- Deimos is the earliest location in the Star Chart where [Orokin Cells](#) can be found, making it a good place to farm them due to the low level of enemies in the first missions.



Trivia



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amed after the [Greek God of](#)



- *Phlegyas* in Greek mythology is the king of the Lapiths, and is the son of Ares and Chryse, making him a sibling of Deimos. In *The Divine Comedy*, he ferries Dante and Vergil across the river Styx.
- *Formido* is the Roman equivalent to Deimos.
- *Hyf* in Old English roughly translates to (bee)hive and in Swedish it refers to the *hyphae*, long, threadlike filaments that form the mycelium of a fungus.
- *Dirus* is Latin for "fearful" or "ominous".
- *Horend* is a form of the word Horrendous.
- *Terrorem* means terror.
- *Exequias* is a Spanish (coming from latin *exequiae-arum*) word that translates to Funeral (rights).
- *Magnacidium* may be a portmanteau of the Latin words *Magna* (from the word *Magnus*, meaning "Large" and "Great") and the suffix *-cidium* (meaning "slaughter" and "act of killing").
- Mission nodes pertaining to Albrecht's Laboratories are named after Latin words relating to the mission type.
 - *Persto* in Latin is "to persist", as in *Survival*.
 - *Nex* in Latin is "murder", as in *Exterminate*.
 - *Effervo* in Latin can mean "swarm", referring to *The Fragmented Tide* boss fight.
 - *Cambire* is derived from *cambio*, meaning "change", referring to how the point of *Alchemy* is to mix damage elements to create a compound.
 - *Munio* in Latin is "protect", as in *Mirror Defense*.
 - In ancient Rome, a *Testudo* is a screen used to protect troops. This may refer to the heavy security systems the player has to conquer before accessing the *Netracells* vault.
 - *Armatus* is the perfect passive participle of *armo*. In Latin, this means "armed", referring to the Demolisher Necramechs.
- It is implied that Deimos, much like *Lua*, was hidden within the *Void* until recently in the game's timeline, as *Loid* mentions in *Heart of Deimos* that they "have been forced to re-phase into Martian [orbit]" before being interrupted by *Otak* as well as the quest's description saying "Deimos emerges in Martian orbit".
- Interestingly, Deimos is the only planet of the Star Chart that were not affected by *Narmer* during *The New War*. *Daughter* reveals during *Veilbreaker* that *Mother* ordered the Entrati family to safeguard the *Heart of Deimos*, repelling Narmer from



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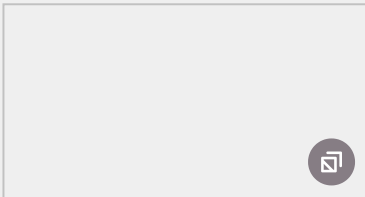


of distinct enemy factions the *Corpus*, the *Infested*, the

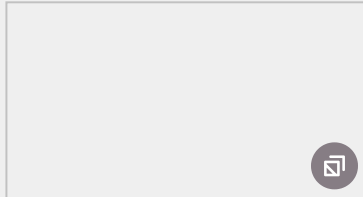


- Originally, the Heart of Deimos update was planned for release *after* The New War, but was moved ahead of schedule due to the COVID-19 pandemic.^[2]
- Deimos is the first and, currently, the only planet on the [Star Chart](#) that has 3 [Assassination](#) nodes.
- **Testudo** on Deimos is only accessible via the [Sanctum Anatomica](#) by talking to [Tagfer](#), therefore it does not have a node on the Star Chart. Despite this, the mission still has a name.

Gallery



Concept art



Starchart model

References

1. [WARFRAME: Ghouls](#) comics
2. <https://www.polygon.com/interviews/22837840/warframe-the-new-war-rebecca-ford-interview-lotus-sentinels-story> (Archived (<https://web.archive.org/web/20211229201855/https://www.polygon.com/interviews/22837840/warframe-the-new-war-rebecca-ford-interview-lotus-sentinels-story>))

Patch History

[Hotfix 35.5.1](#) (2024-03-27)

- Fixed a crash caused by the new Armatus node on Deimos.

[Update 35.5](#) (2024-03-27)

NEW DEIMOS NODE: ARMATUS (DISRUPTION)

Drusus Leverian owes a debt to Parvos Granum, who seeks a total takeover of the overion. Without enough donations funding her chart, and he took a deal with



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ante's Leverian to discover



[Mercury](#) • [Venus \(Proxima\)](#) • [Earth \(Proxima\)](#) • [Lua](#) • [Mars](#) • **Deimos** • [Phobos](#) • [Ceres](#) • [Jupiter](#) • [Europa](#) • [Saturn \(Proxima\)](#) • [Uranus](#) • [Neptune \(Proxima\)](#) • [Pluto \(Proxima\)](#) • [Sedna](#) • [Kuva Fortress](#) • [Eris](#) • [Void \(Veil Proxima\)](#) • [Zariman](#)

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