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# Heart of Deimos



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TRANSCRIPT

*Deimos emerges in Martian orbit, completely overrun by the Infestation... yet among the writhing mass, a distress call comes over a most ancient carrier wave...*

—In-game description

**Heart of Deimos** is an solo-only main [Quest](#), released in [Update 29.0](#) (2020-08-25). Within the infested depths of Deimos lies the [Heart](#), an artifact that the [Entrati Orokin](#) family seeks to maintain with the help of the Tenno.

## Heart of Deimos



### Information

Introduced

[Update 29.0](#) (2020-08-25)

Type

Main Quest

Requirement

Earth to Mars [Junction](#)

- [Xaku](#) blueprint
- Deimos Necralisk [Captura](#) Scene
- Access to [Entrati](#) syndicate
- Access to [Necralisk](#) bounties
- [Voidrig](#) blueprint
- Voidrig Capsule blueprint
- Voidrig Casing blueprint
- Voidrig Engine blueprint
- Voidrig Weapon Pod blueprint




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WARFRAME Wiki



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Chronology	
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Next Quest	<a href="#">The Archwing</a>
Not Replayable	



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## Synopsis

## Walkthrough

After completing the [Earth](#) to [Mars Junction](#), the player will receive an inbox message from [Loid](#), a Cephalon servant to the [Entrati](#), requesting the Tenno's assistance on [Cambion Drift](#), [Deimos](#). The quest can then be initiated in the [Codex](#).



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ected by [Loid](#), the sender of the

explains that the [Infestation's Grey Strain](#) has overrun Deimos, threatening to compromise its very [Heart](#). For the Tenno to enter the [Necralisk](#) and meet with [Mother](#), they are required to prove themselves.

The player is directed to destroy two nearby Infested Hives. Damaging a hive will spawn Infested, all of which must be exterminated before the hive can be destroyed. After destroying both hives, Loid allows the Tenno to enter the Necralisk.

There, the Tenno meet the [Entrati](#), an [Orokin](#) family that researched the [Void](#), now all partly Infested. Mother allows the player to ask her three questions: "*Orokin thug?*", "*Are you Infested?*", and "*The Heart?*", which can be asked in any order but all three are required to advance. In the process, Mother explains that the Heart is her [father's](#) family legacy that "pumps the arteries" from the Void to power Orokin devices, including Warframes. The Infested managed to infect the Entrati family, with its hive mind threatening to stop the Heart's beating. The only one who knows how to fix the Heart is [Father](#), who had left the family.

## Locate Father Within the Cambion Drift

Returning to the Cambion Drift, the Tenno encounter a [Necramech](#), an Entrati combat platform used during the Old War, which Loid believes to belong to [Father](#). The Necramech is already in combat with the Infested, making one final stand before eventually bleeding out and dying.

After the Necramech dies, the Tenno must search the area for Father. He applauds their combat readiness, but due to his estranged relationship with Mother he does not believe the Heart is breaking down and adamantly refuses to help. Loid suggests the Tenno head back to the Necralisk to speak with [Daughter](#).

Back at the Necralisk, Daughter agrees to help if they assist her in return.

## The Exocrine Expedition

*The player must have a [Fishing Spear](#) in their [Gear](#) loadout before proceeding. However, a fishing spear will be provided at the site if the player does not possess one.*

Daughter wants to rebuild her sample collection that her brother destroyed. Shortly after entering the Cambion Drift, the Tenno are introduced to [Fass](#), the orange wyrm



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The wyrm [Vome](#), rises in the sky dropping [Fass Residue](#) to litter the



The Tenno must collect at least 10 Fass Residue. The impact zone of Fass's remains creates some minor static distortions in the HUD. The Residue act like [Fishing](#) Bait; the fishes in the Cambion Drift swim out of the exocrine and float around in the air, however the player's own fishing spear cannot penetrate the viscous surfaces of the exocrine. The Tenno must fish for 3 specimen before returning to the Necralisk.

A group of Infested lie in wait to ambush the Tenno outside the Necralisk; Loid refuses to open the doors until they are exterminated.

Daughter explains she remembers a present for one of her birthdays, and asks the player to guess what they think the present was: "*A fish?*", "*Something sweet?*", or "*I don't know...*" Regardless of the guess, Daughter tells the Tenno that she received her collection back in a destroyed form from [Son](#), and warns them to be wary of him when they venture to the Heart.

## Descent to the Heart

Just outside of the Necralisk is an [Esophage](#) that will take the Tenno to the cave system that contains the Heart. Along the way, they meet [Son](#), the disowned Entrati member who unleashed the [Grey Strain](#) into the Necralisk in an attempt to gain attention from his parents.

The door guarding the Heart contains a Requiem Cipher, locked by four Requiem symbols on its panel. The player is only given a brief moment to memorize the pattern before interacting with the nearby Reactive Crystals, in the order of the symbols from top to bottom, but can retry as many times as needed until the door opens. As the Tenno approaches the Heart, it releases a pulse that abruptly disables the player's Warframe. A [rogue Necramech](#) emerges from the Void door and opens fire on them before destroying the Heart.

Without the Heart, the Warframe has lost most of its power and remains barely functional: the HUD is covered in static, their shields are depleted and their health severely reduced, all of their weapons are disabled, and they can no longer use their abilities, as well as slide and bullet jump. The player must return to the surface while carefully avoiding the patrolling Necramechs, although they will immediately respawn if killed making it impossible to fail. Once they return to the surface, they must take the Esophage back to the Necralisk.



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the Heart. Father has something  
n, dubbed Snake.



## Through, and Beyond

Father proceeds to guide the Tenno through their first Necramech control, but Mother insists they don't have time and they'll just have to learn as they go.

- The [Voidrig](#) Necramech has 1,000 [shields](#) and 3,000 [health](#).
- The [Mausolon](#) is a fully automatic [Archgun](#) with 300 rounds, and recharges when not in use. It possesses an [Alternate Fire](#) that can be used after 5 primary fire kills, charging a destructive explosive laser.
- The Necramech's melee is a slow arm swipe that does moderate damage and knocks back enemies.
- The Necramech uses a charge as its slide, and can hover during an aim glide. Both actions, along with sprinting, use the Engine Gauge, which slowly replenishes when not in use.
- The Necramech has three abilities that gradually unlock as the player progresses the mission.
  - The first ability, [Necraweb](#), deploys a canister that can be thrown with [Alternate Fire](#), creating a large explosion when shot out of the air.
  - The second ability, [Storm Shroud](#), provides an electrical damage buffer that grants a brief invulnerability period and converts any taken damage to increase the damage buffer's health similar to [Iron Skin](#), and reflects damage to enemies striking it.
  - The third ability, [Gravemines](#), launches a cluster of mines around the Necramech that explode.
- The player will respawn if they die, making it impossible to fail the mission.

Waves of Infested will attempt to impede the Tenno's progress as they reach the Heart, including three Infested Hives. After destroying all hives, the five panels on the ground will light up and float when stood on, and the Necramech will auto-equip an [Omni](#) to patch the fires surrounding the Heart.

With the Heart patched, Mother successfully restarts the Heart, but the [enemy Necramech](#) reemerges from the opened Void. The enemy Necramech is only vulnerable to its shoulder joints, its skull-like face plating, and the blue Void scar on its back, with the former blasting off its arms and removing its ability to use guns and melee. After the enemy Necramech is defeated, the Tenno's Necramech will exhaust itself and collapse. With the job completed, they are sent back to their Warframe and are cleared to return



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Back in the Necralisk, the Tenno meet [Grandmother](#), who notes that the Entrati, despite its dysfunctional family members, will come together in a crisis. The dialogue prompt *"Wait... did you?"* and Grandmother's sarcastic rebuff heavily implies that Grandmother caused the events surrounding the Heart's destruction to unite the family. She awards the Tenno the blueprint for the [Xaku](#) Warframe, a "family of themselves", and the Deimos Necralisk [Captura](#) Scene.

The [Entrati](#) syndicate is now available, with [Mother](#) offering [Bounties](#), [Father](#) selling unique weapons, [Daughter](#) with [fishing](#), [Son](#) with [wildlife conservation](#), [Otak](#) with [mining](#), and Grandmother with [standing](#) transaction and selling unique Captura Scenes and Orbiter Decorations.

The player will also receive an inbox message containing blueprints for the [Voidrig](#), Voidrig Casing, Voidrig Engine, Voidrig Capsule, and Voidrig Weapon Pod.

[Mirror Defense](#) on Tyana Pass, [Mars](#) is available.

## Notes

- Players who already have a fully built [Xaku](#) prior to completion of this quest will additionally receive a [Riven Mod](#).

## Tips

- After destroying the two tumor nodes in the beginning of the quest, the entire open world is available to grab free resources by breaking containers as enemies rarely spawn in this instance. This can give new players a small (and rng dependent) start on the various resources dropped in this zone.

## Trivia

- [Father's](#) [Necramech](#) named Snake, along with Father shouting *"Snake? SNAAAAAAKE!!!!"* when the player dies in the Necramech is a reference to the [Metal Gear Solid](#) series. In this franchise, the protagonist is named Snake, and the mission control characters shout similar lines when Snake dies.
- In the cutscenes with the [enemy Necramech](#), it is shown wielding a [Cortège](#), and at one point fires [Mausolon](#)-like full-auto rounds. However, when fought it



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helayer but the mines are fired as



Tenno to pilot a Necramech.

- When meeting the first time with Mother, she tells a dream she had, saying: "--*The Wall of Lohk was before us, I had my proofs, my father's. I could hear him... I could hear him tapping... tapping at the Untime door--*" This is likely a reference to a line from Edgar Allan Poe's poem *The Raven*: "[...] *While I nodded, nearly napping, suddenly there came a tapping, As of some one gently rapping, rapping at my chamber door.*[...]"

## Bugs

- On first meeting Daughter during the quest, she will first play her post-quest greeting BEFORE her actual greeting, which can be confusing for new players playing the quest for the first time. Although this bug was encountered by the Creative Director, Rebecca, during a re-play of the quest during the Road To New War streams in preparation for the release of New War, a fix for it doesn't seem to be expedited yet.

## Media



Heart of Deimos (capture scene)

## Patch History

### Update 36.1 (2024-08-21)

- Fixed the Necramech at the end of the Heart of Deimos Quest being a regular Necramech instead of the Quest-specific boss.
  - Also increased the overall health and tankiness of this foe.

### Hotfix 36.0.3 (2024-06-20)



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Codex for the Heart of Deimos



Tenno Awakening	Awakening • Vor's Prize • Saya's Vigil • Vox Solaris • Once Awake • Heart of Deimos • The Archwing • Natah
This Is What You Are	The Second Dream • Rising Tide • The War Within • Chains of Harrow • Apostasy Prologue • The Sacrifice
The New War	Prelude to War (Chimera Prologue • Erra • The Maker) <sup>[1]</sup> • The New War (The Duviri Paradox) <sup>[2]</sup>
Indifference Awoken	Angels of the Zariman • Whispers in the Walls • Jade Shadows • The Lotus Eaters
Side Quests	
Warframe Quests	Hidden Messages ( <a href="#">Mirage</a> ) • The Limbo Theorem ( <a href="#">Limbo</a> ) • Patient Zero ( <a href="#">Mesa</a> ) • The New Strange ( <a href="#">Chroma</a> , <a href="#">Khora</a> ) • The Jordas Precept ( <a href="#">Atlas</a> ) • Sands of Inaros ( <a href="#">Inaros</a> ) • The Silver Grove ( <a href="#">Titania</a> ) • The Glast Gambit ( <a href="#">Nidus</a> ) • Octavia's Anthem ( <a href="#">Octavia</a> ) • Chains of Harrow ( <a href="#">Harrow</a> ) • Saya's Vigil ( <a href="#">Gara</a> ) • Mask of the Revenant ( <a href="#">Revenant</a> ) • The Sacrifice ( <a href="#">Excalibur Umbra</a> ) • Vox Solaris ( <a href="#">Garuda</a> , <a href="#">Baruuk</a> , <a href="#">Hildryn</a> ) • Chimera Prologue ( <a href="#">Wisp</a> ) • The Deadlock Protocol ( <a href="#">Protea</a> ) • Call of the Tempestarii ( <a href="#">Sevagoth</a> ) • The Waverider ( <a href="#">Yareli</a> ) • Heart of Deimos ( <a href="#">Xaku</a> , <a href="#">Lavos</a> , <a href="#">Citrine</a> ) • The New War ( <a href="#">Caliban</a> ) • Angels of the Zariman ( <a href="#">Gyre</a> ) • Veilbreaker ( <a href="#">Styanax</a> ) • The Duviri Paradox ( <a href="#">Kullervo</a> ) • Whispers in the Walls ( <a href="#">Qorvex</a> , <a href="#">Dante</a> ) • Jade Shadows ( <a href="#">Jade</a> )
Syndicate Unlock Quests	Saya's Vigil ( <a href="#">Ostron</a> ) • Vox Solaris ( <a href="#">Solaris United</a> , <a href="#">Ventkids</a> ) • Heart of Deimos ( <a href="#">Entrati</a> ) • The War Within ( <a href="#">The Quills</a> , <a href="#">Vox Solaris</a> , <a href="#">Necraloid</a> ) • Angels of the Zariman ( <a href="#">The Holdfasts</a> ) • Whispers in the Walls ( <a href="#">Cavia</a> )
Location Unlock Quests	The Duviri Paradox (Duviri, Dormizone) • Saya's Vigil (Plains of Eidolon) • Vox Solaris (Fortuna) • Heart of Deimos (Cambion Drift) • The Archwing (Empyrean Proximas) • The Second Dream ( <a href="#"> </a> ) • The War Within ( <a href="#"> </a> ) • Chains of Harrow (Iron Wake) • The New War ( <a href="#"> </a> ) • Angels of the Zariman ( <a href="#"> </a> , Dormizone) • Whispers in the Walls ( <a href="#"> </a> )
Feature Unlock Quests	The Duviri Paradox ( <a href="#"> </a> , The Circuit, Duviri Incarnons) • Howl of the Kubrow (Incubator Segment) • The Archwing (Archwing) • Stolen Dreams (Maroo Weekly Ayatan Hunt) • The New Strange (Sanctuary
	Heart of Deimos (Necramech, <a href="#"> </a> ) • A Man of Few Words (Clem <a href="#"> </a> ) ( <a href="#"> </a> , Focus) • Rising Tide



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Heart of Deimos (Necramech, ) • A Man of Few Words (Clem ) ( , Focus) • Rising Tide





([Sisters of Parvos](#)) • [Angels of the Zariman](#) ([Void Armageddon](#), [Void Cascade](#), [Void Flood](#), [Zariman Incarnons](#)) • [Veilbreaker](#) ([Break Narmer](#), [Archon Hunt](#), [Archon Shard](#)) • [Whispers in the Walls](#) ([Arcane Dissolution](#), [Melee Upgrade Segment](#), [Entrati Incarnons](#), [Alchemy](#), [Netracells](#), [Deep Archimedeia](#)) • [Jade Shadows](#) ([Ascension](#))

### Story and History

1. Prelude to War is a compilation of miniquests and cutscenes leading up to The New War.
2. While not part of the main story quest, The Duviri Paradox has very interlinked story context to several critical characters in The New War.

### Categories



### Languages



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