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Orphix (Mission)



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Orphix is a [Empyrean](#) mission type where Tenno must fight against [Sentient Orphix](#) boarding [Corpus Ships](#) using [Necramechs](#). It is derived from the events of [Operation: Orphix Venom](#).

Players must complete [The War Within](#) to play in Orphix missions.

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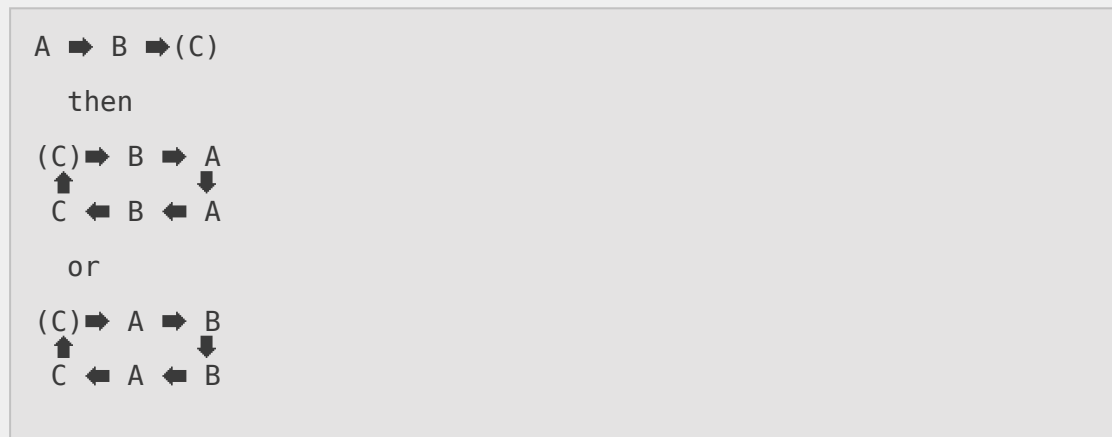
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Mechanics

These missions are divided into two sections: [Railjack](#) objectives and a modified [Survival](#) mission that require players to defeat [Orphix](#) in a timely manner in order to survive.

Orphix Spawns

Orphix spawns are not random and occur once every minute, cycling through three distinct [tile](#) locations. The following diagram shows how the Orphix spawn locations are laid out in a linear fashion.



The Orphix spawn pattern starts with Tile A, Tile B and then Tile C. After the 3rd Orphix, it changes to use the spawn pattern CBA-ABC or CAB-BAC. Note that spawning tiles will be adjacent but not necessarily in linear arrangement and probably have branch paths that lead to dead ends.

Fighting the Orphix

Orphix radiate a pulse field that disables Warframes and dispels any buffs and active abilities. Crossing into the pulse field with the Warframe will force the player into [Operator](#) mode to rely on their [Necramechs](#) via [Necramech Summon](#). If the player does not own a Necramech, there will be fallen Necramechs to use Transference into, which are rank 30 and equipped with a [Mausolon](#) but are unmodded.

There are two distinct phases when fighting an Orphix: destroying Orphix Resonators and weakening the Orphix.

The Orphix is protected by multiple Orphix Resonators near it and can only be damaged when all Resonators are destroyed, opening up its center blue cavity to spawn more Sentient troops to help defend it. In ascending order of frequency, Orphix can spawn [Aerolysts](#), [Summulysts](#), [Choralysts](#), [Ortholysts](#), [Symbilysts](#), [Conculysts](#), [Battalysts](#), and



Once the Orphix is dead, all Sentient enemies spawned by that Orphix will disappear. The Sentient control meter will also decrease by **8%** upon defeating an Orphix.

After successfully destroying three Orphix, players may extract or continue destroying more Orphix, up to a maximum of 36. Orphix will continue to spawn even if one is active; if Orphix are left active for 100 seconds (100% Sentient control), players cannot continue and are forced to extract. A mission failure will result if Sentient control reaches 100% when the player has not destroyed three Orphix.

Orphix Damage Resistance

This section is [transcluded](#) from [Orphix § Damage Resistance](#). To change it, please [edit the transcluded page](#).

Orphix possess DR that scales depending on your weapon's DPS **excluding Critical Hits**. DPS is calculated by:

Enemy Scaling

Orphix #	Orphix/Enemy Level			
	Venus (Vesper Strait)	Neptune (Mammon's Prospect)	Pluto (Khufu Envoy)	Veil (Erato)
1	21	31	35	54
2	23	33	37	56
3	26	36	40	59
4	29	39	43	62
5	33	43	47	66
6	36	46	50	69
7	39	49	53	72
8	43	53	57	76
9	46	56	60	79
10	50	60	64	83
11	54	64	68	87
12	58	68	72	91
13	62	72	76	95
14	66	76	80	99
15	71	81	85	104
16	76	86	90	109
17	80	90	94	113
18	85	95	99	118
19	91	101	105	124
20	96	106	110	129
21	101	111	115	134
22	107	117	121	140



24	119	129	133	152
25	126	136	140	159
26	132	142	146	165
27	139	149	153	172
28	146	156	160	179
29	153	163	167	186
30	161	171	175	194
31	169	179	184	200
32	177	187	191	200
33	185	195	199	200
34	194	200	200	200
35	200	200	200	200
36	200	200	200	200



Example Orhpix spawns

Possible Orpих Enemy Wave Spawns^{Confirmation}
needed

4-5 Brachiolysts	4-5
3 Brachiolysts, 1 Aerolyt/Battalyt/Conculyst/Symbilyt	3 + 0/1/2/3
2 Brachiolysts, 2 Symbilysts	8
2 Brachiolysts, 1 Battalyt, 1 Conculyst	5
Summulysts, Choralysts, Ortholysts	

Critical Hits are applied after DR is calculated. Additionally, the average DPS is calculated using Health Modifiers and is quantized.

Damage Modifier =

1,

$0.7 + \frac{300}{\text{DPS}_{Average}}$

$0.5 + \frac{800}{\text{DPS}_{Average}}$

$0.2 + \frac{2300}{\text{DPS}_{Average}}$

$0.02 + \frac{4100}{\text{DPS}_{Average}}$

$\text{DPS}_{Average} \leq 1000$

$1000 < \text{DPS}_{Average} \leq 2500$

$2500 < \text{DPS}_{Average} \leq 5000$

$5000 < \text{DPS}_{Average} \leq 10000$

$10000 < \text{DPS}_{Average}$

Locations

There are a total of 4 Orphix Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Venus Proxima	Vesper Strait	Corpus	3,000	41,250	VenusProximaOrphix
Neptune Proxima	Mammon's Prospect	Corpus	4,000	68,750	NeptuneProximaOrphi
Pluto Proxima	Khufu Envoy	Corpus	4,400	80,000	PlutoProximaOrphix
Veil Proxima	Erato	Corpus	6,300	143,750	VeilProximaOrphix

Mission Rewards

The [mission reward rotation](#) is AABC. Every three destroyed Orphix serves as a rotation and will reward an item from the rotation table.

This section is [transcluded](#) from [Orphix \(Mission\)/Rewards](#) . To change it, please [edit the transcluded page](#).

Venus

Neptune

Pluto

Veil

A

B

C

 Endo x100	28.57%	 Endo x150	27.27%	 Arcane Consequence	10.34%
Lavan Engines Mk I	14.29%	Vidar Engines Mk I	13.64%	Arcane Ice	10.34%
Lavan Plating Mk I	14.29%	Vidar Plating Mk I	13.64%	Arcane Momentum	10.34%
Lavan Reactor Mk I	14.29%	Vidar Reactor Mk I	13.64%	Arcane Nullifier	10.34%
Lavan Shield Array Mk I	14.29%	Vidar Shield Array Mk I	13.64%	Arcane Tempo	10.34%
Lith G10	4.76%	Lith A6	4.55%	Arcane Warmth	10.34%
Lith N15	4.76%	Lith C12	4.55%	Arcane Acceleration	6.9%
Lith P9	4.76%	Lith G12	4.55%	Arcane Resistance	6.9%
		Lith W4	4.55%	Arcane Strike	6.9%
				Arcane Victory	6.9%
				Arcane Aegis	3.45%
				Arcane Precision	3.45%
				Arcane Pulse	3.45%

Locations:

- [Vesper Strait, Venus Proxima](#)

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

- [Necramech Summon](#) has a 1 minute cooldown to revive the Necramech.
- Players must hit the glowing blue cavity of Orphix with a direct hit to deal damage with area of effect weapons. Radial damage alone will **not** damage Orphix and is only applied to direct hit attacks.
- Orphix Resonators have 3,000 [Object](#) health.
- Destroying Resonators will decrease Sentient control by 5%.
- The event missions count towards challenges that involve survival missions, such as weekly [Nightwave](#) Acts.
- [Tenno Specters](#) will be killed instantly if affected by the Orphix pulse field.

Tips

- Early in the mission, Orphix Resonators can be instantly destroyed with the [Operator's Amp](#) or [Necramech's](#) Melee, Slide, and Slam Attack.
- While there are free [Necramechs](#) for use, their unmodded state means they won't get very far with the higher leveled enemies.
- [Fluctus](#) and [Zenith](#) have infinite [punch through](#) and can damage the Orphix Resonators from everywhere.
 - Alternatively, loading [Sabot Rounds](#) on whatever Arch-gun the Necramech uses gives it a better chance at hitting these resonators.
 - While the [Grattler](#) and the [Kuva Grattler](#) do not have innate punch through, the explosions upon impact do, giving them a decent chance at destroying the resonators.
- The [Mausolon's](#) alt fire and [Arquebex](#) deal massive damage to all enemies and the Orphix.
- The [Ironbride](#) is capable of damaging the Orphix from any angle.
- Warframes can still use their abilities outside the pulse field. The following abilities can continuously generate energy for Necramechs:
 - [Gara's](#) [Spectrorage](#) with [Spectrosiphon](#) augment
 - [Hildryn's](#) [Aegis Storm](#)
 - [Nekros's](#) [Desecrate](#) (can affect corpses inside the pulse field)
 - [Protea's](#) [Dispensary](#)
 - [Zenurik's](#) [Wellspring](#)
- Use [Voidrig's](#) [Storm Shroud](#) and [Bonewidow's](#) [Meathook](#) and [Shield Maiden](#) to stay alive.
 - [Necramech Rage](#) aids in maintaining energy to cast abilities.
 - [Necramech Repair](#) can greatly improve the Necramech's survivability.

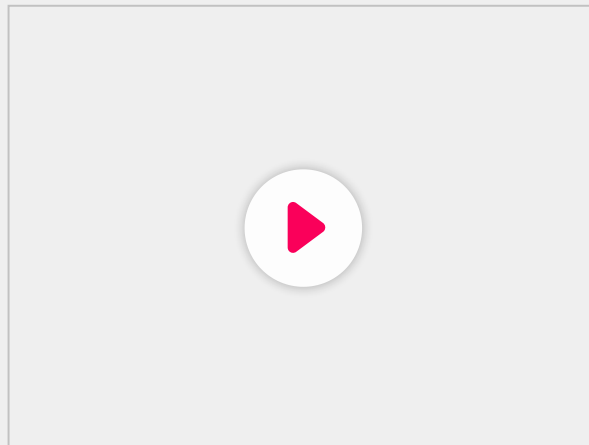


- The [Vizier Predasite's](#) [Iatric Mycelium](#) can heal Necramechs in a substantial amount.
- [Vazarin's](#) [Protective Sling](#) can heal Necramechs for 500 health over 5 seconds.
- Building for [Radiation](#) will allow for maximum damage against the armored Orphix and Sentients
- The [Battalyst](#)'s omni-directional laser makes it arguably the deadliest enemy, dealing a lot of damage very quickly to multiple Necramechs at long range. The Bonewidow's Meathook can instantly interrupt its attack and render it out of commission.

Trivia

- Despite this mission type becoming available once The War Within is completed, [Natah](#)'s transmissions can still occur despite the [Lotus](#) will not return to the Sentient's side until [The Sacrifice](#), due to the mission itself being directly carried over from Orphix Venom.

Media



How to complete Operation- Orphix Venom for Beginners - Warframe

Patch History

[Hotfix 36.0.5](#) (2024-07-20)

- Fixed a crash in Orphix Railjack missions.

[Hotfix 31.7.2](#) (2022-08-17)



Update 31.6 (2022-06-09)

- Fixed Orphix Resonators spawning in hidden rooms on the Corpus Ship tileset.

Missions				[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	
		Free Roam	Bounty (Isolation Vault, Heist)	
		Arena	The Index • Rathuum	
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught	
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage	
	Empyrean	Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)	
		Endless	Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)	
		Free Roam	Free Flight	
	Duviri	Free Roam	The Duviri Experience • The Lone Story	
		Endless	The Circuit	
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro	
	Other		Frame Fighter • Duel	
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures				

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