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Lephantis

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BOSSES

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Functioning agents of the Infestation appear in a variety of horrific forms. While some infested organisms take the relative shape and physical properties of a newly acquired host, older entities have taken unique and transformative shapes of their own, adapting to their environment over time, and absorbing new victims to feed their evolution.

—Lephantis Fragment

Deep within this millennia old Orokin-turned Infested ship lurks a creature created to fight in the Old War.

Lephantis



Update Infobox Data

Heavily armored

General Information

Faction [Infested](#)

Planet(s) [Deimos](#)

Mission Name(s) [Magnacidium](#)



Lephantis is a massive, multi-headed [Infested boss](#) created to fight in the [Old War](#), introduced in [Update 10.0](#) (2013-09-13). This large amalgamated creature consists of three heads called **Infested Corpus**, **Infested Grineer**, and **Ancient Infested**, which can seemingly extend and are attached to a tripod-like body hidden beneath the ground.

It is found on Magnacidium, [Deimos](#). After defeating it and finishing the mission, the player will receive a  [Nekros](#) component blueprint. Each of its heads are also capable of dropping [Neurodes](#) and [Orokin Cells](#) in addition to its main body, potentially totaling up to four resource drops.

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Tile Set(s)	Orokin Derelict		
Type	Boss		
Abilities	Rippling Shockwave		
Statistics			
Affinity	7,026		
Health	44,418		
Dmg. Reduction	0%		
Base Level	1		
Spawn Level	50		
Level Scaling			
1 500			
Selected Level	50 Reset		
EHP	44,418		
Steel Path EHP	--		
Miscellaneous			
Codex Scans	3		
Introduced	Update 10.0 (2013-09-13)		
Drops			
Mod Drops		Stabilizer	2.01%
		Spare Parts	22.11%
		Rebound	37.94%
		Quick Return	37.94%
Resource Drops	Region Resource 97.42%		
		Orokin Cell	2.58%
Mission Drops		Nekros Neuroptics Blueprint	(33.33%)
		Nekros Chassis Blueprint	(33.33%)
		Nekros Systems Blueprint	(33.33%)
Sigil Drops		Lephantis Sigil	100.00%
Official Drop Tables			
https://www.warframe.com/droptables			

Behavior

Throughout Phase 1, each of Lephantis' three heads will emerge from the ground before attacking, which causes knockdown to any nearby Tenno. In Phase 2, its main body can create shockwaves that knockdown.



Infested Corpus

Infested Grineer

Ancient Infested

Infested Corpus	General	D
	Introduced	Undetermined
	Tileset	Derelict
	Ability	Toxin Grenade Spawn Infested Pod
	Codex Scans	N/A
	Statistics	
	Fossilized	P1: 1200, P2: 396
		
	Affinity	1000

The **Infested Corpus** head resembles a severely mutated Corpus helmet with a mouth taking up its entire face, with a set of tentacles on either side that cover it up when not attacking. It can spit deadly poison grenades at great distances, leaving behind  Toxin clouds that deal high damage and ignore shields. It can also release Infested spawn pods similar to those dropped by **Boilers** which will spawn multiple basic Infested units over time until it is either destroyed or expires on its own, leaving behind a cloud of poison.

Damage Reduction

During phase 1, each of Lephantis's heads possesses an innate **60%** DR. During phase 2, this is increased to **70%** DR.

Lepantis also possesses [Damage Reduction](#) that scales depending on your weapon's damage. Damage is calculated by

$$\text{Modded Damage} \times \text{Critical Multiplier (if triggered)} \times \text{Body Part Multipliers} \times \text{Inn}$$

Additionally, the damage is calculated using all health [damage type modifiers](#), and is quantized. Critical hits have their damage doubled on top of the weapon's critical multiplier.

$$\text{Damage Multiplier} = \begin{cases} 1, & \text{Damage} \leq 450 \\ 0.1 + \frac{450}{\text{Damage}}, & 450 < \text{Damage} \end{cases}$$

If a head is hit again within approximately **0.27** seconds, whether from [multishot](#) or

Damage Multiplier = 0.1

In addition, during Phase 2, each head possesses a damage cap. The cap is calculated for each damage instance, not the sum of hits.

Damage Cap = $0.1 \times \text{Current Head Health} + 450$

In summary, bringing weapons with low damage but high fire rate such as fully automatic rifles are far more effective than weapons that deals high damage in a single shot such as snipers.

Strategy

Phase 1

Throughout the fight, each of Lephantis's heads will emerge from the ground in intervals and attack, allowing players to hit them. They are all completely immune to damage except on their pink weak spots, which are only revealed when they attack: the Corpus head's weak spot is its mouth, the Ancient head's weak spot is its neck, and the Grineer head has two weak spots - the mouth and the "face", with the latter taking **2x** damage.

The fight begins with the Infested Corpus head appearing first, and the Ancient Infested head following soon after. When enough combined damage has been dealt to the Corpus and Ancient heads, they will temporarily retreat and the Grineer head will emerge alone. After the Grineer head retreats, all three heads will be able to emerge and attack together.

Phase 2

Once all three heads have been defeated, the ground will rumble and all three heads will emerge at once, destroying the entire floor. Players will fall down into the ruins below, where the body of Lephantis resides. This area is darker and has small pools of



electrified water, which cause players to take [Electricity](#) damage when stepping in them.

Phase 2 is much the same as Phase 1, except all three heads are present at the same time and they cannot retreat,

attached to its main body which stomps around and rotates in its arena. Once a head is defeated, it will explode and leave behind a stump on Lephantis' body that will periodically spit out Spore Grenades.

Once all heads have been destroyed, the body of Lephantis will collapse and explode.

Summary

- **Phase 1:** Wait for Lephantis's heads to emerge and reveal their weakspot, then deplete their health.
- **Phase 2:** All of Lephantis's heads are now permanently active. Repeat above once more.

Notes

- [Limbo](#) can be damaged by the Corpus and Infested heads' projectile attacks while in the Rift plane, so it is advisable to keep moving while in the Rift.
- [Mesa](#) cannot use her [Peacemaker](#) ability to damage the heads, as the ability targets the center mass of the body, rather than the damageable weak points.
- The Lephantis fight may be made easier through a combination of slowing abilities that extend the window to attack its weak spots for longer
 - Using the [Infested Impedance](#) aura will slow all Infested—including Lephantis— by up to 18% at max rank.
 - Warframe abilities such as [Frost's](#) [Snow Globe](#), [Rhino's](#) [Rhino Stomp](#), [Nova's](#) [Molecular Prime](#), and [Sevagoth's](#) [Gloom](#). [Trinity's](#) [Energy Vampire](#) will also slow Lephantis in addition to providing energy.
 - With the [Zenurik](#) focus schools' [Temporal Drag](#) the Lephantis will be



- [Titania](#) can use [Razorwing](#) to stay airborne and easily avoid most of Lephantis' attacks while dealing high damage.
 - Targeting the heads however might become difficult, as Lephantis will re-position itself and seek after Titania's razorflies instead of Titania herself.
- [Mirage](#) with sufficient ability strength and energy can make the second phase much easier to survive with [Eclipse](#), due to the lower area being considered completely in shadow.
- [Banshee](#) can potentially, although rarely, highlight a weak spot with [Sonar](#), allowing for increased damage to it.
- [Xaku](#) can use [The Lost's](#) Gaze to "freeze" the first phase heads weak spots to easily dish out enough damage to one-shot it after the ability expires.
- Players can scan the individual heads in the first phase and scan Lephantis' body in the second phase. However, only the body scan counts towards the [Codex](#) entry.
- Using weapons that have innate [punch through](#) or using [punch through](#) mods can allow the user to shoot through invulnerable parts of Lephantis to hit the weak spots. This is only possible when weak spots are already revealed, as the heads otherwise have stages of total invulnerability.
- Using a [Specter](#) and having it hold position can be useful to keep Lephantis from rotating or moving around, although the specter will despawn after phase transition.
- If the player has attracted and spawned a [Juggernaut](#), it is recommended to kill it before starting Lephantis' fight, as the Juggernaut will follow the player into the fight otherwise. This may make the fight significantly harder as Juggernaut's gas cloud attack affects a large area, which may be dangerous in the close quarters of the fight, and it can also spawn additional Infested enemies.
- If tackling solo, with one or more specters, be aware that this mission will auto-fail if the player does not kill an enemy within 15 minutes (heads do not count, specter kills do not count).
- Lephantis' heads in its first phase are affected by, and not unsusceptible to, the Nightmare Death Detonation mode modifier, and will "explode" upon being killed. This will result in the encounter becoming softlocked, as the heads cannot perform the animation of being pulled back under the floor, and further heads will simply not spawn.

Trivia

- Lephantis was previously known as the **J-2000 Golem**. It was originally going to



- Lephantis was the first boss to not directly drop a blueprint. Players would always get a blueprint for one of [Nekros](#)'s components as a mission reward once they reach extraction. Later updates have since applied this to the other bosses.
- Underneath the Infested Grineer head there is a person's face, akin to [Dark Sector](#) boss [Mezner](#) who also is fought in a large arena-type area and whose face is distorted and stretched over the Infested creature.
- Lephantis' taunt sounds are similar to those of [Lieutenant Lech Kril](#), albeit more distorted.
- Originally upon defeating the three heads in Phase 1, the ceiling would break causing the floor to crumble from the falling debris. This was changed in favor of Lephantis breaking the ground directly.
- Lephantis is currently the second-largest Assassination boss in the game, beaten only by the [Jordas Golem](#).
 - Coincidentally, both are Infested bosses.
- A hologram of Lephantis can be seen in the [Dojo Bio Labs](#). Furthermore, to the left of the hologram one of Lephantis' legs is enclosed within one of the containers.
- Each head of Lephantis may be a reference to [The Three Wise Monkeys](#), with the Infested Ancient head covering the sides (which could represent ears), the Infested Grineer head covering an eye-like stalk, and the Infested Corpus head covering its mouth.



The Sacrifice Spoilers



Patch History

[Update 36.0](#) (2024-06-18)

- Fixed Clients loading into an in-progress Lephantis Assassination mission not being teleported into the lower arena in the second phase of the fight.

[Update 34.0](#) (2023-10-18)

- Fixed Lephantis' Grineer head disappearing briefly during cutscene.
- Fixed the hole in the Lephantis arena having collision after defeat, causing players to float above it.

Last updated: [Hotfix 22.3.4](#) (2017-11-16)

[Infested](#)[Edit](#)[\[Collapse\]](#)

Starchart	Cambion Drift
Walker	Charger • Leaper • Maggot • Runner • Undying Flyer • Volatile Runner
Crawler	Crawler • Electric Crawler • Lobber Crawler • Nauseous Crawler • Toxic Crawler
Mutalist Proxies	Mutalist Osprey • Swarm Mutalist MOA • Tar Mutalist MOA • Power Carrier • Venin Mutalist
Ancient	Ancient Disruptor • Ancient Healer • Boiler • Brood Mother • Leaping Thrasher • Toxic Ancient
Archwing	Attack Mutalist • Mutalist Lightning Carrier • Mutalist Toxic Carrier
Event	Hemocyte • Zealot Baptizer • Zealot Herald • Zealot Proselytizer
Others	Infested Tumor • Zealoid Bastion
Bosses	
Jordas Golem • Juggernaut (Behemoth) • Lephantis • Mutalist Alad V • Phorid • Zealoid Prelate	

Bosses and Mini-Bosses			[Collapse]
<u>Grineer</u>	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)	
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)	
	Quest	Elder Queen (The War Within)	
	Event	Balor Fomorian (Fomorian Fleet)	
<u>Corpus</u>	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)	
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)	
	Quest	Protea Specter (The Deadlock Protocol)	
	Event	Razorback (Razorback Armada)	
<u>Infested</u>	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)	
	Mission	Juggernaut (Infested Ship)	
	Quest	Infested Mesa (Patient Zero)	

	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)
	Quest	Necramech (Heart of Deimos)
Sentient	Planet	Ropalolyst (Jupiter)
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)
	Event	Condrix (Earth - Operation: Scarlet Spear)
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
The Murmur	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
	Mission	Scathing Whisper • Mocking Whisper

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