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Deimos Saxum

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CODEX

Saxum are bipedal, medium-sized assailants capable of short-ranged attacks and a powerful grand slam in melee.

The **Deimos Saxum** is a large bipedal [Infested](#) enemy that resides in the [Cambion Drift](#), [Deimos](#).

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Deimos Saxum

[Update Infobox Data](#)

Saxum are bipedal, medium-sized assailants capable of short-ranged attacks and a powerful grand slam in melee.

General Information

Faction

Infested

Location(s)

[Deimos](#)

[Cambion Drift](#)

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In addition to releasing projectiles from its shoulders that deal lingering area of effect, the Saxum can do powerful slams using its enlarged "belly".

The Saxum is immune to [Status Effects](#) until both its shoulders, called **Femurs**, are destroyed. This also removes its ability to launch controlled projectiles, forcing it to rely on melee attacks. However, doing so will cause its broken shoulders to endlessly spew  [Corrosive](#) bomblets that travel up to 15 meters from it until it dies. It will also take heavy damage over time in this state, effectively bleeding out. Given its extensive toughness otherwise, destroying its shoulder Femurs is in fact the easiest way to kill a Saxum.

After not taking damage for **10** seconds, the Saxum will start to regenerate **2%** of max health per second.

Has immunity to  [Viral](#) status.

The Deimos Saxum has no "head" hitbox.

The Deimos Saxum Rex releases [Deimos Tendril Drones](#) from its shoulders, in addition of shooting projectiles.

Damage Reduction

Deimos Saxum possess [Damage Reduction](#) that scales depending on your weapon's DPS excluding critical hits.

Weapon(s)	Shoulder projectiles Slam Attack
Statistics	
Affinity	-2
Health	800
Armor	70
Dmg. Reduction	14.49%
 --  ++  ++	
Body Multipliers	Body with broken Femurs: 1.0x Body with unbroken Femur: 0.2x Broken Femurs: 2.0x First Femur: 1.0x Second Femur: 2.0x
Base Level	1
Level Scaling	
1 500	
Selected Level	1 Reset
EHP	935.56
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Introduced	Update 29.0 (2020-08-25)
Drops	
Mod Drops	 Lasting Sting 1.14%
	 Perpetual Agony 1.14%
	15  Endo 1.14%
	 Fetch 0.33%
	 Volatile Quick Return 0.33%
	50  Endo 0.33%
	 Condition Overload 0.02%
	 Volatile Rebound 0.02%
	 Defiled Snapdragon 0.02%
	80  Endo 0.02%
Resource Drops	Region Resource 7.00%
Sigil Drops	 Leaping Thrasher Sigil 5.00%
Other Drops	Leaping Thrasher Sigil
Official Drop Tables	
https://www.warframe.com/droptables	



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(multishot) · (body part multipliers)

Critical Hits are applied after the damage resistance is calculated. Additionally, the average DPS is calculated using all health/shield modifiers, other sources of damage reduction, and is quantized.

$$\text{Damage Multiplier} = \begin{cases} 1, & \text{DPS}_{Average} \leq 1000 \\ 0.8 + \frac{200}{\text{DPS}_{Average}}, & 1000 < \text{DPS}_{Average} \leq 2500 \\ 0.7 + \frac{450}{\text{DPS}_{Average}}, & 2500 < \text{Average DPS} \leq 5000 \\ 0.4 + \frac{1950}{\text{DPS}_{Average}}, & 5000 < \text{Average DPS} \leq 10000 \\ 0.2 + \frac{3950}{\text{DPS}_{Average}}, & 10000 < \text{Average DPS} \leq 20000 \\ 0.1 + \frac{5950}{\text{DPS}_{Average}}, & 20000 < \text{DPS}_{Average} \end{cases}$$

Until both Femurs are destroyed, the main body possesses an additional **80%** damage resistance. After destroying a Femur, the other one will take **2x** damage. After destroying the other, both locations will take **2x** damage.

For proc damage, critical hits are taken into account.

$$\text{DPS}_{Proc} = (\text{proc damage}) \cdot (\text{critical multiplier if triggered}) \cdot (\text{modded fire rate}) \cdot (m)$$

Where the proc damage is the per tick damage of the corresponding proc, with health/shield/armor modifiers taken into account. Note that unlike the DPS controller for normal damage, the one for proc damage takes critical hits into account. For heat procs, the proc damage in the above formula is the accumulated value of all the previous heat procs.

$$\text{Damage Multiplier} = \begin{cases} 1, & \text{DPS}_{Average} \leq 1000 \\ 0.8 + \frac{200}{\text{DPS}_{Proc}}, & 1000 < \text{DPS}_{Average} \leq 2500 \\ 0.7 + \frac{450}{\text{DPS}_{Proc}}, & 2500 < \text{Average DPS} \leq 5000 \\ 0.4 + \frac{1950}{\text{DPS}_{Proc}}, & 5000 < \text{Average DPS} \leq 10000 \\ 0.2 + \frac{3950}{\text{DPS}_{Proc}}, & 10000 < \text{Average DPS} \leq 20000 \\ 0.1 + \frac{5950}{\text{DPS}_{Proc}}, & 20000 < \text{DPS}_{Average} \end{cases}$$

Variants



Deimos Saxum Rex



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General

Drop



WARFRAME Wiki



Introduced	Update 29.0 (2020-08-25)
Mission	Cambion Drift, Assassination Bounty
Weapon	Shoulder projectiles Slam Attack
Codex Scans	3
Statistics	
Fossilized	1200
	+ ++ +++ - -- ---
Infested Sinew	200 (Armor)
	+ + ++ --
Base Level	1

Mod Drops:
[Saxum Thorax 7.](#)
[Saxum Carapace](#)
[Saxum Spittle 0.](#)

Other Drops:
Leaping Thrasher [Si](#)

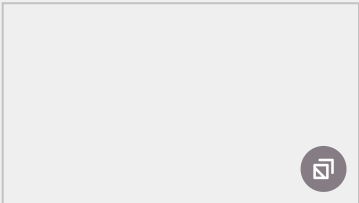
CODEX

Saxum Rex are larger, meaner Saxum and represent a considerably enhanced threat. How they achieve this is unknown, but cannibalism is suspected.

Trivia

- Deimos Saxum was first revealed in [TennoCon 2020](#) under the name **Infested Femur**.
- The Deimos Saxum Rex only appears as an assassination target in Cambion Drift Bounties.

Gallery



Patch History

Update 29.1 (2020-09-17)

- Fixed ability to apply Status Effects to the Deimos Saxum before Femurs have been killed. Status Effects will affect the Deimos Saxum Rex in the Simulacrum.

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X

Hotfix 29.0.7 (2020-09-03)

- Fixed stacking Deimos Saxum FX for Clients - should be easier to see around

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](#) • [Infested Oni](#)

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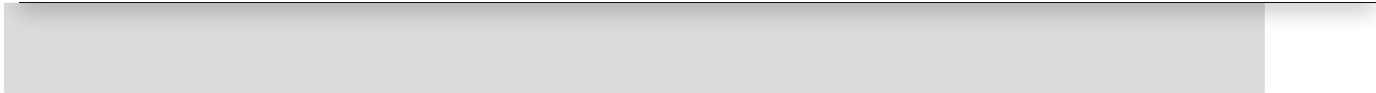


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