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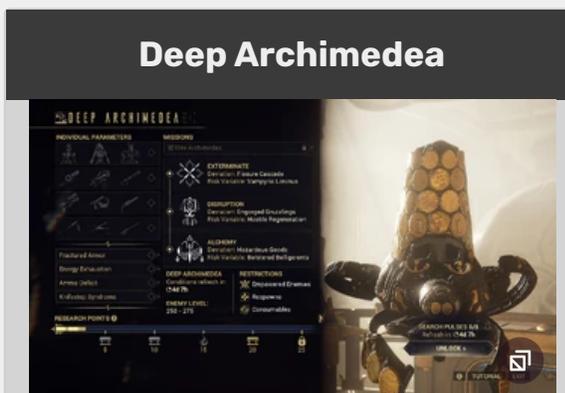
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Deep Archimedea

59   EDIT

Deep Archimedea is a series of multi-stage missions in a battle against The Murmur to drive them out of Albrecht's Laboratories. They can be accessed by speaking to the Necraloid in the Sanctum Anatomica.

Unlocking Deep Archimedea for the week consumes 2 **Search Pulses**. 5 Search Pulses are granted each week, shared with **Netracells**, resetting at Monday 0:00 UTC. Players can still partake in Deep Archimedea missions once they have exhausted all rewards.

Access to this mission requires completion of the Whispers in the Walls quest and being **Rank 5 - Illuminate** with the Cavia.

Deep Archimedea

Deep Archimedea mission screen

Region	Deimos
Faction	The Murmur
Level Range	250-275 (Normal) 375-400 (Elite)
Tile Set	Albrecht's Laboratories
Requirements	• Completed Whispers in the Walls • Rank 5 with the Cavia
Introduced	Hotfix 35.5.3 (2024-04-04)

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Tutorial

*Albrecht's **Deep Archimedea** was his project to discover how to defeat The Murmur. Help Necraloid to continue Albrecht's ongoing work by running a preselected set of **3 missions**, consecutively and without breaks, under extremely challenging conditions.*

*Each week Deep Archimedea must be **Unlocked** by using **2 Search Pulses**. These are the same Search Pulses that locate Netracells.*

*With every new week, Necraloid alters the experiment, adding a new set of missions, each with their own **Risk Variables** and **Deviations**. Study these carefully to prepare for what is to be endured.*

*Necraloid also selects **Loadout** items that he wishes to study. Equip these to receive extra **Research Points**.*

***Personal Modifiers** offer the opportunity for brave Tenno to take extra risks in return for **Research Points**.*

*The more **Research Points** earned, the greater the **Reward Pools** that are unlocked.*

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*Pay special attention to Deep Archimedea's restrictions. **Void Angels** prevent self-revival and must be defeated to bring a bled-out Tenno back to the fray.*

*When you have mastered Deep Archimedea, it will be time to move onto **Elite Archimedea**. The ultimate test.*

<div align="right">—In-Game Description</div>

Mechanics

Deep Archimedea Missions are played in sequence, with no opportunity to switch Loadouts.

<div align="right">—In-Game Description</div>

Similar to [Sorties](), players are tasked with completing three missions in a row. Players should prepare carefully, as there **are no breaks and no opportunities to switch loadouts** between missions.

Clearing all 3 missions awards **3 Research Points** for rewards.

Individual Parameters

These **Individual Parameters** exclusively affect a player, and there are two kinds of Individual Parameters that can be selected by the player: **Loadout** and **Personal Modifiers**. Players can restrict their loadout and apply personal debuffs to gain **Research Points** to increase their chances at receiving more rewards.

Loadout

Equipping one of the following items rewards 1 Research Point per mission completed.

<div align="right">—In-Game Description</div>

These Parameters are applied based on **Loadout** equipment. Each week, a choice of 3 **Warframes**, **Primary**, **Secondary**, and **Melee** Weapons are listed, matching them awards **1 Research Point** per equipment per mission. The available Loadout restrictions differ between players, and can consist of equipment that the player doesn't own.

In order to activate any of the Loadout parameters, players must change their equipment in the Arsenal. Variants of equipment such as [Primes]() or [Syndicate Weapons]()

Kitguns and Zaws can appear in the Loadout window. Any combination of components will apply as long as one is equipped.

Personal Modifiers

> *Each Personal Modifier grants 1 Research*
> *Point per mission completed.*
>
> —In-Game Description

Four randomly selected debuffs can be applied, each granting **1 Research Point** per mission.

These **Personal Modifiers** affect players directly, providing a challenge in exchange for increased Research Points. They're applied individually, allowing a player to increase the challenge for themselves without affecting their teammates.

Personal Modifier	Effects	Notes
Gear Embargo	Gear cannot be used.	
Powerless	All Abilities are disabled until the squad kills **50** enemies.	Passives seem to be unaffected (needs more testing). Also applies to the Operator/Drifter, however Transference itself is unaffected. Specters are unaffected.
Secondary Wounds	Gain 1 Puncture Status Effect every time you take damage.	
Lethargic Shields	Shield recharge delay increased **500%**.	Increases recharge delay to **6** seconds by default. Other sources of shield restoration (Blessing, Brief Respite, Guardian) are unaffected.
Ammo Deficit	Ammo restored by drops and gear is reduced **75%**.	Has no effect on Battery Weapons or Exalted Weapons
Fractured Armor	Casting an ability reduces Armor by **10%** for 10s.	
Untreatable	Pickups do not heal, and Health Orbs cannot be picked up.	Lavos' Universal Orbs and Equilibrium will still provide energy.
Abbreviated Abilities	Ability Durations reduced by **50%**.	Reduction is multiplicative; an ability with 250% duration will be reduced to 125%.
Concussive Drain	Taking health damage also consumes **5%** of max energy per hit.	
Transference Distortion	Transference into Operator and Drifter is blocked.	Prevents usage of Last Gasp and piloting Necramechs.
Terminal Velocity	You do **0** damage while not moving.	
Erameource	Activating an Ability inflicts	Damage dealt ignores shields and is

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Personal Modifier	Effects	Notes
Knifestep Syndrome	Lose **2** Health when moving. Jumping pauses the effect.	Rate of health loss is proportional to movement speed.
Energy Exhaustion	Lose **2** Energy per second for each enemy within 10 meters of you.	
Ammo Scarcity	Ammo depletes steadily. Battery weapons recharge slowly.	Ammo reserves deplete at **~5%** per second.
Exposure Curse	Shields are removed.	
Sanguine Syndrome	Every time you take damage, you also suffer a Bleed Status Effect.	
Vampyric Syndrome	Lose Health every second. Killing enemies restores Health.	
Conductive	Take Electrical damage every few seconds.	

Deviation

Deviations are mission-related modifiers that add further difficulty, forcing new strategies to adapt to their conditions. They are variations of mission elements players may already be familiar with, designed to keep even the most experienced Tenno on their toes.

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Deviation	Mission Compatibility	Effects	Notes
Necramech Influx	All	Necramechs appear with greater frequency.	Hostile Necramechs can spawn without being summoned by Rogue Culverins.
Fissure Cascade	All	Fissures rip into the mission, causing the Enemy Level to go up by 1 every 10s. Destroy them to stop the level from increasing further.	
Damage Link	All	Enemies within **10m** of each other form a Damage Linked group. Any damage done to an individual is distributed evenly to the entire linked group.	
Sealed Armor	All	Enemies take **90%** less damage from non-weak point hits.	Weak points will be highlighted with this Deviation active. Anatomizers are exempt from this Deviation since they have no weakspots.
Parasitic Towers	Survival	Life Support Towers only activate after **20** enemies have been killed within a **15m** radius of them.	
Hostile Support	Survival	The Life Support Tower delivery system is disabled. Necramechs spawn every **90** seconds, and drop **6** Life Support Modules when killed.	Enemies can still drop life support modules on death.

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Deviation ⬍	Mission Compatibility ⬍	Effects ⬍	Notes ⬍
Hazardous Areas	Survival	Activate Life Support Towers to clear Hazardous Areas for your squad.	
Hazardous Goods	Alchemy	Amphors will inflict their associated elemental damage while being carried.	
Alchemical Invulnerability	Alchemy	**10%** of enemies are equipped with an impervious Elemental Barrier that can only be destroyed by an Amphor of the corresponding element.	
Eximus Amphora	Alchemy	Eximus units always drop Amphor but they are the only units that drop them.	
Eroding Senses	Mirror Defense	The Auricle and Vitreum take damage over time, collecting the required Vosphene Glyphs will halt the degradation and partially heal them.	
Glyph Inflation	Mirror Defense	The security system requires twice as much Vosphene Glyphs to activate.	
Glyph Trap	Mirror Defense	Some Vosphene Glyphs are booby-trapped with a portal that Teleports those that touch it **250m** away. After the portal is revealed it lasts **45s**.	

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Deviation ⇕	Mission Compatibility ⇕	Effects ⇕	Notes ⇕
Radioactive Breakdown	Mirror Defense	All enemies are invulnerable and can only take damage when they are inflicted with Radiation Status. Chyrinka Pillars appear randomly and inflict Radiation Status.	
Barbed Glyphs	Mirror Defense	Each Glyph inflicts a small amount of damage when collected.	When collected, Gylphs inflict Heat damage with a guaranteed proc.
Coordinated Front	Assassination	Eximus units support The Fragmented Tide and its final form.	
Relentless Tide	Assassination	The Fragmented Tide never stops attacking.	
Angelic Cohort	Assassination	Void Angels fight alongside the final Fragmented form.	
The Fragmented Two	Assassination	Face two Fragmented forms in the final battle.	
Engorged Gruzzlings	Disruption	All Gruzzlings are Eximus.	
Unified Purpose	Disruption	Enemies can target and destroy Conduits.	An activated Conduit now possesses a health bar that allow all enemies to attack it.
Double Demolishers	Disruption	Two Necramech Demolishers will attack any Conduit, but their health is reduced.	It is possible for both Demolishers to spawn in the same starting room,

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Deviation ⬍	Mission Compatibility ⬍	Effects ⬍	Notes ⬍
			players to spread out and take down each Demolisher individually.

Risk Variable

Risk Variables are more focused on enemies and weapons, designed to make the endless waves of enemies more merciless than ever before. Tenno will want to check Risk Variables before diving into a Deep Archimedea to ensure they're prepared for whatever lies in front of them.

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Risk Variable	Effects	Notes
Hostile Regeneration	Enemy health slowly regenerates.	
Vampyric Liminus	Slow moving, immortal, Duviri Liminus drain Health and Energy from allies who get too close.	Drains **150** health and **25** energy per second while in range. While immortal, they are affected by crowd control. They also deal increased damage to players with Overguard.
Adaptive Aberrations	Enemies gain resistance to Elemental Damage that has been inflicted upon them. Resistance is lost if no damage is taken from that element for 5s.	
Bolstered Belligerents	All enemies have Overguard equal to **50%** of their max health.	
Ranged Engagements	Only enemies with ranged attacks are present.	
Close Quarters	Only enemies with melee attacks are present.	
Fortified Foes	Guardian Eximus units may be encountered, including Guardian Eximus Necramechs.	
Myopic Munitions	Enemies will only take damage if a player is within **15m** of them.	
Postmortal Surges	Slain enemies burst with Void energy.	
Elemental Potency	Enemies deal **+100%** Elemental Damage and have **+85%** resistance to Elemental Damage.	
Eximus	Additional Eximus units will be	

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Risk Variable ⇅	Effects ⇅	Notes ⇅
Bold Venture	Enemies deal **-15%** Damage and take **+15%** Damage but gain **+15%** Movement Speed, Attack Speed, and Fire Rate.	
Devil's Bargain	Allies within **4m** of slain enemies gain **+25%** Fire Rate at the cost of **-50%** Ammo Efficiency.	
Entanglement	Allies within **4m** of slain enemies endure reduced Movement Speed and Parkour Velocity.	
Commanding Culverins	Rogue Culverins equip weapons that deal **5x** Damage to Overguard and Necramechs.	Changes projectile fired by Rogue Culverins. Creates an explosion on impact.
Explosive Potential	Rupturing Fragments replace Shuffling Fragments.	
Alluring Arcocanids	As Rogue Arcocanids charge attacks, they pull Warframes toward them.	

Restrictions

All Deep Archimedia missions incur these restrictions:

Enemy Health and Shields increased by 100% and an additional 50% for each squad member, stacking to a maximum of 300%.

Increased chance of Eximus

NO SELF-REVIVE
Self-revive is disabled. Instead, 30s after a Tenno has bled-out, a dormant Void Angel bearing the glyph of the Tenno will appear in the mission. Awaken and defeat the Angel to bring the Tenno back into action. Each subsequent Void Angel will be much stronger.

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LAST GASP PENALTY

Activating the Last Gasp focus ability reduces the timer by 2 seconds.

BLEEDOUT SHORTENS

The bleedout timer shortens after each revive, to a minimum of 5 seconds.

MORTIS STRIKE

After being dead for 3 minutes you will incur a Mortis Strike. After 3 Mortis Strikes you will not receive any rewards for this run.

COOLDOWN INCREASE

Each type of Restore has a 3 minute cooldown timer applied.

This cooldown affects all sizes of the Restore type.

—In-Game Description

Considered to be extremely difficult with many debilitating restrictions and level 250 - 275 enemies, it is recommended to attempt this mission in full squads.

- **Empowered Enemies:**

  - Enemies have their Health and Shields increased by **100%**, and an additional **50%** for each squad member up to a maximum of **300%**.
  - Eximus have a higher spawn rate.

- **Restricted Respawns:**

  - Self-revive is not allowed. **30** seconds after a player dies, a Void Angel with a single health bar will spawn which must be killed to revive the fallen player. The Void Angel will become stronger with each subsequent death.
  - Last Gasp's drain begins **2** seconds earlier with each use.
    - The Transference Distortion Personal Modifier completely disables Last Gasp.

  - Bleedout timer reduces with each revive, down to a minimum of **5** seconds.
  - A player that is dead for longer than **3** minutes will receive a **Mortis Strike**. Acquiring **3** strikes will **remove eligibility for rewards.**
    - All rewards earned before acquiring the 3 strikes are kept.
    - Strike timer is cumulative and does **not** reset on revive.

- **Restricted Consumables**
  - Team Bonus Consumables have a 3 minute cooldown

Elite Archimedea

*Adds an additional Risk Variable to each
Mission while increasing enemy level. This
yields more Research Points per mission,
putting the highest Reward Pools within
reach.*

—In-Game Description

For the truly courageous Tenno, **Elite Archimedea** is a higher difficulty mode of Deep Archimedea, increasing **enemy levels to 375 - 400** and applying **two** Risk Variables. Completing an Elite Archimedea grants an additional **10 Research Points** for even more rewards.

Elite Archimedea is permanently unlocked by completing a Deep Archimedea with 25 Research Points, requiring all points from Loadout and Personal Modifiers.

Rewards

The primary rewards of Deep Archimedea consists of
[Archon Shards](#) ([Crimson](#) ([Tauforged](#)),
[Amber](#) ([Tauforged](#)), or [Azure](#) (
[Tauforged](#))), Legendary Melee [Arcane Enhancement](#)
([Melee Crescendo](#) or [Melee Duplicate](#)), or
[Melee Arcane Adapter](#). Completion of the third
mission awards   **15,000** [Cavia](#) [Standing](#).

Rewards are divided into tiers that are earned by applying Research Points:

- Clear: 3 Points after clearing all missions
- Individual Parameter: 1 Point per mission, 24 total for clearing all missions with all parameters enabled
- Elite Archimedea: 10 Points after clearing all missions, stacking with the base clear points for 13 total

Research Points do **not** stack across attempts; rewards are earned based on the singular attempt at hand, **not** the sum of attempts over the week. In order to maximize gains, players must satisfy **all** Individual Parameters conditions before starting the mission. Each reward can only be earned **once** per week.

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- 10 Points: Uncommon Reward Pool (A)
- 15 Points: [Entrati Lanthorn](#) x 3
- 20 Points: Rare Reward Pool (B)
- 25 Points: Permanent Elite Archimedea Unlock
- 28 Points (Elite):   [Vosfor](#) x 20
- 31 Points (Elite):   Rare Reward Pool (B)
- 34 Points (Elite):   Legendary Reward Pool (C)
- 37 Points (Elite):   [Vosfor](#) x 50
    - Also rewards an inbox message containing the [Archimedean Eye Sumdali](#)

Reward tiers are immediately given upon qualifying. For example, clearing the first mission with all parameters enabled (8 Points) awards the 5 Point tier, and clearing the second mission after (16 Points) awards the 10 Point and 15 Point tiers.

A		B	
[Amber Archon Shard](#)	17.5%	[Melee Crescendo](#)	15
[Azure Archon Shard](#)	17.5%	[Melee Duplicate](#)	15
[Crimson Archon Shard](#)	17.5%	[Amber Archon Shard](#)	13
[Melee Arcane Adapter](#)	15%	[Azure Archon Shard](#)	13
[Melee Crescendo](#)	10%	[Crimson Archon Shard](#)	13
[Melee Duplicate](#)	10%	[Tauforged Amber Archon Shard](#)	8.
[Tauforged Amber Archon Shard](#)	4.17%	[Tauforged Azure Archon Shard](#)	8.
[Tauforged Azure Archon Shard](#)	4.17%	[Tauforged Crimson Archon Shard](#)	8.
[Tauforged Crimson Archon Shard](#)	4.17%	[Melee Arcane Adapter](#)	5%

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- Sanctum Anatomica, Deimos; Must complete
  Whispers in the Walls quest and being Rank 5:
  Illuminate with the Cavia.

  *Drop tables outdated? Readers can update Module:DropTables/data and cross
  reference with official drop tables on https://www.warframe.com/droptables.*

Notes

- In Survival and Mirror Defense, special terminals can spawn Rogue Necramech
  Eximus which when defeated lowers the mission timer by 45 seconds.
- Stalker cannot spawn in Deep Archimedea. Likewise, Stalker Beacons cannot be
  used.

Tips

- The Murmur are vulnerable to   Electricity and   Radiation damage but resist
      Viral damage.
- Survivability is just as important as in Arbitrations, Archon Hunts, and Netracells. A
  fallen player can be revived in bleedout, but not once they have "fully" died.
    - Consider bringing the following Warframes:
        - **Healer** (Trinity,   Oberon,   Wisp,   Garuda,   Nekros,
          Harrow,   Khora,   Hildryn,   Styanax,   Dante, or   Vazarin)
        - **High survivability** (Rhino,   Nezha,   Inaros,   Chroma,
          Gara,   Nyx,   Revenant,   Valkyr,   Citrine, or   Gauss)
        - **Specialized crowd controllers** (Saryn's   Spores,   Sevagoth's
          Gloom (Helminth subsumable),   Titania's   Lantern,   Mag's
          Pull and   Targeted Magnetize, or   Vauban's   Vortex)

    - Equip survival mods (Adaptation,   Quick Thinking, and/or
          Rolling Guard).
    - Avoid straying too far from the squad to ensure they can reach a player in
      bleed-out in time.
        - Vazarin's   Mending Soul is especially helpful at ensuring an ally gets
          up as quickly as possible and not miss the rewards by dying.

- Unlike Archon Hunts and Netracells, Deep Archimedea does not restrict the use of
  Specters.

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Patch History

Update 37.0 (2024-10-02)

- Fixed the Powerless Personal Modifier having no effect after Host migration in Deep Archimedea missions.
  - Also fixed the Powerless icon not showing next to Host in the Player list for Clients.

- Fixed kills not tracking towards the Powerless Personal Modifier when piloting Necramech.
  - Also fixed the HUD icons doubling after getting downed in Necramech,

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 • Shrine Defense	
		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	
	Conclave		Cephalon Capture • Annihilation • Team	

Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • **Deep Archimedea** • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures

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