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Cambion Drift



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Deimos is bewitching. And when you're bewitched, you're not. Paying. Attention. Then... this happens. So try to be less easily impressed out there, hm? For all our sakes?

—Son

The **Cambion Drift** is an expansive, open [Landscape](#) connected to [Necralisk](#), an [Entrati](#) settlement located on [Deimos](#). Beyond the gates of the Necralisk, the [Infestation](#)'s [Grey Strain](#) has taken control of a majority of the Landscape. Cambion Drift is available after initiating the [Heart of Deimos](#) quest in the [Codex](#).

The giant Infested wyrms, [Fass](#) and [Vome](#), represent the cycle of the Landscape, stuck in an eternal battle between the

Cambion Drift



Update Infobox Data

General Information

Region	Deimos
Mission Type	Free Roam
Is Endless	✗
Faction	Infested
Level Range	20 - 35 (Normal) 120 - 135 (The Steel Path)
Tile Set	Cambion Drift
Mastery EXP	0



WARFRAME Wiki



found here, operating on their autonomous kill precepts.

It was introduced in [Update 29.0](#) (2020-08-25) on August 25th, 2020 on PC, PS4, and XB1 and on August 27th, 2020 on NSW.

General

The Cambion Drift is an open area set within the Infested landscape of Deimos. Unlike other mission nodes, the Cambion Drift is not procedurally generated using [Tiles](#), but instead acts as a static map with unique features. Its surface is smaller in size than the [Plains of Eidolon](#) or [Orb Vallis](#) but is home to rich underground cave systems that run deep into Entrati ruins. While the surface is static, some of these cave systems are procedurally generated.

The Cambion Drift can be accessed through two different mission nodes on the [Star Chart](#) on Deimos. The first node will initially spawn the player at the westernmost side of the area, in the cave behind Albrecht's Prospect, and outside the Necralisk after [Heart of Deimos](#). The second node is the central hub of the Drift – [Necralisk](#) – where the player will spawn in a plaza located across from [Grandmother](#) and [Otak](#).

Each server instance of Necralisk can hold up to 50 players within the town, however, players can only exit onto the Drift in the standard 2-4 man squads or Solo. Each map is considered its own separate mission instance, and will not be shared between squads.

Region Resources

 [Nano Spores](#)
 [Mutagen Sample](#)
 [Orokin Cell](#)
 [Neurodes](#)

Is Hidden

✗

Next Node(s)

[Necralisk](#), Deimos

Previous Node(s)

[Phlegyas](#), Deimos

Introduced

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

Internal Name

So1Node229

Official Drop Tables

⤴

<https://www.warframe.com/droptables>

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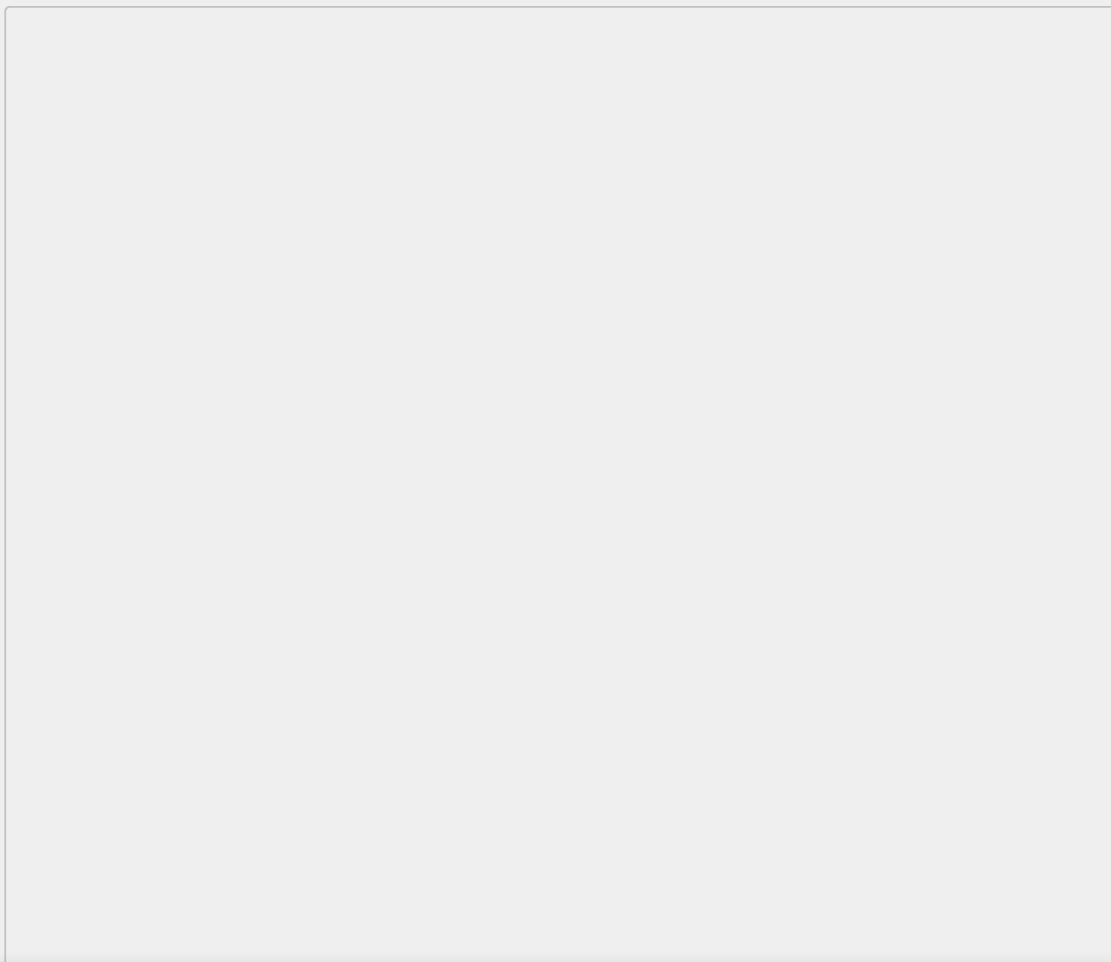
Entering into the Drift from either Necralisk or directly from the Star Chart will create a new mission instance of the Drift, with procedural generation applying to objects like resource spawn locations, mineral veins, and underground cave routes.

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Progress on the Drift is saved under the following conditions:

- Upon returning to Necralisk through the airlock at any point, with the mission concluding and all progress saved.
- On returning to the player's Orbiter via the escape menu.
- All progress is automatically saved on completing Bounties.
- Fishing, Mining, or using consumables results in a specific save of that content (fish caught, minerals extracted, consumables used).

Interactive Map



Necralisk

Main article: [Necralisk](#)

The **Necralisk** is the home of **House Entrati** who are family of partially-Infested [Orokin](#), located to the north of **Dirus**, [Deimos](#). It is the ruins of an opulent Orokin mansion-like residence, much smaller than an [Orokin Tower](#), hidden inside a large round Infested growth in the north-east of the **Cambion Drift**.

Main Features

Fass & Vome Cycles

The Cambion Drift features a real-time cycle which sees the map transition between the Infested wyrms in the background: the orange wyrm [Fass](#) and the blue wyrm [Vome](#), who are constantly warring with each other. These wyrms will emerge, fire a destructive beam that destroys the other wyrm and litter their remains across the Cambion Drift, only to eventually regenerate and exact revenge in a repeated cycle. All players will experience the same wyrm at any particular time in the Cambion Drift. The active wyrm determines the amount of enemies as well as the type of [fish](#) and [wildlife](#) that players can encounter, and consequently affect the map's difficulty level. The surrounding scattered either Fass or Vome Residue nodes will affect players and allies in the area surrounding them. The Cambion Drift uses exactly the same cycle lengths as the Plains of Eidolon. The features of each cycle are as follows:

- **Fass**
 - Lasts for **100** minutes (concurrently with day on the [Plains of Eidolon](#)).
 - Increases the amount of [Infested](#) enemies present.
 - Litters [Vome Residue](#) in blue highlighting areas providing slight speed boost and health regeneration effects to Warframes, Companions, and piloted Necramechs.
 - [Necramechs](#) are found deactivated (and able to be piloted with



- For [fishing](#) the only activity cycle of [Cryptosuctus](#) (common), and [Ostimyr](#) (uncommon).
- **Vome**
 - Lasts for **50** minutes (concurrently with night on the Plains of Eidolon).
 - Decreases the amount of Infested enemies.
 - Litters [Fass Residue](#) in red highlighting areas slightly slowing movement of Warframes, Companions, and piloted Necramechs.
 - Autonomous Necramechs are active, allied to Tenno and roam and engage Infested.
 - For fishing the only activity cycle of [Lobotriscid](#) (common), [Glutinox](#) (uncommon), [Aquapulmo](#) (rare) and [Myxostomata](#) (very rare).
- Either cycle
 - For fishing the activity cycles of [Kymaeros](#) (common), [Barbisteo](#) (common), [Amniophysi](#) (common), [Vitreospina](#) (uncommon), [Duroid](#) (uncommon), [Chondricord](#) (uncommon), and [Flagellocanth](#) (rare).

Fishing

Main article: [Fishing](#)

The Cambion Drift excretes exocrine, a viscous translucent Infestation-infused liquid, that acts as water in the environment. Due to its Infested nature, exocrine does not allow non-Infested matter, regardless of weight or size, to traverse through it. Only fish, [Undazoa](#) and specialized fishing spears crafted from the Infestation can pass through exocrine.

There are Infested, Orokin/Infested hybrid, and pure Orokin fish that are capable of flight, and can be caught using any fishing spear when they emerge from the exocrine. Players can engage in spearfishing to catch these Infested biomes, which can then be used as resources to craft various Entrati items or gifted to [Daughter](#) to earn [Daughter Tokens](#). Although fishing is ideal for acquiring rare fishing resources, Requiem Obelisks provide a more time-efficient farm for the rest.

Conservation

Main article: [Conservation](#)

Wildlife on Cambion Drift draw great interest to [Son](#). Players can track creatures, use Echo-Lures to draw them out, and Tranq Rifles to subdue them, rewarding tags to be



The [Velocipods](#) that roam are passive to the Tenno and can be ridden on like a [K-Drive](#). While they won't directly attack players, carelessly walking into them can heavily damage and knock down the player.

[Vulpaphyla](#) and [Predasite](#) variations are targeted by the Infested. If they take damage from the Infestation, before or after being sedated, they will become "weakened". They can then be captured and brought to Son to create a modular companion through the process of Revivification.

Mining

Main article: [Mining](#)

Another means of getting resources in the plains is through mining; players can find mineral veins, visible as bright glowing marks, scattered throughout the landscape, which can then be mined with a dedicated cutting tool. The mineral veins appear in orange (ores), rather than red for other landscapes, and blue (gems) and can be spawned on any infested surface, including stalks and tendrils, but not on actual rocks.

Ores and Gems are used in a variety of crafting recipes, and these can also be traded in to [Otak](#) to earn [Otak Tokens](#). Although mining is ideal for acquiring rare mining resources, Requiem Obelisks provide a more time-efficient farm for the rest.

Bounties

Main article: [Bounties](#)

Bounties are randomly generated quests in which the player completes a series of short objectives from [Mother](#). Upon completion of a set of missions, the player will randomly receive a reward from the reward pool, along with [Mother Tokens](#). Players must complete the [Heart of Deimos](#) quest in order to gain access to these bounties.

Mother can appear in various spots outside the Necralisk and continues to provide bounties, allowing players to embark without needing to return to the Necralisk.

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

Tier 1: L5-15 Tier 2: L15-25 Tier 3: L25-30 (Endless) Tier 4: L30-40 >

Stage 1 Stage 2 Stage 3



A		B		C	
 x4500 Credit Cache	33.33%	 x4500 Credit Cache	33.33%	 x4500 Credit Cache	33.33%
<u>Endo</u> x150	33.33%	<u>Endo</u> x150	33.33%	<u>Endo</u> x150	33.33%
<u>Ganglion</u> x15	33.33%	<u>Pustulite</u> x15	33.33%	<u>Lucent Teroglobe</u> x15	33.33%

Locations:

- **Cambion Drift**/[Necralisk](#), [Deimos](#); talk to [Mother](#)

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

Blinkpad

Blinkpads are a form of teleportational fast travel across the Cambion Drift, placed in set locations. They can be accessed from directly interacting with one or by opening the map and selecting the blinkpad.

If the player is in [Archwing](#), they will automatically dismount after teleporting to a blinkpad.

Points of Interest

Requiem Obelisks

Along the surface of the Cambion Drift are obelisks that depict a [Requiem](#) symbol. Use of these obelisks can be a more effective method for farming [mining](#) and [fishing](#) resources than the activities themselves (although not for the rarest of resources), while also providing additional useful resources. When their Reactive Crystal is shot with the [Operator](#)'s [Void](#) damage, the obelisk will activate for 90 seconds, with a cooldown of 12 seconds. Depending on the Requiem symbol depicted, the obelisk

typically need to be killed using the Operator or the [Necramech](#), if the conditions are met, although some of them may allow for Warframe kills(not confirmed). Kills made by [Excalibur Umbra](#) in specter form (While using [Operator](#)) will also count.

On the surface, it will spawn Infested enemies four times, each in groups of 3. However in an iso vault, general enemies endlessly spawn between the "Defeat Enemy Necramechs" stage of an Isolation Vault bounty and the activation of the reactive Crystal of the Vault. Enemy spawns directly from obelisks have a cooldown of 10 minutes.

Obelisks have a small health bar that is depleted by each instance of activation damage, eventually breaking and becoming inert once the bar fully depletes. It is recommended to use low-damage attacks so that the obelisk can be activated a greater number of times, especially in an Isolation Vault during endless spawning of enemies. Further, Warframe abilities that group enemies can aid in speeding up the process of getting the enemies affected by the Obelisk effects.

Image	Name	Effect	Resource Acquisition
	Fass (Chaos)	Applies the Confusion Effect, making enemies attack each other. Explodes every 12 seconds. The Effect lasts 6 seconds. Confused units cannot be attacked until the Effect ends (possible bug, needs confirmation).	Confused enemies killed by other confused units or the Operator/Necramech.
	Jahu (Form)	Creates a 10m sphere that pushes enemies away. Deals no damage, but occasionally generates Impact proc on enemies. Only functions when there is a Warframe or enemy (but not just an Operator) within the radius.	Repelled enemies quickly killed by the Operator/Necramech.
	Khra (Time)	Slows down enemies in range every 12 seconds. The effect lasts 6 seconds.	Slowed enemies killed by the Operator/Necramech.

Image	Name	Effect	Resource Acquisition
	Lohk (Void)	Damages enemies with claw-like pulses.	Enemies killed by these pulses.
	Netra (Decay)	Summons two friendly Deimos Tendril Drones. A maximum of four can be active at a time. The tower will not reactivate until there are less than four drones alive. Drones are killed when the obelisk deactivates, and become lootable corpses at that time.	Enemies killed by the Deimos Tendril Drones.
	Ris (Light)	Blinds enemies in range every 12 seconds. The effect lasts 6 seconds.	Blinded enemies killed by the Operator/Necramech.
	Vome (Order)	Tethers enemies, preventing them from leaving its 10m bubble.	Tethered enemies killed by the Operator/Necramech.
	Xata (Truth)	Randomly cycles into a different symbol when activated. Returns to Xata when the effect ends.	See above for the respective effect. (Currently bugged and does not provide any resources)

Isolation Vaults

Main article: [Isolation Vault](#)

Deep beneath the surface, old Infested-ridden Entrati ruins contain **Isolation Vaults** that are guarded by [Necramechs](#). These vaults were once containment chambers for [Orokin](#) explorers of the [Void](#), who brought back treasures from their travels.

This section is [transcluded](#) from [Cambion Drift/RewardsIsoVault](#) . To change it, please [edit the transcluded page](#).

Tier 1: L30-40 Tier 2: L40-50 Tier 3: L50-60

Residual Boils	25%	Residual Male
Residual Shock	15%	Residual Vire
Necramech Redirection	12.5%	Necramech Redirec
Theorem Contagion	10%	Theorem Conta
Necramech Steel Fiber	7.5%	Necramech Efficie
Meso H7	6.25%	Meso
Orokin Orientation Matrix x2	6.25%	Orokin Orientation Matri
Necramech Thrusters	4%	Necramech Thrus
Orokin Ballistics Matrix x2	3.75%	Ne
Damaged Necramech Weapon Barrel	3%	Orokin Ballistics Matri
Scintillant x3	2%	Damaged Necramech Weapon Rece
Neo G7	1.88%	Scintillan
Neo M5	1.88%	Ne
Axi A18	0.5%	Orokin Animus Matri
Orokin Animus Matrix x2	0.5%	

Locations:

- **Cambion Drift**/[Necralisk](#), [Deimos](#); talk to [Mother](#)

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

Clearing an Isovault unlocks Arcana bounties of the same level taking place in the already cleared vault, until the player exits the Cambion Drift. These bounties give a reward after each stage like regular field bounties, and the bounties can be started by speaking to Mother within Cambion Drift, at the respective vault entrances.

This section is [transcluded](#) from [Cambion Drift/RewardsArcanaIsoVault](#) . To change it, please [edit the transcluded page](#).

Stage 1	Stage 2 & 3	Stage 4 of 5	Final Stage
A		B	
Residual Boils	50%	Residual Malodor	50%
Necramech Redirection	25%	Necramech Redirection	25%
Meso H7	12.5%	Meso V9	12.5%
Orokin Orientation Matrix x2	12.5%	Orokin Orientation Matrix x2	Orokin O

Locations:

- **Cambion Drift**, [Deimos](#); must complete initial [Isolation Vault](#) Bounty to unlock access to Arcana Vaults from [Mother](#) outside of Vaults

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

Necralisk Entrance/Exterior

The gate to enter/exit the Necralisk (which resembles an Orokin tower in design) is located inside a cave chamber.

The entrance to the cave is a small opening at the top of the long leading stairs. Deactivated Necramechs seems to visibly support the opening from collapsing.

Inside the cave, there is no infestation but, instead, blue stalk-like plants and grass. This is probably a preserved remnant of original/native biome of Cambion Drift before the infestation.

If Tenno use their Archwings to fly and look at the largest orange giant glowing window-like panes on *the side of Necralisk's exterior*, they can see a silhouette of the gate inside the cave.

Enemies

Infested

The [Grey Strain](#) of the Infestation evolved to create new forms of Infested as **Deimos** units. Existing units such as [Chargers](#), [Runners](#), and [Ancient Healers](#) have their appearance modified, having more tendril growth and orange/violet coloration.

The [Infested Deimos](#) possess damage vulnerabilities to

[Blast](#) and [Gas](#), but resist [Viral](#).

There are certain Infested enemies unique to Cambion drift. This includes [Deimos Tendril Drones](#) that act as flying sentries and will occasionally latch themselves onto Warframes. There are also [Mitosids](#) that upon taking enough damage each split into a [Basal Diploid](#) and a [Feral Diploid](#). Finally, gargantuan [Deimos Carnis](#), [Deimos Genetrix](#), [Deimos Jugulus](#) and [Deimos Saxum](#) can also be found here, all these are immune to [Viral](#) status.

Most Infested gain the ability to shoot homing projectiles at airborne targets, making [Archwing](#) just as risky as the other two open world areas. A single hit will usually eject the player out of their archwing and force them to the ground.

Necramechs

Main article: [Necramech \(Enemy\)](#)

These Entrati machines from [The Old War](#) roam autonomously about the Cambion Drift, unable to distinguish friend from foe due to their corrupted precepts. During [Vome](#), surface Necramechs will be allied to the player, killing nearby Infested. During [Fass](#), however, Necramechs on the surface will be deactivated, allowing [Operators](#) to perform [Transference](#) on them.

Minor Features

Ridable Velocipods

[Velocipods](#) found in the wild can be mounted to serve as [K-Drives](#).



[K-Drive Races](#) on the Cambion Drift are hosted by [Xaku](#) riding on a Velocipod [Grandmother](#), providing [Ventkids](#) Standing upon completion.

Trivia

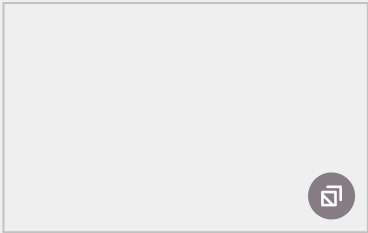
- A *[cambion](#)* is the hybrid offspring of a human and a demon.
- Cambion Drift is the only Landscape currently lacking a [Grand Boss](#).
- As with its parent planet the Cambion Drift does not show any signs of being under [Narmer](#) influence following [The New War](#), possibly due to the [Sentients](#) not considering the Infestation a threat.

Bugs

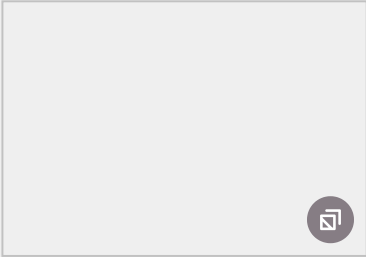
- Enemies may completely stop spawning during objectives, making objectives like Excavation impossible to complete. Running around the area may have a chance to fix this issue, but if it does not, you must fail the objective.
- When directly entering the landscape via Star Chart, there will be a slight delay for the entrance animation. If fast enough, it is possible for the player to exit the Necralisk cave before the animation plays.

Maps

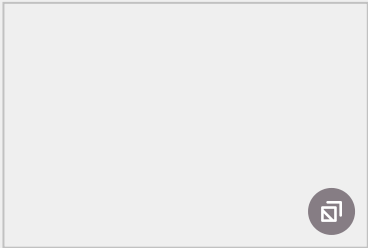




Cambion Drift map

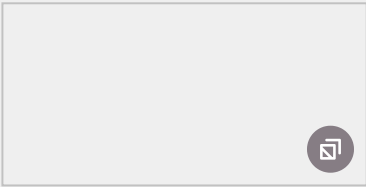
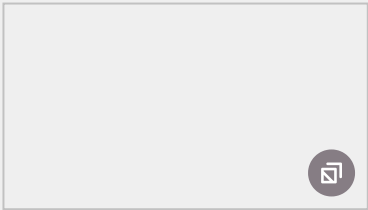
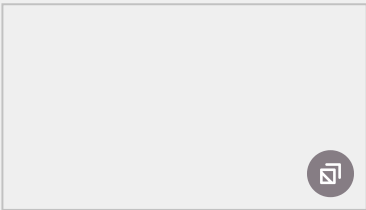
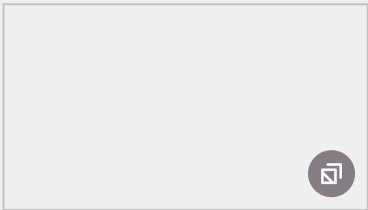


Deimos Cambion Drift annotated map: Mother, necramech, active crystals, conservation, caves, and K-drives



Cambion Drift Alternate Annotated Map

Gallery



Concept Art

Patch History

Hotfix 37.0.4 (2024-10-10)

- Made further tweaks to color accuracy in realtime lighting areas to help with oversaturation and color inaccuracy issues – more specifically for certain colors on Warframe metallic materials.

Hotfix [37.0.1](#) (2024-10-02)

- Fixed controller binding to open map legend in Open Landscape advanced

Tile Sets		Edit
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	Grineer Sealab • Grineer Settlement • Grineer Shipyard	
Corpus	Corpus Gas City • Corpus Ice Planet • Corpus Outpost • Corpus Ship (Archwing)	
Infested	Infested Ship (Archwing) • Orokin Derelict	
Orokin	Albrecht's Laboratories • Orokin Moon • Orokin Tower • Zariman	
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