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Kuva Guardian

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GRINEER



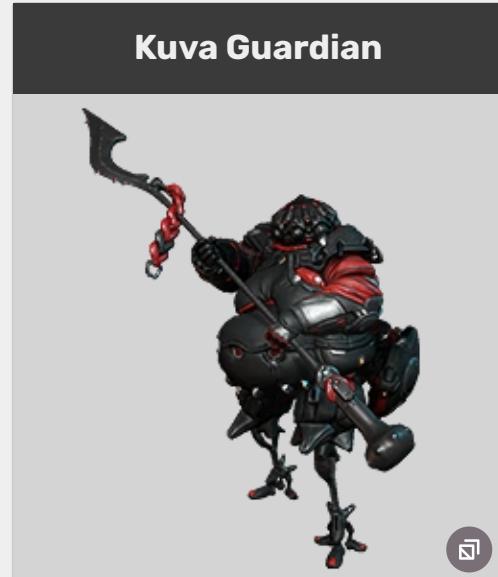
QUOTES

Wearing heavy armor and adorned in red cloth, the fearsome **Kuva Guardians** are among the fighting elite in the [Queens'](#) army. These imposing female warriors' size belies their uncanny, lightning-like agility, which they will employ to surround their enemies and bring even the [Tenno](#) to their knees with just a few well-placed blows. They are followed around by mischievous [Jester](#)-like creatures that are quick to attack and are quite deadly.^[1]

At least one pair of Kuva Guardians and Jesters will spawn in to protect [Kuva Siphons](#).

Mechanics

The Guardians' [Kuva](#)-infused [Kesheg](#) makes them immune to any conventional type of

[Update Infobox Data](#)

General Information

Faction Kuva Grineer

Planet(s) Kuva Fortress
Zariman Ten Zero

Tile Set(s) Grineer Asteroid Fortress
Zariman (Tileset)

Type Melee



WARFRAME Wiki



player must utilize their Void powers to disarm them:

1. Switch to **Operator** mode by using Transference (default **5**).
2. Use **Void Sling** (holding *crouch* **Ctrl** and pressing *jump* **Space**, or pressing *jump* **Space** while in midair).

This will force the Keshev out of the Guardian's hands, consequently making them vulnerable to all sources of damage. However they will pull out their devastating  [Twin Rogga](#) pistols to keep up the attack. If given enough time they will pick their Keshev back up and become invulnerable again.

Notes

- Kuva Guardian are able to continuously fire their  [Twin Roggas](#), despite their single-shot flintlock design.
- Kuva Guardians are resistant to most status effects.
 - After receiving a  [Puncture](#),  [Slash](#),  [Heat](#),  [Cold](#),  [Toxin](#),  [Radiation](#),  [Viral](#), or  [Corrosive](#) status effect, Kuva Guardians will become immune to that status effect for **10** seconds.
 - Most status effects have reduced duration against Kuva Guardians.
 -  [Puncture](#),  [Slash](#),  [Heat](#),  [Cold](#),  [Toxin](#), and  [Viral](#) status effects have their duration reduced to **2** seconds.
 -  [Radiation](#) status effect has its duration reduced to **3** seconds.
 -  [Corrosive](#) status effect has its duration reduced to **5** seconds.
 -  [Electricity](#),  [Magnetic](#), and  [Blast](#) status effects do not have reduced duration.
 - Certain status effects have reduced damage against Kuva Guardians.
 -  [Slash](#),  [Toxin](#), and  [Gas](#) status effects have their damage

Statistics									
Affinity	-2								
Health	400								
Armor	100								
Dmg. Reduction	17.32%								
	 --  ++  ++								
Body Multipliers	Head: 3.0x								
Base Level	1								
Level Scaling									
1	500								
Selected Level	1								
EHP	483.79								
Steel Path EHP	--								
Miscellaneous									
Codex Scans	20								
Introduced	Update 19.0 (2016-11-11)								
Drops									
Mod Drops	<table border="1"> <tr> <td> Vermillion Storm</td><td>0.40%</td></tr> <tr> <td>15  Endo</td><td>30.35%</td></tr> <tr> <td>50  Endo</td><td>8.84%</td></tr> <tr> <td>80  Endo</td><td>0.40%</td></tr> </table>	 Vermillion Storm	0.40%	15  Endo	30.35%	50  Endo	8.84%	80  Endo	0.40%
 Vermillion Storm	0.40%								
15  Endo	30.35%								
50  Endo	8.84%								
80  Endo	0.40%								
Resource Drops	Orvius Blade 5.00%								
Official Drop Tables									
https://www.warframe.com/droptables									



- 🔥 Heat, ⚡ Electricity, and 💣 Blast status effects do not have reduced damage.
- Kuva Guardians can **not** be drawn into the [Rift Plane](#) by *any* means; even if they are relieved of their Keshev and enter a Cataclysm, they will not enter the Rift Plane.

Variants

[Demolisher Kuva Guardian](#)

Demolisher Kuva Guardian	General	Drop														
A detailed illustration of the Demolisher Kuva Guardian. It is a large, muscular, green-skinned humanoid with a heavily armored, dark red and black suit. It wears a helmet with a prominent visor and has multiple mechanical arms and weapons attached to its body, including a long staff-like weapon and a sword.	Introduced Update 25.7 (2019-08-29) Mission Tamu Weapon Keshev, Twin Rogga Codex Scans 20 Statistics <table> <tr> <td>Cloned Flesh</td> <td>2500</td> </tr> <tr> <td>+</td> <td>+</td> <td>+++</td> <td>-</td> <td>-</td> </tr> </table> <table> <tr> <td>Alloy Armor</td> <td>150</td> </tr> <tr> <td>+</td> <td>+</td> <td>+++</td> <td>-</td> <td>-</td> </tr> </table> Affinity ???	Cloned Flesh	2500	+	+	+++	-	-	Alloy Armor	150	+	+	+++	-	-	Mod Drops: Bane of Grineer 3 Cleanse Grineer 3 Expel Grineer 3.75 Smite Grineer 3.75 Other Drops: 50 Kuva 100%
Cloned Flesh	2500															
+	+	+++	-	-												
Alloy Armor	150															
+	+	+++	-	-												

- Possesses an innate **20%** damage reduction.

Trivia

- Kuva Guardians are stylized to represent the elder of [Twin Queens](#).
- The design of Kuva Guardians appears to take some influence from the Jomon era of Japan, with particular emphasis on [Dogū figures](#).
- As with the [Kuva Jesters](#), Kuva Guardians feature [unique dialogue and voices](#) not heard anywhere else throughout the Grineer line of common units.
- Prior to [Update 22.17](#) (2018-03-28), players needed to first stagger Kuva Guardians using [Void Blast](#), causing them to kneel, before they could disarm them with [Void Dash](#).
- As of [Update 26.0](#) (2019-10-31), Kuva Guardians oversee the prospects the Worm Queen chooses for the [Kuva Lich](#) prospect, and will comment in English whenever a Kuva Larvling appears.

Patch History



Hotfix 31.0.3 (2021-12-17)

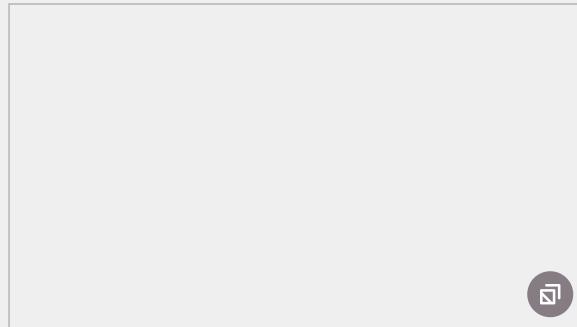
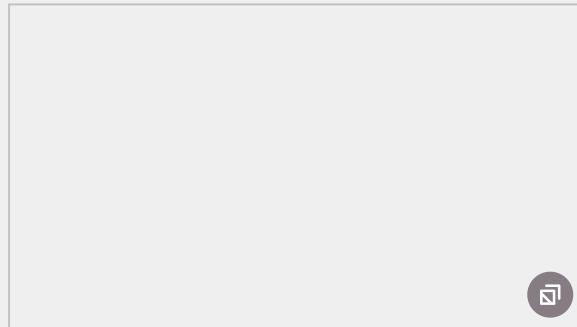
- Fixed scenario where Kuva Guardians can't be disarmed via Void Dash.

Update 28.1 (2020-07-08)

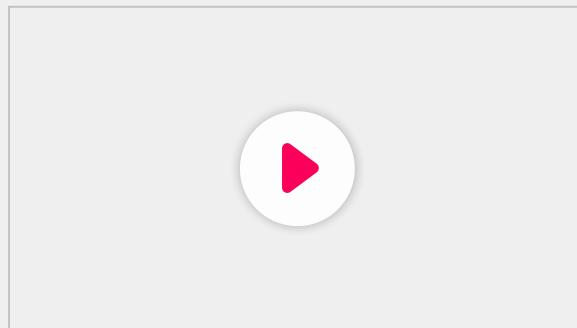
- Fixed Kuva Guardians remaining vulnerable and not firing their Twin Roggas after picking up their Kesheg.
- Fixed a script error that could occur if a Kuva Guardian leapt at a target that died (or toggled back to Warframe) while in mid-air.

Last updated: [Hotfix 24.2.7](#) (2018-01-09)

Media



Kuva Demolisher Guardian, as seen on The Codex



Kuva Guardian Enemy Demonstration No Commentary, No Intro



References

1. The War Within Landing Page (<https://warframe.com/thewarwithin>)

Grineer					Edit	[Collapse]
Starchart	Plains of Eidolon	Rathuum	Empyrean			
Light	Butcher • Flameblade • Guardsman • Powerfist • Scorpion • (Elite) Shield Lancer					
Medium	Ballista • Drahk • Eviscerator • Hellion • Hyekka • (Elite) Lancer • Scorch • Seeker • Trooper					
Heavy	Bailiff • Bombard • Commander • Drahk Master • Heavy Gunner • Hyekka Master • Manic • Napalm • Nox					
Kuva	Kuva Guardian • Kuva Jester • Kuva Larvling • Kuva Lich • Kuva Trokarian					
Archwing	Dargyn • Dreg • Hellion Dargyn • Lancer Dreg • Missile Battery • Shield Dargyn • Shield-Hellion Dargyn • Temporal Dreg • Ogma • Zeplen					
Submersible	Darek Draga • Draga • Shock Draga • Sikula					
Miscellaneous	Arc Trap • Latcher • Manic Bombard • Orbital Strike Drone • Propaganda Drone • Power Carrier • Roller (Sentry) • Regulator • Sensor Bar • Sensor Regulator • Target • Warden					
Bosses						
Balor Fomorian • Captain Vor • Councilor Vay Hek • General Sargas Ruk • Kela De Thaym • Lieutenant Lech Kril • The Grustrag Three • Tyl Regor • Ven'kra Tel & Sprag • Wolf of Saturn Six						

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