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Archon Nira

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SENTIENT BOSSES

You know Nira. The eldest. Her [whip](#) cracks with an [Eidolon's](#) wrath... bone-shattered shockwaves unleashed by every unfurling of its tip. Her whip is more than pain; it is protection. And more... for if you stand in awe of its spiral, the great thunderclap that follows will knock you senseless. Though... she may be diminished somewhat by this exertion. And her gaze. To meet her gaze is certain death. Only by turning away would you hope to survive.

—Hunhow

Archon Nira is one of [Erra's](#) [Archons](#).

Archon Nira



Hidden from Codex

Update Infobox Data

General Information	
Faction	Narmer
Planet(s)	Jupiter
Mission Type(s)	Archon Hunt



body of a  [Mag Prime](#), armed with the  [Verdilac](#). Nira is fought during [The New War](#) and was revived for [Archon Hunts](#).

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Lore

Nira the Snake was once a Sentient Beast, which were Sentients created by [Praghasa](#) and [Hunhow](#) to serve as the peacekeepers of Tau. After fighting and dying in the Old War, Nira and the other Beasts were revived by Erra during the New War as [Archons](#); hybrid abominations of Sentient and Warframe.

A cunning and sadistic being, Nira is believed to be the one who keeps Erra's consciousness suppressed under the guise of [Pazuul](#), whispering dreams of dominion and control into his ear. When Narmer starts their re-subjugation of the Origin System, it will be Nira who will be at the forefront of the slaughter.^[1]

Behavior

- Hurls  [Toxin](#) projectiles with her whip.
- Whip attacks three times, which leaves her temporarily immobile.
- Grapples up to a high vantage point, cloaking her. She follows this with several

Statistics

Affinity

-3

Health

3,960,388.84

Armor

451

Dmg. Reduction

36.78%

 --  ++  ++

Base Level

1

Spawn Level

150

Level Scaling

1

500

Selected Level

150

Reset

EHP

6,264,455.62

Steel Path EHP

--

Miscellaneous

Introduced

Update 31.0 (2021-12-15)

Drops

None

Mission Drops

 [Amber Archon Shard](#) 80%

 [Tauforged Amber Archon Shard](#) 20%

Official Drop Tables

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

- Swings the whip in a circular motion in front of her, granting her a frontal shield while healing massively. If not interrupted by attacking from behind, she releases a forward wave that inflicts knockdown.
 - In **Archon Hunts**, Nira gains an extremely small layer of **Overguard**. Depleting her protection will cancel the ability.
- Glares with its snake head, charging a petrifying gaze which freezes those facing Nira for several seconds.
- Nira becomes immune to damage, summoning **Sentient** reinforcements which must be killed to remove her invulnerability.
- In **Archon Hunts**, Nira produces a  **Toxin** field around her dealing massive damage. She gains an extremely small layer of Overguard and depleting her protection will cancel the ability.

Strategy

The New War

Nira combines a mix of offensive attacks and a defensive shield from its whip. The main threat is Nira's petrifying gaze; look away or hide behind cover and stay moving at all times to avoid the danger.

At parts of the fight, Nira tries to grapple the **Drifter**, which must be escaped with a quick-time prompt (melee button, default **E**).

Archon Hunt

Nira's fight is largely similar to her New War counterpart but has been massively upgraded: she is level 150, is immune to most Warframe abilities, now has **armor** which cannot be removed, takes up to a maximum of 4 **Status Effects** of any type, and has **Damage Attenuation** which resists high-damage weapons. Her health type has also been changed from Neutral to **Narmer**, taking increased damage from **Slash** and **Toxin** damage but resists **Magnetic**.

At half health, a cutscene has Nira try to grapple the Warframe but is pushed off. She then retreats and must be pursued. The gateway ahead is guarded by two **Narmer Deacons** whose veils must be seized and placed at the gateway. The Deacons can tether itself to nearby allies, rendering it invulnerable until those linked allies are killed.

As Nira's health decreases further, she will summon a series of **Amalgams** to shield



especially threatening due to its ability to heal its allies including Nira, this healing can be disabled with [Silence](#). Her final resort is producing a highly damaging [Toxin](#) field around her. After depleting all her health, Nira collapses allowing the Warframe to interact with her and rip out her Archon Shard.

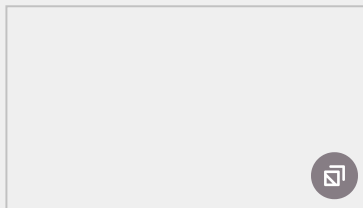
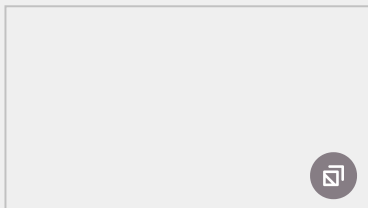
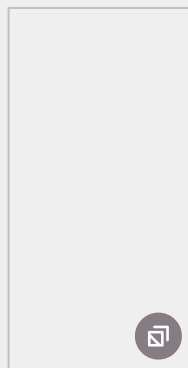
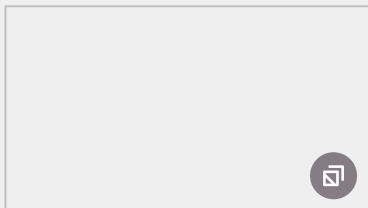
Bugs

During Phase 2 in an Archon Hunt, Nira's health may suddenly be fully depleted if she's attacked with a weapon that deals [Radiation](#) damage.

Trivia

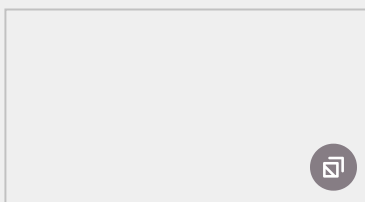
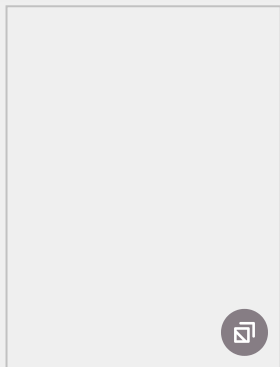
- Numerous blood stains can be seen around Nira's mouth.
- The [Lotus](#)'s dialogue about Nira being a serpent that seduced Erra is similar to the [Garden of Eden Serpent](#) in the Bible, who manipulated Eve into disobeying God and consuming the fruit from the Tree of Knowledge.

Gallery

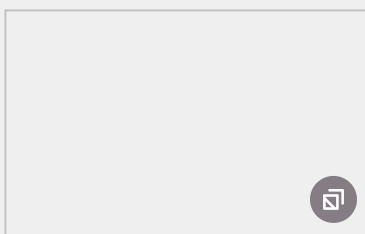
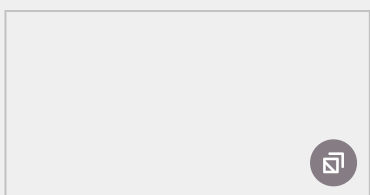


Nira as seen during Archon Hunts

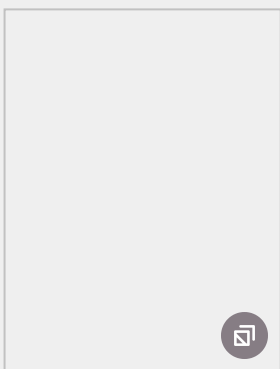
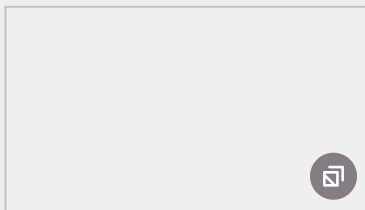
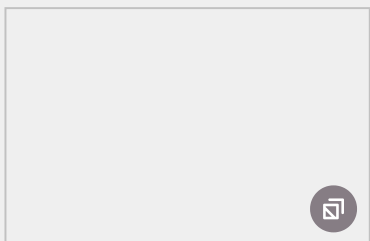




Close-up of Nira's face



Nira revives herself



Concept art



Patch History

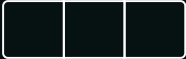
Hotfix 36.0.8 (2024-07-25)

- Fixed Archons in Archon Hunts not using their proper Narmer Weaknesses/Resistances.
 - As a refresher, here are the Narmer vulnerabilities/resistances:
 - Vulnerable to Slash and Toxin
 - Resistant to Magnetic
 - The Archons in The New War Quest remain neutral since you don't know what the "Narmer" faction is until the near end of the Quest, and

See Also

- [Verdilac](#), Nira's weapon
- [Nira's Mod Set](#):
 - [Nira's Anguish](#)
 - [Nira's Contempt](#)
 - [Nira's Hatred](#)

		Narmer	Edit	[Collapse]
Grineer	Light	Narmer Flameblade • Narmer Powerfist • Narmer Shield Lancer		
	Medium	Narmer Ballista • Narmer Hellion • Narmer Lancer • Narmer Scorpion • Narmer Scorch • Narmer Trooper		
	Heavy	Narmer Bombard • Narmer Commander • Narmer Heavy Gunner • Narmer Napalm		
	Vehicles	Narmer Firbolg • Narmer Bolkor • Narmer Thumper Doma		
Corpus	Crewmen	Narmer Crewman • Narmer Detron Crewman • Narmer Jailer • Narmer Nullifier Crewman • Narmer Prod Crewman • Narmer Sniper Crewman • Narmer Corpus Tech		
	Walkers	Narmer Dera MOA • Narmer Disc MOA • Narmer Geminex MOA • Narmer Glaxion MOA • Narmer Raknoid		
	Ospreys	Narmer Leech Osprey • Narmer Mine Osprey • Narmer Sapping Osprey • Narmer Shield Osprey		
	Ships	Narmer Dropship		



Archons (Bosses)		Archon Amar • Archon Boreal • Archon Nira
Bosses and Mini-Bosses		
Grineer	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)
Corpus	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)
Infested	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

Narmer	Duviri	Dax Equitem • Kullervo • Orowyrm
	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

1. Dialogue spoken by the [Lotus](#) during [Archon Hunts](#)

Categories

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