

ADVERTISEMENT

in: [Enemies](#), [Codex Secret](#), [Narmer](#), and [6 more](#)

SIGN IN

REGISTER

Archon Amar

12

EDIT

SENTIENT

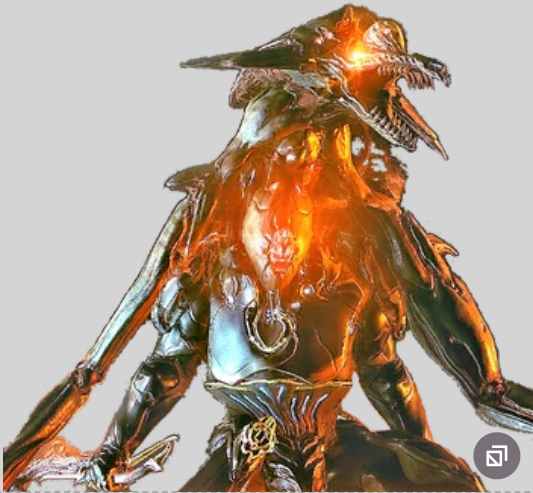
BOSSSES

Amar. He will gnash his *fang-blade*, filling the air with deadly coils of flame. Survive the flame, and you might see frenzy. A relentless fury of slashes. Only the greatest of force will subdue him in this. Should he howl, the pack will appear. Mirrors of himself, meant to confuse. Only the true eye can distinguish the alpha among them.

—Hunhow

Archon Amar is one of [Erra's Archons](#), amalgams of  [Sentient](#) and [Warframe](#). His head is that of a  [Rhino Prime](#), armed with the  [Nepheri](#). Amar is fought during [The](#)

Archon Amar



Hidden from Codex

Update Infobox Data

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



☰ Contents

1. Lore & History

2. Behavior

3. Strategy

3.1. The New War

3.2. Archon Hunt

4. Gallery

5. Patch History

6. See Also

Lore & History

Amar the Wolf 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, Amar and the other Beasts were revived by [Erra](#) during the New War as [Archons](#); hybrid abominations of Sentient and Warframe.

On Tau, Amar was created in the image of the wolf, a tribute to ancient [Earth](#) and its long extinct ecosystems. There he roamed, without any prey to hunt. He was also the one who taught [Natah](#) how to utilize her powers of mimicry and deception.

As an Archon, Amar is now the main assassin of [Pazuul](#), hunting down any heathens that refuse to submit to  [Narmer](#). He dreams of being a lord of the wilderness again, instead of what he is now.^[1]

Behavior

- Performs a series of swipes with his claws and Nepheri.
- Rears back and howls before leaping at his target and smashes the ground, inflicting  **Heat**.

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

[Crimson Archon Shard](#) 80%

[Tauforged Crimson Archon Shard](#) 20%

Official Drop Tables

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

- Rear back and howls before charging straight forward on four legs at high speed, inflicting knockdown.
- Stands its ground and hurls  [Heat](#) projectiles three times in succession.
- Howls and creates many clones of itself, hiding among them while regenerating its health. The clones are all stationary and do not attack. In **Archon Hunts**, they additionally pulse fields that inflict knockdown.
 - All the fakes do not wield weapons, and the real Amar can be detected using  [Target Radar](#). Attacking the real Amar will immediately dispel all clones and cancel its regeneration.
 - In **Archon Hunts**, the clones produce a shockwave that inflicts knockdown, and the real Amar gains an extremely small layer of [Overguard](#). Depleting his protection will cancel the ability.
- Amar becomes immune to damage, summoning [Sentient](#) reinforcements which must be killed to remove its invulnerability.
- In **Archon Hunts**, Amar creates two  [Heat](#) walls around it that rotate clockwise. He gains an extremely small layer of Overguard and depleting his protection will cancel the ability.

Strategy

The New War

Amar enjoys relying on melee attacks and getting up close and personal; stay moving at all times to avoid the danger. The main threat is Amar's "pack" of clones and hiding among them while healing, the real one can be detected using  [Target Radar](#).

At parts of the fight, Amar tries to grapple the [Drifter](#), which must be escaped with a quick-time prompt (melee button, default ).

Archon Hunt

Amar's fight is largely similar to his New War counterpart but has been massively upgraded: he 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. His health type has also been changed from Neutral to [Narmer](#), taking increased damage from [Slash](#) and [Toxin](#) damage but resists [Magnetic](#).

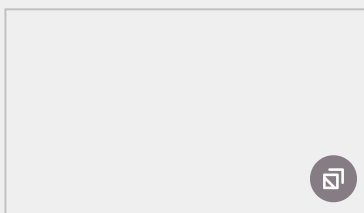
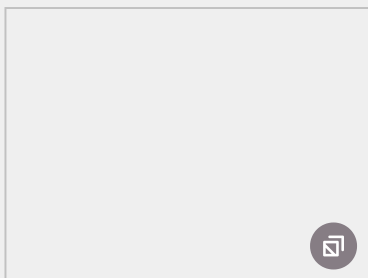
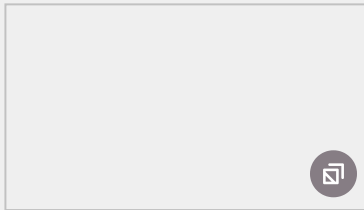
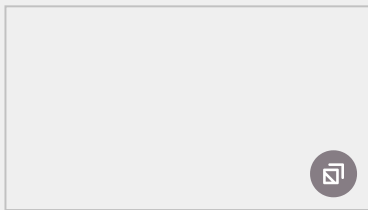
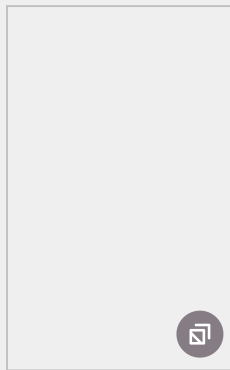
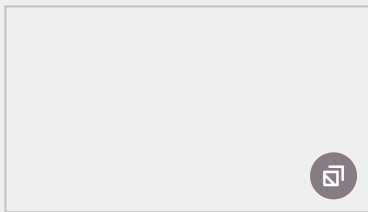
At half health, a cutscene has Amar try to grapple the Warframe but is pushed off. He



[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 Amar's health decreases further, he will summon a series of [Tyro Battalysts](#) and [Tyro Conculysts](#) to shield himself, which must be killed to remove Amar's invulnerability. Amar's final resort is creating two [Heat](#) walls that rotate clockwise around him. After depleting all his health, Amar collapses allowing the Warframe to interact with him and rip out his Archon Shard.

Gallery



Amar revives himself

Amar rises again



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

- [Nepheri](#), Amar's weapon
- [Amar's Mod Set](#):
 - [Amar's Anguish](#)
 - [Amar's Contempt](#)
 - [Amar'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

	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
The Murmur	Mission	Scathing Whisper • Mocking Whisper

1. Dialogue spoken by the Lotus during Archon Hunts.

Categories

▼

Community content is available under CC-BY-SA unless otherwise noted.

More Fandoms

Sci-fi | Warframe

