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Archon Boreal

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EDIT

SENTIENT

BOSSES

The Owl is named Boreal. His [trident](#) strikes from a great distance... deadly, chaotic arcs. One might avoid them with a keen eye if you can anticipate their faint threads before. Even the very ground you walk upon will become Boreal's weapon. He may have a weakness at this moment, but it is not obvious. Worst of all is the paralyzing screech. Terrifying, yet this moment is your only chance to close in, unseen, and strike.

—Hunhow

Archon Boreal is one of [Erra](#)'s [Archons](#), amalgams of [Sentient](#) and [Warframes](#). His head is that of an owl

Archon Boreal



Hidden from Codex

Update Infobox Data

General Information

Faction	Narmer
Planet(s)	Earth
Mission Type(s)	Archon Hunt



fought during [The New War](#) and was revived for [Archon Hunts](#).

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Lore

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

On Tau, the solitary Boreal believed he was above the other Sentients, only seeing the Ram, [Pazuul](#), as his equal.

Becoming an Archon was humiliating for Boreal. Mutilated and turned into a tool of war, he is now filled with hatred, blaming both the Sentient and the Tenno for what he has become. He is indifferent to Erra's suffering under the guise of [Pazuul](#), since it was Erra who turned Boreal into an Archon. Boreal now serves only the Ram, who provides him with easy targets for his spite.^[1]

Behavior

- Shoots a targeted stream of ⚡ [Electricity](#) from his trident.

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

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Miscellaneous

Introduced

Update 31.0 (2021-12-15)

Drops

None

Mission Drops

[Azure Archon Shard](#) 80%

[Tauforged Azure Archon Shard](#) 20%

Official Drop Tables

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



- Converges a tri-beam of energy into one blast, dealing knockback and [Electricity](#).
- Produces an [Electricity](#) ground field which causes static in an area for a short duration dealing damage over time.
- Boreal screeches as a giant orb of blue energy that surrounds it inflicting slow and dealing a small amount of damage while Boreal becomes immune to damage from attacks outside the orb while slowly regenerating its health. Attacking Boreal inside the sphere will cancel it.
 - In [Archon Hunts](#), Boreal gains an extremely small layer of [Overguard](#). Depleting his protection will cancel the ability.
- Boreal becomes immune to damage, summoning [Sentient](#) reinforcements which must be killed to remove its invulnerability.
- Teleports a short distance.
- In Archon Hunts, Boreal surrounds itself in a blue pyramid-shaped barrier. Shooting the red orbs on each of its corners will disable the barrier.

Strategy

The New War

Boreal pollutes the field with [Electricity](#) hazards; stay moving at all times to avoid the danger. The main threat is Boreal's screech which can be negated by [Smoke Screen](#) and cancelled by attacking Boreal from within.

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

Archon Hunt

Boreal'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 Boreal try to grapple the Warframe but is pushed off. He 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

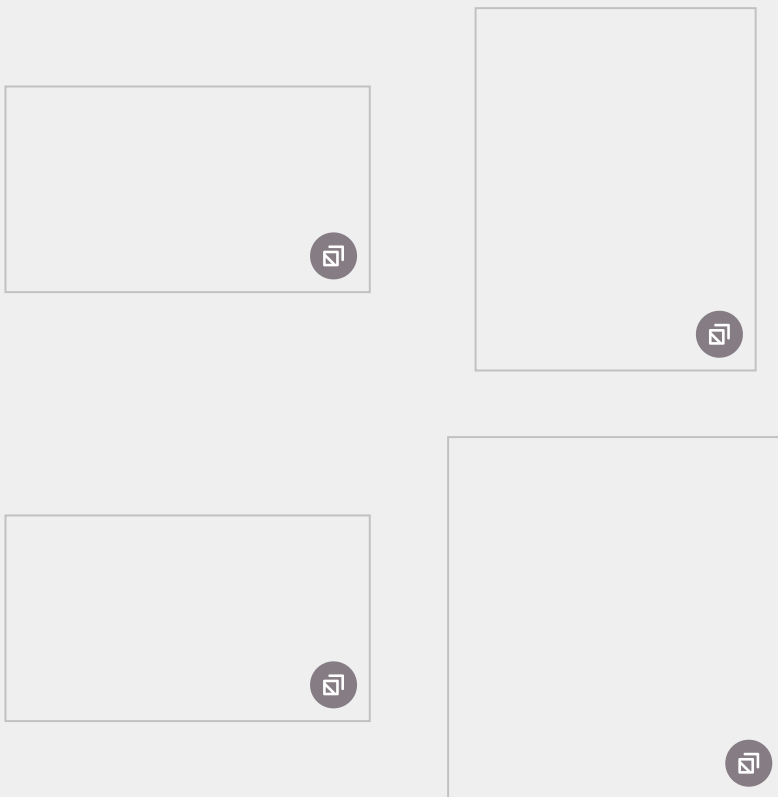


As Boreal's health decreases further, he will summon two to three [Aerolysts](#) to shield himself, which must be killed to remove Boreal's invulnerability; the Aerolysts themselves are invulnerable until the canisters on their torsos are destroyed. Boreal's final resort is surrounding himself in a pyramid-shaped barrier which can be destroyed by shooting the red orbs on each of its corners. After depleting all his health, Boreal collapses allowing the Warframe to interact with him and rip out his Archon Shard.

Trivia

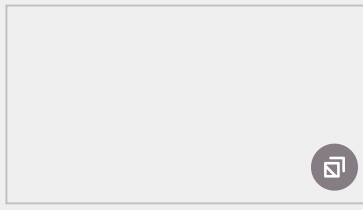
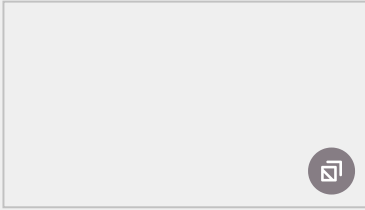
- Boreal's name derives from the Greek God [Boreas](#), the God of the North Wind.
- Miniature owls can be seen on Boreal's wings and on the back of his head.

Gallery

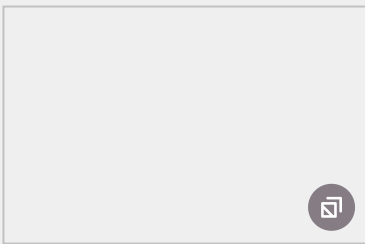


Boreal as he appears during Archon Hunts





Face



Boreal reviving himself

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

- [Korumm](#), Boreal's weapon
- [Boreal's Mod Set](#):



• [Boreal'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
Other		Narmer Deacon
Archons (Bosses)		Archon Amar • Archon Boreal • Archon Nira

Bosses and Mini-Bosses [Collapse]		
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)

		(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 Zero)
	Duviri	Dax Equitem • Kullervo • Orowyrm
Narmer	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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