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Narmer

 EDIT

All... as one.

*I stand before you... last of [my kind](#).
 An orphan of [Tenno](#) massacres. But
 their violence did not end with me,
 did it? It carried on... to all of you.
[Grineer](#) languished in their torture-
 plexes. [Ostron](#) clades starved for
 Tenno tithe. [Corpus](#) pupils weeping
 Tenno praise under blade. [Solaris](#)
 souls blackened the skies of Tenno
 foundry yeald. But now is our time.
 An era of peace and security. The
 devils have been cast out. And by
 the [Void](#)... the Tenno shall never
 return!*

—[Ballas](#)

Narmer is a [Faction](#) introduced in [The New War](#) quest, ruled by [Ballas](#) after [Erra](#)'s [Sentients](#) took over the [Origin System](#) by brainwashing its inhabitants into blind subservience. Individuals under Narmer control are identified by golden [Narmer Veils](#).



masking their faces, which produce a red hallucinogenic mist that brainwashes its victims, leading them to mindlessly chant "All as one."

Similarly to the [Corrupted](#), Narmer's troops consist entirely of brainwashed [Grineer](#) and [Corpus](#).

All [Narmer](#), regardless of their former faction, take increased damage from  [Slash](#) and  [Toxin](#), but resist  [Magnetic](#).

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Overview

While the concept of Narmer is almost omnipresent throughout the Origin System,



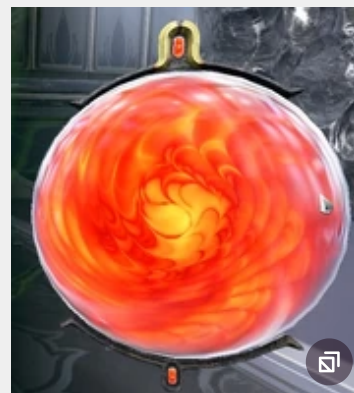
elements of its structure that seem more in line with a religious movement, such as the [Narmer Deacons](#) and [Archons](#). The members of Narmer treat the subject with extreme reverence, and refer to Narmer as either a philosophy, religion, empire, or all three at once.

Beliefs

Narmer as a whole views Tau as a sacred place.

Technology

Narmer appears to use a marriage of both [Sentient](#) and [Orokin](#) technology. Supplies, weapons, equipment, and even the dropships used by Narmer forces are all adorned with red Sentient-themed holograms and golden accents. Their more advanced tech, such as their propaganda drones and the weapons used by the [Archons](#), display a more Sentient-like nature with the use of organic curves and flesh-like innards.



A Narmer All-Seeing Eye

Narmer also employs the use of large, circular, mirror-like constructs called **All-Seeing Eyes**. These constructs can be found in highly populated areas, such as [Cetus](#) and [Fortuna](#), and may be used in facilitating the control of Narmer Veils. The eyes also appear to be filled with [Kuva](#), and miniaturized versions can be seen built within the Veils themselves.^[1]

Lore & History

The New War

Erra: *What does it matter? We-- you have won. Narmer spreads across the system. Monuments rise to your glory. All who live, bios and not, kneel before you--*

Ballas: *--but not **THEM**! You see some great triumph here? That this dullard herd worships me? Wailing 'freedom' from their rotten gobs when the truth is... they all thirst for that piss-warm comfort of being told what to think! They wanted to kneel...*

Erra fails to pleaste Ballas, who describes Narmer as a hollow victory.



Despite the efforts of the [Tenno-Grineer-Corpus](#) alliance to repel the [Sentient](#) invasion, [Ballas](#) banishes both the [Operator](#) and the [Lotus](#) into a [Void](#) portal. Without their presence, the Sentients led by [Erra](#) crush the alliance and are easily able to take over the [Origin System](#). They install [Narmer Veils](#) onto subjects to brainwash them and subjugate loyalty to Narmer while defaming the Tenno, with [Narmer Deacons](#) constantly keeping watch and are able to remotely detonate the Veils and kill its wearer should they detect any resistance. Furthermore, Erra's [Archons](#), known as [Nira](#), [Boreal](#), and [Amar](#), served to instill fear in dissidents and ensure loyalty throughout the system. However, a few individuals such as [Little Duck](#) and [Nora Night](#) have managed to evade capture.



Subjugated Grineer soldiers kneeling before a Narmer monument

After an uneasy alliance between the [Drifter](#) and [Hunhow](#) to save the Operator and the Lotus and the subsequent deaths of two Archons to achieve this goal, the empire began to disintegrate as Ballas recalled all fleets to the Sentient mothership [Praghasa](#) to devour the sun, enraged at the Tenno's return and scheming to sacrifice the Origin System and his Narmer empire to escape to the [Tau System](#). Erra, realizing Ballas also intends to doom the Sentients, defects and sacrifices himself to guide the Tenno to the third and final Archon hoping it may fully restore the Lotus. After the final confrontation between the Drifter/Operator and the Lotus against Ballas and his subsequent death, the Narmer Empire became heavily destabilized with their leader effectively becoming a martyr and creating a power vacuum that the loyalists scramble to fill, allowing other factions of the Origin System to slowly recover.

Following The New War, remnants of Narmer remain active in the post-war ravaged [Plains of Eidolon](#) and [Orb Vallis](#), with both [Konzu](#) and [Eudico](#) suggesting that someone else is pulling the strings.

Veilbreaker

A [Murex](#) emerges near [Deimos](#) revealing that Narmer continues their machinations of enslaving the Origin System. The [Archons](#) have been revived, with [Erra](#) himself being transformed into one and now serves as their leader under the name [Pazuul](#).

[Kahl-175](#), a [Grineer](#) soldier that fought in The New War, breaks free from his [Narmer Veil](#). He fights alongside the Tenno to free his brothers from Narmer oppression.



Kahl, [Daughter](#), and [Chipper](#) provide the Tenno with information on the Archon's locations, prompting the Tenno to go out and hunt them down. During these missions, the Lotus discovers that Pazuul is harvesting massive amounts of resources for some unknown creation.

Enemies

The majority of Narmer's forces consist of subjugated units from other factions, largely being the [Grineer](#) and [Corpus](#).

Light

Medium

Heavy

Crewman

Walkers

Bosses

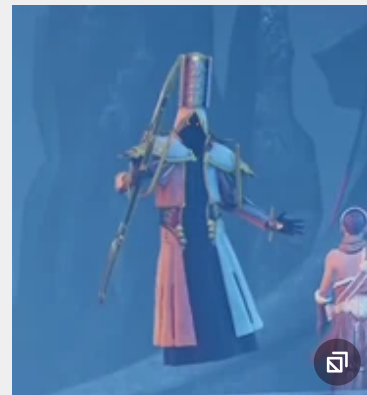
Other

[Narmer Deacon](#)

Main article: [Narmer Deacon](#)

Narmer Deacons are roving sentries of  **Narmer**, serving as peacekeepers during [The New War](#).

For most of the quest, they cannot be harmed and force stealth gameplay. Should the player get caught, the Deacon will weaken them with attacks and then force a [Narmer Veil](#) onto them; when the [Drifter](#) infiltrates the [Orb Vallis](#) spaceport while resisting the influence of a Veil, the Deacon will instead remotely detonate the Veil. They appear in combat during the final battle against [Ballas](#) where they are vulnerable to attack.



They appear again as enemies in [Archon Hunts](#) and [Break Narmer](#) missions.



Notable Members

- [Ballas](#) (former leader, deceased, killed by the Lotus)
- [Erra](#) (former second-in-command, presumably deceased)
- [Ka-Nuteru](#) (Disciple, deceased, killed by the [Stalker](#))
- [Pazuul](#) (current leader, transformed from Erra's corpse by unknown means)
- [Archons](#) (former high-ranking Sentients that have been fused with Warframes)
 - [Amar](#)
 - [Boreal](#)
 - [Nira](#)

Notes

- [Faction Damage Mods](#) of other enemy types have no effect on their Narmer counterparts. For example, [Bane of Grineer](#) does not increase damage dealt to a [Narmer Lancer](#).
- Some Narmer units may become "supercharged", with their Veils allowing them to release a large and heavily damaging energy bolt.



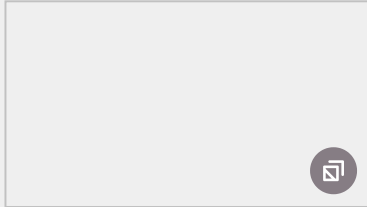
A supercharged
Narmer crewman

Trivia

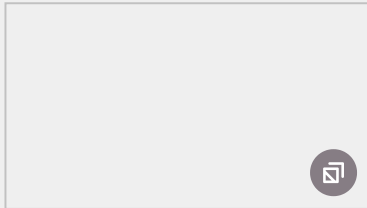
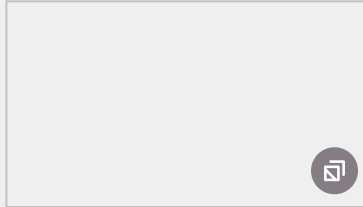
- [Narmer](#) is name of an ancient Egyptian pharaoh, who conquered Lower Egypt and unified it with Upper Egypt.
- During The New War Quest, the Veiled [Solaris](#) sing the song [For Narmer](#), a hymn that praises Ballas and utter subordination to him.

Gallery

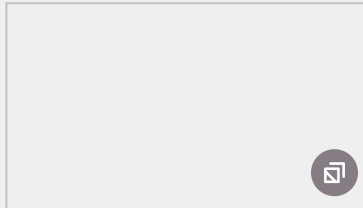




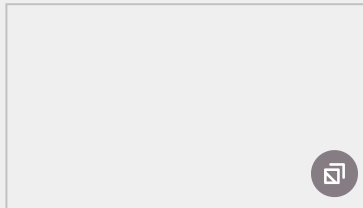
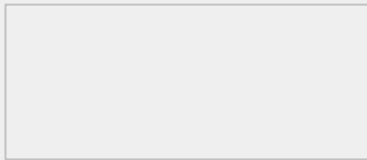
Narmer Veils



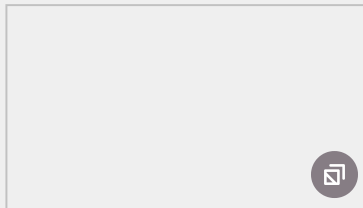
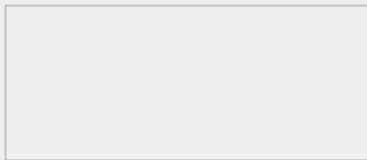
Broken Veil concept



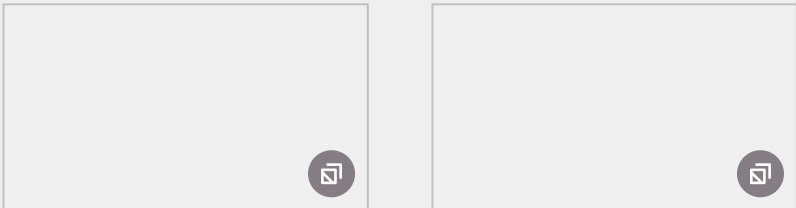
Propaganda drone concept



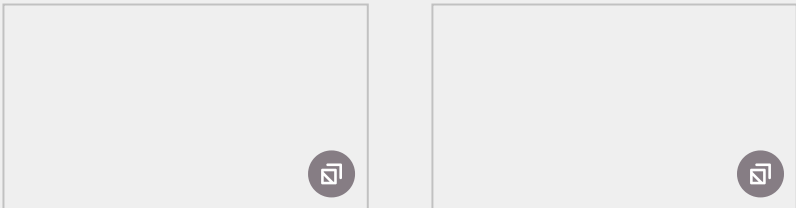
Narmer lootcrate



Lootcrate concept



Ballas' Narmer throne on the back of [Praghasa](#)



See Also

- [Faction](#)

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		

Main Factions	Syndicates	Mentioned Only
Tenno	Baro Ki'Teer • Berry'n • Excalibur Umbra • Haigos • Jenva • Kahl-175 • Lotus • Mathon • Operator () • Rell • Terolee • Teshin Dax • Varzia	
Cephalon	Apnar • Cy • Drusus • Jordas • Loid • Melica • Ordil • Otak • Suda • Sark • Simaris • Vull	
Grineer	Captain Vor • Councilor Vay Hek • Garv • General Sargas Ruk • Grineer Queens • Kela De Thaym • Kahl-175 • Kuva Lich • Lieutenant Lech Kril • Sprag • The Grustrag Three • Tyl Regor • Ven'kra Tel • Wolf of Saturn Six	
Corpus	Alad V • Exploiter Orb • Frohd Bek • Latrox Une • Nef Anyo • Parvos Granum • Profit-Taker Orb • Sisters of Parvos • The Sergeant • Vala Glarios • Veso • Xeto	
Infested	Fass • Helminth • Technocyte Coda • Vome • Zealoid Prelate	
Orokin	Albrecht Entrati • Ballas • Isaah • Margulis • Nihil • Silvana	
Sentient	Erra • Hunhow • Natah • Pragma	
Murmur	The Man in the Wall	
Stalker	Angst • Malice • Mania • Misery • Stalker () () • Torment • Violence	
Narmer	Ballas • Erra () • Archon Amar • Archon Boreal • Archon Nira • Kanuteru	
Duviri	Acritus • Barris • Brimon • Bombastine • Dominus Thrax • Drifter • Koral • Luscina • Lodun • Mathila • Pip • Sythel • Teshin • The Warden • The Vagabond	
1999	Amir • Aoi • Arthur • Eleanor • Lettie • Quincy	
Neutral	Clem • Darvo • Maroo • Neewa • Nora Night • The Unum	

1. see the **Broken Veil** shoulder armor

Categories

Languages

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Sci-fi	Warframe
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