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# Bosses

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**Bosses** are a unique enemy class outfitted with superior weapons, high health, rechargeable shields, special abilities, and other traits. They are far stronger than regular units as they will use varying strategies to deal damage and avoid taking it.

There are five types of bosses in the game:

- **Regular Bosses** - Bosses which can be mostly found as the target of [Assassination](#) missions.
- **Field Bosses** - Bosses that can be encountered on select mission types, though not usually the main objective.

## Bosses



*Captain Vor, one of the first bosses the player will encounter.*



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**WARFRAME Wiki**

- **Grand Bosses** - Massive, titanic bosses with a special set of mechanics, designed to offer the players the highest level of challenge.
- **Liches/Adversaries** - Randomized enemies with Warframe-like abilities that attempt to take control of the [Star Chart](#).

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## Regular Bosses

These Bosses are found mostly on [Assassination](#) missions (with a few exceptions). Each boss usually has a set of lines to "taunt" the Tenno sent to kill them. They generally drop [loot](#) and [resources](#) upon death. Depending on which boss the player is fighting,



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will often be rewarded upon




**Captain Vor**

Councilor Vay Hek

Lieutenant Lech Kril

General Sargas R&gt;

*Main article: [Captain Vor](#)*

**Captain Vor** is the [Grineer](#) officer responsible for the players' awakening in the opening moments of [WARFRAME](#). He is one of the few figures in the Origin System that understand ancient [Orokin](#) technology, and is capable of utilizing it and merging it with Grineer technology to create offensive weapons such as his trademark  [Seer](#) pistol and his armor, powered by a [Void Key](#) that he refers to as the "**Janus Key**," which also grants him a powerful ranged beam attack, impenetrable shielding and the ability to teleport.

**Corpus Faction****Jackal**

The Sergeant

Alad V

Raptors

Hyena Pack

Ambulas

Razor

*Main article: [Jackal](#)*

**Jackal** is the [Corpus boss](#) of the [Venus](#) system. Although a more bulky and old model compared to more recent Corpus robotics, the Jackal possesses invulnerable shields, a giant shockwave ability to knock players down, and one of the most powerful Corpus weapons, the [Plasma Grenade Cluster](#). Dissected models of the Jackal can be found in some

[Grineer](#) tilesets, either showing that the Grineer have an interest in utilizing Corpus tech, or that they have simply purchased merchandise. The Jackal is fought on the [mission](#) Fossa, Venus. After defeating it and finishing the mission, the player will receive [Rhino](#) component blueprints, as well as a chance to get a [Stahlta](#) or [Stroph](#) blueprint.

A Terra variant may spawn in [Orb Vallis](#) during high alert state, which is considered a common enemy and will neither drop blueprints nor anger the [Stalker](#). A [Corrupted](#) variant appears in [The Circuit Assassination](#) as a boss with some alteration to its



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[Phorid](#)[Lephantis](#)[Juggernaut Behemoth](#)[Jordas Golem](#)[Mutalist AI](#)*Main article: [Phorid](#)*

**Phorid** is an [Infested Boss](#) only found when an [Invasion](#) takes over the [Assassination](#) mission of a [Planet](#). After players defeat it and reach the extraction point, they will receive either a [Nyx Neuroptics](#), [Chassis](#), or [Systems blueprint](#) upon mission completion. Upon [death](#), Phorid has a chance of dropping rare [resources](#) of the planet it appears on.



## Sentient Faction

[Ropalolyst](#)*Main article: [Ropalolyst](#)*

The **Ropalolyst** is a gigantic bird-like [Sentient boss](#) capable of flight. It can be found in the Remastered [Corpus Gas City](#) on its own [Assassination](#) node on [Jupiter](#), requiring players to have completed [Chimera Prologue](#) to battle it. It was dispatched by the [Sentients](#) to ensure [Alad V](#) does not double-cross their "partnership", much to his displeasure.



After defeating the Ropalolyst, the player will receive [Wisp](#) component blueprints and an [Amalgam](#) mod from five possible.

## Prokin Faction



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**Nihil** is a mysterious serial killer known as the **Glassmaker**, a former **Orokin** judge responsible for "glassing" people throughout the Origin System. He is also the creator of the **Cephalons**, which he designed to be an eternal punishment for those that dare break Orokin law. He was introduced during *Nightwave: Series 3 - The Glassmaker*.



## Murmur Faction

### The Fragmented

*Main article: [The Fragmented](#)*



## Field Bosses

**Field Bosses** are, as the name implies, boss-like enemies that may spawn during a certain set of mission. While some Field Bosses may be required to be killed to progress the objective, oftentimes they are not the main objective of the mission. Compared to regular, assassins and grand bosses, killing these bosses do not yield as many rewards.

### Mission-Based

The following are the list of Field Bosses that spawn based on the mission type taken.

[Ven'kra Tel / Sprag](#) [Lynx](#) [Juggernaut](#) [Corrupted Vor](#) [Leekter](#) [Shi](#)>



*Main article: [Ven'kra Tel](#)*



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roduced in [Operation Gate Crash](#)  
sions where Grineer are the



dominant enemy. She, along with [Sprag](#), guard a [Void Key](#) necessary to close the Void Portal. She was later captured by [Narmer](#) and forced into their service.

She possesses a blue jet pack identical to that used by [Hellions](#) that grants her excellent mobility, and can use her [Avex](#) and other ranged special abilities to engage [Tenno](#) from afar.



*Main article: [Sprag](#)*

**Sprag** is a [Grineer Field Boss](#) unit first introduced in [Operation Gate Crash](#) and now regularly encountered in [Orokin Sabotage](#) missions where Grineer are the dominant enemy. She, along with [Ven'kra Tel](#), guard a [Void Key](#) necessary to close the Void Portal. She is later captured by [Narmer](#) and forced into their service.



She possesses a jet pack identical to that used by [Hellions](#) that grants her excellent mobility, and can use her [Renok](#) Hammer and special melee abilities to engage [Tenno](#) in close combat.

## Acolytes

*Main article: [Acolytes](#)*

**Acolytes** are a group of [Stalker](#)-themed Field Bosses that spawn in [Steel Path](#) missions. They are guaranteed to drop 2 [Steel Essence](#) upon defeat.

[Misery](#) [Angst](#) [Malice](#) [Mania](#) [Torment](#) [Violence](#)

*Main article: [Misery](#)*



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the form of [Nekros](#) with an [Innocent's](#) loincloth, as well as modified



Misery first appeared in [Operation: Shadow Debt](#) and, as of [Update 29.5](#) (2020-11-19), now spawns in [The Steel Path](#) missions.



## Assassin Bosses

**Assassins** are rare bosses that randomly hunt players down outside of Assassination missions. They can be spawned by players who have earned [Death Marks](#) through various means. Defeating these rare enemies may yield rare resources, parts, and blueprints. A death mark can be obtained from killing a boss or by completing 3 invasion missions on the opposing side of the assassin's faction. They can also be spawned using beacons.

Though they can spawn in most of the game, they cannot spawn in:

- [Syndicate](#) and [Assassination](#) standard missions
- [Archwing](#), [Free Roam](#) and [Arena](#) special game modes
  - Also includes Quest and Mastery Test solo-exclusive missions
- [Sanctuary Onslaught](#) and Elite Sanctuary Onslaught
- Non-combat hub "missions" ([Relays](#), [Dojos](#))
- Any mission that has already been "chosen" for the spawn of another Assassin or is forced due to beacons

[Stalker](#)   [Shadow Stalker](#)   [Zanuka Hunter](#)   [The Grustrag Three](#)   [Wolf of S](#)

*Main article: [Stalker](#)*

The **Stalker** is an ominous, vengeful figure that infrequently appears during missions, armed with powerful weapons and abilities to hunt down [Tenno](#)

at [Death Marks](#).

at [Warframe](#) and is able to use



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His arsenal is similar to that of the Tenno, utilizing a primary, secondary, and melee weapon. The Stalker's signature weapons are the bow [Dread](#), the scythe [Hate](#), and the throwing knives [Despair](#).

If the Tenno marked for assassination has completed [The Second Dream Quest](#), they will be confronted with the more powerful, [Sentient](#)-enhanced [Shadow Stalker](#) instead. Upon completing the [Jade Shadows](#) Quest, Stalker will appear as [Protector Stalker](#), having reverted to his original appearance, with his mask and [Hate](#) imbued by [Jade](#)'s energies.

## Grand Bosses

**Grand Bosses** are massive, titanic bosses with specifically designed sets of mechanics, often with unique abilities not found in any regular missions, instead, in [open-world regions](#) such as [Plains of Eidolon](#), [Orb Vallis](#) and [Duviri](#). Equipped with far stronger offensive and defensive capability, Grand Bosses are significantly higher in difficulty and defeating them usually requires the execution of a complex strategy, as well as equipping powerful gear.

### Eidolons

[Teralyst](#) [Gantulyst](#) [Hydrolyst](#)

*Main article: [Eidolon Teralyst](#)*

The **Eidolon Teralyst** is a gigantic spectral [Sentient Eidolon](#) creature that can be found aimlessly roaming around the [Plains of Eidolon](#) at night, acting as one of the [Grand Bosses](#) of the [landscape](#). This is the first of the 3 night bosses of [Plains of Eidolon](#), followed by [Eidolon Gantulyst](#) and then [Eidolon Hydrolyst](#).

The Eidolons are remnants of a massive Sentient that was defeated in a battle against the [Tenno](#) during the Old War, whose remains now wander the plains perpetually searching for their lost components. These fragments are, however, still formidable creatures armed with powerful attacks and near-impenetrable defenses, and are hostile both [Tenno](#) and [Grineer](#) alike.



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[Transference](#) from [The War Within](#)





## Orb Mothers

### Profit-Taker Orb   Exploiter Orb

*Main article: [Profit-Taker Orb](#)*

**Profit-Taker Orb** is a large [Raknoid](#) creature found atop the **Enrichment Labs** in the [Orb Vallis](#), acting as one of the [Grand Bosses](#) of the [landscape](#). The gargantuan creature can only be engaged during the [Heist](#) with [Vox Solaris](#), requiring the rank of Old Mate within [Solaris United](#).



The orb incorporates [Sentient](#) technology within its shields that are put into overcharge by satellites and is protected by an extremely durable carapace reserved for [Corpus Ships](#), making it seemingly invulnerable.

## Orowyrm

*Main article: [Orowyrm](#)*

The **Orowyrms** are gigantic bio-mechanical creatures of [Orokin](#) design. They serve as the [Grand Bosses](#) of the [Duviri](#) Landscape, fought at the final stage of a [Spiral](#).



Each of the courtiers of [Dominus Thrax](#) has an Orowyrm form they assume when they lose control over the emotion they embody: [Mathila](#) for Joy, [Lodun](#) for Anger, [Bombastine](#) for Envy, [Luscinia](#) for Sorrow, and [Sythel](#) for Fear. The only gameplay difference between these Orowyrms is the elemental damage they inflict.

They were officially introduced in [Update 29.0](#) (2020-08-25), appearing inside mirrors found in [Isolation Vaults](#). Orowyrms have since made appearances in other places as well, making rare occurrences while loading in [Empyrean Void Storms](#) and regularly appearing in the Void passage between Rania and Belric's crystals in [Mirror Defense](#).



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# Liches/Adversaries

[Kuva Lich](#) [Sisters of Parvos](#)

*Main article: [Kuva Lich/Main](#)*



## Retired Bosses

These bosses have been removed from the game.

[Arn Etina](#) [J3-Golem](#)

*Main article: [Arn Etina](#)*

**Arn Etina** was once the name of the final boss of [Pluto](#), a black [MOA](#) found on Hades. Upon death there was a chance he would drop one of the components required to build [Excalibur](#). Arn Etina's name was changed to [Ambulas](#) as of [Update 6.0](#) (2013-01-29).



Despite being a MOA, Arn Etina used a human-like game picture for their transmissions. The game picture and appearance have since been repurposed for [Darvo](#).

## Notes



- All bosses and assassins have a rare chance to drop an [Orokin Cell](#) upon death. This chance is fully separate from the planet's resource drop rate.



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and [Lieutenant Lech Kril](#) to instance coming from the



# Patch History

## Update 33.6 (2023-07-27)

- Removed a feature where certain bosses scaled their level based on your equipped Mods.
  - This is a remnant of an older Warframe system that scaled difficulty based on your Mod loadout. As a result, enemies like Captain Vor might be anywhere from level 10 to 30, depending on how “powerful” your equipped Mods were during your encounter.
- With this feature removed, now all bosses will always spawn at a consistent level on the regular Star Chart.

# See Also

- Planets
- Factions

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)	
Infested	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos) • Infested Ship (Infested Ship)	



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t (Infested Ship)



	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

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