

ADVERTISEMENT

in: [Pages with script errors](#), [Narmer](#), [Update 31](#)

SIGN IN

 REGISTER

Narmer Deacon


 EDIT

NARMER



QUOTES

Lua error in Module:Enemies/infobox at line 185: No enemy data for name "Narmer Deacon" found in [Module:Enemies/data/*](#).

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.



Contents



Join the quest! Share your opinion on the upcoming games!




WARFRAME Wiki



- 2. Trivia
- 3. Gallery
- 4. Patch History

Behavior

Stealth

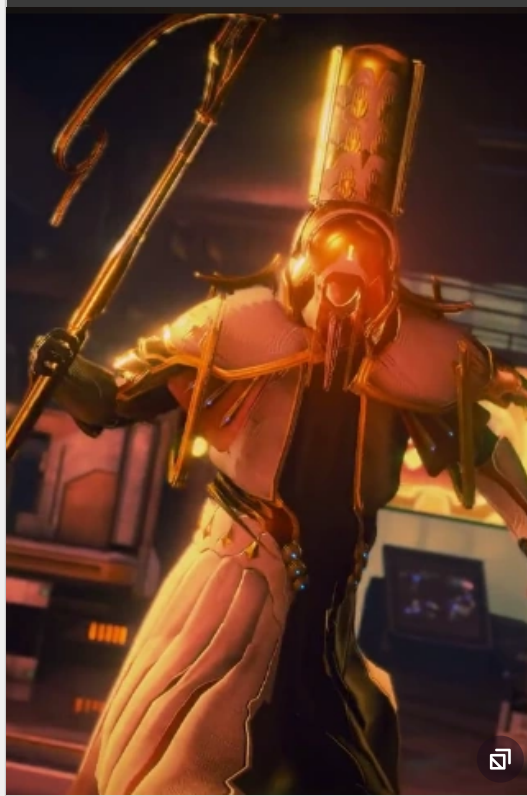
Narmer Deacons mostly act like invulnerable [Sensor Regulators](#), wandering around the area. The player must avoid the Deacons' line of sight, indicated by spotlights coming out of their own Veils. If the player get caught, the Deacon who saw them will alert other Deacons and then home at the player, and will stun them to plant a Veil on them. In the Spaceport, they detonate the Veil instead. Players can use  [Smoke Screen](#) (and later [Void Mode](#)) to escape if they get caught.

They behave almost identically in [Break Narmer](#), only their spotting is no longer instantaneous or an instant-kill. It takes a brief moment for them to spot [Kahl-175](#) from a distance and will launch projectiles that do heavy damage, only stunning him if they fully deplete his health, upon which they will get close and place a Narmer Veil onto Kahl. They will also react to noise made by Kahl-175 (such as gunfire or explosions), and will approach to investigate. Though normally invulnerable, the Deacons can be killed with electric shock traps activated via security cameras, and in Sneaky Sabotage an orbital strike from the Spaceport's Plasma Torch. In Junk Run, they can be lured away using propaganda drones.

Enemy

During [Ballas](#)' boss fight, Deacons will instead shoot beams from their Veil in a way similar to [Errant Specters](#).

Narmer Deacon



Join the quest! Share your opinion on the upcoming games!



in the showdown with the
the second arena, said area is
d by placing the Narmer Veils

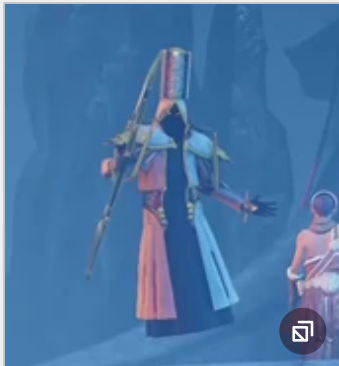


from two nearby Deacons into the golden Deacon statues in front of it. They will tether themselves to nearby allies and become invulnerable until those allies are killed.

Trivia

- While most of the Deacons wear a Narmer Veil themselves, there is at least one Deacon without a Veil during the [Drifter](#)'s debut, implying that they are loyal to Narmer by default.
- Being inflicted with a stun animation by a Deacon is inescapable. Even if the Deacon's Veil-throwing animation is interrupted (such as by Daughter's Plasma Torch killing the Deacon or being pushed out of range by extraneous circumstances) or they somehow cannot reach the player, the stun animation will continue to play for several seconds until the Operator/Drifter/Kahl keels over automatically.

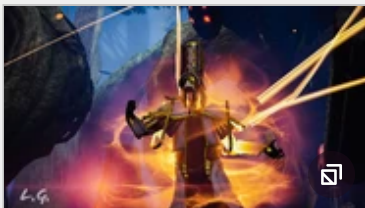
Gallery



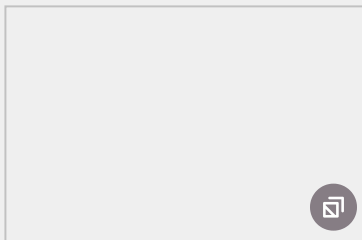
An unveiled Deacon



A Deacon seen in Fortuna

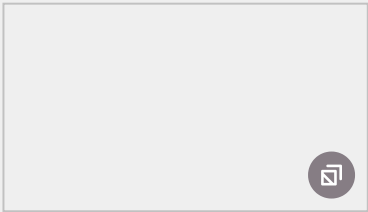


A Deacon as seen in Archon



Join the quest! Share your opinion on the upcoming games!





Concept art



Patch History

[Hotfix 32.0.4](#) (2022-09-14)

- Narmer Deacons will no longer perform their beam attack in Break Narmer missions.
 - This attack is designated exclusively for the Stolen Plates stage in The New War Quest.*
- Fixed Deacons getting way too close to Kahl after being detected, causing them to completely miss their attacks.

[Hotfix 32.0.2](#) (2022-09-08)

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		
		Narmer Dera MOA • Narmer Disc MOA • Narmer Geminex n MOA • Narmer Raknoid larmer Mine Osprey • Narmer		



Join the quest! Share your opinion on the upcoming games!

X

Ships	Narmer Dropship
Other	Narmer Deacon
Archons (Bosses)	Archon Amar • Archon Boreal • Archon Nira

Categories ▼


Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)





Join the quest! Share your opinion on the upcoming games!
WE WANT TO HEAR FROM YOU!

