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# Ghost

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**Ghost** is a [mod](#) that allows the  [Shade](#) sentinel to cloak itself and the user when hostile entities are within range, rendering themselves [invisible](#) to enemies.

It is given to players upon claiming  [Shade](#) ( [Prisma](#),  [Prime](#)) from the [Foundry](#) or buying a  [Shade](#) from the [Market](#).

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Rank	Range	Cost
0	14m	2
1	16m	3
2	18m	4
3	20m	5
4	22m	6
5	24m	7

**Cloaks owner when enemies are within 10m.  
The cloak is disrupted if owner attacks.**

#### General Information ^

Type Shade

Polarity  Penjaga

Rarity Common

Max Rank 5

Endo  
Required To Max 310

Credits  
Required To Max 14,973

Base Capacity Cost 2

Trading Tax  2,000

Introduced Update 7.0 (2013-03-18)

#### Vendor Sources ^

#### Official Drop Tables ^

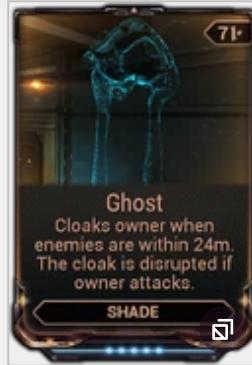
<https://www.warframe.com/droppables>

## Notes

- Has an ~8-second cooldown after leaving any kind of stealth state, including  [Smoke Screen](#),  [Invisibility](#),  [Prowl](#) and  [Arcane Trickery](#), but not  [Shroud of Dynar](#).
- Gives the Sentinel 25 affinity for activating the ability.
- Enemies will not be alerted if bumped into while cloaked.
- Cloak will dissipate upon dealing damage with weapons and mod effects (such as  [Heavy Impact](#)), with exception of offensive Warframe abilities.
  - Warframe abilities that modify the alliance of enemies or make them invulnerable will break the cloak effect if the affected enemy is the only one within range. These abilities include [Garuda's Blood Altar](#), [Nyx's Mind Control](#), [Revenant's Entrall](#), and [Xaku's The Lost](#): Accuse and Gaze.
- Any enemy units will activate Ghost, even Corpus Turrets.
- Using the [Codex Scanner](#) will deactivate the cloak.
- Cloak will be removed when enemies are no longer near.
- Performing a [bullet jump](#) that damages an enemy will not deactivate the cloak.
- Transference will not deactivate the cloak, and the cloak will activate as usual for the Warframe (when any enemy gets within range) even in [Operator](#) mode.
- Shade will not cloak their users if they are doing something that raises their [aggro](#), such as  [Nyx's](#)  [Absorb](#).

## Gallery





Old appearance



Looking through the head of a Mag while cloaked by the Ghost mod effect

## Patch History

### Update 36.0 (2024-06-18)

- Fixed Shade's Ghost Mod randomly deactivating while surrounded by enemies who are in range.
  - This was because Shade would choose one target to trigger invisibility, meaning the effect would end once they were killed. Now this Mod's effect is no longer tied to one target, so the invisibility will persist so long as players do not engage in behaviors that will disrupt it.

### Update 32.3 (2023-02-15)

## See also

- [Mods](#)
- [Sentinels](#)
- [Shade](#)
- [Stalk](#)

Sentinel Mods					<a href="#">[Collapse]</a>
Penjaga	Carrier			Looter	
	<a href="#">Dethcube</a>			<a href="#">Ammo Case</a> • <a href="#">Energy Generator</a> • <a href="#">Arc Coil</a> • <a href="#">Fatal Attraction</a> • <a href="#">Detect Vulnerability</a>	<a href="#">Vaporize</a> • <a href="#">Calculated Shot</a> • <a href="#">Electro Pulse</a> • <a href="#">Reawaken</a> • <a href="#">Investigator</a>
	<a href="#">Diriga</a>				
	<a href="#">Djinn</a>				



	<b>Nautilus</b>	Auto Omni •	Cordon	
	<b>Oxylus</b>	Botanist •	Scan Aquatic Lifeforms • Scan Matter	
	<b>Shade</b>	Ambush •	Ghost • Revenge	
	<b>Taxon</b>	Molecular Conversion		
	<b>Wurm</b>	Crowd Dispersion • Negate		
	<b>Other</b>	Anti-Grav Array •	Assault Mode • Coolant Leak •	
		Guardian •	Medi-Ray • Odomedic • Regen (	
		Prime) •	Sacrifice • Shield Charger • Vacuum	
	<b>Madurai</b>	Fired Up •	Self Destruct • Synth Deconstruct •	
			Synth Fiber	
	<b>Vazarin</b>	Accelerated Deflection •	Calculated Redirection •	
		Enhanced Vitality •	Metal Fiber • Repair Kit •	
			Sanctuary	
	<b>Naramon</b>	Animal Instinct (	Prime) • Spare Parts	

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## Languages



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