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Ghost



EDIT

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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Ghost

Full Icon



Tradeable

Cannot be obtained from transmutation



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

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 Enthral](#), 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](#).

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/droptables	

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				[Collapse]
Penjaga	Carrier	Ammo Case • Looter		
	Dethcube	Energy Generator • Vaporize		
	Diriga	Arc Coil • Calculated Shot • Electro Pulse		
	Djinn	Fatal Attraction • Reawaken • Thumper		
		Detect Vulnerability • Investigator •		

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

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