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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](#)

Ghost
Cloaks owner when enemies are within 24m. The cloak is disrupted if owner attacks.

SHADE

Tradeable

e 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.

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>



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Something that raises their [aggro](#),





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

erator • Vaporize

ated Shot • Electro Pulse

Reawaken • Thumper

ity • Investigator •

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	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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