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# Duplex Bond



**Duplex Bond** is a [Companion mod](#) that creates a short-lived duplicate of the companion after 100 [Energy](#) is spent, up to 3 times. Enemies killed by these clones have a chance at dropping an [Energy Orb](#).

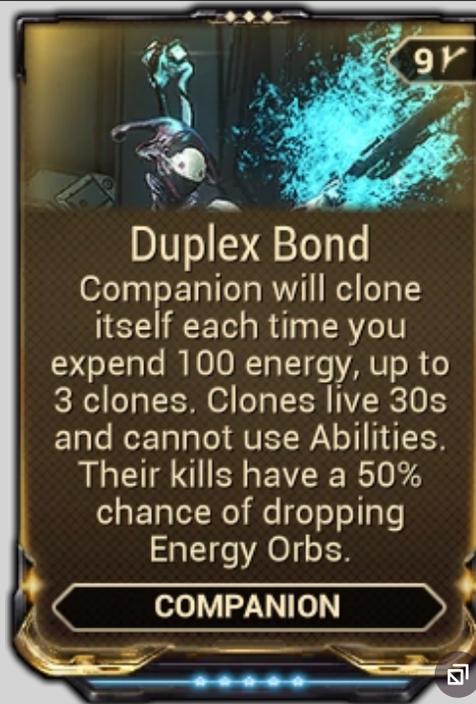
## Contents

1. Stats
2. Acquisition
3. Notes
4. Bugs
5. Patch History

## Stats

Rank	Duration	Energy Orb	Cost

## Duplex Bond



Full

Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



		Drop Chance	
0	5s	8%	4
1	10s	17%	5
2	15s	25%	6
3	20s	33%	7
4	25s	42%	8
5	30s	50%	9

## Acquisition

The mod can be bought from [Son](#) for  **20,000** after reaching **Rank 3 - Associate** with the [Entrati](#).

## Notes

- Drain-over-time and channeled abilities like [Wisp's](#)  [Sol Gate](#) and [Ivara's](#)  [Artemis Bow](#) are capable of spawning clones.
- Clones will attack enemies whether or not [Assault Mode](#) is equipped.
- Energy removed by the Energy Drain modifier in [Nightmare](#) missions counts towards the energy needed to spawn a companion copy.
- Since clone creation requires Energy spent, this mod cannot be triggered by [Hildryn](#) or [Lavos](#).
- Clones are completely invulnerable to any form of damage and can only die after their listed lifespan has elapsed since they were created.
  - Despite being invincible, enemies will still have their aggro drawn to them and attempt to fight them.
- Cloned Sentinels will float toward enemies rather than sticking to the player, drawing some aggro away from the player as a result.
- Invisibility achieved through Abilities and other manner only affects the main Companion; it does not work on the summoned/spawned clone and they will

**Companion will clone itself each time you expend 100 energy, up to 3 clones. Clones live 30s and cannot use Abilities. Their kills have a 50% chance of dropping Energy Orbs.**

### General Information

**Type** Companion

**Polarity**  Madurai

**Rarity** Rare

**Max Rank** 5

**Endo Required To Max** 930

**Credits Required To Max** 44,919

**Base Capacity Cost** 4

**Trading Tax**  8,000

**Introduced** [Update 34.0](#) (2023-10-18)

### Vendor Sources

#### Vendors

[Son](#) (Rank 3: Associate)  20000 for x1

### Official Drop Tables

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



- Since the clones can only use basic attacks, they benefit greatly from mods like [Swipe](#) or [Shattering Impact](#), and/or methods that utilize their basic attacks.
- While clones cannot activate any abilities, even passive ones like  [Energy Generator](#), they can still be useful for spreading status, especially if buffed by external sources, such as  [Nourish](#).
  - Clones will not benefit from the elemental buff granted by  [Momentous Bond](#) nor the Void damage buff from  [Astral Bond](#).
- Clones will not benefit from, nor trigger,  [Vicious Bond](#) or  [Seismic Bond](#).
- This mod cannot be equipped on [Venari](#).

## Bugs

- Using the Arsenal in the simulacrum may cause the mod to cease functioning.

## Patch History

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

- Fixed a hitch in the Arsenal when equipping a Companion with the Kavasa Prime Kubrow Collar.
  - This also fixes hitches when clones of Companions with the Kavasa Prime Kubrow Collar are spawned by Duplex Bond.

### Update 35.0 (2023-12-13)

- Fixed Host and Clients experiencing performance issues caused by Kubrow with the Duplex Bond Mod and a Collar equipped

### Sentinel Mods

[Collapse]

<b>Penjaga</b>	<b>Carrier</b>	<a href="#">Ammo Case</a> • <a href="#">Looter</a>	
	<b>Dethcube</b>	<a href="#">Energy Generator</a> • <a href="#">Vaporize</a>	
	<b>Diriga</b>	<a href="#">Arc Coil</a> • <a href="#">Calculated Shot</a> • <a href="#">Electro Pulse</a>	
	<b>Djinn</b>	<a href="#">Fatal Attraction</a> • <a href="#">Reawaken</a> • <a href="#">Thumper</a>	
	<b>Helios</b>	<a href="#">Detect Vulnerability</a> • <a href="#">Investigator</a> • <a href="#">Targeting Receptor</a>	
	<b>Nautilus</b>	<a href="#">Auto Omni</a> • <a href="#">Cordon</a>	
	<b>Oxylus</b>	<a href="#">Botanist</a> • <a href="#">Scan Aquatic Lifeforms</a> • <a href="#">Scan Matter</a>	
	<b>Shade</b>	<a href="#">Ambush</a> • <a href="#">Ghost</a> • <a href="#">Revenge</a>	



	<b>Wyrm</b>	<a href="#">Crowd Dispersion</a> • <a href="#">Negate</a>
	<b>Other</b>	<a href="#">Anti-Grav Array</a> • <a href="#">Assault Mode</a> • <a href="#">Coolant Leak</a> • <a href="#">Guardian</a> • <a href="#">Medi-Ray</a> • <a href="#">Odomeedic</a> • <a href="#">Regen (Prime)</a> • <a href="#">Sacrifice</a> • <a href="#">Shield Charger</a> • <a href="#">Vacuum</a>
	<b>Madurai</b>	<a href="#">Fired Up</a> • <a href="#">Self Destruct</a> • <a href="#">Synth Deconstruct</a> • <a href="#">Synth Fiber</a>
	<b>Vazarin</b>	<a href="#">Accelerated Deflection</a> • <a href="#">Calculated Redirection</a> • <a href="#">Enhanced Vitality</a> • <a href="#">Metal Fiber</a> • <a href="#">Repair Kit</a> • <a href="#">Sanctuary</a>
	<b>Naramon</b>	<a href="#">Animal Instinct (Prime)</a> • <a href="#">Spare Parts</a>

<b>Kubrow</b>		[Collapse]
<b>Species</b>	<b>Incubated</b>	<a href="#">Chesa</a> • <a href="#">Huras</a> • <a href="#">Raksa</a> • <a href="#">Sahasa</a> • <a href="#">Sunika</a>
	<b>Unique</b>	<a href="#">Helminth Charger</a>
	<b>Predasite</b>	<a href="#">Vizier</a> • <a href="#">Pharaoh</a> • <a href="#">Medjay</a>
<b>Enemy</b>	<a href="#">Drahk</a> • <a href="#">Feral</a>	
<b>Breeding</b>	<a href="#">Kubrow Den</a> • <a href="#">Kubrow Egg</a> • <a href="#">Incubator Power Core</a>	
<b>Cosmetics</b>	<a href="#">Kubrow Cosmetics</a>	
<b>Genetics</b>	<a href="#">DNA Stabilizer</a> • <a href="#">Genetic Code Template</a>	
<b>Mods</b>		
<b>Penjaga (Abilities)</b>	<b>Chesa</b>	<a href="#">Neutralize</a> • <a href="#">Retrieve</a>
	<b>Huras</b>	<a href="#">Hunt</a> • <a href="#">Stalk</a>
	<b>Raksa</b>	<a href="#">Howl</a> • <a href="#">Protect</a>
	<b>Sahasa</b>	<a href="#">Dig</a> • <a href="#">Ferocity</a>
	<b>Sunika</b>	<a href="#">Savagery</a> • <a href="#">Unleashed</a>
	<b>Helminth</b>	<a href="#">Proboscis</a> • <a href="#">Strain Eruption</a> • <a href="#">Strain Fever</a> • <a href="#">Trample</a>
	<b>Vizier</b>	<a href="#">Acidic Spittle</a> • <a href="#">Iatric Mycelium</a>
	<b>Pharaoh</b>	<a href="#">Endoparasitic Vector</a> • <a href="#">Anabolic Pollination</a>
	<b>Medjay</b>	<a href="#">Infectious Bite</a> • <a href="#">Paralytic Spores</a>
	<b>Others</b>	<a href="#">Fetch</a> • <a href="#">Scavenge</a>
<b>Madurai (Offense)</b>	<a href="#">Astral Bond</a> • <a href="#">Bite</a> • <a href="#">Contagious Bond</a> • <a href="#">Duplex Bond</a> • <a href="#">Flame Gland</a> • <a href="#">Frost Jaw</a> • <a href="#">Hunter Command</a> • <a href="#">Hunter Recovery</a>	

	<a href="#">Prime</a> ) • <a href="#">Seismic Bond</a> • <a href="#">Shock Collar</a> • <a href="#">Tandem Bond</a> • <a href="#">Venom Teeth</a> • <a href="#">Vicious Bond</a>
<b>Vazarin</b> (Defense)	<a href="#">Aerial Bond</a> • <a href="#">Hastened Deflection</a> • <a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Restorative Bond</a> • <a href="#">Shelter</a> • <a href="#">Tenacious Bond</a>
<b>Naramon</b> (Utility)	<a href="#">Animal Instinct</a> ( <a href="#">Prime</a> ) • <a href="#">Covert Bond</a> • <a href="#">Mystic Bond</a> • <a href="#">Reinforced Bond</a>

**Kavat** **[Collapse]**

<b>Species</b>	<b>Incubated</b> <a href="#">Adarza</a> • <a href="#">Smeeta</a> • <a href="#">Vasca</a> • <a href="#">Venari</a> <b>Vulpaphyla</b> <a href="#">Sly</a> • <a href="#">Crescent</a> • <a href="#">Panzer</a> <b>Enemy</b> <a href="#">Feral</a> • <a href="#">Hyekka</a>
<b>Breeding</b>	<a href="#">Kavat Genetic Code</a> • <a href="#">Incubator Power Core</a>
<b>Cosmetics</b>	<a href="#">Kavat Cosmetics</a>
<b>Genetics</b>	<a href="#">DNA Stabilizer</a> • <a href="#">Genetic Code Template</a>

**Mods**

<b>Penjaga</b> (Abilities)	<b>Adarza</b>	<a href="#">Cat's Eye</a> • <a href="#">Reflect</a>
	<b>Smeeta</b>	<a href="#">Charm</a> • <a href="#">Mischievous</a>
	<b>Vasca</b>	<a href="#">Draining Bite</a> • <a href="#">Transfusion</a>
	<b>Sly</b>	<a href="#">Survival Instinct</a> • <a href="#">Sly Devolution</a>
	<b>Crescent</b>	<a href="#">Crescent Charge</a> • <a href="#">Crescent Devolution</a>
	<b>Panzer</b>	<a href="#">Viral Quills</a> • <a href="#">Panzer Devolution</a>
	<b>Others</b>	<a href="#">Fetch</a> • <a href="#">Scavenge</a> • <a href="#">Sense Danger</a> • <a href="#">Territorial Aggression</a>

<b>Madurai</b> (Offense)	<a href="#">Bite</a> • <a href="#">Flame Gland</a> • <a href="#">Frost Jaw</a> • <a href="#">Hunter Command</a> • <a href="#">Hunter Recovery</a> • <a href="#">Hunter Synergy</a> • <a href="#">Maul</a> • <a href="#">Pack Leader</a> ( <a href="#">Prime</a> ) • <a href="#">Pounce</a> • <a href="#">Sharpened Claws</a> • <a href="#">Shock Collar</a> • <a href="#">Swipe</a> • <a href="#">Tek Assault</a> • <a href="#">Tek Enhance</a> • <a href="#">Venom Teeth</a>
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<b>Vazarin</b> (Defense)	<a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Shelter</a>
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<b>Naramon</b> (Utility)	<a href="#">Animal Instinct</a> ( <a href="#">Prime</a> )
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Components	
Bracket • Core • Gyro • Model	
Mods	
Lambeo	<a href="#">Shockwave Actuators</a> • <a href="#">Stasis Field</a>
Oloro	<a href="#">Security Override</a> • <a href="#">Tractor Beam</a>
Para	<a href="#">Anti-Grav Grenade</a> • <a href="#">Whiplash Mine</a>
Nychus	<a href="#">Blast Shield</a> • <a href="#">Hard Engage</a>
Other	<a href="#">Aerial Bond</a> • <a href="#">Animal Instinct</a> ( <a href="#">Prime</a> ) • <a href="#">Astral Bond</a> • <a href="#">Contagious Bond</a> • <a href="#">Covert Bond</a> • <b>Duplex Bond</b> • <a href="#">Guardian</a> • <a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Manifold Bond</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Medi-Ray</a> • <a href="#">Momentous Bond</a> • <a href="#">Mystic Bond</a> • <a href="#">Pack Leader</a> ( <a href="#">Prime</a> ) • <a href="#">Reinforced Bond</a> • <a href="#">Restorative Bond</a> • <a href="#">Sanctuary</a> • <a href="#">Seismic Bond</a> • <a href="#">Shield Charger</a> • <a href="#">Tenacious Bond</a> • <a href="#">Vacuum</a> • <a href="#">Vicious Bond</a>

Hound Companion		Edit	[Collapse]
Components			
Bracket • Core • Model • Stabilizer			
Mods			
Audit (Model)	<a href="#">Equilibrium Audit</a> • <a href="#">Null Audit</a> • <a href="#">Repo Audit</a>		
Denial (Bracket)	<a href="#">Diversified Denial</a> • <a href="#">Evasive Denial</a> • <a href="#">Reflex Denial</a>		
Prospectus (Stabilizer)	<a href="#">Aerial Prospectus</a> • <a href="#">Focused Prospectus</a> • <a href="#">Synergized Prospectus</a>		
Other	<a href="#">Aerial Bond</a> • <a href="#">Animal Instinct</a> ( <a href="#">Prime</a> ) • <a href="#">Astral Bond</a> • <a href="#">Contagious Bond</a> • <a href="#">Covert Bond</a> • <b>Duplex Bond</b> • <a href="#">Guardian</a> • <a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Manifold Bond</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Medi-Ray</a> • <a href="#">Momentous Bond</a> • <a href="#">Mystic Bond</a> • <a href="#">Pack Leader</a> ( <a href="#">Prime</a> ) • <a href="#">Reinforced Bond</a> • <a href="#">Restorative Bond</a> • <a href="#">Sanctuary</a> • <a href="#">Seismic Bond</a> • <a href="#">Shield Charger</a> • <a href="#">Tenacious Bond</a> • <a href="#">Vacuum</a> • <a href="#">Vicious Bond</a>		

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