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Acolytes

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Bad news, Tenno. The Stalker has found others as twisted as himself. He calls them his Acolytes and he's sent them after me! Shh! I have to be very quiet, they cloak! They could be hiding anywhere! Even listening to this!


—[Alad V](#) during [Operation: Shadow Debt](#)

The **Acolytes** are mysterious, twisted and sinister warriors that follow the [Shadow Stalker](#), taking the appearance and abilities of different [Warframes](#) while bearing the distinctive helmet of their master. They were first introduced in the [Operation: Shadow Debt](#) event, and would make sporadic reappearances afterwards.

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As of [Update 29.5](#) (2020-11-19), Acolytes became a permanent addition to the game, making appearances in [The Steel Path](#) missions and dropping  [Steel Essence](#).







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Mechanics

Acolytes can only receive up to 4 stacks of any [Status Effect](#) with the exception of  [Impact](#) which can stack up to 6 times, and  [Radiation](#) only amplifies the damage the Acolyte receives from allied units and does not enable friendly fire unless those allies themselves are inflicted by the status.

The Steel Path

Acolytes typically spawn in any non-[Archwing](#), non-[Assassination](#), non-[Ascension](#), and non-[Duviri](#) Steel Path missions once every 3-8 minutes on average. They are guaranteed to drop 2 [Steel Essence](#), as well as one random [Steel Path Arcane](#) ( [Primary Deadhead](#),  [Primary Dexterity](#),  [Primary Merciless](#),  [Secondary Deadhead](#),  [Secondary Dexterity](#), or  [Secondary Merciless](#)), upon defeat.

Damage Reduction

Acolytes possess [Damage Reduction](#) that scales based on several static metrics of the weapon and its mods. Firstly, Acolytes posses a 62.5% damage reduction on health and +50% bonus damage to their shields which apply before the below damage reduction is applied. These factors only apply once in status effect damage calculations. The damage reduction for a particular damage instance can be calculated as follows:

$$\begin{aligned} \text{Tier Minimum} &= 1 - \frac{1}{\max(1, \text{Critical Tier})} \\ \text{DPS Reducer} &= \frac{\text{Tier Minimum}}{\text{Modded Critical Multiplier} - \text{Tier Minimum}} + 1 \\ \text{DPS Multiplier} &= \frac{(\text{Modded fire rate}) \cdot (\text{Modded multishot})}{\text{DPS Reducer}} \\ \text{DPS Metric} &= (\text{Tier 0 Damage}) \cdot (\text{DPS Multiplier}) \end{aligned}$$



$$\text{Damage Multiplier} = \begin{cases} 1, & \text{DPS Metric} \leq 3000 \\ 0.8 + \frac{600}{\text{DPS Metric}}, & 3000 < \text{DPS Metric} \leq 7500 \\ 1.6/3 + \frac{2600}{\text{DPS Metric}}, & 7500 < \text{DPS Metric} \leq 22500 \\ \frac{14600}{\text{DPS Metric}}, & 22500 < \text{DPS Metric} \end{cases}$$

Tier 0 Damage is the theoretical non critical damage instance that would be seen in game if there were no static DPS limiter. Note that this factor includes the 62.5% damage reduction on health and +50% bonus damage to their shields.

As can be deduced from the above, output DPS is capped at 14600, however this limit can be bypassed with critical hits. Critical damage against acolytes have a modified critical scaling equation defined below.

$$\begin{aligned} \text{Tier 1} &= (\text{CM} - 1) \cdot 0.5 + 1 \\ \text{Tier Increase} &= \frac{\text{Tier 1}}{1 + \frac{1}{\text{CM}-1}} \\ \text{Total Critical Multiplier} &= \text{Tier 1} + (\text{Tier Increase}) \cdot (\text{Tier} - 1) \end{aligned}$$

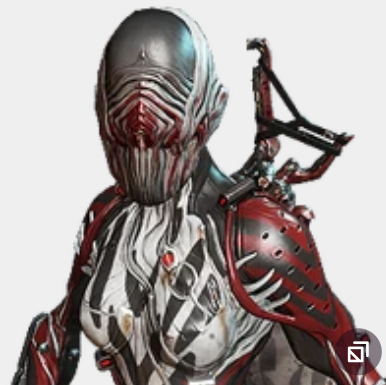
"CM" is the weapon's modded critical multiplier.

Acolytes

[Angst](#) [Malice](#) [Mania](#) [Misery](#) [Torment](#) [Violence](#)

Main article: [Angst](#)

Angst is one of [Shadow Stalker's acolytes](#), first appearing in [Operation: Shadow Debt](#). She takes the form of a [Valkyr](#) Warframe with an Immortal Skin, wearing Stalker's helmet and the [Vanquished Syandana](#). She battles with the [Hysteria](#) claws.



As of [Update 29.5](#) (2020-11-19), Angst can now spawn in [The Steel Path](#) missions.

Angst battles with the [Hysteria](#) claws, which can stagger Tenno on hit. She can also let out a Sonic Scream much like [Phorid](#), slowly draining the health of all Tenno in the map. She can also use Teleport similar to [Ash](#).



- Because they are dropped as mystery items in the form of a Mod item, Arcanes dropped by Acolytes in Steel Path can be sucked up and permanently destroyed by [Scavenger Drones](#).
- Acolyte spawns take the place of regular spawns and are not timed. This means you will see them spawn more frequently with more frequent enemy spawns and less often with slow spawns, stopping entirely if normal spawns stop for any reason.

Tips

- As of [Update 36.0](#) (2024-06-18), Acolytes are neutral to every element.
- Due to their damage reduction, certain types of weapons are more effective than others:
 - Beam weapons such as the [Glaxion](#) are notably weakest against them.
 - AOE (Area of Effect) projectiles such as the [Arca Plasmor](#) ([Tenet Arca Plasmor](#)) and detonated Thrown Melees perform very well against them.

Trivia

- The Acolytes' appearances are generally a Warframe with attachments either from other Warframes or [Warframe Cosmetics](#) such as armor pieces, Syandanas, or skins, and the [Stalker](#)'s helmet in lieu of their default helmets;
 - Angst uses [Valkyr](#)'s body with her Immortal Skin and the Vanquished Syandana.
 - Malice uses [Frost Prime](#)'s body without his shoulder armor and wears bits of machinery on his arms.
 - Mania uses [Loki](#)'s body with his Immortal Skin as well as a Daedalus shoulder plate on his left arm.
 - Misery uses [Nekros](#)' body with the Kyroptera Syandana, [Oberon](#)'s loincloth and a Daedalus chest plate as an impromptu codpiece.
 - Torment uses [Mesa](#)'s body with some of [Equinox](#)'s front tassels on her waist, a Naberus shoulder plate on her right arm and an Eos chest plate as an impromptu codpiece.
 - Violence uses [Limbo](#)'s body with Hulta shoulder plates.
- Though their origins are disputed, Alad V calling them "betrayers" implies they may be [Tenno](#) themselves.
 - However, Misery states, "Betrayers will die," as well as saying, "These children



pointing that the Acolytes are just as separated from the Tenno as the Stalker himself.

- When played backward, some intelligible speech can be heard in the audio taunts the Acolytes use. The messages contained are as follows:
 - We are the Stalker's revenge.
 - The end has come to take you, Tenno.
 - You're just a puppet, Tenno.
 - We fight for the Stalker. This is the end for you.
 - You cannot kill what you cannot see.
 - All you know is lost(?). You are nothing.
 - We are Shadows. You are just a suit.
 - You are nothing.
- Acolytes in Steel Path reuse dialogue from Operation: Shadow Debt which references [Alad V](#), despite no longer having anything to do with him.

Pre-[Update 29.5](#) (2020-11-19) Acolyte Appearance Durations

	First Sightings	Last Acolyte's Defeat	Total Duration
Operation: Shadow Debt	January 25, 2016 (PC)	February 6, 2016 (PC)	1 week, 4 days (PC)
	April 14, 2016 (Consoles)	April 22, 2016 (Consoles)	1 week, 1 day (Consoles)
First Reappearance	July 29, 2016 (All Platforms)	~August 8, 2016 (All Platforms) [<i>citation needed</i>]	~1 week, 3 days (All Platforms)
Second Reappearance	February 10, 2017 (All Platforms)	February 16, 2017 (All Platforms)	6 days (All Platforms)
Third Reappearance	December 21, 2017 (All Platforms)	December 28, 2017 (All Platforms)	1 week (All Platforms)
Fourth Reappearance	August 7, 2018 (All Platforms)	August 14, 2018 (All Platforms)	1 week (All Platforms)
Fifth Reappearance	January 25, 2019 (All Platforms)	February 1, 2019 (PC)	1 week (PC)
		February 3, 2019 (PS4/XB1)	1 week, 2 days (PS4/XB1)
		February 9, 2019 (Switch)	2 weeks, 1 day (Switch)



		February 14, 2020 (PC)	1 week (PC)
		February 18, 2020	1 week, 4 days
Sixth	February 7, 2020	(PS4)	(PS4)
Reappearance	(All Platforms)	February 23, 2020	2 weeks, 2 days
		(XB1)	(XB1)
		March 20, 2020	6 weeks (Switch)
		(Switch)	

Pre-Update 29.5 (2020-11-19) Mod Drops

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View Drop List

▼

Operation: Shadow Debt Mechanics

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Operation: Shadow Debt Mechanics

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Patch History

Update 35.1 (2024-02-20)

- Fixed only 3 Acolytes spawning in total during Steel Path Alchemy missions.
 - They will now continue to spawn in intervals as they usually do in endless mission types.*

Update 32.3 (2023-02-15)

- Fixed Acolyte spawns stopping indefinitely in the Steel Path if a Host Migration happens at the same moment one spawns or while one is alive.

See Also

- Stalker
- Shadow Stalker

Stalker

[Collapse]

Acolytes

Angst • Malice • Mania • Misery • Torment • Violence

Bosses

Stalker (Shadow / Protector)

Categories

Languages



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