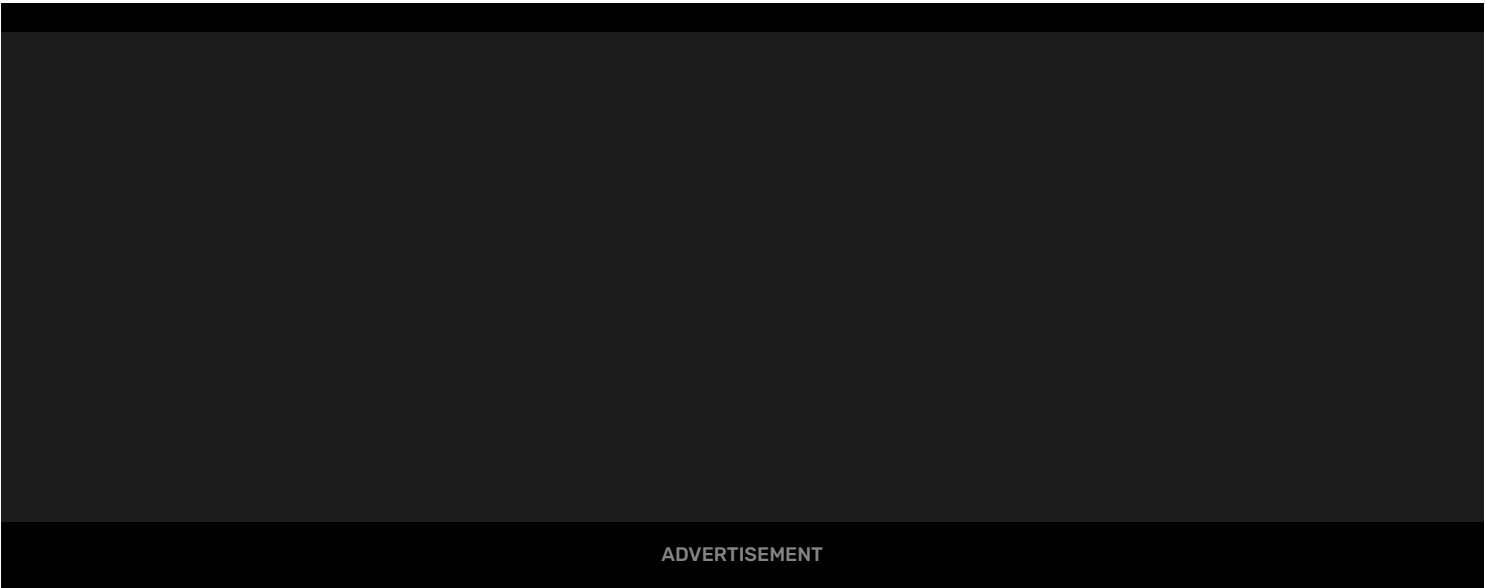




ADVERTISEMENT

in: [Mechanics](#), [Assassins](#)

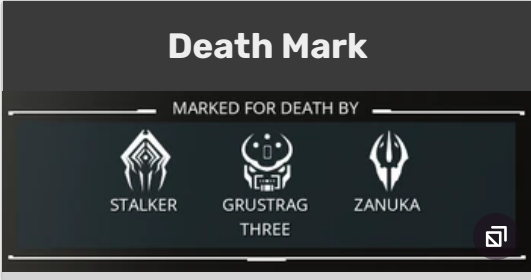
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REGISTER

Death Mark

74 EDIT

Death Marks are a system used to denote that the player has been targeted for assassination by one of the game's three [Assassins](#) – [Stalker](#), the [Zanuka Hunter](#), and [The Grustrag Three](#) – or a Death Squad from one of the six major [Syndicates](#) players can side with, which gives them a chance to appear in missions that the player participates in. Although dangerous, defeating them gives players the chance of weapon blueprints, equipment, or cosmetics that in some cases can only drop from those attackers.



Mechanics

Death Marks are attained by successfully completing certain mission types or certain goal, and players can have death marks from multiple assassins active at once.

Contents

- 1. Mechanics
 - 1.1. Assassin Death Marks
 - 1.2. Syndicate Death Marks
- 2. Notes



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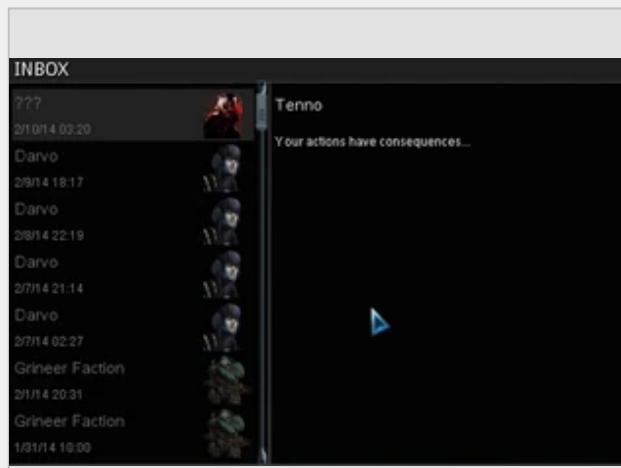
appearing within the first 5 minutes of the mission. If that period of time passes without an encounter, the assassin can no longer spawn for the duration of the mission.

However, the assassin can still spawn after the objective is complete.

Death Marks of the same type from multiple players will stack, increasing the chances of that particular assassin(s) appearing in a mission.

Assassin Death Marks

Assassin Death Marks are typically obtained by completing certain missions, and attract the attention of either the [Stalker](#) (be it his regular variant, [Shadow](#), or [Protector](#), depending on whether or not the player has completed [The Second Dream](#) and [Jade Shadows](#) respectively), the [Zanuka Hunter](#) or [The Grustrag Three](#). The



1/3

Stalker's Death Mark is obtained by completing a successful [Assassination](#) mission on most bosses (with the exception of [Captain Vor](#)'s encounter on [Mercury](#) or his [Corrupted counterpart](#) in high-level [Void](#) missions, [Zealoid Prelate](#) and [The Fragmented](#) on Deimos, and the [Ropalolyst](#) on Jupiter; players can get a Death Mark from Vor if they fight him on [Ceres](#)), whereas the Death Marks of the Zanuka Hunter or The Grustrag Three are obtained by completing 5 [Invasion](#) missions for the opposing faction (i.e. completing Invasion missions in favor of the [Corpus](#) will acquire a Death Mark from The Grustrag Three and vice versa).

Players typically receive a message in their inbox indicating that a Death Mark has been acquired, and from [Update 15.0](#) (2014-10-24) onwards, players can see their active Assassin Death Marks in their profile. Players are typically required to defeat the Assassin in order to continue the mission (as they typically initiate a [Lockdown](#) upon spawning, trapping the player in the room they spawn in), and the Death Mark is only consumed if the player defeats the assassin or conversely, the assassin defeats the player.



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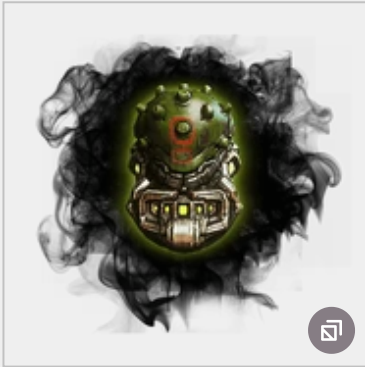
g **Beacons** purchased from [Baro](#)
s players to summon assassins



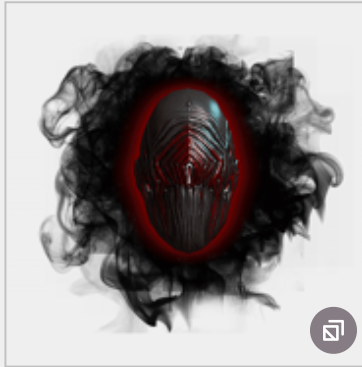
WARFRAME Wiki



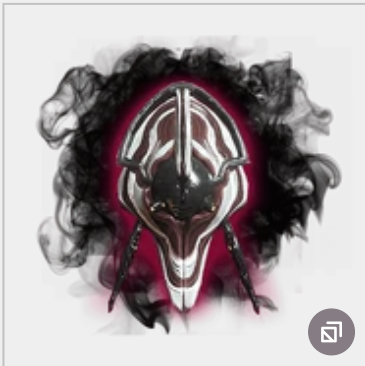
Death Mark if they use a Beacon when they have a Death Mark). Only one type of beacon can be used per mission. Despite their high prices, beacons are consumed upon use. As Baro Ki'Teer's stock changes with every appearance, he may not have Beacons for purchase in future visits.



Grustrag Three Beacon



Stalker Beacon



Zanuka Hunter Beacon

Syndicate Death Marks

Syndicate Death Marks are acquired by gaining a negative reputation with the related [Syndicate](#), and grant a chance to be attacked by Death Squads composed of [Eximus](#) units. The size of the Death Squad is determined by the level of reputation the player has with that Syndicate. Unlike Assassin Death Marks, Syndicate Death Marks cannot be viewed in the player's profile and can only be removed by improving their reputation to at least a neutral level. To balance this out, players are not required to defeat Death Squads in order to progress.



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h the completion of [The Second](#)



aforementioned [Quest](#); the state of the quest of any other player in the attacked [squad](#) does not matter.

- Assassin Death Marks will **not** activate in [Assassination](#) Missions or [Syndicate](#) Alerts. This cannot be overcome with beacons.
- Syndicate Death Squads will be hostile to every player in a squad, even players who are in good terms with the Syndicate in question.
- Stalker's Death Mark will only be applied to the player that lands the killing blow on the boss, regardless of how much or how little damage said player has done to the boss.

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		
		Enemy Behavior • Eximus • em • unt • Break Narmer •		



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Equipment		Circuit • The Steel Path • Void Fissure	
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining	
	PvP	Duel • Conclave (Lunaro) • Frame Fighter	
	Other	Gravity • Threat Level	
	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion	
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)	
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom	
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens	
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe	
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack	
	Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
		Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State

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