

ADVERTISEMENT

in: [Enemies](#), [Codex Secret](#), [Stalker](#), [Update 18](#)

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Misery

104 EDIT

CODEX

Zealous and patient

Misery is one of [Shadow Stalker's acolytes](#). He takes the form of [Nekros](#) with an Immortal Skin, wearing Stalker's helmet and [Oberon's](#) loincloth, as well as modified [Warframe Cosmetics](#) including a Kyroptera Syandana and Daedalus Chest Plate codpiece.

Misery first appeared in [Operation: Shadow Debt](#) and, as of [Update 29.5](#) (2020-11-19), now spawns in [The Steel Path](#) missions.

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Misery

Hidden from Codex

Update Infobox Data

Zealous and patient.

General Information

Faction	Stalker
Type	Field Boss
Weapon(s)	Ether Reaper
	Shadows of the Dead

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Tactics

In battle, Misery wields an  [Ether Reaper](#).

Steel Path

In Steel Path, Misery has an equal chance to spawn every 4 to 7 minutes as the other Acolytes. He will use his Reaper up close, and Soul Punch to knock down Tenno at range to close the distance. Misery will consistently summon two Void Shades of Infested Crawlers, replacing them shortly after they are slain.

If [Angst](#) and [Violence](#) have been slain before his appearance, he will resummon them as shadows.

Operation: Shadow Debt

Misery is only fought during every 5th wave of the final Defense and Defense Endurance mission of the Operation. Misery will enter the battle alongside a retinue of enemies known as [Void Shades](#). After losing 33% of his health Misery will get knocked over, after which he will [begin summoning more](#) Void Shades as reinforcements. Upon losing 66% of his health Misery will summon yet more reinforcements, this final group made up of Shadows of [Angst](#) and [Violence](#).

Quotes

• "Enough! You will regret your past crimes."  [\(download history\)](#)

Affinity	750
Shield	200
Health	350
Armor	50
Dmg. Reduction	12.25%
Body Multipliers	Head: 3.0x
Base Level	1
Level Scaling 	
JavaScript not loaded. Please refresh your browser using Ctrl+F5 on PC or Shift+R on Mac.	
Selected Level	--
EHP	--
Steel Path EHP	--
Miscellaneous 	
Codex Scans	3
Introduced	Hotfix 18.4.1 (2016-01-25)
Drops 	
 Mod Drops	 Primary Merciless 16.67%
	 Primary Dexterity 16.67%
	 Primary Deadhead 16.67%
	 Secondary Merciless 16.67%
	 Secondary Dexterity 16.67%
	 Secondary Deadhead 16.67%
Resource Drops	2  Steel Essence 100.00%
Official Drop Tables 	
https://www.warframe.com/droptables	



- *"The Shadow commands us. Betrayers will die. Orokin blood will dry."*  [\(download, history\)](#)
- *"Those who oppose will be consumed. Emotion drives us. Blood divides us."*  [\(download, history\)](#)
- *"These children will not stop us from punishing you. The Shadow commands it."*  [\(download, history\)](#)
- *"We asked... what is thy will, Shadow? Punishment was his call."*  [\(download, history\)](#)
- *"We serve the Shadow, the Stalker, the truth."*  [\(download, history\)](#)
- *"The Shadow is pure, undreaming, untainted."*  [\(download, history\)](#)

Notes

- During Operation Shadow Debt, all Tenno are awarded a random mod from [Operation: Shadow Debt](#) after completing a wave in which Misery is fought. Misery himself will drop a mod upon death as well, allowing Tenno to collect two mods; Misery's drop table is identical to the mission's reward table. Players are given 5 seconds to collect the dropped mod before the mission ends.
- While playing the endurance mission of Shadow Debt, Misery can be both [Desecrated](#) and raised by  [Shadows of the Dead](#).
- The shadow versions of Angst and Violence he summons will have regenerating shields with short delays and complete immunity to all status effects, making them considerably harder to deal with. They will also attack anything closest to them rather than only targeting the player specifically, and are not marked on the map.
 - Rarely they will be susceptible to  [Magnetic](#) status effects.

Patch History

Hotfix 29.5.4 (2020-11-25)

- Acolytes have been given the fancy "boss Health bar" treatment!

Update 29.5 (2020-11-19)

THE STEEL PATH: ACOLYTES JOIN THE BATTLE & MORE!

- As you play in any Steel Path mission, Acolytes will spawn and attack - defeating the Acolyte grants a guaranteed drop of 2 Steel Essence. Beware! If you get downed by an Acolyte, they'll escape and you won't receive any Steel



[Acolytes](#)

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

Bosses

[Stalker](#) ([Shadow](#) / [Protector](#))

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