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# Shadows of the Dead




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### Shadows of the Dead

Summons shadow versions of vanquished enemies to fight alongside you for a short period of time.

Introduced in [Update 10.0](#) (2013-09-13)


 **Strength:**

25% / 50% / 75% / 150%  
(damage bonus)

15% / 35% / 65% / 100%  
(shield bonus)


15% / 35% / 65% / 100%  
(health bonus)

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 **Duration:**

6 / 5 / 4 / 3% (health decay per sec)

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 **Range:**






N/A

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**Misc:**

4 / 5 / 6 / 7 (shadow copies)  
10 m (spawn radius)  
> 30 m (recall range)

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- Nekros expends  100 energy to summon [4 / 5 / 6 / 7](#) shadow copies of his most recently slain enemies, prioritizing the strongest enemy groups among those killed to summon. The copies retain the level and stats of their original selves but will gain  25% / 50% / 75% / 150% damage,  15% / 35% / 65% / 100% shields and  15% / 35% / 65% / 100% health, with each copy losing  3% of their



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radius and will fight for Nekros until they die either to enemy fire or their own degenerating health.

- Shadows of the Dead's damage, shield and health bonuses **multiply** a shadow copy's total damage, shield and health. For example, +30% Ability Strength will increase the damage and health bonuses to  $1.5 \times 1.3 = 195\%$  and  $1 \times 1.3 = 130\%$  respectively at max rank. A copy whose original had 200 total health and dealt 100 damage per attack will have  $200 \times (1 + 1.3) = 460$  health when summoned and will inflict  $100 \times (1 + 1.95) = 295$  damage per attack.
- There is currently no way to prematurely kill shadows in order to refresh them, either the shadows or Nekros must die in order for this to happen.
- The number of active Shadows is displayed on the ability icon.
  - Shadows of enemies that summon additional units, like [Drahk Masters](#), can summon Shadows of their respective minions. These can exceed the number of Shadows Nekros can normally summon, and will be reflected in the number on the ability icon. They also contribute extra damage reduction when  [Shield of Shadows](#) is equipped.
- Shadows can be healed with  [Rejuvenation](#), most Warframe healing abilities, and  [Sancti Magistar](#)'s charge attacks.
  - This can become a problem later on when the Nekros player needs to refresh their shadows to get higher level versions, but cannot do so until they die.
- Casting the ability again (default  ) while there are Shadows still active performs additional functions:
  - Fully replenishes active Shadows' shields and health on each recast. If the number of active Shadows are at maximum capacity, Nekros will perform a shortened animation.
    - Shadows are **not** healed before the completion of the animation; as such, if recasting at maximum Shadows, some can die before getting healed, and more will not be spawned to compensate.
  - When the number of active Shadows falls below the maximum, Nekros performs the full summoning animation to create additional Shadows up to the maximum capacity. This function can only be performed when there are slain enemies in Nekros' recently-killed list (see Summoning Priority tab below).
  - Active Shadows that are more than **30** meters away from Nekros will



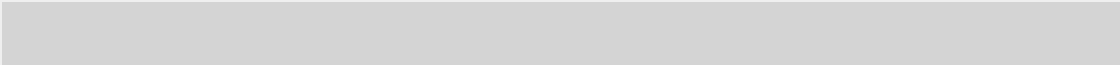
- Shadow copies are selectively summoned and possess unique properties:

### Shadow Properties    Summoning Priority

- While shadow copies can be different unit types, they possess common characteristics:
    - As the shadows appear, each one inflicts a small area knockdown which can only affect each enemy once.
    - Shadow copies have raised [Threat Level](#), causing enemies to prioritize attacking copies over players.
    - Nekros and his allies are able to walk through shadow copies without being obstructed.
    - Shadow copies will take cover and organize, while occasionally seeking out to follow the player or the host around.
    - Enemies that spawn additional enemies (e.g. [Drahk Master](#)) can add to the number of shadows, even above the max shadow count.
    - Kills by a player's shadow copies grant that player **50%** of the kill experience to their Warframe.
    - Shadow copies are black, and have a mist effect that is colored with Nekros' energy color. A pure black energy color will remove the mist effect and leave simply blackened forms.
    - If a shadow enters inside the sphere of a [Nullifier Crewman](#) or [Corrupted Nullifier](#), or gets in contact with the disrupting aura of a [Comba](#) or [Scrambus](#), the shadow will be drained of health while remaining inside the bubble or aura. If Nekros is the one making contact with one of the mentioned, his shadows will **not** die. (Only tested with [Nullifier Crewman](#) so far.)
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- Ability Synergy:** A target killed by [Soul Punch](#) summons a friendly Shadows Of The Dead Shadow copy of the enemy target. If the target survives, they become Marked for Harvest for **3** seconds, creating their Shadow copy if killed while marked.
    - If the max Shadows count is reached, all active Shadows are healed to full health instead.
  - Does **not** work on [Bosses](#), [Desert Skates](#), [Latchers](#), or [Kuva Guardians](#) with one exception: [Zanuka](#) can be revived as a shadow copy if Nekros is the one to kill it.
  - Has a very long cast animation, during which shadow copies usually will not attack. Nekros is **not** immune to knockdown and takes full damage during this time.



- [Battalyst](#) and [Conculyst](#) can be summoned as shadows with (usually) the highest priority.



## See Also

- [Nekros](#)

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