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# Desecrate

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+10/corpse

### Desecrate

Forces fallen enemies around you to drop additional loot.

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

**Strength:** N/A

**Duration:** N/A











**Range:** 10 / 15 / 20 / 25 m

**Misc:**



30% / 40% / 50% / 60%  
(health orb drop chance)

22.5% / 32% / 42.5% / 54%  
(drop table chance)

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- Nekros emits an aura of dark power that affects every corpse within a radius of **10 / 15 / 20 / 25** meters, consuming the corpses and granting a **30% / 40% / 50% / 60%** chance to spawn a health orb and a **22.5% / 32% / 42.5% / 54%** chance to roll the corpse's drop table again to produce additional loot. After a **2** second delay on the first corpse within range, corpses are consumed one at a time in random order, with subsequent corpses consumed at a rate of **3** corpses per second. Each corpse consumed drains **10 energy**; the ability will remain active until toggled off or Nekros runs out of energy.
    - Additional loot includes all items normally found on the original enemy's [Drop Tables](#), such as [Mods](#), plus [Credits](#), [Resources](#), [Ammo Pickups](#), [Health](#)

- Enemies that normally drop [Affinity Orbs](#), such as [Feral Kubrow](#) will drop more.
  - This does **not** cause extra [Reactant](#) to drop.
- Technically, the corpse's loot table is rolled again at a **75% / 80% / 85% / 90%** success rate, but only after a health orb has successfully been spawned. Combined with the **30% / 40% / 50% / 60%** chance to spawn a health orb at all, this leads to the **22.5% / 32% / 42.5% / 54%** drop table chance.
  - Therefore, there will always be an additional health orb if there is additional loot.
  - This also implies that a single enemy may drop up to three health orbs, one as regular loot, one from Desecrate proccing and another from rerolling its loot table.
  - Even enemies with an empty drop table, like Corpus Security Cameras, may drop health orbs this way.
- [Additional loot retrieval](#) stacks with other loot abilities that loot while alive ( [Ivara's](#)  [Prowl](#)), loot while petrified ( [Atlas's](#)  [Ore Gaze](#)), and loot on death ( [Hydroid's](#)  [Pilfering Swarm](#), [Khora's](#)  [Pilfering Strangledome](#), and [Wukong's](#) [Monkey Luck passive](#))). However, it does **not** stack with other loot corpse abilities ( [Nekros's](#)  [Desecrate](#) and [Chesa Kubrow's](#)  [Retrieve](#)).
- Despite being a channeled ability, this does not interrupt energy regeneration from *any* source including  [Energy Siphon](#) and  [Wellspring](#), and it is unaffected by [Ability Duration](#).
- Desecrate does **not** activate channeling-based [Incarnon Genesis](#) perk bonuses.
- Bodies that are cut in half before or after death by taking  [Slash](#) damage to the torso are each treated as distinct "corpses", each part with their own chance to yield additional loot. This does not apply to individual limbs that have been removed, but only the large sections of corpses.
  - Previously,  [Cold](#) procs being on a target when they died would result in an ice statue, which could then be shattered into two parts to desecrate. Currently this no longer functions in game, and results only in a frozen torso that cannot be broken down further, and therefore can only be desecrated once.
- Desecrate affects the corpses of most enemies as well as dead faction allies from [Invasions](#), [The Grustrag Three](#), [Eximus](#) enemy corpses, and [Corrupted Vor's](#) corpse if it is left behind. Desecrate also affects the following:



- Enemies vaporized by Nova's  [Molecular Prime](#) even after the corpses have disappeared. When Desecrate is cast, the corpses appear and disappear quickly.
- Shadow corpses from  [Shadows of the Dead](#). Desecrating shadow corpses will only yield health orbs.
- Desecrate does **not** work on enemies that explode on death, such as [Volatile Runners](#), or on certain bosses including [Sprag](#) and [Ven'kra Tel](#).
- Sometimes, corpses may yield no drops even if Desecrate's attempt at the extra loot roll was successful, because the enemy's loot table can include a chance to drop nothing.
- Successfully desecrated corpses will glow with the chosen energy color and turn into smoke before fading away.
  - At the start of a desecration, there is a small time frame where corpses can be dismembered. The corpse (or bisected corpse) will then reappear, ready to be desecrated again.
  - Up to four Desecrate's attempts can be done on a single enemy with two well-timed dismemberments.
- Initial activation of the ability has a cast time of **1.8** seconds.



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