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in: [Warframe Abilities](#), [Loki](#), [Update 7](#), [Stealth Abilities](#)

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Invisibility



EDIT

For the character state, see [Invisible](#).



Invisibility

Loki camouflages himself, becoming invisible to enemies.

 **2**



 **50** Introduced in [Vanilla](#) (2012-10-25)

 **Strength:** N/A

 **Duration:** 5 / 7 / 9 / 12 s

 **Range:** N/A

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#) [Bugs](#)

- Loki expends  **50 energy** to camouflage himself, turning transparent and rendering him [invisible](#) to enemies for  **5 / 7 / 9 / 12** seconds. While Loki is invisible, all sound effects are muffled and slightly muted. Loki's vision becomes blurry when he's not in motion, and his visual field becomes more sensitive to




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WARFRAME Wiki



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37 comments



[Hanse Hanedar](#) • 5/6/2024

DE really needs to buff duration. octavia with max duration can invis for 40-50s. Loki's is around 30s...



[A Fandom user](#) • 8/15/2024

Octavia's costs 75 energy and is limited to a specific zone you cast it on for a short period while you 'crouch spam' to effectively keep it up consistently. (15 seconds base)
Loki's cost 50 energy to freely move anywhere and use any kind of movement. (12 seconds base)
At least its not Ash's Smoke Screen, which is only 35 energy but still a measly 8 seconds at base.



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and follows her. Only your



are comparing it to Octavia's Invisibility, however... If you compare the abilities instead of just the Invisibility portion of the abilities, or even worse... compare the Warframes... Loki loses out so so much to Octavia.



Write a reply



A Fandom user • 7/27/2023

This seems like a great ability till you learn that octavia ivara and ash also can go invisible and can do much more, like deal extra damage, make teammates invisible or both. Maybe we can give Loki a speed boost or damage boost or maybe even just a utility thing like ivara pickpocketing enemies. Its still better then lokis other abilities though!



A Fandom user • 7/30/2023

Agreed.



Write a reply



A Fandom user • 6/4/2022

Energy Siphon + Coaction Drift + Streamline + Fleeting Expertise + Narrow Minded + Primed Continuity = Infinite Invisibility. You regen energy faster than you spend it. Throw in an optional Arcane Essence Helmet for additional Efficiency.



Write a reply



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Ladyvan • 6/5/2021

What?



Anonymusanonymusanonymus • 11/24/2021

Ah. I see you are a conclave sweat.



Write a reply



Arraka Arkana • 5/18/2021

Oh wow. I did NOT realize this ability tied with Stealth Grendel. That's almost sad.



Write a reply



A Fandom user • 4/20/2021

For the longest time, Loki's invisibility graphic has been swapped with Ash's smoke screen graphic. I just never seen anybody make mentions of it or noticed. It's been bugged for so long that the video preview of this ability uses the smoke screen effect.



Write a reply



A Fandom user • 11/29/2019

The longest duration of invisibility I've gotten is 36.72 seconds (at a cost of 35 energy).



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Minded, Constitution, Augur (t).

Bolt enhancement to further



enough energy to re-cast Invisibility, making it as close to infinite-invisibility for a solo-Loki player as I've been able to manage.



A Fandom user • 12/22/2019

It should be possible to pull off infinite invisibility with just that current setup plus the Arcane Essence Loki Helmet, as the +15% Ability Efficiency combined with Streamline would give a 145% Efficiency rating, dropping the Invisibility casting cost to 27.5 energy, and seeing how the Energy Siphon + Coaction Drift regenerates about 30 energy every 37 seconds... that's more than enough energy to become permanently invisible, provided one pauses to re-cast it every half-minute.



Write a reply




A Fandom user • 5/12/2019

I've looked up my Volt's invisibility here and online in general..... and frankly nothing I've read here fits. My Volt and Kubrow both go invisible.....of course I've only played about 2 months but looking up things here is a pain in the butt.



FINNER • 5/12/2019

K, well this is an ability page for the Warframe  [Loki](#), so I'm not surprised you read nothing here that fits. Also, looking things up is not hard. For instance, this page is in the [Stealth Abilities](#) category, so you could have clicked the link to that page to find what you're looking for. If you didn't find it there, that category page links to the [Stealth](#) page, which does list what you're looking for.

I'd suggest you try looking up the [Huras Kubrow](#) though, since that's the Kubrow you currently have equipped.

(Edited by FINNER)



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A Fandom user • 4/23/2019

serious bug right now

but if you go into operator mode, and then switch back into loki, he will not be invisible and cannot recast invisibility until the duration is over



Write a reply



A Fandom user • 2/18/2019

Warframe noob here. Im on Pluto on the first Spy mission and even though i am invisible something keeps detecting me and triggering alarms. This is the first spy mission that this shit started to happen.

Is there some new enemy type i am not seeing? Or maybe some other type of detectors i am not noticing?

To me personally Loki's invisibility was his best ability but now if that has been rendered useless then the frame itself is dead to me.

Can someone pls Explain what has changed and what can be done to fix that if at all possible? Without the typical "Git Gud" response.



PapaEmeritusIV • 3/27/2019

Laser barriers in spy missions can detect loki, even if he is invisible. Se [here](#) for more.



Write a reply



BakedPastryFox • 7/28/2017

Someone better than me at editing add this note to the ability.

As of, at the latest, Update 21.1, Invisibility's mute seems much greater. It can be

containers/caches while



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Kselia • 7/28/2017

Noticed this as well. At least i now know that when you get near radiation fields in sorties a geiger counter starts ticking in the background. Which was pretty much the only noise to be heard. 3spooky5me :D



Write a reply



A Fandom user • 9/16/2016

Is it just me or is invisibility like super OP?

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A Fandom user • 11/17/2016

u cant hit what u cant see....



A Fandom user • 9/3/2017

they'd introduce some kind of infrared googles enemies who can detect invisible enemies, or made some infested units to be able to smell an invisible enemy. something like that



A Fandom user • 8/27/2022

T



A Fandom user • 8/27/2022

There are explosives, aoe and status procs to worry about. Also nullifiers disable invis



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A Fandom user • 7/1/2016

Why not tell us where we can get it wiki?



FINNER • 7/1/2016

Main article: [Hushed Invisibility](#): Rewarded by Arbiters and Red Veil



Write a reply



A Fandom user • 4/12/2016

What's the longest invisibility duration, considering every needed mods are maxed out?



A Fandom user • 4/12/2016

33 secs



Write a reply



A Fandom user • 3/5/2016

I Rank 5 Drop Invisibility ???



Write a reply



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Wammut • 1/28/2016

it's no mod, it's [Loki](#)'s ability.



Write a reply



A Fandom user • 4/16/2015

Invisibility does not work on Kubrows. Visual effect applies, but enemy NPCs are able to target and fire upon kubrow, even if it's stealthed.



Write a reply



A Fandom user • 3/11/2015

do throwing knives crit while invisible?



A Fandom user • 3/11/2015

- knives



Detrimidexta • 3/30/2015

Nope, only melee (glaive throwing and Redeemer shooting are melee too). And this is technically not crits, just x3 multiplier, so it won't proc Berserk.



Write a reply



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on soon





Yami Tsuky • 2/1/2016

Isn't Ivara Female?



A Fandom user • 5/17/2016

we demand more female frames



A Fandom user • 12/14/2018

female frames suck. wish they were gone.



A Fandom user • 3/29/2021

Sexist



Write a reply



A Fandom user • 12/27/2014

For an Ifinite invis - disarm (need loki prime or forma)

Aura - Ennergy siphon

D slot - Overextended

D slot #2 - Narrow minded 5 /10

V slot - Primed continuity (as high as you can) minimum 7 / 10

Slash slot - Rush (personal preference you can put the streamline therre instead and add other mods)

No polarities slots : Constitution - Streamline - Fleeting expertise 3 / 5 - stretch

Hope you like it , infinite invis (with a return of ennergy) good range for disarm

+/-50 meters



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Fan Feed



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More**WARFRAME Wiki****1** Xaku/Prime**2** Incarnon**3** The Circuit**Safeguard Switch**

Switch Teleport
Augment: Switch with an enemy for 3s invulnerability. Switch with an ally to give ally 6s invulnerability. Switch also removes negative status effects on Loki and allies.

LOKI

Switch Teleport

WARFRAME Wiki

Smoke Shadow

Smoke Screen Augment:
Conceals allies within 15m for 8s and grants 150% Critical Chance while invisible.

ASH

Invisible

WARFRAME Wiki

**Loki**

WARFRAME Wiki

**Ivara**

WARFRAME Wiki

**Infiltrate**

Prowl Augment: Ivara is able to bypass laser barriers and gains 25% Movement Speed.

IVARA

Prowl

WARFRAME Wiki

Damage Decoy

Decoy Augment: Decoy can be cast on enemies. Enemies who attack that decoy receive 5 random Status Effects, and the reflected damage is increased by 350%.

LOKI

Decoy

WARFRAME Wiki

Irradiating Disarm

Radial Disarm Augment: Enemies will be affected by Radiation for 9s.

LOKI

Radial Disarm

WARFRAME Wiki

**Ash**

WARFRAME Wiki



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