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# Melee Elementalist



EDIT

**Melee Elementalist** is a [Melee mod](#) that increases [Status](#) Damage and [Heavy Attack](#) [Wind Up](#) speed.

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## Stats

| Rank | Status Damage | Heavy Attack Wind |
|------|---------------|-------------------|
|      |               |                   |

### Melee Elementalist

Full

Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



|   |      | Up Speed |
|---|------|----------|
| 0 | +15% | +10%     |
| 1 | +30% | +20%     |
| 2 | +45% | +30%     |
| 3 | +60% | +40%     |
| 4 | +75% | +50%     |
| 5 | +90% | +60%     |

+90% Status Damage

+60% Heavy Attack Wind Up Speed

General Information

^

Type

Melee

Polarity

Vazarin

Rarity

Uncommon

Max Rank

5

Endo Required To Max

620

Credits Required To Max

29,946

Base Capacity Cost

4

Trading Tax

4,000

Introduced

Update 36.0 (2024-06-18)

Vendor Sources

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Official Drop Tables

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<https://www.warframe.com/droptables>

## Drop Locations

### Mission Drop Tables

| Mission Type | Source | Rotations or Drop Table | Chance <sup>[1]</sup> | Quantity <sup>[2]</sup> | Avg. per roll <sup>[3]</sup> | Star Chart Nodes |
|--------------|--------|-------------------------|-----------------------|-------------------------|------------------------------|------------------|
|--------------|--------|-------------------------|-----------------------|-------------------------|------------------------------|------------------|

### Enemy Drop Tables

| Enemy ▾ | Drop Table ▾<br>Chance <sup>[4]</sup> | Item Chance <sup>[5]</sup> ▾ | Chance <sup>[6]</sup> ▾ | Expected Kills <sup>[7]</sup> ▾ | Quantity <sup>[8]</sup> ▾ | Avg. per roll attempt <sup>[9]</sup> |
|---------|---------------------------------------|------------------------------|-------------------------|---------------------------------|---------------------------|--------------------------------------|
| Juno    |                                       |                              |                         |                                 |                           |                                      |

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

## Notes

- Damage increase is multiplicative, applied after [faction damage](#) multipliers.
- Damage increase is additive with other sources of increased status damage such as [Emerald Archon Shards](#) and  [Boreal's Contempt](#)-
- Can be installed on [Archmelee](#) weapons.

## Patch History

[Update 36.0](#) (2024-06-18)

- Introduced.

## See Also

- [Rifle Elementalist](#)
- [Shotgun Elementalist](#)
- [Pistol Elementalist](#)

| Status Mods   |                                      | Edit                                                            | [Collapse]                                               |
|---------------|--------------------------------------|-----------------------------------------------------------------|----------------------------------------------------------|
| Status Chance |                                      |                                                                 |                                                          |
| Rifle         | <a href="#">Catalyzer Link</a> •     | <a href="#">Hammer Shot</a> •                                   | <a href="#">High Voltage</a> •                           |
|               | <a href="#">Malignant Force</a> •    | <a href="#">Rifle Aptitude</a> ( <a href="#">Galvanized</a> ) • | <a href="#">Rime Rounds</a> •                            |
| Shotgun       | <a href="#">Frigid Blast</a> •       | <a href="#">Nano-Applicator</a> •                               | <a href="#">Scattering Inferno</a> •                     |
|               | <a href="#">Shell Shock</a> •        | <a href="#">Shotgun Savvy</a> ( <a href="#">Galvanized</a> ) •  | <a href="#">Toxic Barrage</a>                            |
| Pistol        | <a href="#">Embedded Catalyzer</a> • | <a href="#">Frostbite</a> •                                     | <a href="#">Jolt</a> •                                   |
|               | <a href="#">Scorch</a> •             | <a href="#">Stunning Speed</a> •                                | <a href="#">Sure Shot</a> ( <a href="#">Galvanized</a> ) |
| Melee         | <a href="#">Drifting Contact</a> •   | <a href="#">Enduring Affliction</a> •                           | <a href="#">Melee Prowess</a> •                          |
|               | <a href="#">Vicious Frost</a> •      | <a href="#">Virulent Scourge</a> •                              | <a href="#">Volcanic Edge</a> •                          |
| Archgun       | <a href="#">Voltaic Strike</a> •     | <a href="#">Weeping Wounds</a>                                  |                                                          |
|               | <a href="#">Charged Bullets</a> •    | <a href="#">Contamination Casing</a> •                          | <a href="#">Hypothermic Shell</a>                        |
|               | <a href="#">Magma Chamber</a> •      | <a href="#">Modified Munitions</a>                              |                                                          |

|                 |                                                                                                                                                                    |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Archmelee       | <a href="#">Cryo Coating</a> • <a href="#">Infectious Injection</a> • <a href="#">Ion Infusion</a> • <a href="#">Searing Steel</a> • <a href="#">Sudden Impact</a> |
| Beast           | <a href="#">Flame Gland</a> • <a href="#">Frost Jaw</a> • <a href="#">Shock Collar</a> • <a href="#">Venom Teeth</a>                                               |
| Status Damage   |                                                                                                                                                                    |
| Rifle           | <a href="#">Rifle Elementalist</a>                                                                                                                                 |
| Shoutgun        | <a href="#">Shotgun Elementalist</a>                                                                                                                               |
| Pistol          | <a href="#">Pistol Elementalist</a>                                                                                                                                |
| Melee           | <a href="#">Melee Elementalist</a>                                                                                                                                 |
| Status Duration |                                                                                                                                                                    |
| Warframe        | <a href="#">Rapid Resilience</a>                                                                                                                                   |
| Primary         | All: <a href="#">Hunter Track</a> • Rifle: <a href="#">Continuous Misery</a> • Shotgun: <a href="#">Lingering Torment</a>                                          |
| Pistol          | <a href="#">Augur Seeker</a> • <a href="#">Perpetual Agony</a> • <a href="#">Toxic Sequence</a>                                                                    |
| Melee           | <a href="#">Lasting Sting</a>                                                                                                                                      |

- 1. Chance to roll item within drop table
- 2. Amount rewarded on successful roll
- 3. (Quantity × Chance)
- 4. Chance to roll drop table
- 5. Chance to roll item within drop table
- 6. (Drop Table Chance × Item Chance)
- 7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
- 8. Amount rewarded on successful roll
- 9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

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