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Melee Elementalist



EDIT

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

Contents

- 1. Stats
- 2. Drop Locations
 - 2.1. Mission Drop Tables
 - 2.2. Enemy Drop Tables
- 3. Notes
- 4. Patch History
- 5. See Also

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

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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 ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables

Enemy ▾	Drop Table ▾ Chance ^[4]	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt ^[9]
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	Catalyzer Link	Hammer Shot	High Voltage
	Malignant Force	Rifle Aptitude (Galvanized)	Rime Rounds
Shotgun	Frigid Blast	Nano-Applicator	Scattering Inferno
	Shell Shock	Shotgun Savvy (Galvanized)	Toxic Barrage
Pistol	Embedded Catalyzer	Frostbite	Jolt
	Scorch	Stunning Speed	Sure Shot (Galvanized)
Melee	Drifting Contact	Enduring Affliction	Melee Prowess
	Vicious Frost	Virulent Scourge	Volcanic Edge
Archgun	Voltaic Strike	Weeping Wounds	
	Charged Bullets	Contamination Casing	Hypothermic Shell
	Magma Chamber	Modified Munitions	

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

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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