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in: [Enemies](#), [Grineer](#), [Update 15](#)

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Drahk Master

78

EDIT

GRINEER

QUOTES

CODEX

Summons Drahk to fight for it.

The **Drahk Master** is a [Grineer](#) unit who can summon [Drahk](#), vicious quadruped beasts that will attack their master's enemies.

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2. Tactics

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5. Trivia

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Drahk Master



Update Infobox Data

Summons Drahk to fight for it

General Information

Faction

Grineer

Tile Set(s)

[Grineer Asteroid](#)

[Grineer Forest](#)

[Grineer Galleon](#)

[Grineer Sealab](#)

[Grineer Settlement](#)

[Grineer Shipyard](#)

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These are based on opinions and may not be 100% true. These should be viewed as advice for finding the enemies until better facts are proven.

Type

Support / Summoner

Weapon(s)

[Halikar](#)

Statistics

Affinity

224

Health

500

Armor

200

Dmg. Reduction

24.49%

++ ++

Body Multipliers

Head: 3.0x

Base Level

12

Level Scaling

12

500

Selected Level

12

Reset

EHP

662.16

Steel Path EHP

--

Miscellaneous

Codex Scans

5

Drops

Mod Drops

[Flow](#) 0.03%

[Smite Grineer](#) 0.17%

[Point Strike](#) 0.57%

[Fast Hands](#) 0.57%

[Reflex Coil](#) 0.17%

[North Wind](#) 0.17%

[Pressure Point](#) 0.57%

15 [Endo](#) 0.57%

50 [Endo](#) 0.17%

80 [Endo](#) 0.03%

Resource Drops

[Region Resource](#) 7.00%

Official Drop Tables

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

Target	Planet	Name	Type	Level	Tile Set
	Saturn	Cassini	Capture	21 - 23	Grineer Galleon
					Grineer

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Target ▾	Planet ▾	Name ▾	Type ▾	Level ▾	Tile Set ▾
	Ceres	Pallas	Exterminate	12 - 14	Grineer Shipyard

Tactics

- The Drahk Master likes to stay away from the front lines, using its summoned Drahk to attack. A Drahk Master cannot summon more than two waves (4 total) of Drahk until enough are killed to do so again.
- When attacking the player directly, the Drahk Master throws a  [Halikar](#) mace. If it hits, it has a very high chance of disarming the player of their currently wielded weapon and then placed at the Drahk Master's feet, forcing the player to use their remaining weapons. The stolen weapon is marked as an objective on the minimap, and can be recovered by picking it up using the Use key (Default ).
 - Other players will have the option offered to them to pick the weapon up, and if the player has that slot open, they will pick up the weapon, although the weapon will be unranked and consequently be stripped of any mods installed until reclaimed by the original owner.
 - The  [Halikar](#) is capable of completely disarming a player if they are not using a melee weapon.
 - Drahk Masters can occasionally use the weapons stolen from their adversaries, such as the  [Boar](#), making them more dangerous. Carried weapons will be dropped after death.
 - It should be noted that this most often happens with [Grineer](#) weapons, even those that are not used by enemies.
 - The  [Ogris](#) functions identically to how the player uses it should a Drahk Master use it.
- Melee weapons cannot be disarmed even if it is the only weapon remaining on a player.
- If the player is carrying two weapons, getting hit by the  [Halikar](#) twice in a single throw can disarm both weapons. This tends to happen if the player is standing near terrain or other objects that the  [Halikar](#) bounces off of on its return.



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g 25 meters before returning to the
 wever, the distance can increase.



WARFRAME Wiki



slowed to a slow pace while doing so, though the arm somehow can block damage from behind as well, unlike the Shield Lancer. [Impact](#) or [Blast](#) procs are the only way to force a Drahk Master to drop his arm.

- Drahk Masters commonly replace lost [Drahk](#) for roughly every 30 seconds, and, unlike the [Corpus Tech's Shield Osprey](#), they usually come in pairs instead of one unit.
- Drahk Masters appear commonly on and after [Saturn](#).
- Their relatively small sizes compared to traditional Heavy Grineer (such as the [Heavy Gunner](#) and [Napalm](#)) paired along with a massive amount of health makes the Drahk Masters slightly difficult to aim in longer ranges while maintaining a significant threat at close combat.
- The Drahk Master is rendered to an [Alerted](#) state after summoning his Drahks to support him, increasing his detection radius significantly and forces the Stealth bonus to drop after his death.

Tips

- Stolen weapons by the Drahk Masters can be recovered from their places instantly, compared to most pick-up items such as [Datamasses](#), allowing players to sweep through for the weapon conveniently.
- Drahk Masters are normally prone to miss their throws in close quarters, as the thrown [Halikar](#) usually bounces off obstacles.
- Drahk Masters will have roughly 5 seconds of delay when summoning their Drahk, making them vulnerable during this time.
- Be wary when Drahk Masters are paired with their Drahk, as the latter will knock down their targets with a charge, giving their masters a chance to steal the targets' weaponry.
- Applying [Radiation](#) status to the Drahk Master before summoning causes future Drahk to become hostile to everyone, as the hostility status spreads to the Drahk he spawns while under the effect.
- A Drahk Master who is mind-controlled by [Nyx](#) will summon allied Drahk. These Drahk will remain allied even after their summoner is killed.

Variants

[Kuva Drahk Master](#) [Corrupted Drahk Master](#)

Kuva Drahk Master	General	Drop
 		



Introduced	Undetermined	Mod Drops: Fast Hands 0.56 Point Strike 0.56 Pressure Point 0 Endo 0.5691% North Wind 0.165 Reflex Coil 0.165 Smite Grineer 0.1659% Endo 0.1659% Flow 0.0303% Endo 0.0303%
Tileset	Kuva Fortress	
Weapon	Halikar	
Codex Scans	5	
Statistics		
Cloned Flesh	500	
+ + +++ - --		
Ferrite Armor	200	
++ +++ - -		
Affinity	150	

Trivia

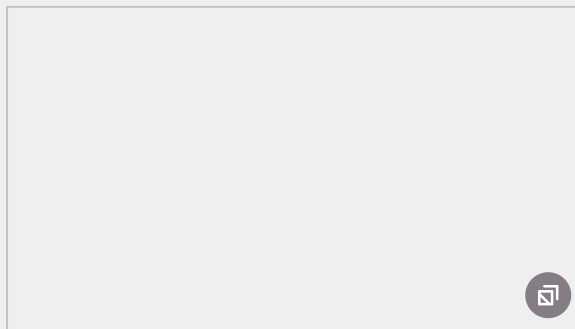
- They sport a facial plate with protruding antennae or pipes, hinting that they direct their Drahk with ultrasounds or a primitive mind controlling device.
- The Drahk Master has a noticeable change in voice over other male Grineer, and possibly his own voice lines.
- The Drahk Master is the first enemy in the game to fully utilize a thrown melee as their main weapon. Though [Sawmen](#) preceded them, the latter only used their [Glaives](#) as a melee weapon and never threw them, as they were placeholders for the [Cleaver](#) they now wield.
- The padded left arm resembles a training sleeve used to train police dogs for bite work.
- [Shadow](#) Drahk Masters, unlike shadow [Techs](#), will summon *allied* shadow [Drahk](#) that will die when the other shadows expire. They don't however possess the caster's energy color, and will appear a dark purple instead.
- [Mind Control](#)ed Drahk Masters will spawn Drahks that *will* stay alive after the Drahk master is killed or the mind control wears off.
- As they are melee-oriented enemies, they cannot be [Disarmed](#) by [Loki's](#) [Radial Disarm](#). However, ironically, the [Halikar](#) can disarm them.
- They will often wield their [Halikar](#) with a blue energy glow trail, the same when players Channel their weapon. Why some enemies have capabilities/visuals of channeling is unknown.
- Spawns on Pallas, Ceres as Synthesis Target.

Media

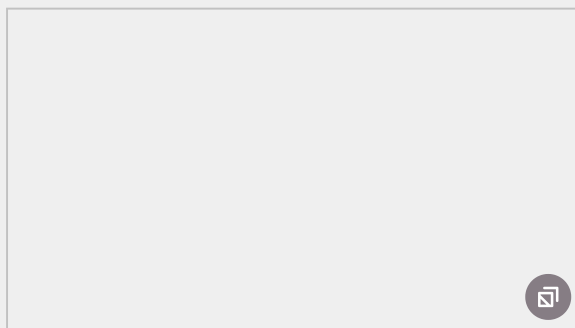


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The Drahk Master summoning Drahks



The Drahk Master signaling his Drahks to attack
Decoy

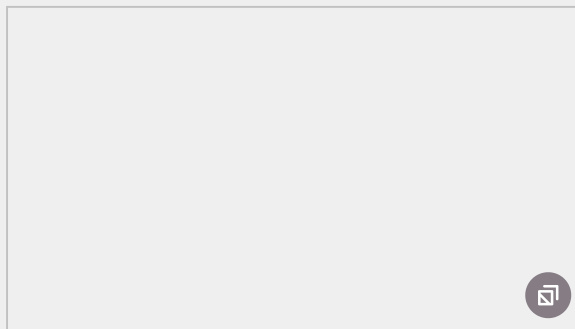


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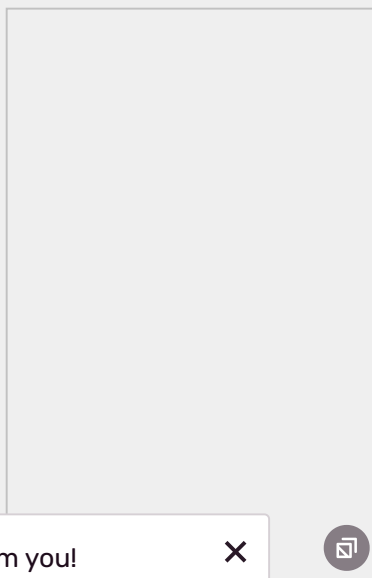
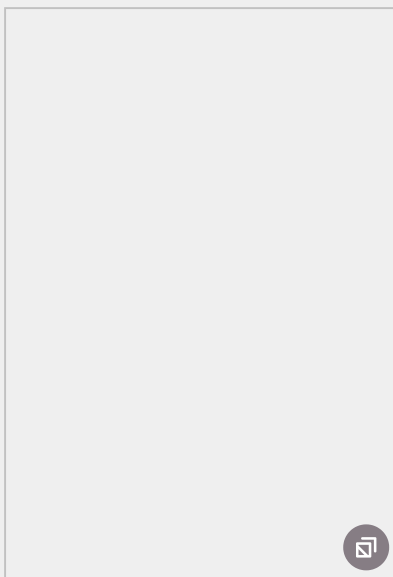


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A Lato as an example of a disarmed weapon



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Patch History

Hotfix 30.7.2 (2021-09-09)

- Fixed Weapons stolen by the Drahk Master cannot be recovered.

Hotfix 27.0.11 (2020-01-16)

- Fixes towards Drahk Masters making the stolen weapon for Clients disappear whenever the Masters Halikar is returned through nonstandard means. As reported here:
https://www.reddit.com/r/Warframe/comments/eo8xy1/drahk_masters_can_delete_their_own_weapons/

See also

- [Grineer Target](#), A unit that can share the Drahk Master mechanics.
- [Hyekka Master](#) - A similar unit that summons [Hyekka](#).

Grineer

Edit [Collapse]

Starchart

Plains of Eidolon

Rathuum

Empyrean

Rathuum Executioners (Grineer)

Dhurnam • Dok Thul • Garesh • Gorth • Harkonar • Nok • Reth • Vay Molta • Zura

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