

ADVERTISEMENT

in: [Enemies](#), [Codex Secret](#), [Stalker](#), [Update 18](#)

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Malice

142 EDIT

CODEX

Disciplined and accurate

Malice is one of [Shadow Stalker](#)'s [acolytes](#), first introduced during [Operation: Shadow Debt](#). He takes the form of [Frost](#) with a Prime Skin, minus his signature shoulder armor, with Stalker's helmet and large chunks of machinery around his body.

As of [Update 29.5](#) (2020-11-19), Malice can now spawn in [The Steel Path](#) missions.

Contents

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Malice

Hidden from Codex

Update Infobox Data

Disciplined and accurate

General Information

Faction

Stalker

Type

Field Boss

Weapon(s)

[Opticor](#)
 [Heat Dagger](#)

6. Patch History
7. See Also

Tactics

Malice wields an  [Opticor](#) and a  [Heat Dagger](#). Malice is capable of casting  [Magnetize](#) against enemy Tenno, forcing them to soak up fire from their teammates and making it near-impossible to avoid his Opticor blasts. In addition, Malice is capable of summoning [Nemes](#) drones (using the summoning animation of a [Drahk Master](#)).

Strategy

- Malice's  [Magnetize](#) bubbles can be dislodged simply by [rolling](#).
- [Wukong's](#)  [Defy](#) can help withstand damage from attacks when under the effect of Malice's Magnetize.
- [Nyx's](#)  [Absorb](#) with the  [Assimilate](#) augment counters Malice's Magnetize effect and keeps the user safe.

Notes

- Has **500** base Shields despite the [Codex](#) stating he has **200** base Shields.

Quotes

- "We will not tolerate this disturbance."
- "We will not abide this insurrection."
- "Do not rest, Tenno, you are not safe."
- "Who do you hunt?"

Affinity

856

Shield

500

Health

350

Armor

50

Dmg. Reduction

12.25%

Body Multipliers

Head: 3.0x

Base Level

1

Level Scaling

1

500

Selected Level

1

Reset

EHP

898.86

Steel Path EHP

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Miscellaneous

Codex Scans

3

Introduced

Hotfix 18.4.1 (2016-01-25)

Drops

Mod Drops

 [Primary Merciless](#) 16.67%

 [Primary Dexterity](#) 16.67%

 [Primary Deadhead](#) 16.67%

 [Secondary Merciless](#) 16.67%

 [Secondary Dexterity](#) 16.67%

 [Secondary Deadhead](#) 16.67%

Resource Drops

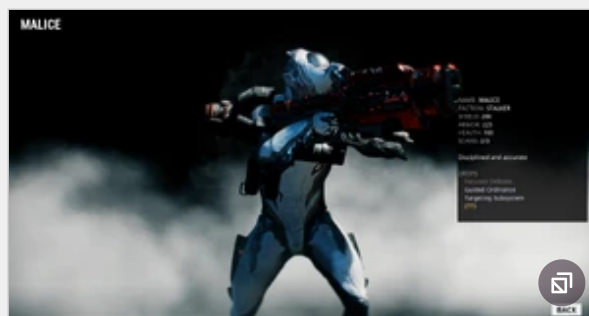
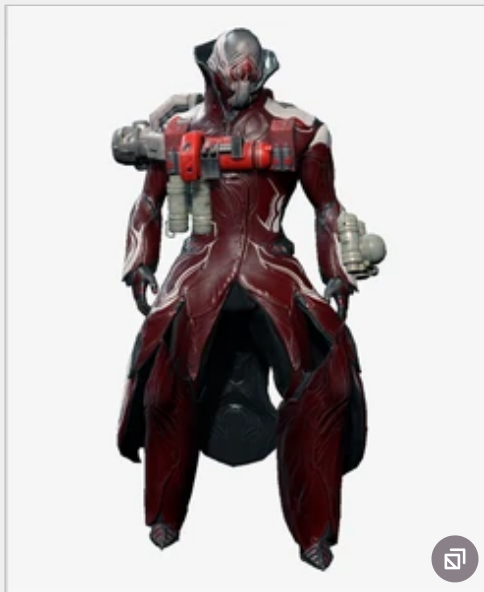
2

 [Steel Essence](#) 100.00%

Official Drop Tables

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

Gallery



Malice bugged in the codex, notice the Excalibur body.



Malice's idle animation.

Patch History

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

- Fixed the VFX and SFX from Magnetize ability lasting forever after killing the Malice Acolyte while he's mid-cast.

[Hotfix 29.5.4](#) (2020-11-25)

- Acolytes have been given the fancy “boss Health bar” treatment!

[Update 29.5](#) (2020-11-19)

See Also

- [Acolyte](#), the group he belongs to.

[Stalker](#)

[Acolytes](#)

[Angst](#) • **Malice** • [Mania](#) • [Misery](#) • [Torment](#) • [Violence](#)

[Bosses](#)

[Stalker](#) ([Shadow](#) / [Protector](#))

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