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Magistar

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TENNO

WEAPONS

CONCLAVE (PvP)

CODEX

The Magistar Mace wields justice and truth in the form of bone crushing blows.

The **Magistar** is a heavy, flanged mace.

It is a [requisite ingredient](#) for the [Sibear](#).

Contents

1. Characteristics

2. Acquisition

3. Notes

3.1. Incarnon Genesis

3.1.1. Evolution

3.2. Evolution I

3.3. Evolution II

Magistar

Normal

Incarnon

Untradeable

Update Infobox Data

General Information

Type

Hammer

Mastery

3.5. Evolution IV

4. Trivia

5. Media

6. Magistar Skins

7. Patch History

8. See Also

Characteristics

- This weapon deals primarily  [Impact](#) damage.
- Stance slot has  polarity, matching  [Shattering Storm](#) and  [Crashing Havoc](#) (Conclave only) stance.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average disposition (●●●●● (1.35x))

Disadvantages over other Melee weapons (excluding modular weapons):

- Third lowest base damage of all hammers, after  [Kuva Shildeg](#) and  [Fragor](#)/ [Jat Kittag](#).
- Normal Attack (wiki attack index 1)
 - Very low attack speed (0.83x animation speed)
 - Very low status chance (10.00%)

See [WARFRAME Wiki:Stat](#)

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility 	
Attack Speed	0.83x animation speed
Block Angle	50°
Combo Duration	5.0 s
Disposition	●●●●● (1.35x)
Follow Through	0.4x
Range	2.50 m
Noise Level	Silent
Sweep Radius	0.20 m
Normal Attack 	
 168 ( 80%)	 31.5 ( 15%)
 10.5 ( 5%)	
Total Damage	210 (80.00%  Impact)
Attack Speed	0.83x animation speed
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	0.83 attacks/sec
Noise Level	Silent
Status Chance	10.00%
Heavy Attack 	
Heavy Damage	1,260
Crit Chance	20.00%
Crit Multiplier	2.00x
Status Chance	10.00%
Wind-up	1.2 s
Heavy Slam Attack 	
Slam Damage	630



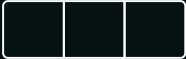
Comparisons:

-  **Magistar** (Normal Attack), compared to  **Sancti Magistar** (Normal Attack):
 - Lower base damage (210.00 vs. 240.00)
 - Lower  **Impact** damage ( 168 vs.  192)
 - Lower  **Puncture** damage ( 31.5 vs.  36)
 - Lower  **Slash** damage ( 10.5 vs.  12)
 - Lower total damage (210 vs. 240)
 - Lower base **critical chance** (20.00% vs. 30.00%)
 - Lower base **status chance** (10.00% vs. 20.00%)
 - Shorter Range (2.50 m vs. 2.60 m)
 - Lower **attack speed** (0.83x animation speed vs. 1.00x animation speed)
 - Lower **Mastery Rank** required (1 vs. 8)
 - Higher **disposition** (●●●●● (1.35x) vs. ●●●●○ (1.25x))

Acquisition

The Magistar's blueprint can be purchased from the [Market](#).

Crit Multiplier	2.00x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	10.0 m
Status Chance	10.00%
Slam Attack ^	
Slam Damage	420
Crit Chance	20.00%
Crit Multiplier	2.00x
Slam Radius	9.0 m
Slam Element	 Impact
Forced Procs	 Knockdown
Status Chance	10.00%
Slide Attack ^	
Slide Damage	420
Crit Chance	20.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	10.00%
Miscellaneous ^	
Compatibility Tags	HAMMERS_STANCE
Riven Family	Magistar
Introduced	Update 11.5 (2013-12-19)
Polarities	None
Sell Price	5,000
Stance Polarity	
Weapon	Magistar



Article Categories ^

- Weapons
- Tenno Weapons
- Impact Damage Weapons
- Hammer
- Magistar
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Base
- Silent Weapons
- Untradeable Weapons
- Available In Conclave

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	Gallium	Ferrite	Rubedo	Alloy Plate	Time: 12
	3	750	300	80	Hour(s)
Rush: 25					
Market Price: 150		Blueprints Price: 25,000			

Notes

- As with other heavy weapons, the Magistar's wall attack is a horizontal circular swing that slowly swings the weapon around the Warframe, allowing it to hit enemies more easily compared to other wall attacks that require pinpoint precision. Unfortunately, this prevents the Magistar from using its wall attack to launch itself upwards, as it will perform the maneuver horizontally regardless of where the Warframe is looking, making it fall instead.
- The Magistar also shares another unusual property with other heavy weapons, namely its tendency to shake the screen violently while blocking attacks.

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Magistar Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Magistar with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is *transcluded* from *Magistar Incarnon Genesis § Evolutions*. To change it, please *edit the transcluded page*.

- Installing the Magistar Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Dracroot](#), and 150 [Aggristones](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants **5,000 affinity** to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Reach **6x** Combo and then [Heavy Attack](#) to activate Incarnon Form.
- Incarnon Form increases Initial Combo and Wind Up Speed
 - **+100%** Melee Damage
 - **+30** Initial Combo
 - **+50%** Heavy Attack Wind Up Speed
 - **+10%** Sprint Speed
 - **+10%** to Bullet Jump.
 - On [Sancti Magistar](#), **+5%** Lifesteal for all combos and another **+20%** Lifesteal for non-heavy combos.
- Incarnon Form lasts for **180** seconds and persists until [death](#).

Evolution II

Unlock Challenge: Complete a solo mission with this weapon equipped.

- Perk 1: **Crushing Verdict:**
 - Increase Damage by **+100** (Magistar) / **+20** (Sancti).
 - With [Channeled Ability](#) active: Increase Follow Through by **+40%**.
- Perk 2: **Edge Of Justice:**
 - Increase Damage by **+100** (Magistar) / **+20** (Sancti).
 - With Melee Weapon Equipped: **+40%** attack speed.
 - Does **not** apply to quickswap melee. Requires either by going into a mission with only a melee weapon equipped or by holding the weapon swap key (default **F**).

Evolution III



- Perk 1: **Seismic Slam:**
 - **+100%** Slam Radius.
- Perk 2: **Orokin Reach:**
 - **+1.4** Range.
- Perk 3: **Swift Break:**
 - **+30%** Heavy Attack Wind Up Speed.

Evolution IV

Unlock Challenge: Perform **20** downed Finisher attacks.

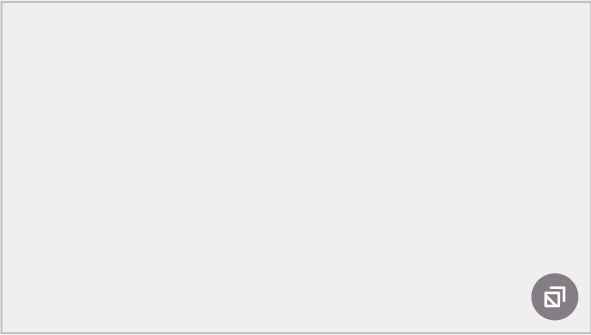
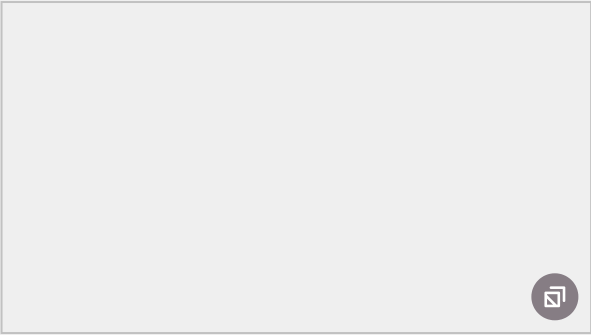
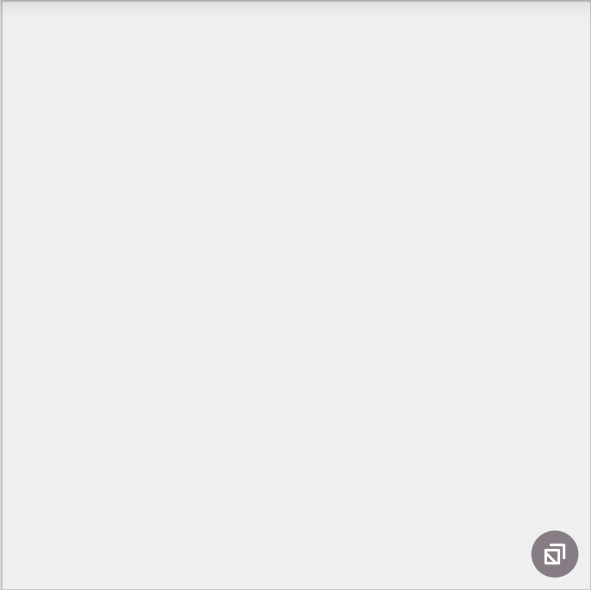
- Perk 1: **Flashing Bleed:**
 - **+50%** Chance of Bleed on Impact Status Effect.
- Perk 2: **Subtle Force:**
 - Increase Critical Chance by **+8%**.
 - Increase Status Chance by **+8%**.
- Perk 3: **Critical Parallel:**
 - Increase Critical Chance by **+16%** (Magistar) / **+12%** (Sancti).
 - Increase Critical Damage Multiplier by **+1x** (Magistar) / **+0.2** (Sancti).

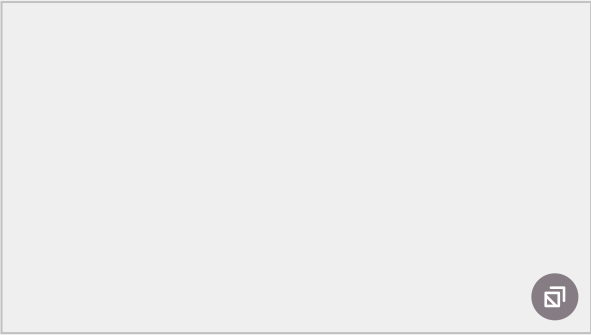
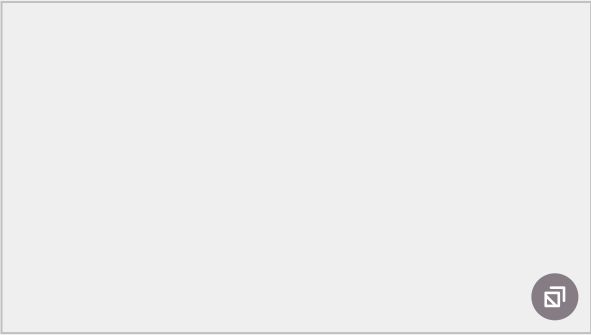
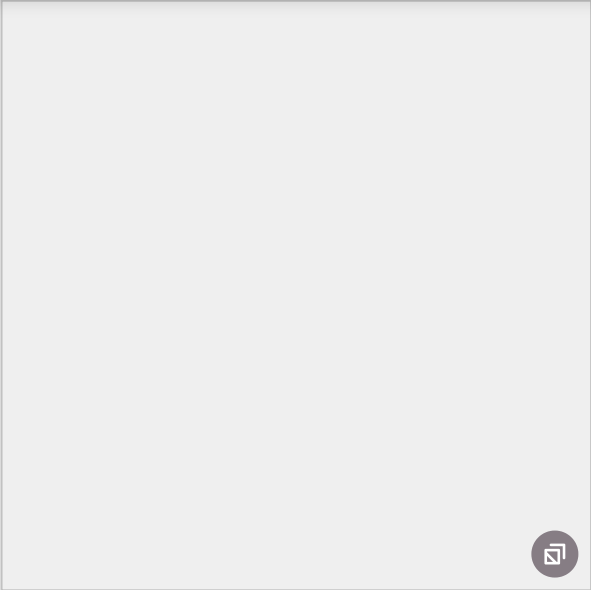
Trivia

- The name "Magistar" is based off a combination of the Latin *magister*, which means *master* or *teacher*, and *morning star*, a type of mace.
- In [Update 15.1](#) (2014-11-05), the heavy melee weapon family received linear buffs across the board. The Magistar was notably the only one among the affected weapons (Magistar, [Jat Kittag](#), [Fragor](#), [Gram](#), [Galatine](#) and [Scindo](#) ([Prime](#))) to also receive a nerf, having its attack rate lowered from 1.1 to 0.8.

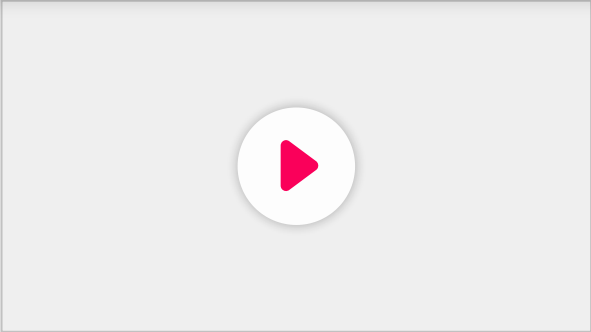
Media







Magistar



Warframe - Gameplay & Information Magistar

Magistar Skins

Edit

SWHammerAxonnakSkin.png



Axonnak
Tennogen

Diode



Motherwrench



Ogun
Tennogen



Palatine



Renok

Patch History

[Update 26.0](#) (2019-10-31)

Actual patch notes made a mistake on old follow through.

- Damage increased from 80 to 210.
- Range increased from 1 to 2.5.
- Slam Attack increased from 160 to 630.
- Slide Attack increased from 160 to 420.
- Parry Angle set to 50.
- Follow Through decreased from 0.9 to 0.4.

[Update 18.4](#) (2016-01-22)

Last updated: [Update 26.0](#) (2019-10-31)

See Also

- [Sancti Magistar](#), the [syndicate](#) variant.
- [Sibear](#), a melee weapon that is crafted from the Magistar.
- [Magistar Incarnon Genesis](#), the Incarnon power-up for the Magistar series.

Weapons • Damage • Incarnon • Compare All • Cosmetics							[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack	
Arm Cannon							
Auto	Bubonico	Shedu					
Bow							
Charge	Cernos	Cernos Prime	Cinta	Daikyu	Dread		
	Eversong	Kuva Prometh	Long	MK1 Peris	Mutalist Cernos		



	Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos
Crossbow	
Auto	Attica • Zhuge • Zhuge Prime
Semi / Mag Burst	Nagantaka • Nagantaka Prime
Exalted Weapon	
Charge	Artemis Bow • Artemis Bow Prime
Launcher	
Active	Carmine Penta • Penta • Secura Penta
Auto	Tenet Envoy
Charge	Ogris
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi	



Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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Languages ▼

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12/13

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