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Octavia

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CODEX

Octavia turns bass, beat, and melody into a symphony of devastation. The music of her Mandachord gives her high survivability and supports allies. Her composition means the enemy's destruction.

This is Octavia, the melodic, the maestro.

*If music be the food of death...
play on, Tenno.*

—Lotus

Release Date: March 24th, 2017

Rhythmic and imaginative, **Octavia** conducts her myriad siren songs and ambient anthems through the mystical **Mandachord**. Entice enemies with musical instruments that inflict melodic maladies, as the Tenno chorus synchronize their rhythm to sound the drums of war. Octavia was composed in **Update 20.0** (2017-03-24).

Acquisition

Octavia's main **blueprint** and the **Mandachord** are acquired from the **Octavia's Anthem** quest. The Chassis blueprint is rewarded from the **Music Puzzle** on **Lua**. The Neuroptics blueprint is rewarded from **Rotation C** of **Terrorem** (**Survival**), **Deimos**. The Systems blueprint can be found in the



Octavia

Portrait

In-Game Menus



Update Infobox Data

Description

Octavia turns bass, beat, and melody into a symphony of devastation. The music of her Mandachord gives her high survivability and supports allies. Her composition means the enemy's destruction.

Passive

Replenish 30 energy over 30s for Octavia and allies within 15m when abilities are activated.

Abilities

1st Ability

Mallet

2nd Ability

Resonator

3rd Ability

Metronome



[Exterminate](#)), Lua. Additional Mandachord and main blueprints can be bought from [Cephalon Simaris](#) for **25,000** and **50,000** respectively.

Item	Source	Chance
Chassis Blueprint	Orokin Storage Container (4)	100%
Systems Blueprint	Lua Exterminate Resource Caches / A	22.5%
Neuroptics Blueprint	Orokin Derelict Survival / C	22.5%

All drop rates data is obtained from [DE's official drop tables](#) (<https://warframe.com/droptables>). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Alternatively, upon completion of [The Duviri Paradox](#), Octavia's main and component blueprints can be earned from [The Circuit](#). By selecting her on the rotating week she is available, players can earn her blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Crafting

Manufacturing Requirements

 Edit blueprint requirements

					Time: 3
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General Information ^

Sex	Female
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	180 (280 at Rank 30)
Armor	160
Energy	175 (225 at Rank 30)
Starting Energy	100
Sprint Speed	1.05
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 20.0 (2017-03-24)
Themes	Bard, Musician
Progenitor Element	Radiation
Subsumed Ability	Resonator
Tactical Ability	Resonator
Sell Price	25,000

Official Drop Tables ^

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

				1	Rush: 50
Market Price: 225			Blueprints Price: N/A		
Octavia Neuroptics Blueprint					
15,000	Oxium 1,000	Polymer Bundle 4,800	Plastids 2,600	Neural Sensors 5	Time: 12
					Hour(s)
					Rush: 25
Octavia Chassis Blueprint					
15,000	Polymer Bundle 6,000	Salvage 25,000	Plastids 1,500	Neurodes 3	Time: 12
					Hour(s)
					Rush: 25
Octavia Systems Blueprint					
15,000	Kuva 2,000	Circuits 3,000	Morphics 20	Orokin Cell 5	Time: 12
					Hour(s)
					Rush: 25

Mandachord

Main article: [Mandachord](#)

The **Mandachord** is [Octavia](#) and [Octavia Prime](#)'s signature instrument that allows her to interact with her abilities. To use it, click the Mandachord tab when Octavia is equipped.

Notes

- If Octavia wields her [Signature Weapons](#):
 - [Tenora](#)/[Tenora Prime](#): [Headshot](#) kills with [Alternate Fire](#) have a **20%** chance to instantly refill the magazine.
 - [Pandero](#)/[Pandero Prime](#): Headshot kills with Alternate Fire increase

- No weak spots other than actual heads will trigger these effects.
- Headshots on invulnerable enemies will still grant these effects, but **not** with invulnerable bosses.

Trivia

- [DE]Danielle performed motion capture work for Octavia's animation set as seen during [Devstream 86](#).
- The Lester B. Pearson School for the Arts provided the sound effects for Octavia's abilities.^[1]
- Octavia's name was announced during PAX East 2017.
- Octavia's name comes from the word *octave*, the word for a span of eight [diatonic](#) tonal notes that repeat over higher and lower frequency ranges, usually containing the basis for most musical scales. Her name may also have some origin from the Latin name "Octavia", meaning "eighth born".
- Octavia's Mandachord plays notes in the [D Minor Pentatonic scale](#). "Pent" meaning five, corresponding to the five available notes for the Melody and Bass instruments to select from when composing a song.
- Lotus' quote, is a reference to the opening scene of Shakespeare's "[Twelfth Night](#)".
- The names of Octavia's Corpus-themed instruments all have Greek origins.
 - *Alpha*, *Beta*, *Gamma*, *Delta* and *Epsilon* are the first five letters in the [Greek Alphabet](#).
 - *Horus* may be derived from [Horos](#), which is Greek for dance.
- Octavia is partly unique because two of her component blueprints can only be acquired from side objectives in missions (e.g. Crossfire caches and the Lua music puzzle).

External Links

- [Forum post by Buff00n providing over 2,000 Mandachord songs \(https://forums.warframe.com/topic/786389-2892-mandachord-requests-fulfilled-open-mwf/\)](https://forums.warframe.com/topic/786389-2892-mandachord-requests-fulfilled-open-mwf/)

References

1. (2017, March 3). *PlayWarframe Tweet* (<https://twitter.com/PlayWarframe/status/837768033988972544>). Accessed 2022-04-09. *Archived* (<https://web.archive.org/web/20191028082934/https://twitter.com/PlayWarframe/status/837768033988972544>) from the original on 2019-10-28.



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