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in: [Warframe Abilities](#), [Octavia](#), [Blast Damage](#), [Enemy Level Based Damage](#)



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Mallet


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Mallet
Rhythmically beats damage into nearby enemies and draws their fire. Damage inflicted on the Mallet increases its lethality.

 1
 25

Introduced in [Update 20.0](#) (2017-03-24)



 **Strength:**
1x / 1.5x / 2x / 2.5x (damage multiplier)

 **Duration:**
8 / 12 / 16 / 20 s

 **Range:** 5 / 6 / 8 / 10 m

Misc: 1 (limit of mallets)



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- Octavia expends  25 energy to throw a spherical music device in an arc toward the direction she aims. Upon impact, the device deploys into the **Mallet** which hovers in place for  8 / 12 / 16 / 20 seconds. The Mallet is an invulnerable hovering orb that continuously plays percussive music, attracting enemies in sight to attack it while absorbing and accumulating all enemy damage hitting its





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Blast damage, multiplied by  enemies within a radius of  5 /



- Mallet has no target priority, enemies will be likely to shoot the Tenno if they are in line of sight.
- Mallet's music is in tune with the **Percussion** section of the [Mandachord](#), drawing from the preset musical notes to determine the percussive aura's damage strength and intervals.
- Up to **1** Mallet can be deployed at a time. Deploying a new Mallet will remove the current one.
- **Ability Synergy:**
 - When Mallet and  [Resonator](#) are both active, Resonator will reroute toward the Mallet and carry it around.
 - When carried by Resonator, Mallet actively inflicts damage per beat that continuously increases and stacks over time against enemies inside Mallet's damage radius. This damage instance is separate from the stored damage portion of the ability.
 - Enemies charmed by Resonator are no longer pacified and will attack a carried Mallet to fuel its damage.
 - Resonator increases Mallet's [Threat Level](#), making enemies outside of Resonator's charm radius more likely to shoot the Mallet instead of the Tenno.
 - If Mallet is placed where Resonator is unable to reach, Resonator will ignore Mallet.
 - Mallet will be dropped to the ground when Resonator expires.
 - When Mallet is hovering over an  [Amp](#) field, Mallet's range **doubled**.
 - Damage is not doubled, contrary to the ability description.
- Casting Mallet is **not** a [One-Handed Action](#) and interrupts other actions, but allows movement.
- Throwing animation speed is affected by [Casting Speed](#).
- Mallet will visually emit sound bars from its core to beat-match Percussion notes. Sound bars enlarge and shrink based on Percussion, Bass, and Melody music in the environment.
 - Percussion bars appear from a horizontal ring around the Mallet core, while Bass and Melody bars appear from diagonal rings that layer on top the Mallet when Resonator and Metronome are active and nearby.



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ected by the chosen Warframe to allies when Mallet is cast tavia herself.



See Also

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14 comments



[A Fandom user](#) • 5/16/2023

"Requires unobstructed line of sight between enemy and Mallet in order to deal damage." - Remember when it didn't and actually functioned LOGICALLY AND UNBROKEN, stupid morons putting line of sight requirement on this didn't stop and think for a god damn second to realize this would be broken on a upper level (ramp) where it can't damage enemies below



Write a reply



[A Fandom user](#) • 5/22/2022

It should probably be noted that Mallet can capture the cases in case capture in Fortuna bounties.



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A Fandom user • 1/12/2022

I have a question. how do i recast the mallet without it losing its stored potential damage?



A Fandom user • 2/6/2022

You can't. It will lose its stored dmg after recast.



Write a reply



A Fandom user • 8/5/2021

Does acolytes affect by this skill?



A Fandom user • 8/19/2022

Yes, ez mode



Write a reply



A Fandom user • 2/28/2021

Question: Does mallet pulses look smaller to the player who cast it or is it the same size all around? When I cast this ability my mallet seems to be much smaller compared to others.



Write a reply



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Things I've learned from my testing: The total damage stored seems to be dealt every half second with the size of individual packets of damage being based on the time between beats in of the mandachord's percussion. (lvl 145 infested charger hit my Hildryn's shield twice for 1283 damage on each hit. Mallet spec'd for 40% power strength mallet with 1x multiplier and a half second between ticks. The charger swings twice at it followed by a short delay before damage starts. The first tick is 2405) The damage seems to decay at a rate of approximately -6% per half second, so the damage has a halflife of about 10s. The decay rate does not appear to be affected by duration or power strength (tested with 100% vs 207% vs 306% duration, as well as 10% vs 40% vs 315% strength). Damage does not drop off with range. Mallet will absorb less damage while being carried by resonator, despite it having a higher threat level, because charmed enemies don't attack as much. Using just mallet and amp will result in vastly greater damage output, at the cost of enemies being more likely to attack players. Also, I'm not sure if it's a simulacrum bug or not, but chargers (and afaik only chargers) seem to get slashed into pieces when they're killed by mallet as if they'd been killed by a slash weapon.

Idk if this requires verification by a moderator or something, but I think this is all relevant information that could be added to the page, especially the stuff regarding DPS and total damage stored and its rate of decay.



A Fandom user • 3/14/2023

Thanks for your work on that!



Write a reply



A Fandom user • 9/28/2018

Does this work on most bosses? I never really used Octavia for boss fights, and have been wondering.



Croquemorttime • 9/28/2018

Hi,

I've tested it on Kela, Hyena pack, Raptors, Alad V. It does work, and you can use it for a while...



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Write a reply



A Fandom user • 6/25/2018

Does Madurai boost this?



Write a reply



A Fandom user • 4/10/2018

grinners from the plains of eidolon doesn't seem to care about the mallet, they ignore it and don't get damage, is it a bug?



A Fandom user • 6/28/2018

A bug if not out of range.



Write a reply



A Fandom user • 10/12/2017

What affects the color of the part of Mallet's tip of the visual that moves with beat (The one not affected by energy color)?



Write a reply



A Fandom user • 4/2/2017



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Is it just based on whatever





[A Fandom user](#) • 4/11/2017

It seems to deal either heat, cold, or blast damage. Although having both frost and heat eximus in the area makes enemy immune to Mallet. Could use some testing.



[1manApocalypse](#) • 4/25/2017

Tested it on some sentients, and they showed as resisting blast



[Shinigamiscall](#) • 6/26/2017

^ Well, speaking scientifically, that makes sense. I mean, it's creating repulsion waves by taking on the energy/force of the hits which would cause blast-like waves to erupt from it.



[A Fandom user](#) • 6/28/2018

" Stored damage is converted into [\[1\] Blast](#) damage, multiplied by **1x / 1.5x / 2x / 2.5x**, and rhythmically dealt to all enemies within a radius of **5 / 6 / 8 / 10** meters from the Mallet."



Write a reply



[A Fandom user](#) • 3/28/2017

This skill seems to have both a limit to how much damage it will convert, and diminishes damage absorbed over time when it isn't under fire.



[A Fandom user](#) • 4/11/2017

Enemies usually keep refreshing the damage stack so I never seen it fall off.



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Dmg seems to diminish over time. I keep seeing dmg numbers at for instance 1000ish to eventually 0 throughout the time of a single cast.



Write a reply



A Fandom user • 3/25/2017

Why, DE? Why implement a frame with one reliable source of damage and have it restricted by line of sight and elevation. Near as I can tell this thing stops hurting enemies if they're behind a piece of paper or more than 2 feet above or below the AOE graphic.

Sound bounces around corners. You can hear things between rooms. Why does the bass of this not do damage if a tiny cardboard box is between you and the enemy....



A Fandom user • 4/5/2017

This! I can only imagine this is for balance reason or i hope just a bug/unfinished job.



A Fandom user • 8/2/2020

"Friendly" sound that might be considered incidental or that you may want to hear bounces around corners.

Weaponized sound can bounce but the drop in energy [necessary for damage] is so substantial it becomes what you are describing.

If you don't understand, go to a rock concert. Bring a piece of paper. Hold it in front of your head, then in front of either ear (while moving your head-- most significant change will be orthogonal to the direction from the speakers to your head). You will be surprised.



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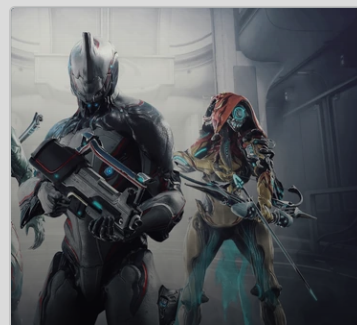
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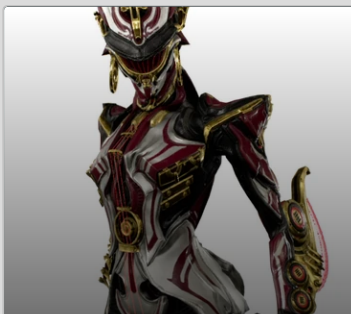
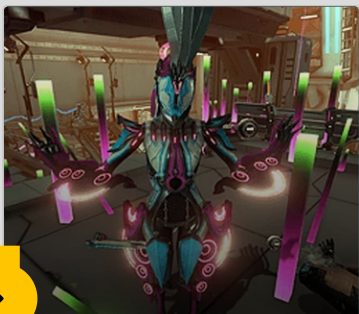
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