


ADVERTISEMENT

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

 [REGISTER](#)




Mallet

 15  [EDIT](#)




Mallet
.....


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


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)

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

Main article: [Partitioned Mallet](#)

Partitioned Mallet is a [Warframe Augment Mod](#) for  [Octavia](#) that allows her to summon two  **Mallets** with reduced range.

[Partitioned Mallet](#)



See Also

-  [Octavia](#)

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)



Add a comment about Mallet

15 comments



[A Fandom user](#) • 10/25/2024

Does mallet work with xata?





[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.



Write a reply



[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





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



A Fandom user • 8/11/2019

I've been testing Octavia's abilities and thought this page could use a bit more info.

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 cheese it by staying invisible, but it may take you a while...



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





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

Does anyone know what type of damage this deals? Is it just based on whatever the enemy dealt?

[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.



Write a reply



A Fandom user • 3/28/2017

Dmg seems to diminish over time. I keep seeing dmg numbers at for instance 1000ish to eventually 0 throughtout 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





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.



Write a reply

Fan Feed

More WARFRAME Wiki

1 Incarnon

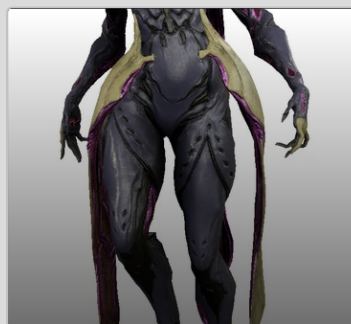
2 The Circuit

3 Xaku/Prime



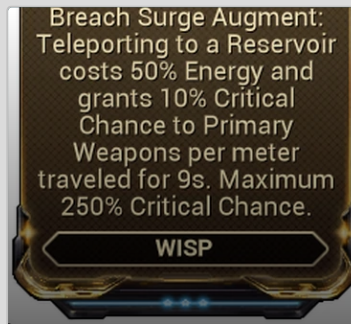
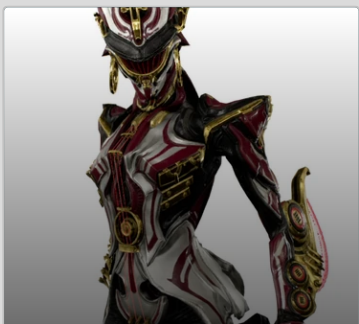
Metronome

WARFRAME Wiki



Wisp


WARFRAME Wiki



WARFRAME Wiki



WARFRAME Wiki




Conductor
Resonator Augment:
Reactivate the ability to
command Resonator to
move to your aim point at
150% Speed.

OCTAVIA

Resonator

WARFRAME Wiki

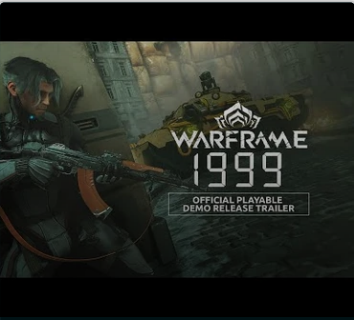
WARFRAME Wiki



Octavia/Prime

WARFRAME Wiki

WARFRAME Wiki



WARFRAME Wiki

WARFRAME Wiki

