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Laetum

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During parades and victory marches, the Laetum fired pigmented airburst rounds that rained onto festive crowds. The Orokin sent Laetum with the Zariman so they could properly celebrate a successful maiden voyage to Tau. There would be no such celebration, but the Void imbued the Laetum with a much more explosive capacity.

Laetum is an [Incarnon](#) ceremonial pistol evolved by the [Void](#) to shoot deadly explosive airburst rounds. Starting out as a semi-automatic pistol, achieving enough headshots will allow the player to temporarily transform it into a fully automatic rifle that deals  [Radiation](#) damage in a small area of effect.

Laetum



 **Tradable**
(parts and/or blueprint only)

 [Update Infobox Data](#)

General Information

 **Type** Pistol

 **Mastery Rank** 14



1. Characteristics
2. Acquisition
3. Notes

3.1. Evolutions

3.1.1. Overview

3.1.2. Details

3.1.3. Evolution I

3.1.4. Evolution II

3.1.5. Evolution III

3.1.6. Evolution IV

3.1.7. Evolution V
4. Tips
5. Trivia
6. Media
7. Patch History
8. See Also

Characteristics

- This weapon deals primarily  Slash damage in its normal form and  Radiation in its Incarnon Form.
- Once Incarnon Form is unlocked, landing [headshots](#) fill the Incarnon Transmutation gauge that transforms the Laetum into an automatic weapon via the [Alternate Fire](#) key.
 - Additional shots from [Multishot](#) counts as separate headshots.
 - The gauge reaches full charge after **12** headshots, and does not require a full

Max Rank	30
 Slot	Secondary
Trigger Type	Semi-Auto
Utility 	
Accuracy	Very High
Ammo Max	210
Ammo Pickup	40
Ammo Type	Secondary
Disposition	●○○○○ (0.50x)
Fire Rate	2.50 attacks/sec
Noise Level	Alarming
Magazine Size	12
Reload Time	2.00 s
Projectile Speed	100.0 m/s
Projectile Type	Projectile
Spread	6.25° (0.50° min, 12.00° max)
Normal Attack 	
 64 ( 40%)	 96 ( 60%)
Total Damage	160 (60.00%  <u>Slash</u>)
Ammo Cost	1
Crit Chance	22.00%
Crit Multiplier	2.20x
Fire Rate	2.50 attacks/sec
Multishot	1 (160.00 damage per projectile)
Noise Level	Alarming
Spread	6.25° (0.50° min, 12.00° max)
Status Chance	22.00%
Projectile Speed	100.0 m/s
Projectile Type	Projectile
Trigger Type	Semi-Auto



wail when the gauge is completely full.

- Shots deal pure  [Impact](#) damage on direct hits, and  [Radiation](#) damage in a 2 meter radius.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Can benefit from  [Fulmination](#) ( [Primed](#)).
- Instead of drawing from the Laetum's ammo reserves, Incarnon Form gives the Laetum a unique "magazine" from **18** rounds per charge to a maximum of **216**, indicated by the regular ammo HUD and a bar underneath the reticle.
 - If the [Alternate Fire](#) key is pressed whether or not the Incarnon magazine is fully expended, the Laetum is transformed back into its default state, however this will also fully expend any remaining Incarnon

	 100 ( 100%)
Total Damage	100 (100.00%  Impact)
Accuracy	Very High
Ammo Cost	1
Crit Chance	22.00%
Crit Multiplier	2.20x
Fire Rate	6.67 attacks/sec
Multishot	1 (100.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	25.00° (0.00° min, 50.00° max)
Status Chance	22.00%
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Trigger Type	Auto
Auto Radial Attack 	
	300 ( 100%)
Total Damage	300 (100.00%  Radiation)
Crit Chance	22.00%
Crit Multiplier	2.20x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 300 damage) Linear Falloff: between 0.0 m and 2.0 m (100% - 80%) Max Damage Falloff: over 2.0 m (80%, 240 damage)
Fire Rate	6.67 attacks/sec
Multishot	1 (300.00 damage per projectile)
Noise Level	Alarming
Range	2.0 m
Status	



- As with all Incarnon weapons the Laetum has **5** evolution tiers with different perks that allow players to customize their Laetum's stats with [Cavalero](#)'s assistance.

Advantages over other Secondary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average crit chance (22.00%)
 - High total damage (160)
 - Above average ammo max (210)
 - Above average crit multiplier (2.20x)
- Incarnon Form (wiki attack index 2)
 - Above average crit chance (22.00%)
 - Above average ammo max (210)
 - High fire rate (6.67 attacks/sec)
- Auto Radial Attack (wiki attack index 3)
 - Above average crit chance (22.00%)
 - Above average fire rate (6.67 attacks/sec)

Disadvantages over other Secondary weapons (excluding modular weapons):

- Incarnon Form:
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
 - Explosion have linear [Damage Falloff](#) from 100% to 80% from central impact

Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, AOE
Default Upgrades	EvoPistolAmmoEfficiencyOnHeadshot
	EvoPistolDamageOnNoCritAndNoProch
	EvoPistolReloadSpeedOnHeadshot
Riven Family	Laetum
Exilus Polarity	
Introduced	Update 31.5 (2022-04-27)
Polarities	
Sell Price	5,000
Variants	Laetum
Vendor Sources ^	
Article Categories ^	
• Weapons • Zariman Weapons • Incarnon Weapons • Slash Damage Weapons • Pistol • Laetum • Secondary Weapons • Semi-Auto Weapons • Semi-Automatic • Base • Alarming Weapons • Projectile Weapons • Weapons with Area of Effect • Tradeable Weapons	



- Normal Attack (wiki attack index 1)
 - Low reload speed (2.00 s)
 - Below average magazine (12)
 - Low fire rate (2.50 attacks/sec)
 - Very low disposition (●○○○ (0.50x))
- Incarnon Form (wiki attack index 2)
 - Low reload speed (2.00 s)
 - Very low disposition (●○○○ (0.50x))
- Auto Radial Attack (wiki attack index 3)
 - Below average active falloff slope (10.0m/%)
 - Very low maximum falloff distance (2.0 m)
 - Low reload speed (2.00 s)
 - Below average status chance (22.00%)
 - Very low disposition (●○○○ (0.50x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

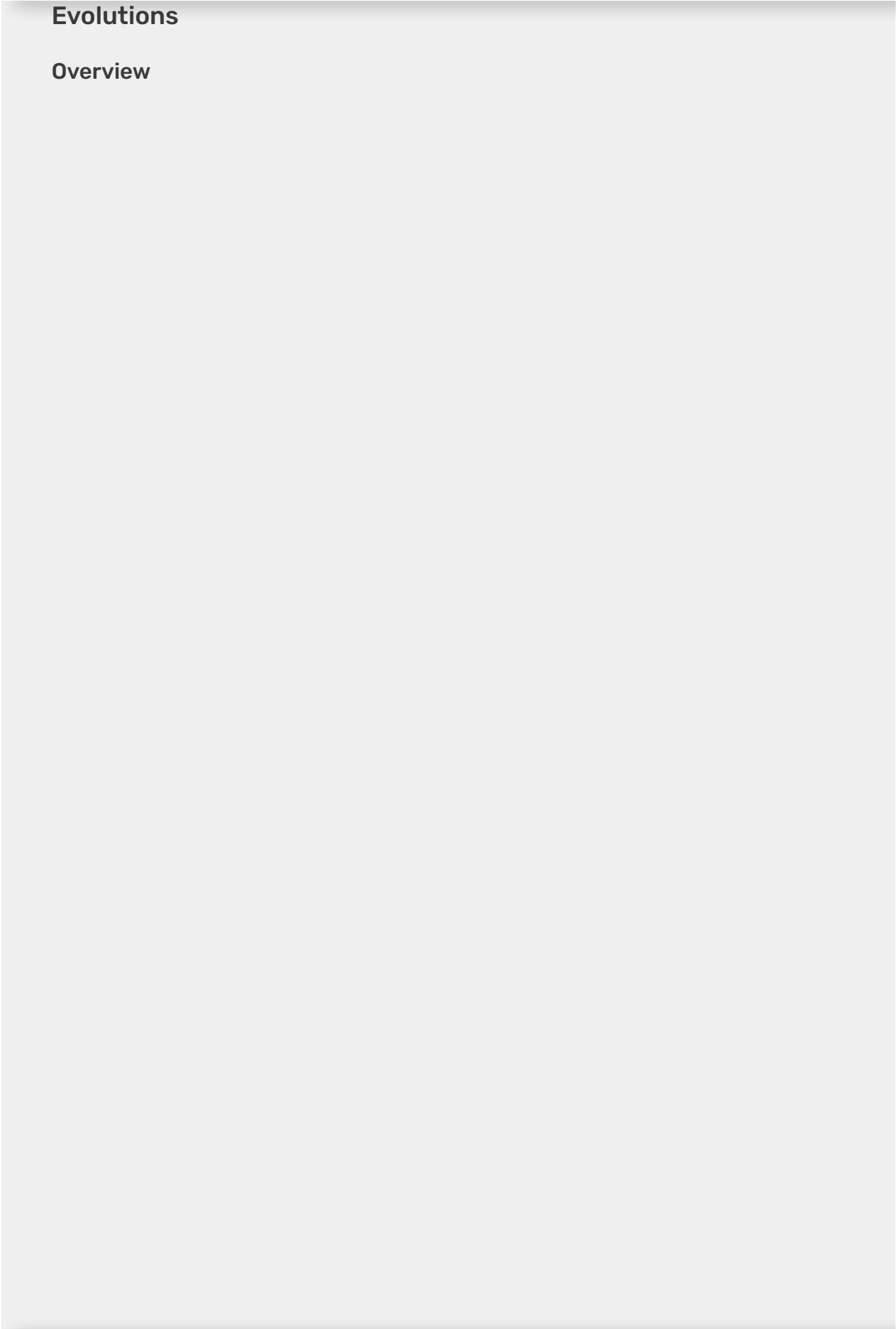
Laetum's main blueprint is purchased from [Cavalero](#) of [The Holdfasts](#) at **Rank 0 - Neutral** for **3,000** Standing. The blueprint can be [traded](#).

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	Voidplume Pinion	Voidplume Quill	Voidgel Orb	Ferrite	Time: 1 Day(s)
	1	5	20	4,000	Rush: 25
	Market Price: N/A		Blueprints Price: 3,000		

Notes

Evolutions

Overview



Evolution	Challenge	Perk	Description
Evolution I	Kill 100 enemies with the Laetum	Incarnon Form	Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
Evolution II	Kill 8 Eximus with the Laetum's Incarnon Transmutation	Marksman's Hand	-40% Recoil .
		Rapid Wrath	+20% Fire Rate .
		Raptor's Chase	+50% Movement Speed while Aiming.
Evolution III	Land 8 headshots on Void Angels with Primary fire without reloading	Lethal Rearmament	On Headshot: +30% Reload Speed for 12 seconds. Stacks up to 3 times.
		Awakened Readiness	30% Magazine Reloaded per second while Holstered .
		Feather Of Justice	Gain 60% Ammo Efficiency while Aim Gliding or Sliding .

Evolution IV	Close 12 Ruptures in Void Flood .	Caput Mortuum	+50% Headshot damage.
		Incarnon Efficiency	Headshots build +50% Incarnon Transmutation mode charge.
		Elemental Excess	+20% Status Chance . -10% Critical Chance .
Evolution V	Complete a Solo mission with an Incarnon Weapon equipped in every slot	Devouring Attrition	50% chance to deal 2000% damage on <i>non-critical</i> hits.
		Reaper's Plenty	On Headshot: +40% Ammo Efficiency for 6 seconds.
		Overwhelming Attrition	On Hit that is <i>neither Critical nor applies a Status Effect</i> : +400% damage for 10 seconds. Stacks up to 3 times.

Details

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Laetum in order to gain access to its Incarnon transformation. 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

- *Unlock Challenge*: Kill **100** enemies with the Laetum
- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
 - Incarnon Form changes the weapon from a semi-auto to full-auto with increased [fire rate](#), reduced [recoil](#), direct shots have increased [Impact](#) damage but no longer deal [Slash](#) damage, and its shots explode in a 2 meter radius inflicting [Radiation](#) damage.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form uses primary weapon animations. Because of this the Laetum **cannot** be dual wielded along with any [Glaive](#).
 - Any skins equipped on the Laetum will only affect the original appearance; Incarnon Transformation will still use the dedicated model.
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticule by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **12** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate only on headshots (i.e. body parts that produce a red hit indicator). Shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Laetum's Incarnon Form uses a separate "magazine" with each charge producing **12** rounds to a maximum of **220**. Once all ammunition is expended, the Laetum reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as the **Feather of Justice** and **Reaper's Plenty** perks, [Energized Munitions](#), or [Arcane Pistoleer](#)).
 - Charges and Incarnon Form persists through all activities, such as [holstering](#), [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).



- [Synth Charge](#) has no effect on Incarnon Form, even if transformed when the normal form has one round remaining.

Evolution II

- *Unlock Challenge:* Kill **8** [Eximus](#) with the Laetum's Incarnon Transmutation
- Perk 1: **Marksman's Hand:**
 - **-40%** [Recoil](#).
 - Affects both modes.
- Perk 2: **Rapid Wrath:**
 - **+20%** [Fire Rate](#).
 - Affects both modes.
- Perk 3: **Raptor's Chase:**
 - **+50%** [Movement Speed](#) while Aiming.
 - Affects both modes.

Evolution III

- *Unlock Challenge:* Land **8** headshots on [Void Angels](#) with Primary fire without reloading
 - Hits landed from multishot count towards this challenge.
- Perk 1: **Lethal Rearmament:**
 - On Headshot: **+30%** [Reload Speed](#) for **12** seconds. Stacks up to **3** times.
 - Affects untransformed Laetum and Incarnon Form mode switching.
 - Stacks decay incrementally; when the buff times out, one stack is lost and the buff duration resets.
- Perk 2: **Awakened Readiness:**
 - **30%** Magazine [Reloaded](#) per second while [Holstered](#).
 - Only affects untransformed Laetum.
- Perk 3: **Feather of Justice:**
 - Gain **60%** [Ammo Efficiency](#) while [Aim Gliding](#) or [Sliding](#).
 - Only affects untransformed Laetum.

Evolution IV

- *Unlock Challenge:* Close **12** Punctures in [Void Flood](#)



- Note this does not have to be all done in a single run; progress towards this is maintained between runs.
- Perk 1: **Caput Mortuum**:
 - **+50%** Headshot damage.
 - Affects both modes.
- Perk 2: **Incarnon Efficiency**:
 - Headshots build **+50%** Incarnon Transmutation mode charge.
 - Only affects untransformed Laetum.
 - Reduces the number of headshots required to fully charge Transmutation to **8**.
- Perk 3: **Elemental Excess**: **+20%** [Status Chance](#). **-10%** [Critical Chance](#).
 - Affects both modes.
 - Effects are added last after mods as a flat number.

Evolution V

- *Unlock Challenge*: Complete a Solo mission with an Incarnon Weapon equipped in every slot
- Perk 1: **Devouring Attrition**:
 - **50%** chance to deal **2000%** damage on *non-critical* hits.
 - Affects both modes.
 - Multiplicative to base damage sources such as [Hornet Strike](#).
 - [Acolytes](#) ignore this perk.
- Perk 2: **Reaper's Plenty**:
 - On Headshot: **+40%** Ammo Efficiency for **6** seconds.
 - Only affects untransformed Laetum.
- Perk 3: **Overwhelming Attrition**:
 - On Hit that is *neither Critical nor applies a Status Effect*: **+400%** damage for **10** seconds. Stacks up to 3 times.
 - Affects both modes.
 - Damage bonus is additive to base damage bonuses such as [Hornet Strike](#).
 - When the buff times out, one stack is lost and the buff duration resets.

Tips



- Evolution II can be easily done solo in [Elite Sanctuary Onslaught](#), with the increased spawn rate of the Eximus enemies.
- Evolution III challenge can be made easier by increasing [Magazine Capacity](#) (with [Slip Magazine](#) ([Primed](#)), [Ice Storm](#), [Tainted Clip](#), and/or [Combo Fury](#)) and by increasing [Multishot](#) (with [Barrel Diffusion](#) ([Galvanized](#)) and/or [Lethal Torrent](#)).
- For Evolution III, with no other enemy around, turning [Invisible](#) reduces the Angel's activity, sometimes standing still. This makes it easier to land headshots.
- The Evolution III challenge cannot be completed using Laetum's Incarnon mode.
- The Evolution III challenge counts reloading on any weapon, not just the Laetum. This includes the [Sirocco](#) amp if equipped on the Operator.
- Using an [Exalted Weapon](#) will negate Evolution V challenge.
- Incarnon Genesis weapons are counted for Evolution V challenge.

Trivia

- *Laetum* is an inflection of the word *laetus*, which means *happy* in Latin and reflects the Laetum's original purpose.

Media

Shot

-  (download, history)  (download, history)  (download, history)

Alt-fire shot

-  (download, history)  (download, history)  (download, history)

Mech

-  (download, history)  (download, history)  (download, history)

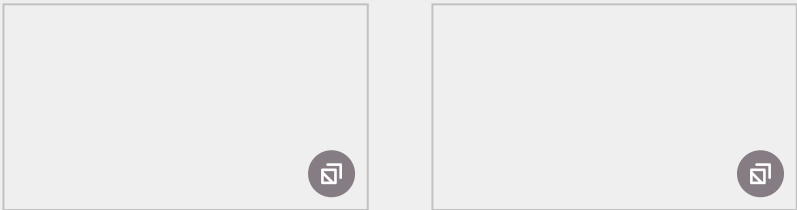
Alt-fire mech

-  (download, history)  (download, history)  (download, history)

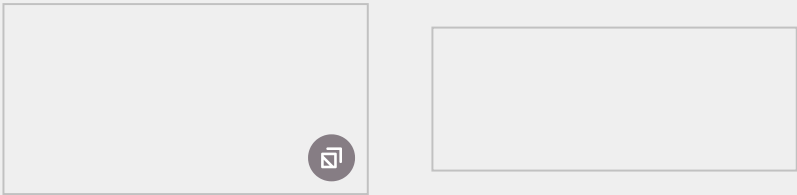
Reloading

-  (download, history)  (download, history)





Laetum Incarnon mode



Patch History

Hotfix 35.5.8 (2024-04-24)

- Fixed the damage increase from Xata’s Whisper unintentionally applying twice on the Laetum’s Devouring Attrition perk.

Hotfix 34.0.5 (2023-10-26)

- Fixed the “Kill X Eximus with the weapon’s Incarnon Form” challenge for the Laetum resetting even after completion.

Hotfix 33.6.7 (2023-08-31)

See Also

- Incarnon
 - [Praedos](#)
 - [Phenmor](#)
 - [Felarx](#)
 - [Innodem](#)

Weapons • Damage • Incarnon • Compare All • Cosmetics [Collapse]

Primary Secondary Melee Archwing Robotic Modular Railjack

Arm Cannon

Bow	
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • 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 / Semi	Hind

	Burst / Semi / Auto	Kuva Hind • Tiberon Prime
	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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