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Ignis Wraith

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GRINEER

WEAPONS

CONCLAVE (PvP)

CODEX

A blood-red variant of this destructive flamethrower.

The **Ignis Wraith** is the [Wraith](#) version of the [Ignis](#) flamethrower, featuring improved [critical chance](#), [status chance](#), and magazine size.

Contents

- 1. Characteristics
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Ignis Wraith



Untradeable

[Update Infobox Data](#)

General Information

Type Rifle

Mastery Rank Requirement 9



10. See also

Characteristics

- This weapon deals  **Heat** damage.
- Beam:
 - Beam has a thickness of 0.15 meters, largest beam thickness of all continuous weapons.
 - Because of this and the pinpoint accuracy,  **Heavy Caliber's** penalty is negligible on this weapon.
 - Consumes 0.5 ammo per tick of damage.
 - Damage ramps up from 35% to 100% over 0.6 seconds when firing. After firing stops for 0.8 seconds, the damage decays back to 35% over 2 seconds.
 - Limited beam range of **27** meters (+3m blast radius at the endpoint resulting in a total range of 30m).
 -  **Sinister Reach** can be equipped to extend the maximum range.
- The zone of impact or maximum beam range has a spherical blast radius of **3** meters, allowing it to hit multiple enemies at once.

Slot	Primary
Trigger Type	Held
Utility ↑	
Accuracy	Very High
Ammo Max	200
Ammo Pickup	40
Ammo Type	Primary
Disposition	●○○○○ (0.55x)
Fire Rate	8.00 attacks/sec
Noise Level	Alarming
Magazine Size	200
Reload Time	1.70 s
Projectile Type	Hit-Scan
Spread	0.00° (0.00° min, 0.00° max)
Normal Attack ↑	
	 35 ( 100%)
Total Damage	35 (100.00%  Heat)
Ammo Cost	0.5
Crit Chance	17.00%
Crit Multiplier	2.50x
Fire Rate	8.00 attacks/sec
Multishot	1 (35.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	27.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	29.00%
Projectile Type	Hit-Scan
Miscellaneous ↑	
Compatibility Tags	BEAM, ASSAULT_AMMO, AOE



- Can benefit from [Firestorm](#) ([Primed](#)).
- Area of effect **can** [headshot](#) (bug).
- Area of effect does not inflict [self-stagger](#) and has no [Damage Falloff](#).
- [Multishot](#) has no effect on the radial damage like other AoE [continuous weapons](#).

Advantages over other Primary weapons (excluding modular weapons):

- Pinpoint [accuracy](#).
- Innate [Infinite Body Punch Through](#).
- Normal Attack (wiki attack index 1)
 - High reload speed (1.70 s)
 - Very high magazine (200)
 - Above average fire rate (8.00 attacks/sec)
 - Above average status chance (29.00%)
 - High crit multiplier (2.50x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Innate [punch through](#) does not apply to surfaces, requiring punch through mods.
- Normal Attack (wiki attack index 1)
 - Below average crit chance (17.00%)
 - Low total damage (35)
 - Very low disposition (●○○○○)

Exilus Polarity

Introduced [Update 19.12](#) (2017-03-02)

Polarities None

Sell Price 7,500

Variants [Ignis](#)
 [Ignis Wraith](#)

Vendor Sources

Baro Ki'Teer

[Baro Ki'Teer](#)
 550 + 250,000

PC Only Dates	Console Only Dates	All Platforms
2019-05-17		
2019-09-13		
2019-12-20	2019-03-08	
2020-05-08	2019-06-28	
2020-08-14	2019-10-25	2019-01-25
2020-11-20	2020-01-31	2023-01-27
2021-03-26	2020-06-19	2023-08-25
2021-07-30	2020-09-25	2024-02-09
2021-12-17	2021-01-01	2024-08-09
2022-05-06	2021-05-07	
	2021-09-10	
	2021-12-17	
	2022-01-28	
	2022-06-17	

- Article Categories**
- [Weapons](#)
 - [Wraith Weapons](#)
 - [Grineer Weapons](#)
 - [Heat Damage Weapons](#)
 - [Rifle](#)
 - [Ignis](#)
 - [Primary Weapons](#)
 - [Held Weapons](#)

See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

- [Pinpoint Weapons](#)
- [Alarming Weapons](#)
- [Hit-Scan Weapons](#)
- [Untradeable Weapons](#)
- [Available In Conclave](#)

Comparisons:

- **Ignis Wraith** (Normal Attack), compared to **Ignis** (Normal Attack):
 - Higher base damage per projectile (35.00 vs. 33.00)
 - Higher **Heat** damage (35 vs. 33)
 - Higher total damage (35 vs. 33)
 - Higher base **critical chance** (17.00% vs. 11.00%)
 - Higher base **critical multiplier** (2.50x vs. 2.00x)
 - Higher base **status chance** (29.00% vs. 27.00%)
 - Higher **average damage per tap** (43.92 vs. 36.63)
 - Higher **burst DPS** (351.4 vs. 293.04)
 - Higher **sustained DPS** (339.84 vs. 278.20)
 - Larger **magazine** (200 vs. 150)
 - More shots per magazine (400 vs. 300)
 - Larger **max ammo capacity** (200 vs. 150)
 - Faster **reload time** (1.70 s vs. 2.00 s)
 - Higher **Mastery Rank** required (9 vs. 5)
 - Lower **disposition** (●○○○○ (0.55x) vs. ●○○○○ (0.60x))
 - Longer reach (27 meters vs 20 meters)

Acquisition

- The blueprint drops from [Abandoned Derelict Caches](#) in [Grineer](#)-controlled [Veil Proxima](#) missions.

Item	Source	Chance	Expected	Nearly Guaranteed
Blueprint	Grineer Veil Proxima Point of Interest / B	8.70%	~ 11 B Caches	75 ± 25 B Caches

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](https://warframe.com/droptables). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.

For more detailed definitions and information, visit [here](#).

- A fully built Ignis Wraith may be sold by [Baro Ki'Teer](#) in the Concourse section of



changes with each appearance, and this weapon may not be available on a succeeding appearance.

- Unlike other weapons sold by Baro Ki'Teer, the built Ignis Wraith is **not tradeable**.
- The blueprint is available to research for [Clans](#) rank 10 and above in the Chem Lab.
- The blueprint may also be purchased from [Ticker](#) in [Fortuna](#) during the [Star Days](#) event (February) for 25 [Advances Debt-Bonds](#).

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	Detonite Injector 5	Ferrite 10,000	Rubedo 5,000	Argon Crystal 3	Time: 1 Day(s) Rush: 35
Market Price: N/A			Blueprints Price: 20,000		
Chem Lab Research 3,000					
5,000	Detonite Ampule 3,000	Alloy Plate 20,000	Rubedo 15,000	Plastids 10,000	Time: 3 Day(s) Prereq: Ignis
x1		x3	x10	x30	x100

This weapon can be sold for **15,000**.

Notes

- The Ignis Wraith's hit detection is composed of two parts:
 - A perfectly accurate central beam that reaches up to 27 meters. This beam has a 0.15-meter thickness, unlike other beam weapons whose beams are very narrow.
 - A spherical blast with 3 meters radius appears at the zone of impact or at maximum range.
 - [Punch through](#) affects the location of the weapon's area of affect. The weapon's area of affect is applied at the final point of contact where the beam ends rather than whenever the beam punches through an enemy or object.



- [Sinister Reach](#) only affects the beam range, not the beam thickness and the area of effect.
- [Firestorm](#) only affects the area of effect, not the beam thickness and the beam range.
- When combined with other elemental mods, such as [Cold](#), it will no longer deal the original fire damage, losing its high bonus versus Infested (+50%).
 - It is advised to add [Toxin](#) damage to create [Gas](#) damage to kill Deimos Infested units. Add [Electricity](#) + [Toxin](#) to create [Corrosive](#) damage against the Grineer & Kuva Grineer, and add [Cold](#) to create [Blast](#) damage to kill the Deimos Infested.
- The Ignis Wraith's spherical AoE can destroy rockets launched from a [Bombard's Ogris](#).
 - This only works if the Ignis deals [Heat](#) or [Blast](#) damage. Building for [Radiation](#) or [Gas](#) will not produce this effect.
- The Ignis Wraith can deal headshots and target enemy weak spots.

Tips

- [Hellfire](#) and [Wildfire](#) apply [Heat](#) damage to the weapon. They do not act like base damage mods, but rather stack with the innate [Heat](#) damage of the weapon.
- Adding [Corrosive](#), [Magnetic](#), or [Gas](#) in addition to [Heat](#) damage makes the Ignis very effective versus [Grineer](#) / [Corpus](#) / [Deimos Infested](#).
- It is a wise idea to equip a long-ranged weapon in your secondary slot when using the Ignis Wraith.
- It is unwise to have [Specters](#) equip this gun as they only fire on targets when they are ~10m away from them.
- [Combustion Beam](#) can be equipped to the Ignis Wraith, causing enemies to deal damage on death to other nearby enemies. This aids in crowd control and quicker elimination of weaker and closely-grouped enemies.
- Due to its nature of AoE, this weapon is particularly effective against destructible projectiles.
- Adding [Heavy Caliber](#) as a second [Serration](#) results in an increase of damage. The reduction of accuracy will cause the beam to slightly waver, which is a negative for most weapons, but is arguably a benefit for the Ignis as the effective AoE spread will widen slightly.
 - The loss in accuracy is small enough that the central beam will still land



equipped.

- The Ignis Wraith is designed to deal with crowds, spreading low damage but hitting all enemies in range, where most other weapons (besides explosive dealing AoE weapons) are single or multi-target. In other words, the larger the crowd, the better the weapon becomes at distributing damage compared to most other weapons.
- The Ignis Wraith is very useful in reactor core [Sabotage](#) missions, as its spherical AoE allows it to destroy several exposed reactor cores at once.
- [Shade's](#) [Ghost](#) can activate even if the Ignis Wraith is being fired, so long as the fire key is held down upon Ghost's activation.
 - This is more effective on the Wraith variant, as it has 50 more magazine capacity over the original, allowing more time to be cloaked and deal damage.
- [Sinister Reach](#) can also be equipped on the Ignis Wraith, greatly increasing the range of its central beam. This will also move the spherical AoE forward by the same distance.
- The radius of the spherical AoE can be increased with [Firestorm](#).

Trivia

- Ignis Wraith could previously be obtained from:
 - Introduced in [Operation: The Pacifism Defect event](#). The exact form in which the weapon can be acquired differs depending on the level of participation during the event:
 - All participating players in [Clans](#) that achieved the specified Clan Participation Score (e.g. 260 for Ghost clans) received an Ignis Wraith blueprint at the end of the event.
 - All players in a Clan that achieved the specified Victory Score during the event (e.g. 4,000 for Ghost clans) immediately received a complete Ignis Wraith with a free weapon slot and a pre-installed [Orokin Catalyst](#).
 - Clans that placed within the top 10% scoring clans in their tier received [Research](#) for the Ignis Wraith in the [Clan Dojo's Chem Lab](#) at the end of the event. The research costed 5,000 [Credits](#), 1,000 [Detonite Ampule](#), 4,000 [Alloy Plate](#), 2,500 [Rubedo](#), and 2,000 [Plastids](#) at Ghost Clan tier.
 - The yearly February [Star Days](#) event had [Ticker](#) in [Fortuna](#) sell the blueprint for 25 [Advances Debt-Bond](#).



- Prior to [Update 32.0](#) (2022-09-07) the blueprint could be traded between players.
- The Ignis Wraith was hinted at by [a forum post \(https://forums.warframe.com/topic/766237-pc-wheres-update-19120/\)](https://forums.warframe.com/topic/766237-pc-wheres-update-19120/) sent by [Rebecca Ford](#) regarding the then-upcoming [The Pacifism Defect](#) event that was an [Acrostic](#), a form of writing where the first letter of each line spells out a word or words.^[1] The message, with the first letter of each line bolded for clarity, read as follows:

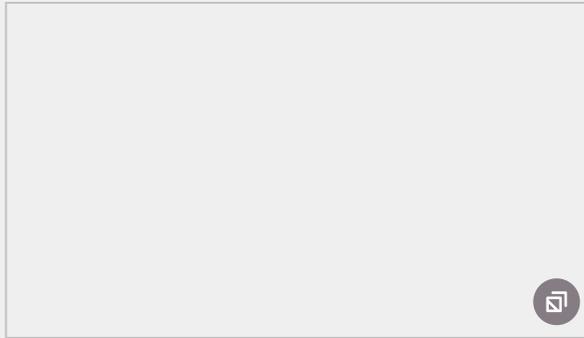
▼ Rebecca Ford's Encrypted Message ▼

Bugs

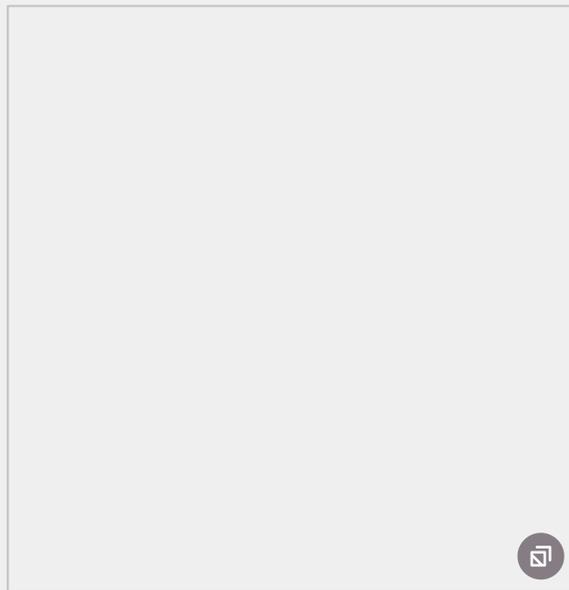
- The flame effect will vanish when pressing the fire button in short bursts, causing the weapon to sometimes be firing invisible flames.

Media

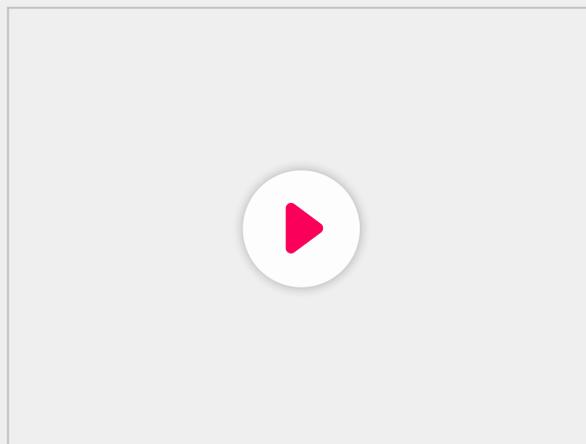
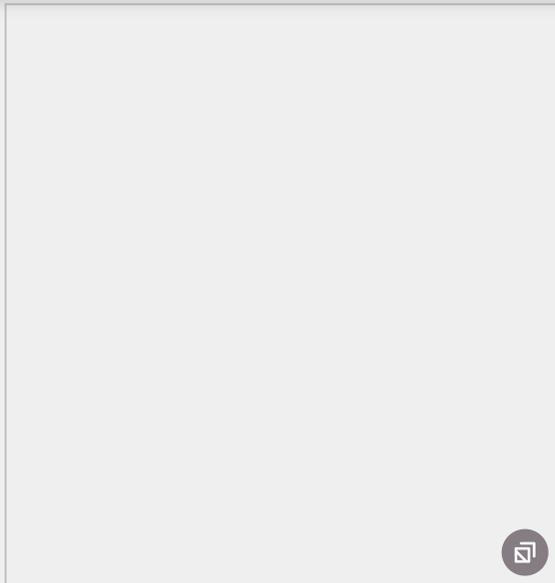




Ignis Wraith in Codex.



Ignis Wraith when equipped in the arsenal



Ignis Wraith Build - Revisiting The Heat Wave 2021 (Guide) - Warframe

Ignis Wraith Skins

Edit





Clavatus



Flamethrower Plazm



Solstice
Tennobaum 2017
Seasonal Nightwave Offering



Towsun

Patch History

[Hotfix 32.1.4](#) (2022-11-09)

- Increased the Ignis Wraith's Blueprint replication price from 15k to 20k Credits.
 - Recently the Ignis Wraith Blueprint was made accessible to all clans. This included making the Blueprint sellable for the price it was sold at, so stockpilers could regain the credits they spent. With matching buy and sell prices, some players were moving large quantities of blueprints for net zero gain, which caused unexpected problems.

[Update 32.0](#) (2022-09-07)

See also

- [Ignis](#), the original variant.



	Energy	Bio	Chem	Tenno
Weapons	Amprex · Arca Plasmor · Arca Scisco · Battacor · Convectrix · Cyanex · Cycron · Dera · Dual Cestra · Falcor · Ferrox			
	Flux Rifle · Glaxion · Komorex · Kreska · Lanka · Lenz · Ocucor · Opticor · Prova · Quanta · Serro · Spectra			
	Staticor · Supra			
	Sentinel Helios			
Other	Antiserum Injector · Fieldron · Squad Energy Restore (Medium) · Squad Shield Restore (Medium)			

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Primary	Secondary	Melee	
Archwing	Robotic	Modular	
Railjack			
Arm Cannon			
Auto	Bubonico · Shedu		
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		

	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	Astilla · Astilla 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



	Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

1. Ford, Rebecca (2017, February 23). *PC: Where's Update 19.12.0!?* (<https://forums.warframe.com/topic/766237-pc-wheres-update-19120/>). Warframe Forums. Accessed 2022-08-16. Archived (<https://web.archive.org/web/20220816171903/https://forums.warframe.com/topic/766237-pc-wheres-update-19120/>) from the original on 2022-08-16.

Categories



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