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Glaive Prime

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WEAPONS

PRIME

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The Glaive Prime is a deadly and beautiful weapon from the Orokin era. The blades are as effective in close quarters as they are when thrown at distant enemies.

The **Glaive Prime** is a [Primed](#) version of the [Glaive](#), sporting higher damage, [critical chance](#), [status chance](#), and [attack speed](#). It was released alongside [Ember Prime](#) and [Sicarus Prime](#).

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Glaive Prime

Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information

Type

Glaive

Mastery Rank

10

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Characteristics

- This weapon deals primarily  **Slash** damage.
- Can be wielded in-tandem with a single-handed secondary weapon.
- Holding the melee button throws the glaive, which can bounce up to three times, travel up to **30** meters uncharged, and **50** meters fully charged before returning to the user, damaging anyone in its path. Meleeing while the glaive is in mid-flight commands it to return.
 - Primary and secondary weapons can be fired and reloaded normally with a thrown glaive, and retrieving the glaive does not interrupt these actions. Additional throws can also be "buffered" while the glaive is in mid-flight.
 - Thrown glaive has a guaranteed  **Impact** and  **Slash** proc.
 - Thrown glaive has above average **critical multiplier**.
 - Innate 1 meter **punch through**

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility	
Attack Speed	1.25x animation speed
Block Angle	55°
Combo Duration	5.0 s
Disposition	●●○○○ (0.70x)
Follow Through	0.7x
Range	1.25 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack	
 24.6 ( 15%)	 24.6 ( 15%)
 114.8 ( 70%)	
Total Damage	164 (70.00%  Slash)
Attack Speed	1.25x animation speed
Crit Chance	22.00%
Crit Multiplier	2.00x
Fire Rate	1.25 attacks/sec
Noise Level	Silent
Status Chance	30.00%
Throw	
 27 ( 15%)	 27 ( 15%)
 126 ( 70%)	
Total Damage	180 (70.00%  Slash)
Crit Chance	24.00%
Crit Multiplier	2.20x
Fire Rate	1.25 attacks/sec
Forced Procs	 Impact ,  Slash
Noise Level	Silent



- **Heavy Attacks** while the glaive is in mid-flight produce a **4.8** meter explosion and forces the glaive to return.
 - Explosion inflicts a guaranteed  **Impact** and  **Slash** proc.
 - Explosion deals primarily  **Blast** damage.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - No **Damage Falloff**.
 - Explosion inflicts **self-stagger**.
 - Explosion has a **headshot** multiplier of 1x and cannot trigger headshot conditions.
- Cannot use melee attacks or block while the glaive is in mid-flight.
-  **Condition Overload** does not affect the explosion.
- Can use the Glaive-exclusive mods  **Combo Fury**,  **Power Throw**,  **Quick Return** ( **Volatile**),  **Rebound** ( **Volatile**), and  **Whirlwind**.
- Stance slot has polarity, matching **Gleaming Talon**, **Astral Twilight** and **Scorching Nova**.

Status Chance	32.00%
Projectile Speed	40.0 m/s
Projectile Type	Thrown
Throw Bounce Explosion ^	
296 (100%)	
Total Damage	296 (100.00% Blast)
Crit Chance	24.00%
Crit Multiplier	2.20x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 296 damage) Linear Falloff: between 0.0 m and 4.8 m (100% - 60%) Max Damage Falloff: over 4.8 m (60%, 178 damage)
Fire Rate	1.25 attacks/sec
Forced Procs	Impact
Noise Level	Silent
Range	4.8 m
Status Chance	32.00%
Projectile Type	AoE
Throw Recall Explosion ^	
592 (100%)	
Total Damage	592 (100.00% Blast)
Crit Chance	24.00%
Crit Multiplier	2.20x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 592 damage) Linear Falloff: between 0.0 m and 4.8 m (100% - 100%) Max Damage Falloff: over 4.8 m (100%, 592 damage)
Fire Rate	1.25 attacks/sec



- Innate and polarities.

Advantages over other Melee weapons (excluding modular weapons):

- Fastest flight speed of all glaives.
- Normal Attack (wiki attack index 1)
 - Very high attack speed (1.25x animation speed)
 - Above average status chance (30.00%)
- Throw (wiki attack index 2)
 - Above average crit chance (24.00%)
 - High attack speed (1.25x animation speed)
 - Above average status chance (32.00%)
- Throw Bounce Explosion (wiki attack index 3)
 - High crit chance (24.00%)
 - High attack speed (1.25x animation speed)
 - Above average status chance (32.00%)
- Throw Recall Explosion (wiki attack index 4)
 - High crit chance (24.00%)
 - High attack speed (1.25x animation speed)
- Charged Throw (wiki attack index 5)
 - Above average crit chance (26.00%)
- Charged Throw Bounce

Forced Procs	Impact,	Slash
Noise Level	Silent	
Range	4.8 m	
Status Chance	32.00%	
Projectile Type	AoE	
Charged Throw ^		
54 (15%)	54 (15%)	252 (70%)
Total Damage	360 (70.00% Slash)	
Charge Time	1.2 s	
Crit Chance	26.00%	
Crit Multiplier	2.40x	
Fire Rate	0.83 attacks/sec	
Forced Procs	Impact,	Slash
Noise Level	Silent	
Punch Through	1.0 m	
Range	50.0 m	
Status Chance	34.00%	
Projectile Speed	55.0 m/s	
Projectile Type	Thrown	
Charged Throw Bounce Explosion ^		
	592 (100%)	
Total Damage	592 (100.00% Blast)	
Charge Time	1.2 s	
Crit Chance	26.00%	
Crit Multiplier	2.40x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 592 damage) Linear Falloff: between 0.0 m and 4.8 m (100% - 60%)	



- Above average crit chance (26.00%)
- Charged Throw Recall Explosion (wiki attack index 7)
 - Above average crit chance (26.00%)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low total damage (164)
 - Very low attack range (1.25 m)
 - Very low disposition (●●○○○ (0.70x))
- Throw (wiki attack index 2)
 - Below average total damage (180)
 - Very low attack range (1.25 m)
 - Very low disposition (●●○○○ (0.70x))
- Throw Bounce Explosion (wiki attack index 3)
 - Low active falloff slope (12.0m/%)
 - Low maximum falloff distance (4.8 m)
 - Below average total damage (296)
 - Low attack range (1.25 m)
 - Very low disposition (●●○○○ (0.70x))
- Throw Recall Explosion (wiki attack index 4)
 - Below average total damage (180)
 - Very low attack range (1.25 m)
 - Very low disposition (●●○○○ (0.70x))

Fire Rate	0.83 attacks/sec
Noise Level	Silent
Range	4.8 m
Status Chance	34.00%
Projectile Type	AoE
Charged Throw Recall Explosion ^	
1,184 (100%)	
Total Damage	1,184 (100.00% Blast)
Charge Time	1.2 s
Crit Chance	26.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1184 damage) Linear Falloff: between 0.0 m and 4.8 m (100% - 100%) Max Damage Falloff: over 4.8 m (100%, 1184 damage)
Fire Rate	0.83 attacks/sec
Forced Procs	Impact , Slash
Noise Level	Silent
Range	4.8 m
Status Chance	34.00%
Projectile Type	AoE
Heavy Attack ^	
Heavy Damage	0
Crit Chance	22.00%
Crit Multiplier	2.00x
Status Chance	30.00%
Wind-up	1.2 s
Heavy Slam Attack ^	
Slam	100



- Below average maximum falloff distance (4.8 m)
- Below average attack range (1.25 m)
- Very low disposition (●●○○○ (0.70x))
- Charged Throw (wiki attack index 5)
 - Very low disposition (●●○○○ (0.70x))
- Charged Throw Bounce Explosion (wiki attack index 6)
 - Below average active falloff slope (12.0m/%)
 - Low maximum falloff distance (4.8 m)
 - Very low disposition (●●○○○ (0.70x))
- Charged Throw Recall Explosion (wiki attack index 7)
 - Low maximum falloff distance (4.8 m)
 - Very low disposition (●●○○○ (0.70x))

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

Comparisons:

- **Glaive Prime** (Charged Throw Recall Explosion), compared to [Glaive](#) (Charged Throw Recall Explosion):
 - Higher base damage per projectile (1184.00 vs. 756.00)

Crit Multiplier	2.00x
Slam Element	Blast
Forced Procs	Lifted
Slam Radius	6.0 m
Status Chance	30.00%
Slam Attack	
Slam Damage	328
Crit Chance	22.00%
Crit Multiplier	2.00x
Slam Radius	5.0 m
Slam Element	Impact
Forced Procs	Impact
Status Chance	30.00%
Slide Attack	
Slide Damage	328
Crit Chance	22.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	30.00%
Miscellaneous	
Compatibility Tags	GLAIVES_STANCE
Riven Family	Glaive
Introduced	Update 11.0 (2013-11-20)
Polarities	
Sell Price	5,000
Stance Polarity	
Variants	Glaive Glaive Prime



- Higher **Blast** damage (1,184 vs. 756)
- Higher total damage (1,184 vs. 756)
- Higher base **critical chance** (26.00% vs. 16.00%)
- Higher base **critical multiplier** (2.40x vs. 2.20x)
- Higher base **status chance** (34.00% vs. 16.00%)
- Higher **Mastery Rank** required (10 vs. 1)
- Lower **disposition** (●●○○○ (0.70x) vs. ●●●●○ (1.30x))

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Acquisition

Lith, Meso, Neo, and Axi refer to [Void Relics](#) | (V) Denotes [Vaulted](#) Void Relics | (B) Denotes [Baro Ki'Teer](#) Exclusive Void Relic

Glaive Prime's Relic Drops

Blade	Blueprint	Disc
Axi E1 Uncommon (V)	Lith G1 Rare (V)	Axi R4 Uncommon (V)
Axi L1 Uncommon (V)	Lith G2 Rare (V)	Meso F3 Uncommon (V)
Meso B10 Uncommon (V)	Neo G6 Rare (V)	Neo S5 Uncommon (V)

Manufacturing Requirements

Edit blueprint requirements

15,000	2	1	Orokin Cell 10	Time:
				12
				Hour(s)
				Rush:
				50
Market Price:		Blueprints Price:N/A		
N/A				

This weapon can be sold for **5,000**.

- On [September 29, 2015](https://warframe.com/news/last-chance-ember-prime-void/) (<https://warframe.com/news/last-chance-ember-prime-void/>), it was announced that Glaive Prime, alongside [Ember Prime](#) and [Sicarus Prime](#), would enter the [Prime Vault](#) and be retired from the reward tables on October 6, 2015. Any preexisting components or fully-built frames will remain as is.
- Glaive Prime was available from December 6, 2016 to January 3, 2017 as part of the [Fire and Ice Prime Vault](#).
- Glaive Prime, along with [Ember Prime](#), [Sicarus Prime](#), [Frost Prime](#), [Latron Prime](#), [Reaper Prime](#), [Loki Prime](#), [Bo Prime](#), and [Wyrms Prime](#) were [unvaulted](#) (<https://forums.warframe.com/topic/916858-plains-of-eidolon-hotfix-22111/>) from February 6, 2018 to April 10, 2018.
- Glaive Prime, along with [Ember Prime](#), [Sicarus Prime](#), [Frost Prime](#), [Latron Prime](#), and [Reaper Prime](#), were [unvaulted](#) (<https://forums.warframe.com/topic/1056278-the-prime-vault-is-open/>) from January 29, 2019 to March 26, 2019.
- The same lineup was [unvaulted](#) (<https://www.warframe.com/news/ember-and-frost-prime-vault>) from September 29, 2020 to December 15, 2020.
- Glaive Prime, along with [Ember Prime](#), [Sicarus Prime](#), [Rhino Prime](#), [Boltor Prime](#), and [Ankyros Prime](#), were [unvaulted](#) (<https://x.com/PlayWarframe/status/1816194182379126965>) from July 20, 2024 to October 24, 2024.

Notes

- Thrown attack bounces off of enemy targets and can hit a theoretical infinite amount of targets on the way back to the user.
- Flies faster and thus farther than its original counterpart.
- Summoned weapons are not affected by whether thrown weapons are held or not. For example, Warframe abilities such as Slash Dash or Exalted Blade can still be used even if the Glaive has not returned to the user.
- The Glaive can be thrown under a mining machine so that it ricochets back and forth between ground and the machine for a maximum amount of bounces, sometimes destroying it in a single throw.
- Against tougher enemies, the Glaive can hit more than once on the outward throw by aiming at the inside of their legs so that the first bounce will bounce into their other leg. Particularly useful on Ancients.
- Range is around 50 in-game meters. [Reach](#) will *not* improve the flight range or the width of the projectile.
 - In addition, range mods will *not* increase the blast radius of the Glaive's detonate.



- When U13 was first released, the throwing attack was changed to match the throwing attack in the stance. This was a bug, and has since been reverted to Hold+E.
- Throws have an innate [punch through](#) against enemies. It will only bounce off terrain (and Frost's globe etc).

Tips

- Catching the Glaive is considered a one-handed action. As such, it will not interrupt reloads.
 - This is useful if you throw the Glaive before reloading allowing you to perform a long range attack even as you reload.
- Glaive will always return in a straight path toward the player. It will ignore all obstacles and [punch through](#) anything in its path on return.
 - A player without [Power Throw](#) can use this to emulate Power Throw by bouncing the Glaive off the floor between the legs of enemies and have the Glaive hit them all on return.
- As for the regular [Glaive](#), when using the slide attack, it is possible to chain a second slide attack, for even more slide range and speed.
- Can be thrown whether stance mods are equipped or not.
- When equipping the Glaive Prime, the player can throw it and then press the melee button to detonate the Glaive Prime on [punch through](#) or impact with a solid surface, dealing high AoE damage. The Glaive Prime then returns to the player immediately. This is true for all thrown melee weapons.
 - This is very useful for regenerating health with [Life Strike](#).
 - It should be however noted that [finisher attacks](#) can still be executed while the weapon is in the air.

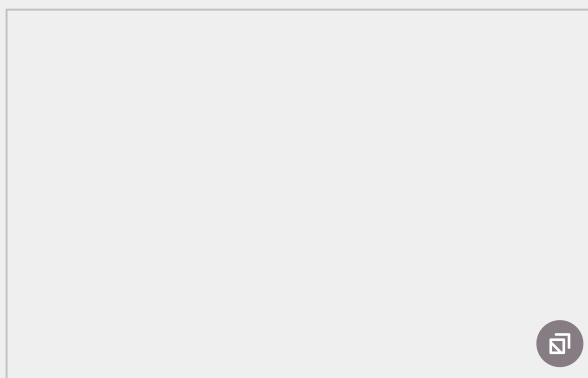
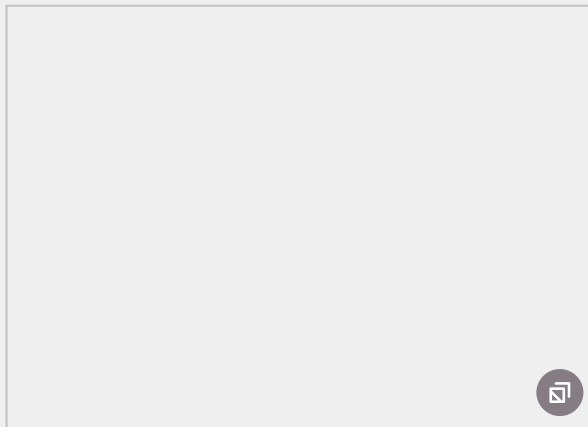
Trivia

- It could be seen in [Ember Prime's](#) left hand during the artwork show of [Livestream 18](#). It was also seen in the splash screen in [Update 11.0](#) (2013-11-20).
- The Glaive Prime shares the same sheath style with the other thrown melee weapons, where they retract and attach under the right arm.
- The word "[Glaive](#)" historically has referred to many different weapons, none of which refer to a returning throwing disk but more to a polearm or a sword. An exception to this can be found in the movie, *Krull*, in which a five-bladed throwing

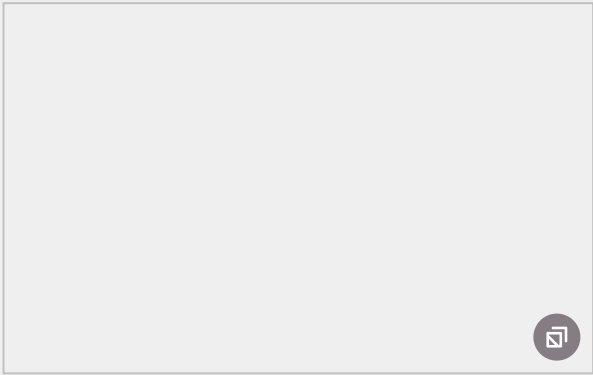


- The Glaive Prime actually more closely resembles a [Chakram](#), an Indian throwing disc.
- Update 11 teasers showed an [Ember](#) Prime wielding Glaive Prime, along with a [Sicarus Prime](#).
- Oddly enough, though the Glaive Prime has 3 blades, only two are requested in the crafting process. It's possible that the disc has an in-built blade to begin with.
 - Up until [Update 12.0](#) (2014-02-05), the Glaive Prime only required 1 blade to construct, in spite of the blueprint needing 2.
- Like the Glaive, the Glaive Prime has a much smaller model when retracted under the arm.

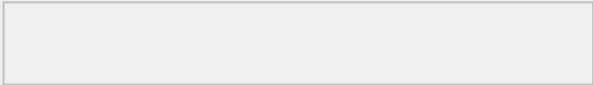
Media



Glaive Prime



Glaive Prime sheathed on the arm



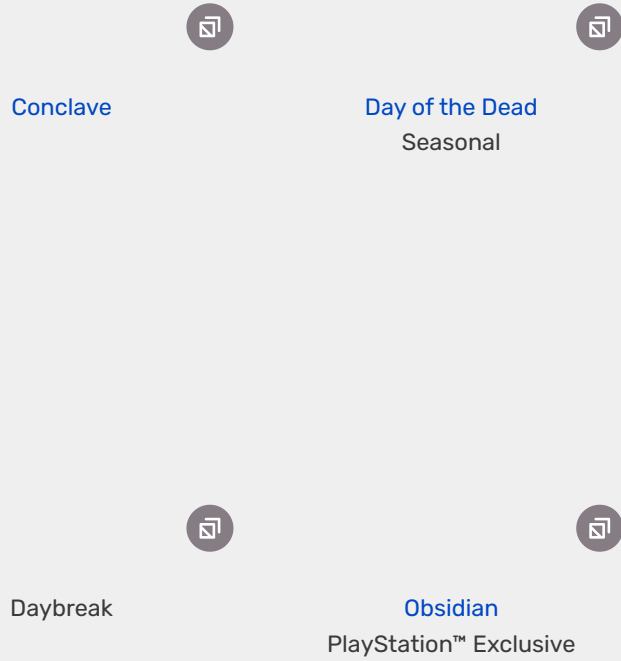
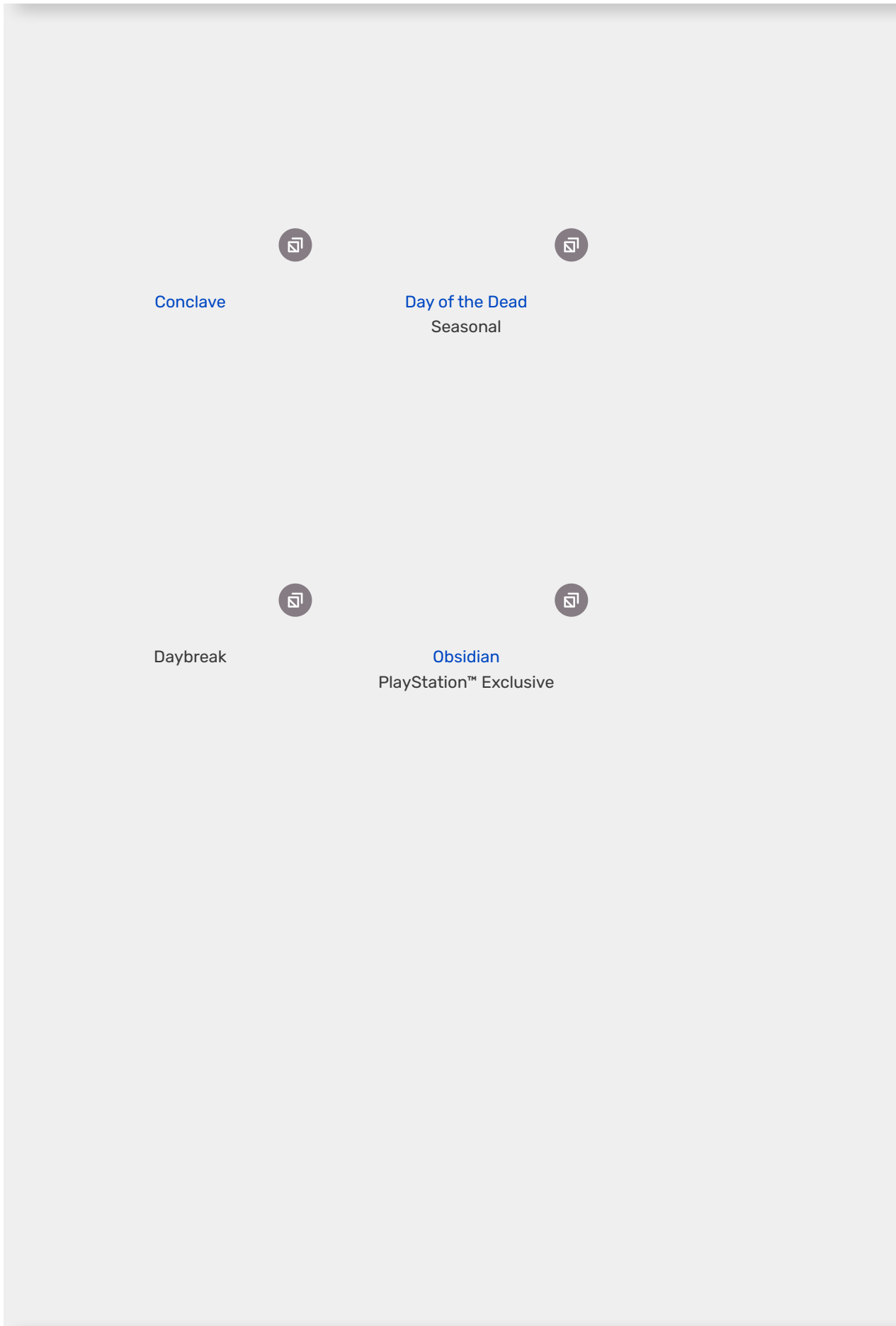
Glaive Prime Foundry Building

Glaive Prime Build - Revisiting The Expl...



Glaive Prime Skins

Edit





Tekelu

Boomie
Waverider Supporter Pack
Exclusive



Proto

Patch History

Hotfix 36.0.4 (2024-06-26)

- Fixed Client detonated Glaives not damaging enemies if the “Fire Manual Trigger Weapons Continuously” setting is toggled on.
 - Also fixes Host and Clients not seeing the affected Client’s Glaive Prime being thrown.

Update 30.9 (2021-11-11)

- Fixed Glaives not being affected by abilities that attract projectiles (i.e Mag’s Magnetize)

Last updated: [Update 26.0](#) (2019-10-31)

See Also

- [Glaive](#), the original counterpart of this weapon.



References

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

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 • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
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Auto Charge	Javlok
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