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Phenmor



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TENNO



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Zariman colonists originally intended to use the Phenmor in burial rites. In Orokin society, the higher the rank, the greater number of volleys for the deceased. Its stock is carved from Phenareus Pine, a tree designed to release seedlings only onto scorched earth. In the hands of the Void, the Phenmor becomes darkly aggressive.

Phenmor is an [Incarnon](#) ceremonial rifle evolved by the [Void](#). Starting out as a semi-automatic rifle, achieving enough headshots will allow the player to temporarily transform it into a fully automatic rapid-fire heavy weapon with bonus [Radiation](#) damage.

Contents

Phenmor



Tradable

(parts and/or blueprint only)



Update Infobox Data

General Information



Type

Rifle



Mastery

Rank

14



WARFRAME Wiki



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Characteristics

- This weapon deals primarily  Slash damage.
- Once Incarnon Form is unlocked, landing **headshots** fill the Incarnon Transmutation gauge that transforms the Phenmor 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 gauge to activate.
 - Shots deal pure  Slash and  Radiation damage, but no longer deal  Puncture damage.

Max Rank	30
 Slot	Primary
Trigger Type	Auto / Semi
Utility 	
Accuracy	High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●○○○○ (0.60x)
Fire Rate	3.00 attacks/sec
Noise Level	Alarming
Magazine Size	30
Reload Time	2.80 s
Projectile Speed	120.0 m/s
Projectile Type	Projectile
Spread	3.50° (2.00° min, 5.00° max)
Normal Attack 	
 42 ( 30%)	 98 ( 70%)
Total Damage	140 (70.00%  <u>Slash</u>)
Ammo Cost	1
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	3.00 attacks/sec
Multishot	1 (140.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	3.50° (2.00° min, 5.00° max)
Status Chance	20.00%
Projectile Speed	120.0 m/s
Projectile	Projectile



- Gains increased [fire rate](#), 3 meter [Punch Through](#), and significantly reduced [recoil](#).
- Fire rate decreases from **100%** to **60%** over **51** shots as the trigger is held, reducing its effectiveness from prolonged periods of firing.
- Instead of drawing from the Phenmor's ammo reserves, Incarnon Form gives the Phenmor a unique "magazine" from **34** rounds per charge to a maximum of **408**, indicated by a bar underneath the reticle.
 - If the Alternate Fire key is pressed whether or not the Incarnon magazine is fully expended, the Phenmor is transformed back into its default state.
- As with all Zariman Incarnon weapons the Phenmor has **5** evolution tiers with different perks that allow players to customize their Phenmor's stats with [Cavalero](#)'s assistance.

Advantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average total

 80 ( 57.14%)	 60 ( 42.86%)
Total Damage	140 (57.14%  Slash)
Accuracy	Medium
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	13.33 attacks/sec
Multishot	1 (140.00 damage per projectile)
Noise Level	Alarming
Punch Through	3.0 m
Spread	7.00° (6.00° min, 8.00° max)
Status Chance	20.00%
Projectile Speed	80.0 m/s
Projectile Type	Projectile
Trigger Type	Auto
Miscellaneous ^	
Compatibility Tags	ASSAULT_AMMO, PROJECTILE
Default Upgrades	EvoRifleDamageOnHeadshots
	EvoRifleInstantReloadChanceOnHeads
	EvoRifleReloadSpeedFromEmpty
Riven Family	Phenmor
Exilus Polarity	
Introduced	Update 31.5 (2022-04-27)
Polarities	
Sell Price	7,500
Variants	Phenmor
Vendor Sources ^	
Article Categories ^	
• Weapons • Zariman Weapons • Incarnon Weapons • Slash Damage Weapons	



- Above average ammo max (540)
 - Incarnon Form (wiki attack index 2)
 - Above average ammo max (540)
 - Very high fire rate (13.33 attacks/sec)
- [Primary Weapons](#)
 - [Auto / Semi Weapons](#)
 - [Base](#)
 - [Alarming Weapons](#)
 - [Projectile Weapons](#)
 - [Tradeable Weapons](#)

Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Below average crit chance (20.00%)
 - Low reload speed (2.80 s)
 - Below average fire rate (3.00 attacks/sec)
 - Below average status chance (20.00%)
 - Very low disposition (●○○○○ (0.60x))
- Incarnon Form (wiki attack index 2)
 - Below average crit chance (20.00%)
 - Low reload speed (2.80 s)
 - Low status chance (20.00%)
 - Very low disposition (●○○○○ (0.60x))
 - Below average crit multiplier (2.00x)

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

Acquisition

Phenmor's main blueprint is purchased from [Cavalero](#) of [The Holdfasts](#) at **Rank 2 - Watcher** for **6,000** Standing. The blueprint can be [traded](#).

Manufacturing Requirements					
 Edit blueprint requirements					
30,000					Time:
	Voidplume Pinion	Voidplume Quill	Alloy Plate	Entrati Lanthorn	1
	15	20	6,000	15	Day(s)
					Rush:



Market Price: N/A

Blueprints Price: 6,000

Notes

Evolutions

- When newly acquired from the [Foundry](#), players must acquire **100** kills with the Phenmor 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 Phenmor.
- 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](#), 3 meter [punch through](#), and its shots inflict [Radiation](#) and [Slash](#) damage but no longer inflicts [Puncture](#) damage.
 - Incarnon Form uses [Archgun](#) animations. Contrary to its appearance, the Phenmor is still considered a Primary weapon and will not impair [Aim Glide](#) time.
 - Incarnon Form's fire rates spools down from **100%** to **60%** over **51** shots as the trigger is held. Spool resets once the player stops firing, encouraging brief bursts of fire rather than sustained fire.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- 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, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.



- Instead of drawing ammunition from its reserves, the Phenmor's Incarnon Form uses a separate "magazine" with each charge producing **34** rounds to a maximum of **408**. Once all ammunition is expended, the Phenmor reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).

Evolution II

- *Unlock Challenge:* Kill **8** [Eximus](#) with the Phenmor's Incarnon Transmutation
- Perk 1: **Void's Guidance:**
 - **+50% Accuracy** and **-50% Recoil** while Aiming
- Perk 2: **Rapid Wrath:**
 - **+20% Fire Rate**
- Perk 3: **Swift Deliverance:**
 - **+80% Projectile Speed**

Evolution III

- *Unlock Challenge:* Land **20** headshots on [Void Angels](#) with Primary fire without reloading
 - Hits landed from multishot count towards this challenge.
- Perk 1: **Retribution's Vessel:**
 - **+50% Magazine Capacity**
 - Does not affect Incarnon Form.
- Perk 2: **Ready Retaliation:**
 - On [reload](#) from Empty: **+100%** Reload Speed for **6** seconds
 - Affects untransformed Phenmor. Can affect transition into Incarnon mode with a well-timed manual reload. Does not affect transition from Incarnon back to semi-auto.
- Perk 3: **Executioner's Fortune:**
 - On Headshot kill: **20%** chance to instant [reload](#)



Evolution IV

- *Unlock Challenge:* Close **12** Ruptures 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: **Survivor's Edge:**
 - **+10%** [Critical Chance](#)
 - **+10%** [Status Chance](#)
 - Bonuses are added after mods as a flat value.
- Perk 2: **Incarnon Efficiency:**
 - Headshots Build **+50%** more incarnation Transmutation charge.
 - Reduces the number of headshots required to fully charge Transmutation to **8**.
- Perk 3: **Elemental Excess:**
 - **+20%** [Status Chance](#)
 - **-10%** [Critical Chance](#)
 - Bonuses are added after mods as a flat value.

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
 - Damage bonus is multiplicative to base damage bonuses such as [Serration](#).
- Perk 2: **Spiteful Defilement:**
 - Enemies suffering from fewer than **3** [Status Effects](#) will give: **+100%** [Critical Damage](#)
 - Bonus is added after mods as a flat value.
- Perk 3: **Lingering Judgement:**
 - On **2** headshots within **2** seconds: **+50%** Headshot damage for **8** seconds.
 - The headshot bonus is additive with max Rank [Primary Deadhead](#).



- Evolution III challenge can be made easier by increasing [Magazine Capacity](#) (with [Magazine Warp](#), [Wildfire](#), and/or [Tainted Mag](#)) and by increasing [Multishot](#) (with [Split Chamber](#) ([Galvanized](#)) and/or [Vigilante Armaments](#)).
- The Evolution III challenge can be completely trivialised by casting [Mag's Magnetize](#) on a Void Angel.
- For Evolution III, with no other enemies around, if the Tenno uses an ability to turn invisible, the awakened Void Angel will be less active, sometimes even standing still. This makes it easier to land headshots.
- Using an [Exalted Weapon](#) will negate Evolution V challenge.
- Incarnon Genesis weapons are counted for Evolution V challenge.
- At maxed rank, [Primary Deadhead](#) can almost completely negate recoil and ease with headshot and accuracy for both normal and Incarnon form.

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](#))  ([download](#), [history](#))  ([download](#), [history](#))  ([download](#), [history](#))

Reloading while in auto mode

-  ([download](#), [history](#))  ([download](#), [history](#))  ([download](#), [history](#))



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

Void meter full

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

Void loop

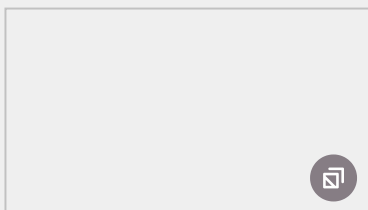
-  (download, history)

Switching back to semi-auto

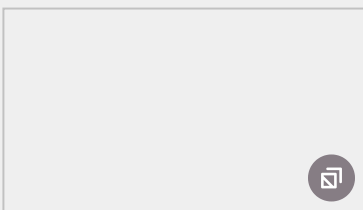
-  (download, history)  (download, history)

Switching to auto

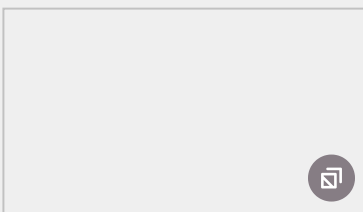
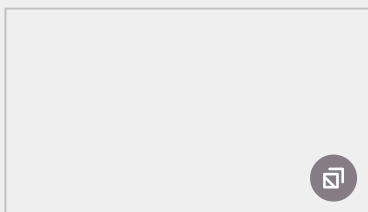
-  (download, history)  (download, history)  (download, history)  (download, history)

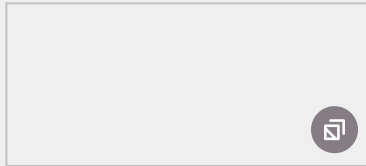
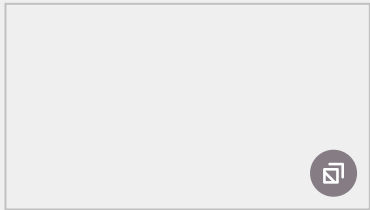
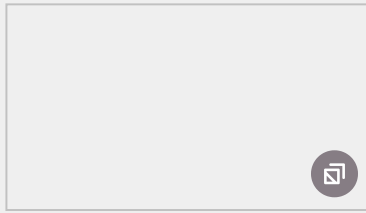
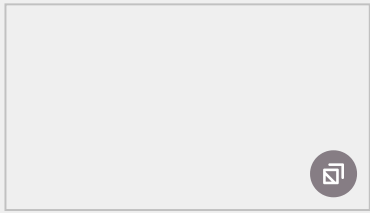


Excalibur with Phenmor

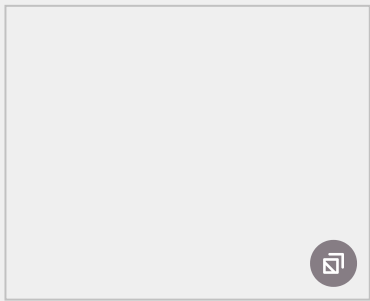


Phenmor Incarnon mode





Concept art



Reload concept art

Trivia

- In its Incarnon form it acts like an [Archgun](#) heavy weapon, using the same animations and movement animations but lacking the reduced aim glide duration associated with actual heavy weapons.
- Its description mentions the [three-volley salute](https://en.wikipedia.org/wiki/Three-volley_salute) (https://en.wikipedia.org/wiki/Three-volley_salute) used in military funerals.

Bugs

- The Phenmor sometimes does not seem to inherit punch-through from mods (like [Shred](#)), occasionally not going through thin objects like doors.



Hotfix 35.5.8 (2024-04-24)

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

Hotfix 34.0.5 (2023-10-26)

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

Hotfix 33.6.4 (2023-08-15)

See Also

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

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						



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	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
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
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Semi	Afentis

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