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Scourge

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TENNO WEAPONS

CONCLAVE (PvP)

CODEX

Blast targets with corrosive plasma projectiles, or toss the scepter to inflict nearby enemies with an energy field that amplifies their brain waves to attract bullets.

The **Scourge** is [Harrow's signature speargun](#), firing fully automatic [Corrosive](#) projectiles that explode and damage nearby enemies in a small radius. Its [Alternate Fire](#) allows the very weapon itself to be thrown, inflicting a [Bullet Attractor](#) field on the heads of all enemies near the impact point.

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Scourge



Untradeable

Update Infobox Data

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Characteristics

- This weapon deals  **Corrosive** damage on its primary fire and primarily  **Impact** damage on its alt-fire.
- Primary Fire shoots plasma projectiles in an automatic fashion, causing a small **1.7** meter explosion on impact with a surface or enemy.
 - 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  **Firestorm** ( **Primed**) and  **Cautious Shot**.
- Alternate Fire** throws the Scourge, dealing damage and causing a **2** meter **Bullet Attractor** field on the *heads* of enemies within **14** meters of the impact point, allowing easier headshots.
 - The Bullet Attractor stays on enemies for **3** seconds.

Slot	Primary
Trigger Type	Auto
Utility	
Ammo Max	200
Ammo Pickup	60
Ammo Type	Primary
Disposition	●●●○ (1.20x)
Fire Rate	2.67 attacks/sec
Noise Level	Alarming
Magazine Size	40
Reload Time	2.50 s
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Projectile Impact	
 70 ( 100%)	
Total Damage	70 (100.00%  Corrosive)
Accuracy	Very High
Ammo Cost	1
Crit Chance	2.00%
Crit Multiplier	1.50x
Fire Rate	2.67 attacks/sec
Multishot	1 (70.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	30.00%
Projectile Speed	40.0 m/s
Projectile Type	Projectile



immediately on impact
then once every **5** seconds.

- Explosion bypasses Arctic [Eximus](#) globes and damages enemies within.
- Guaranteed  [Impact](#) proc.
- Throwing the spear consumes 1 ammo, then reloads the weapon.
- The field lasts for **20** seconds.
- Only one field can be deployed at a time. Throwing the spear will remove existing fields.
- Can benefit from  [Cautious Shot](#).
- Reloads **33%** of the magazine per second while deployed or holstered.

Advantages over other Primary weapons (excluding modular weapons):

- Projectile Impact (wiki attack index 1)
 - Above average status chance (30.00%)
- Explosion (wiki attack index 2)
 - Above average status chance (30.00%)
- Spear Throw Impact (wiki attack index 3)
 - High reload speed (0.60 s)

	55  100%)		
Total Damage	55 (100.00%  Corrosive)		
Crit Chance	2.00%		
Crit Multiplier	1.50x		
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 55 damage) Linear Falloff: between 0.0 m and 1.7 m (100% - 70%) Max Damage Falloff: over 1.7 m (70%, 38 damage)		
Fire Rate	2.67 attacks/sec		
Multishot	1 (55.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Range	1.7 m		
Status Chance	30.00%		
Projectile Type	AoE		
Spear Throw Impact ^			
	105 (70%)	22.5 (15%)	22.5 (15%)
Total Damage	150 (70.00%  Impact)		
Accuracy	Very High		
Crit Chance	4.00%		
Crit Multiplier	2.00x		
Fire Rate	1.00 attacks/sec		
Multishot	1 (150.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Reload Time	0.60 s		
Spread	6.00° (0.00° min, 12.00° max)		
Status Chance	30.00%		



- Spear Throw Explosion (wiki attack index 4)
 - High magazine (40)
 - Above average disposition (●●●●○ (1.20x))

Disadvantages over other Primary weapons (excluding modular weapons):

- Projectiles have travel time.
- Explosion inflicts [self-stagger](#).
- Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear [Damage Falloff](#) from:
 - 100% to 70% from central impact on primary fire.
 - 100% to 40% from central impact on alternate fire.
- Projectile Impact (wiki attack index 1)
 - Very low crit chance (2.00%)
 - Low reload speed (2.50 s)
 - Below average fire rate (2.67 attacks/sec)
 - Very low crit multiplier (1.50x)
- Explosion (wiki attack index 2)
 - Very low active falloff slope (5.7m/%)
 - Very low crit chance (2.00%)
 - Very low maximum falloff distance (1.7 m)

Projectile Type	Projectile
Trigger Type	Semi
Spear Throw Explosion ^	
55 (100%)	
Total Damage	55 (100.00% Corrosive)
Crit Chance	4.00%
Crit Multiplier	2.00x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 55 damage) Linear Falloff: between 0.0 m and 7.0 m (100% - 40%) Max Damage Falloff: over 7.0 m (40%, 22 damage)
Fire Rate	1.00 attacks/sec
Forced Procs	Impact
Multishot	1 (55.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	7.0 m
Status Chance	30.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, IMPACTEXPLODE
Default Upgrades	GunSpearInnateMod
Riven Family	Scourge
Exilus Polarity	
Introduced	Update 21.0 (2017-06-29)
Polarities	
Sell Price	7,500
Variants	Scourge Scourge Prime
Vendor Sources ^	



- Low total damage (55)
- Very low crit multiplier (1.50x)
- Spear Throw Impact (wiki attack index 3)
 - Very low crit chance (4.00%)
 - Very low fire rate (1.00 attacks/sec)
 - Low crit multiplier (2.00x)
- Spear Throw Explosion (wiki attack index 4)
 - Below average active falloff slope (11.7m/%)
 - Low crit chance (4.00%)
 - Low reload speed (2.50 s)
 - Very low total damage (55)
 - Very low fire rate (1.00 attacks/sec)
 - Below average crit multiplier (2.00x)

Article Categories ^

- Weapons
- Tenno Weapons
- Corrosive Damage Weapons
- Speargun
- Scourge
- Primary Weapons
- Auto Weapons
- Automatic
- Base
- Pinpoint Weapons
- Alarming Weapons
- Projectile Weapons
- Weapons with Area of Effect
- Untradeable Weapons
- Available In Conclave

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

Comparisons:

- Scourge (Projectile Impact), compared to Scourge Prime (Projectile Impact):
 - Lower base damage per projectile (70.00 vs. 80.00)
 - Lower Corrosive damage (70 vs. 80)
 - Lower total damage (70 vs. 80)
 - Lower base critical chance (2.00% vs. 10.00%)
 - Lower base critical multiplier (1.50x vs. 2.00x)
 - Lower average damage per tap (70.7 vs. 88)
 - Lower burst DPS (188.76 vs. 234.96)
 - Lower sustained DPS (161.77 vs. 204.87)
 - Smaller max ammo capacity (200 vs. 360)
 - Slower reload time (2.50 s vs. 2.20 s)

- Higher [disposition](#) (●●●●○ (1.20x) vs. ●●●○● (1.10x))

Acquisition

The Scourge's blueprint can be [researched](#) from the [Tenno Lab](#) in the [dojo](#).

Manufacturing Requirements					
 Edit blueprint requirements					
15,000	Nitain Extract 2	Circuits 2,500	Oxium 350	Polymer Bundle 2,500	Time: 12
					Hour(s)
					Rush: 35
Market Price: 240		Blueprints Price: 15,000			
Tenno Lab Research					3,000
10,000	Morphics 3	Oxium 4,500	Ferrite 7,250	Salvage 9,750	Time: 3
					Day(s)
					Prereq: Tonbo
x1		x3	x10	x30	x100

This weapon can be sold for **7,500 Credits**.

Notes

- Currently, Scourge lacks a [Signature Weapon](#) bonus with [Harrow](#)/[Harrow Prime](#).
- The Scourge's projectiles explode upon contact, and allows [Firestorm](#) to be equipped to increase the blast radius, although it will only increase by ~1 meter.
- The Scourge's alt-fire throws the speargun towards the reticle, impaling enemies along its path with physical damage, then inflicting Corrosive damage in a large area of effect. Finally, it creates a pulse that applies a Bullet Attractor debuff on nearby enemies' *heads*.
 - Bullets and projectiles fired at enemies will be drawn to the head. However, this does not guarantee a headshot.
 - The Bullet Attractor debuff will be applied the instant the weapon sticks to a surface, and subsequently in periodic pulses while the Scourge stays in



the Bullet Attractor effect lasts for 3 seconds and the weapon will pulse every 5 seconds, meaning there's a 2 second downtime.

- Throwing Scourge at full ammo vs. 1 ammo left in the magazine does not have any notable difference (if any at all).
 - The Scourge can only be thrown if it has at least 1 ammo remaining in the magazine.
- [Firestorm](#) does not affect the size of the Bullet Attractor field, nor does it increase the range a thrown Scourge will apply its effect to enemies.
- Weapons with buffs that apply on headshots such as [Knell](#), [Dual Toxocyst](#) and [Athodai](#) will benefit greatly from the Scourge's alt-fire effects as they will easily gain their respective headshot buffs. Similarly, headshot-conditions for [Arcane Pistoleer](#) and [Arcane Precision](#) can be easily achieved in this manner.
- Throwing the weapon does not cost ammo.
- An additional feature of the Scourge is its innate ability to replenish its magazine while holstered or thrown. In either state, the weapon fully reloads in 3 seconds (or 33% of the magazine size per second).
 - Reload speed mods such as [Fast Hands](#) do not affect the rate of replenishment. Mods such as [Tactical Reload](#), and the [Synth mod set](#), on the other hand, will increase said rate.
- The Scourge has a unique visual effect with Harrow's Agile idle stance, where it will be collapsed into a smaller configuration when held. It extends to its full length when firing.

Trivia

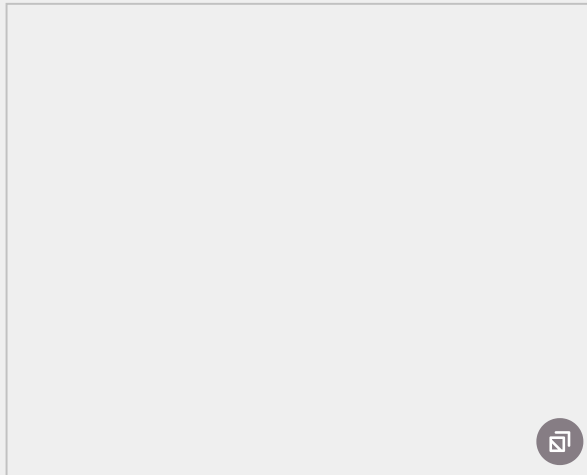
- A *Scourge* refers to a whip with multiple thongs or "tails" (a [Cat o' nine tails](#) being a good example), and was often used for corporal punishment as well as for self-flagellation by religious penitents. In contemporary terminology, the term has been applied to people, groups, or events that resulted in great calamity.
- While the separate reload time for the alt-fire does nothing, a bug used to allow this shorter reload time to be applied to the primary fire. It could be done by manually pressing the reload key while the spear-throw attack was charging.

Known Bugs

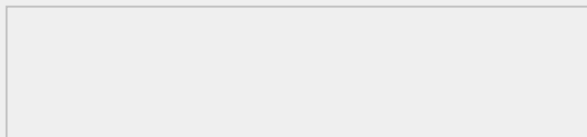


- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits from primary fire.
- [Adhesive Blast](#) could be used to allow the projectiles to stick then explode, but this feature was disabled, making the mod do nothing when equipped.
- Has a high chance of disappearing when thrown.
 - This bug can be fixed by switching to an item such as [Codex Scanner](#) or entering a [Bleedout](#) state.
- Using the Alternate Fire on Captain Vor during his final phase will crash the game, should his Void Key beam kill him.

Media

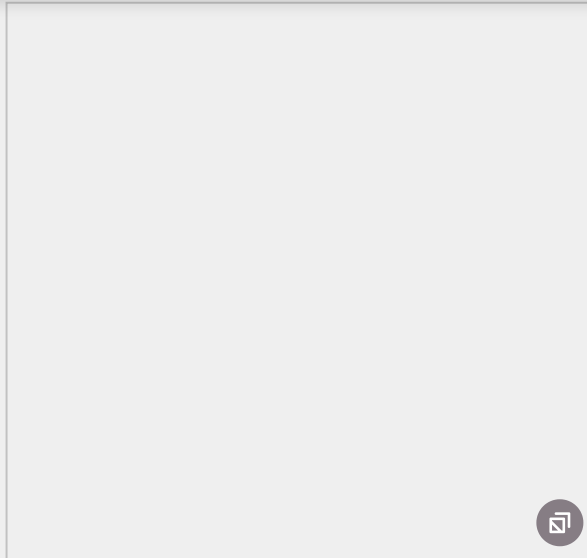


Scourge in the Codex.

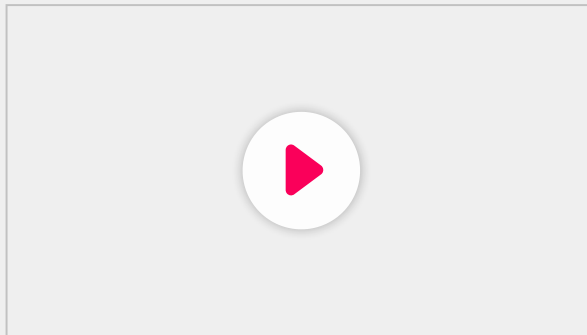


Scourge in its collapsed form when held using

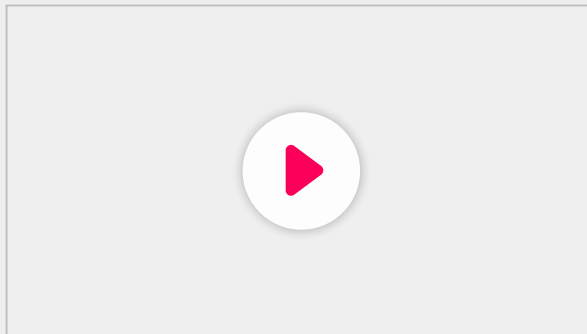




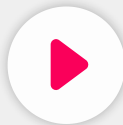
Scourge as is shown in the arsenal



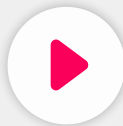
**Warframe Scourge, One Attractive Rod - 2 Forma
Build the snapshot**



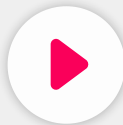
**Warframe - SCOURGE BUILD - Spear of Destiny 3
forma**



Warframe ALL Javlok Animations! (For SpearGun Weapons)



Warframe - All Tenno Primaries - Weapon Animations & Sounds (2012 - 2019)



Warframe - All Tenno Weapon Reloads in 3 minutes (2012 - 2019)

Scourge Skins

[Edit](#)



[Ascension](#)



[Carcinus](#)



[Renuntio](#)

Update History

[Update 33.5](#) (2023-06-21)

- Fixed Furis' Incarnon Form causing self-damage when shooting an enemy that is affected by Scourge's Alt-Fire.

[Update 32.3](#) (2023-02-15)

- Fixed Scourge projectiles swirling around Grendel after casting Feast on enemies affected by its alt fire.

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

Last updated: [Update 25.3](#) (2019-07-06)

See Also

- [Scourge Prime](#), the [Primed](#) counterpart.
- [Knell](#), [Harrow](#)'s signature sidearm.



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

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Evensong • Nataruk • Proboscis Cernos	Cernos Prime • Kuva Bramma • Paris • Paris Prime • Rakta Cernos	Cinta • Lenz	Daikyu • MK1-Paris • Prisma Lenz	Dread • Mutalist 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 / Charge	Higasa
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



	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

Categories ▼

Languages ▼

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