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Rauta

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CODEX

Kullervo's signature weapon boasts melee synergy. Every shot that lands increases the wielder's Melee Combo count. When Kullervo wields Rauta, it also increases his Melee Combo duration.

Rauta is  [Kullervo's signature](#) shotgun. Sports high [Status Chance](#), [Multishot](#), and [Reload Speed](#), but low [Critical Chance](#), [Fire Rate](#), and [Magazine Size](#). Rauta also uniquely increases the equipped melee weapon's [Melee Combo](#) Count with each pellet that lands on an enemy. In Kullervo's hands, his melee Combo Duration increases.

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Rauta



Untradeable

 [Update Infobox Data](#)

General Information

 **Type** Shotgun

 **Mastery Rank Requirement** 8

Max Rank 30



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Characteristics

- This weapon deals primarily  Slash damage.
- Each pellet adds **2 Melee Combo** Count.
 - Total combo count gain for one shot has a cap of **28**, achievable with **+70% Multishot**.
 - This cap "floats" over to the next shot, and resets once the total combo gained by Rauta reaches **+28**. For example, when modded with only  Vigilante Armaments (12.8 total multishot), Rauta will gain up to **26** combo per shot. The next shot afterwards can only gain **+2** combo.
- Landing pellets onto more enemies with Punch Through

Trigger Type	Semi-Auto	
Utility		
Accuracy	Very Low	
Ammo Max	120	
Ammo Pickup	15	
Ammo Type	Primary	
Disposition	●●○○○ (0.85x)	
Fire Rate	0.80 attacks/sec	
Noise Level	Alarming	
Magazine Size	4	
Reload Time	1.20 s	
Projectile Type	Hit-Scan	
Spread	21.00° (12.00° min, 30.00° max)	
Normal Attack		
 26 ( 20%)	 26 ( 20%)	 78 ( 60%)
Total Damage	1,040 (60.00%  Slash)	
Ammo Cost	1	
Crit Chance	6.00%	
Crit Multiplier	2.00x	
Damage Falloff	No Damage Falloff: below 6.0 m (100%, 130 damage) Linear Falloff: between 6.0 m and 16.0 m (100% - 20%) Max Damage Falloff: over 16.0 m (20%, 26 damage)	
Fire Rate	0.80 attacks/sec	
Multishot	8 (130.00 damage per projectile)	
Noise Level	Alarming	
Spread	21.00° (12.00° min, 30.00° max)	
Status Chance	12.00%	
Projectile Type	Hit-Scan	
Trigger Type	Semi-Auto	
Miscellaneous		



- When equipped by  [Kullervo](#), his melee weapon gains **+7s** Melee Combo Duration.

Advantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High reload speed (1.20 s)
 - Very high total damage (1,040)
 - High average number of procs per shot (0.96)
 - High average number of crits per shot (0.48)

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

Polarities 

Vendor Sources 

Article Categories 

- [Weapons](#)
- [Slash Damage Weapons](#)
- [Shotgun](#)
- [Primary Weapons](#)
- [Semi-Auto Weapons](#)
- [Semi-Automatic](#)
- [Base](#)
- [Alarming Weapons](#)
- [Hit-Scan Weapons](#)
- [Untradeable Weapons](#)

Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Very low active falloff slope (12.5m/%)
 - Very low crit chance (6.00%)
 - Very low maximum falloff distance (16.0 m)
 - Low magazine (4)
 - Very low fire rate (0.80 attacks/sec)
 - Below average ammo max (120)
 - Low status chance (12.00%)
 - Very low disposition (●●○○○ (0.85x))

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

Acquisition

Limited Time Event

In the first two weeks after **The Seven Crimes of Kullervo** launched (June 21st, 2023 @ 12 PM ET until July 5th, 2023 @ 12 PM ET), entering [Duviri](#) via the [Star Chart](#) banner and [Dormizone](#) door would present all players with an event mission called **Kullervo's Hold**,



dungeon island in the Duviri [Landscape](#) regardless of the current Mood Spiral. This limited-time access required 5 [Pathos Clamps](#).

Normal Progression

Kullervo's Hold only appears in Duviri during Anger, Sorrow, and Fear Spirals from [The Duviri Experience](#) and [The Lone Story](#) game modes. It can appear as a fourth, fifth, or sixth spiral stage or a side objective; speak with [The Warden](#) to engage in gladiatorial combat with the imprisoned Kullervo in the waterlogged arena.

Completion of the Spiral (defeating the [Orowyrm](#)) and defeating Kullervo awards 4, 5, or 6 [Kullervo's Bane](#) (6, 7, or 8 on [The Steel Path](#)), which can be traded to [Acrithis](#) for Rauta's main and part blueprints: the main blueprint requires 12 Banes, while the parts require 6, to a total of 30 Kullervo's Banes.

Crafting

Manufacturing Requirements						
 Edit blueprint requirements						
20,000	1	1	1	Pathos Clamp 10	Time:	
					12	
					Hour(s)	
					Rush:	
					50	
Market						
Price:		240	Blueprints Price:N/A			

Notes

- Does not build combo for [Exalted Weapons](#), only normal melee weapons.

Tips

- Players opting to use the Rauta's combo gain can use mods that reduce spread such as [Double-Barrel Drift](#), [Narrow Barrel](#), or [Tainted Shell](#) to make the Rauta more accurate and thus more likely to boost or maintain combo at longer ranges. The falloff stat will make the weapon do minimal damage, but using the Rauta for this purpose makes the low damage at range a moot point.
- Even though the Rauta can only gain a max of 28 combo per shot, adding more

- Fire rate mods and the [Lock and Load](#) mod greatly enhance the weapon's utility, allowing the player to quickly build up combo with minimal interference to melee combat.

Trivia

- *Rauta* is the Finnish word for "iron".
- The Rauta is a single-barrel, break action shotgun, but it uses a mechanism based on the [Alofs reloading magazine \(https://www.forgottenweapons.com/alofs-a-steampunk-mousetrap-for-a-shotgun/\)](https://www.forgottenweapons.com/alofs-a-steampunk-mousetrap-for-a-shotgun/) to hold three more rounds.
 - The Alofs reloading magazine is a cylinder installed on the side of the shotgun, feeding in a new shell via the use of springs when the previous one was ejected. This is reflected in the Rauta's firing animation where the Warframe breaks open the action, with the spent round being ejected and an arm quickly moving into position to reload the Rauta, returning to the cylinder afterward.
 - Whereas all surviving Alofs magazines were mounted on the left side of the shotgun, the Rauta's magazine is mounted on the right side.
- The design of the Rauta's stock is likely inspired by the unique stocks of [jezail](#) rifles.

Bugs

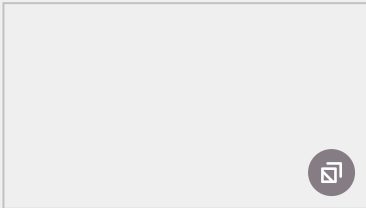
- When paired with a melee that can go beyond the 12x combo multiplier limit (e.g. [Venka Prime](#)) it will reset it back to 12x combo upon landing a pellet.
- The barrel may glitch out and rotate when reloading if the reload is fast enough.
- The glowing tracer rounds follow where the barrel is pointed, so firing before the weapon is straight will cause them to fire toward the ground. This is a visual bug and has no effect on the actual projectiles which always land where you aim.

Rauta Skins

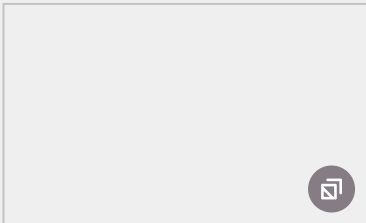
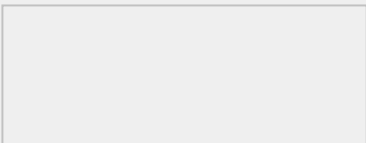
[Edit](#)

Gallery





Kullervo with the Rauta



Concept art

Patch History

Hotfix 35.5.8 (2024-04-24)

- Fixed Clients with the Rauta gaining Combo Count by shooting teammates.

Update 35.1 (2024-02-20)

- Fixed weapons with a higher max Melee Combo Multiplier (such as Venka Prime) being unable to increase their Combo Counter beyond 12x (and resetting to 0) when using the Rauta and Tandem Bond Mod.

Update 34.0 (2023-10-18)

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



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 / 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
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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