



Search

START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



ADVERTISEMENT

in: Weapons, Update 16, Wraith Weapons, and 19 more

# Karak Wraith

271 EDIT

GRINEER



WEAPONS



CONCLAVE (PvP)

## CODEX

A different take on the Grineer assault rifle, the Karak Wraith features unique styling.

The **Karak Wraith** is the [Wraith](#) variant of the [Karak](#) assault rifle, with higher damage, critical stats, [status chance](#), and magazine size.

## Karak Wraith



### Contents

1. Characteristics
2. Acquisition



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Tradable  
(arts and/or blueprint only)

Hidden from Codex

Update Infobox Data

General Information



WARFRAME  
Wiki



SIGN  
IN



START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



# Characteristics

- This weapon deals primarily Impact damage.

## Advantages over other Primary weapons (excluding modular weapons):

- Low recoil.
- Normal Attack (wiki attack index 1)
  - Above average magazine (60)
  - Above average ammo max (540)
  - High fire rate (11.67 attacks/sec)
  - Above average disposition (••••○ (1.28x))

## Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
  - Low crit chance (13.00%)
  - Low total damage (31)

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

## Comparisons:



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

Mastery Rank Requirement	7	
Max Rank	30	
Slot	Primary	
Trigger Type	Auto	
<b>Utility</b>		
Accuracy	High	
Ammo Max	540	
Ammo Pickup	80	
Ammo Type	Primary	
Disposition	••••○ (1.28x)	
Fire Rate	11.67 attacks/sec	
Noise Level	Alarming	
Magazine Size	60	
Reload Time	2.00 s	
Projectile Type	Hit-Scan	
Spread	3.50° (2.00° min, 5.00° max)	
<b>Normal Attack</b>		
13.95 (45%)	9.3 (30%)	7.75 (25%)
Total Damage	31 (45.00%  Impact)	
Ammo Cost	1	
Crit Chance	13.00%	
Crit Multiplier	2.00x	
Fire Rate	11.67 attacks/sec	
Multishot	1 (31.00 damage per projectile)	
Noise Level	Alarming	
X	0.0 m	
	300.0 m	
	3.50° (2.00° min, 5.00° max)	



WARFRAME  
Wiki



SIGN IN



START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



- Higher Puncture damage ( 9.3 vs. 8.7)
- Higher Slash damage ( 7.75 vs. 7.25)
- Higher total damage (31 vs. 29)
- Higher base **critical chance** (13.00% vs. 9.00%)
- Higher base **critical multiplier** (2.00x vs. 1.50x)
- Higher base **status chance** (25.00% vs. 15.00%)
- Higher **average damage per tap** (35.03 vs. 30.30)
- Higher **burst DPS** (408.80 vs. 353.65)
- Higher **sustained DPS** (294.31 vs. 198.90)
- Larger **magazine** (60 vs. 30)
- Higher **Mastery Rank** required (7 vs. 1)
- Lower **disposition** (●●●●○ (1.28x) vs. ●●●●● (1.35x))

- **Karak Wraith** (Normal Attack), compared to **Kuva Karak** (Normal Attack):

- Higher base damage per projectile (31.00 vs. 23.00) (excluding any **Progenitor** bonus)
- Higher Impact damage ( 13.95 vs. 7.1)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

s. 6.2)  
 9.7)

onitor bonus if applicable) (31 vs.

<b>Compatibility Tags</b>	ASSAULT_AMMO
<b>Riven Family</b>	Karak
<b>Exilus Polarity</b>	—
<b>Introduced</b>	Update 16.5 (2015-05-12)
<b>Polarities</b>	✓
<b>Sell Price</b>	7,500
<b>Users</b>	<ul style="list-style-type: none"> <li>Nightwatch Lancer</li> </ul>
<b>Variants</b>	  
<b>Vendor Sources</b>	

<b>Article Categories</b>	^
<ul style="list-style-type: none"> <li>Weapons</li> <li>Update 16</li> <li>Wraith Weapons</li> <li>Invasion Reward Weapons</li> <li>Grineer Weapons</li> <li>Impact Damage Weapons</li> <li>Rifle</li> <li>Karak</li> <li>Primary Weapons</li> <li>Auto Weapons</li> <li>Automatic</li> <li>Nightwatch Lancer</li> <li>Wraith</li> <li>Alarming Weapons</li> <li>Hit-Scan Weapons</li> <li>Codex Secret</li> <li>Tradeable Weapons</li> <li>Available In Conclave</li> </ul>	





START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



- Lower **average damage per tap** (using max +60% Progenitor bonus if applicable) (35.03 vs. 46.11)
- Lower **burst DPS** (using max +60% Progenitor bonus if applicable) (408.80 vs. 538.10)
- Lower **sustained DPS** (using max +60% Progenitor bonus if applicable) (294.31 vs. 419.27)
- Smaller **magazine** (60 vs. 70)
- Slower **reload time** (2.00 s vs. 1.70 s)
- Less **accurate** (High vs. Very High)
- Wider first-shot **spread** (2.00° vs. 0.50°)
- Wider maximum **spread** (5.00° vs. 2.00°)
- Lower **Mastery Rank** required (7 vs. 13)
- Higher **disposition** (●●●●○ (1.28x) vs. ●●●○○ (1.05x))

## Acquisition

Karak Wraith was introduced during the [Operation: Tubemen of Regor event](#), where players would need to complete a minimum of four regional battles in favor of one side more than the other, and [Alad V](#) was the victor of the conflict. Alad V had won the conflict in the PC and XB1 versions of the game, but not in the PS4. The weapon was fully built and came with a free weapon slot and a pre-installed [Orokin Catalyst](#).

The blueprint and parts were formerly a reward from the [First and Third](#) Seasons of [Sorties](#); they can now be found as an [Invasion](#) reward. All components can be [traded](#), although players must have a [Mastery Rank](#) of at least 7 to acquire the blueprint.

### Manufacturing Requirements

 [Edit blueprint requirements](#)

					Time:
					12
					Hour(s)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



WARFRAME  
Wiki



SIGN IN



START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



- Curiously, the Karak Wraith's UI icon appears to be missing its magazine and the remainder of the hanging strap.
- The Karak Wraith is the sixth [Wraith](#) weapon to be released.
- When the Karak Wraith has a quarter of its total magazine left, it will sound slightly higher approaching the end of the magazine.
- This weapon is wielded by the [Nightwatch Lancers](#) during the Project Undermine [Tactical Alert](#), perhaps due to the similarity in appearance between Wraith and Nightwatch skins, and the fact that there is no Nightwatch skin for the Karak, [Hind](#), or [Grakata](#).
- This is the second time an enemy is seen using an Event Reward weapon (following the [Stalker](#)'s use of the [Baton Vandal](#) prior to the introduction of the [Dread](#)).

## Karak Wraith Skins

[Edit](#)

Conclave



Desert-Camo



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



WARFRAME  
Wiki

SIGN  
IN



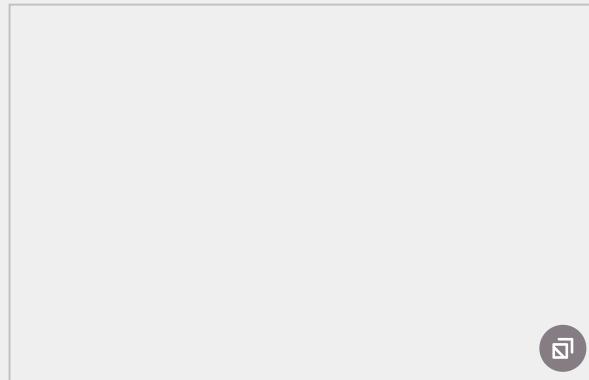
START A WIKI

SIGN IN

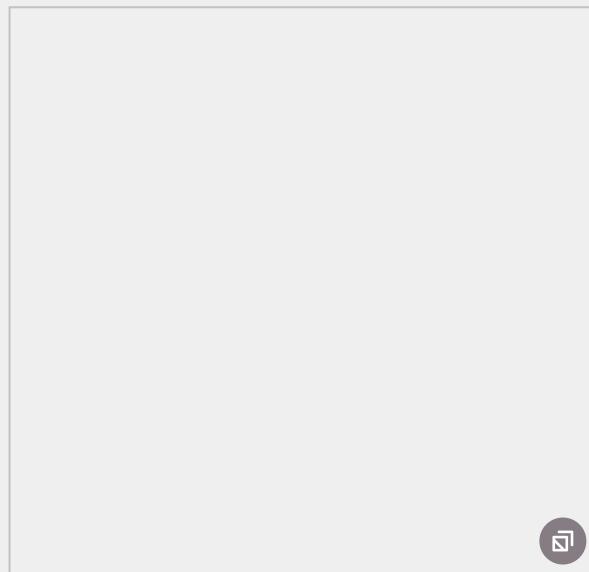
Explore

Fan Central

CURRENT



Karak Wraith in Codex.



Karak Wraith when selected in the Arensal



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



WARFRAME  
Wiki

SIGN  
IN



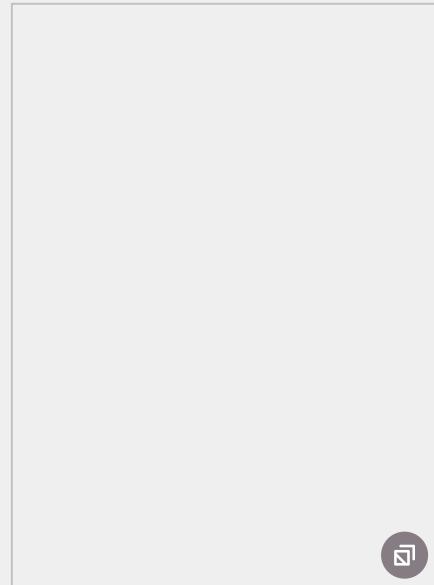
START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



## Patch History

### Hotfix 37.0.4 (2024-10-10)

- Fixed a white square appearing in the Karak Wraith's stats in the Riven cycling screen.

### Update 27.4 (2020-05-01)

- Fixed the cloth ribbon on the Karak Wraith when equipped with the Desert-Camo and Conclave skin appearing distorted and behaving strangely.
- Fixed reload animation issues on the Karak Wraith when equipped with the Desert-Camo and Conclave skin.

## See also

- [Karak](#), the normal variant.
- [Kuva Karak](#), the [Kuva Lich](#) variant.
- [Dera Vandal](#), the [Corpus Vandal](#) counterpart awarded if [Nef Anyo](#) won



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

[Cosmetics](#)[\[Collapse\]](#)**WARFRAME  
Wiki**

SIGN IN



START A WIKI

SIGN IN

Explore

Fan Central

CURRENT



Auto

Bubonico • Shedu

## Bow

Charge

Cernos • Cernos Prime • Cinta • Daikyu • Dread •  
 Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutualist Cernos •  
 Nataruk • Paris • Paris Prime • Prisma Lenz •  
 Proboscis Cernos • Rakta Cernos

## Crossbow

Auto  
Semi / Mag  
Burst

Attica • Zhuge • Zhuge Prime  
Nagantaka • Nagantaka Prime

## Exalted Weapon

Charge  
Semi-Auto

Artemis Bow • Artemis Bow Prime  
Neutralizer

## Launcher

Active  
Auto  
Charge  
Semi-Auto

Carmine Penta • Penta • Secura Penta  
Tenet Envoy  
Ogris  
Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid •  
Zarr

## Rifle

Active  
Auto  
Auto / Active  
Auto / Charge

Simulor • Synoid Simulor  
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 • Reconifex • Telos Boltor • Tenet Flux Rifle • Tetra

Alternox

Aeolak • Ambassador • Quellor • Stahlta



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

X Phenmor • Stradavar •  
na • Trumna Prime • Zenith  
Gorgon • Soma •  
Tenora • Tenora Prime

WARFRAME  
WikiSIGN  
IN



START A WIKI

SIGN IN

Explore

Fan Central

CURRENT

**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](#) • [Vulkan](#) • [Vulkar Wraith](#)**Speargun****Auto**[Scourge](#) • [Scourge Prime](#)**Auto Charge**[Javlok](#)**Charge**[Ferrox](#)

We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey





+ START A WIKI

SIGN IN

Community content is available under [CC-BY-SA](#) unless otherwise noted.

Explore



Fan Central

CURRENT



## More Fandoms

[Sci-fi](#) | [Warframe](#)

We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



[CLICK HERE TO TAKE THE SURVEY](#)