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# 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.

## Contents

1. Characteristics
2. Acquisition
3. Trivia
4. Karak Wraith Skins
5. Media
6. Patch History

## Karak Wraith



Tradable  
(parts and/or blueprint only)

Hidden from Codex

Update Infobox Data

General Information

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# 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:

- Karak Wraith** (Normal Attack), compared to **Karak** (Normal Attack):
  - Higher base damage per

	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
	Punch Through	0.0 m
	Range	300.0 m
	Spread	3.50° (2.00° min, 5.00° max)
<b>Shots</b>		


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- 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)
    - Higher Puncture damage ( 9.3 vs. 6.2)
    - Lower Slash damage ( 7.75 vs. 9.7)
  - Lower total damage (using max +60% **Progenitor** bonus if applicable) (31 vs. 36.8)

<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>	

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- 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								
<a href="#">Edit blueprint requirements</a>								
25,000	1	1	1		Time:			
					12 Hour(s)			
					Rush: 50			
Market Price:		Blueprints						
N/A		Price:N/A						


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- 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 [Braton Vandal](#) prior to the introduction of the [Dread](#)).

## Karak Wraith Skins

[Edit](#)

Conclave



Desert-Camo



Oscira



Soaktron

## Media

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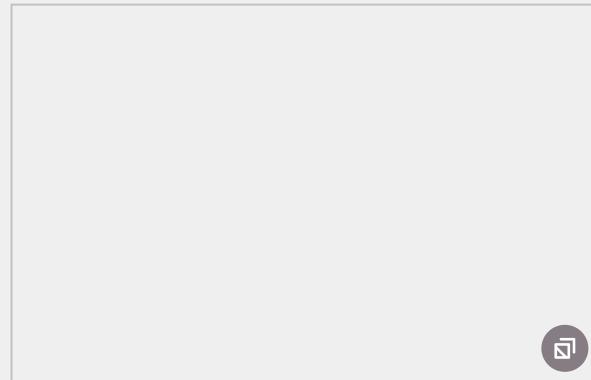
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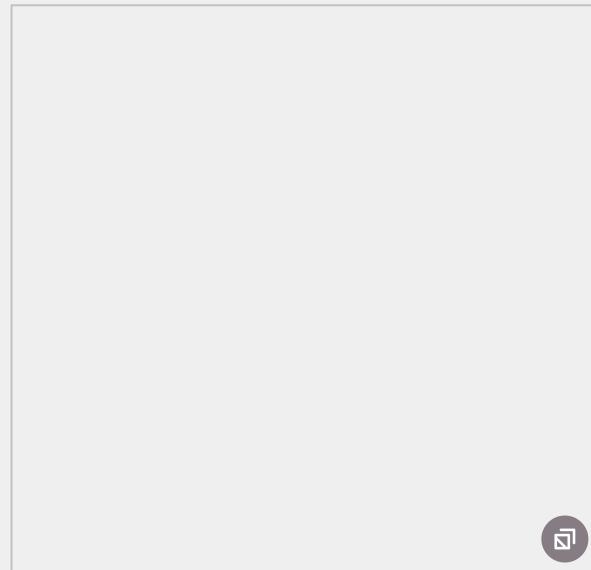
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Karak Wraith in Codex.



Karak Wraith when selected in the Arensal

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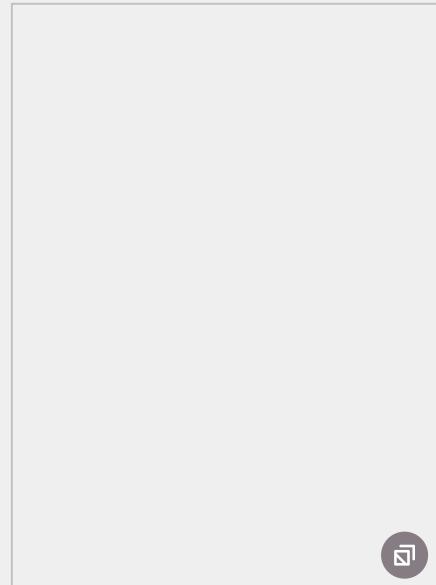
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## Patch History

### 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 [Operation: Tubemen of Regor](#).
- [Wraith](#), a special upgrade version of a weapon.

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<a href="#">Cernos</a> •	<a href="#">Cernos Prime</a> •	<a href="#">Cinta</a> •	<a href="#">Daikyu</a> •	<a href="#">Dread</a> •
<a href="#">Evensong</a> •	<a href="#">Kuva Bramma</a> •	<a href="#">Lenz</a> •	<a href="#">MK1-Paris</a> •	<a href="#">Mutalist Cernos</a> •
<a href="#">Nataruk</a> •	<a href="#">Paris</a> •	<a href="#">Paris Prime</a> •	<a href="#">Prisma Lenz</a> •	
<a href="#">Proboscis Cernos</a> • <a href="#">Rakta Cernos</a>				

**Crossbow****Auto**[Attica](#) • [Zhuge](#) • [Zhuge Prime](#)**Semi / Mag Burst**[Nagantaka](#) • [Nagantaka Prime](#)**Exalted Weapon****Charge**[Artemis Bow](#) • [Artemis Bow Prime](#)**Semi-Auto**[Neutralizer](#)**Launcher****Active**[Carmine Penta](#) • [Penta](#) • [Secura Penta](#)**Auto**[Tenet Envoy](#)**Charge**[Ogris](#)**Semi-Auto**

<a href="#">Kuva Ogris</a> •	<a href="#">Kuva Tonkor</a> •	<a href="#">Kuva Zarr</a> •	<a href="#">Tonkor</a> •	<a href="#">Torid</a> •
<a href="#">Zarr</a>				

**Rifle****Active**[Simulor](#) • [Synoid Simulor](#)**Auto**

<a href="#">AX-52</a> •	<a href="#">Acceltra</a> •	<a href="#">Acceltra Prime</a> •	<a href="#">Basmu</a> •	<a href="#">Baza</a> •
<a href="#">Baza Prime</a> •	<a href="#">Boltor</a> •	<a href="#">Boltor Prime</a> •	<a href="#">Braton</a> •	<a href="#">Braton Prime</a> •
<a href="#">Braton Vandal</a> •	<a href="#">Buzlok</a> •	<a href="#">Dera</a> •	<a href="#">Dera Vandal</a> •	<a href="#">Gotva Prime</a> •
<a href="#">Grakata</a> •	<a href="#">Karak</a> •	<a href="#">Karak Wraith</a> •	<a href="#">Kuva Karak</a> •	<a href="#">MK1-Braton</a> •
<a href="#">Mutalist Quanta</a> •	<a href="#">Panthera</a> •	<a href="#">Panthera Prime</a> •	<a href="#">Prisma Grakata</a> •	
<a href="#">Prisma Tetra</a> •	<a href="#">Reconifex</a> •	<a href="#">Telos Boltor</a> •	<a href="#">Tenet Flux Rifle</a> •	<a href="#">Tetra</a>

**Auto / Active**[Alternox](#)**Auto / Charge**[Aeolak](#) • [Ambassador](#) • [Quellor](#) • [Stahlta](#)**Auto / Semi**

<a href="#">Argonak</a> •	<a href="#">Fulmin</a> •	<a href="#">Fulmin Prime</a> •	<a href="#">Phenmor</a> •	<a href="#">Stradavar</a> •
<a href="#">Stradavar Prime</a> •	<a href="#">Tenet Tetra</a> •	<a href="#">Trumna</a> •	<a href="#">Trumna Prime</a> •	<a href="#">Zenith</a>

**Auto Burst**[Battacor](#)**Auto-Spool**

<a href="#">Gorgon</a> •	<a href="#">Gorgon Wraith</a> •	<a href="#">Prisma Gorgon</a> •	<a href="#">Soma</a> •
<a href="#">Soma Prime</a> •	<a href="#">Supra</a> •	<a href="#">Supra Vandal</a> •	<a href="#">Tenora</a> •
			<a href="#">Tenora Prime</a>





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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 • Vulkan Wraith

### Speargun

Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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