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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

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3. Trivia

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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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https://warframe.fandom.com/wiki/Karak_Wraith#Acquisition

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Characteristics

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- 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	
Utility 		
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)	
Normal Attack 		
 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)	
Stance	Stance	

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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)

Compatibility Tags	ASSAULT_AMMO
Riven Family	Karak
Exilus Polarity	⚡
Introduced	Update 16.5 (2015-05-12)
Polarities	⚡
Sell Price	 7,500
Users	Nightwatch Lancer
Variants	 Karak  Karak Wraith  Kuva Karak
Vendor Sources	
Article Categories	
- Weapons - Update 16 - Wraith Weapons - Invasion Reward Weapons - Grineer Weapons - Impact Damage Weapons - Rifle - Karak - Primary Weapons - Auto Weapons - Automatic - Nightwatch Lancer - Wraith - Alarming Weapons - Hit-Scan Weapons - Codex Secret - Tradeable Weapons - Available In Conclave	





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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


[Edit blueprint requirements](#)

25,000	1	1	1		Time:
					12
					Hour(s)
					Rush:
					50

Market Price:

N/A

Blueprints

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 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

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Karak Wraith in Codex.

Karak Wraith when selected in the Arensal

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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
Semi-Auto	Neutralizer
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 • Reconifex • 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 • Trumna Prime • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma •
	Soma Prime • Supra • Supra Vandal • Tonora • Tonora Prime



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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	Astillia • Astillia 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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