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Torid

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INFESTED WEAPONS

CODEX

The Torid lobes a toxic payload.

The **Torid** is an [Infested](#) variant of the [Ogris](#), firing [Toxin](#) grenades that releases clouds, similar to the ones thrown by [Lobber Crawlers](#).

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Torid

Normal

Incarnon

Untradeable

Update Infobox Data

General Information

Type

Launcher

Mastery

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Characteristics

- This weapon deals  **Toxin** damage.
- Fires grenades that disperse clouds on impact, dealing damage over time for **10** seconds over a **3** meter radius.
 - Grenades stick to allies, enemies and surfaces.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Explosion does not inflict **self-stagger**.
- Can benefit from  **Firestorm** ( **Primed**).

Advantages over other Primary weapons (excluding modular weapons):

- Very high *total* damage.
- Pinpoint **accuracy**.
- Very low **recoil**.
- Grenade Impact (wiki attack index 1)
 - High reload speed (1.70 s)
 - Above average disposition

Max Rank	30
 Slot	Primary
Trigger Type	Semi-Auto
Utility ^	
Accuracy	Very High
Ammo Max	60
Ammo Pickup	10
Ammo Type	Primary
Disposition	●●●○ (1.30x)
Fire Rate	1.50 attacks/sec
Noise Level	Alarming
Magazine Size	5
Reload Time	1.70 s
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Grenade Impact ^	
 100  100%)	
Total Damage	100 (100.00%  Toxin)
Ammo Cost	1
Crit Chance	15.00%
Crit Multiplier	2.00x
Fire Rate	1.50 attacks/sec
Multishot	1 (100.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	23.00%
Projectile Speed	40.0 m/s
Projectile	Projectile



- **Poison Cloud** (wiki attack index 2)
 - High reload speed (1.70 s)
 - Above average disposition (●●●●○ (1.30x))
- **Incarnon Form** (wiki attack index 3)
 - Above average crit chance (29.00%)
 - Above average reload speed (1.70 s)
 - Above average fire rate (8.00 attacks/sec)
 - High status chance (39.00%)
 - High crit multiplier (3.10x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Low magazine size.
- Projectiles have travel time with heavy arcing.
- Explosion has a **headshot** multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear **Damage Falloff** from 100% to 0% from central impact.
- **Grenade Impact** (wiki attack index 1)
 - Below average crit chance (15.00%)
 - Low magazine (5)
 - Low ammo max (60)
 - Low fire rate (1.50 attacks/sec)
- **Poison Cloud** (wiki attack index 2)

40 (100%)	
Total Damage	40 (100.00% Toxin)
Crit Chance	15.00%
Crit Multiplier	2.00x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, -nan damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 0%) Max Damage Falloff: over 3.0 m (0%, 0 damage)
Fire Rate	1.00 attacks/sec
Multishot	1 (40.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	3.0 m
Status Chance	25.00%
Projectile Type	AoE
Incarnon Form ^	
51 (100%)	
Total Damage	51 (100.00% Toxin)
Accuracy	Very High
Ammo Cost	1
Crit Chance	29.00%
Crit Multiplier	3.10x
Fire Rate	8.00 attacks/sec
Multishot	1 (51.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	37.0 m
Spread	1.25° (1.00° min, 1.50° max)
Status	



- Low crit chance (15.00%)
- Very low maximum falloff distance (3.0 m)
- Very low magazine (5)
- Very low total damage (40)
- Very low fire rate (1.00 attacks/sec)
- Low ammo max (60)
- Below average crit multiplier (2.00x)
- Incarnon Form (wiki attack index 3)
 - Very low magazine (5)
 - Low total damage (51)
 - Low ammo max (60)

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

Acquisition

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

Projectile Type	Hit-Scan
Trigger Type	Held
Miscellaneous	
Compatibility Tags	PROJECTILE, SINGLESHOT, AOE
Riven Family	Torid
Exilus Polarity	
Introduced	Update 8.0 (2013-05-23)
Polarities	None
Sell Price	7,500
Variants	Torid
Vendor Sources	
Article Categories	
- Weapons - Infested Weapons - Toxin Damage Weapons - Launcher - Torid - Primary Weapons - Semi-Auto Weapons - Semi-Automatic - Base - Pinpoint Weapons - Alarming Weapons - Projectile Weapons - Weapons with Area of Effect - Untradeable Weapons	

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	Mutagen Mass	Salvage	Circuits	Forma	Time: 1 Day(s)
	2	4,500	600	1	Rush: 35
Market Price: N/A			Blueprints Price: 15,000		
Bio Lab Research 3,000					
5,000	Mutagen Sample	Circuits	Nano Spores	Polymer Bundle	Time: 3 Day(s)
	10	200	750	400	Prereq:

					Mass
	x1	x3	x10	x30	x100

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

Notes

- Torid launches toxic grenades with a slight arc and slow projectile speed. These grenades stick to anything they hit and explode into gas clouds on impact covering ~3 meter large circles.
 - Clouds have innate [Punch Through](#), allowing them to damage enemies through objects.
 - Mirage's [Hall of Mirrors](#) ability greatly increases the Torid's AoE Damage due to the additional grenades.
 - Clouds do not instantly do damage, so enemies that are quick may run through the cloud without taking any damage.
 - The DoT damage can "headshot" enemies, multiplying the damage further when shot at these weakspots.
 - Cloud damage can destroy breakable containers.
 - Attached projectiles have a tendency to sway on the limbs of their victims, which can hit other enemies unexpectedly.
 - Projectiles can stick to Arctic [Eximus](#) enemies Snow Globe, with the toxin cloud bypassing the Snow Globe's protection and damaging or killing the occupant inside.

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Torid Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Torid with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Torid Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Torid Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#) and 20 [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;



- Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Direct shots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fire a long-range [Toxin](#) beam.
 - Incarnon Form becomes a continuous beam weapon with a **40** meter range, and a **3** meter damage radius from the point of impact against a surface. The beam is then capable of chaining to up to **5** nearby enemies within **6** meters of each other, with each chain doing **75%** of the previous chain's damage. The base damage, [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#) are also increased. However, the [Zoom](#) is reduced.
 - [Punch Through](#) mods have no effect on the behavior of the beam.
 - Mods such as [Sinister Reach](#) or [Combustion Beam](#) are **not** available for use, as the base Torid is not a beam weapon.
 - As a continuous weapon, the spherical damage radius does **not** benefit from [Multishot](#); only targets directly hit by the beam benefit.
 - The beam will chain independently to 5 additional enemies starting from **each** target hit by the initial damage radius. Each chain chooses targets independently, and an enemy can be struck by multiple chains. However, due to the damage radius not benefiting from multishot, beams chaining from targets that were in the damage radius but **not** directly struck by the initial beam itself will also **not** benefit from multishot.
 - The damage radius is **not** a separate damage instance from the beam, so a target that is directly struck by the beam is still only hit once.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving direct shots and then pressing the [Alternate Fire](#) button. **5** direct shots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Torid's poison cloud does **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Torid's Incarnon Form uses a concrete "magazine" with each charge producing **34** rounds to a maximum of **170**



- Incarnon Form's magazine is **not** affected by mods.
- Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
- Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge*: Complete a solo mission with this weapon equipped.
- Perk 1: **Final Fusillade**:
 - Increase Damage by **+51**.
 - **+3** Multishot on last shot in magazine.
- Perk 2: **Plentiful Mayhem**:
 - Increase Damage by **+31**.
 - Multishot consumes ammo directly from Capacity and increases Damage by **+60%**.
 - Affects both modes. In the case of Incarnon Form, it pools directly from its magazine.
 - On the Incarnon form, instead of increasing the damage of additional projectiles created by multishot, all multishot bonuses are increased by 60%.

Evolution III

- *Unlock Challenge*: Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Swift Deliverance**:
 - **+50%** Projectile Speed.
- Perk 2: **Renewed Horror**:
 - On Reload from Empty: Lingering damage field duration doubles on first shot.
- Perk 3: **Extended Volley**:
 - Increase Magazine Capacity by **+9**.

Evolution IV

- *Unlock Challenge*: Activate Incarnon Form **15** times.



- Increase Critical Chance by **+20%**.
- Perk 2: **Survivor's Edge**:
 - Increase Critical Chance by **+15%**.
 - Increase Status Chance by **+15%**.
- Perk 3: **Elemental Balance**:
 - Increase Status Chance by **+34%**.

Tips

- Innate [Toxin](#) damage may be combined with [Electricity](#) damage to deal [Corrosive](#) damage for use against Grineer or Ancients, or combined with [Heat](#) damage to instead deal [Gas](#) damage, for use against light Infested units.
 - The Torid's [Toxin](#) damage is ordered last when combining elements, unless a [Toxin](#) damage mod is added.
- Trapping enemies with Vauban's [Bastille](#) and firing into them is an efficient way of killing large groups of enemies quickly, dealing large amounts of damage if the player stacks multiple gas clouds.
- [Saryn](#) can use [Toxic Lash](#) to augment Torid's Toxin damage output, or add Toxin in case the weapon's innate Toxin damage is modded, and turn the resulting clouds into extremely deadly DoT traps.
- Stacking multiple grenades on an ally allows them to run into groups of enemies to deal large amounts of damage.
- Hitting an enemy directly will deal the impact damage but also guarantee that the enemy will take the maximum possible damage, as they cannot move out of the cloud that is attached to them.
- Torid projectiles can also attach to corpses and will remain at their position even if they disintegrate, granting a fixed position mid-air and allowing a greater spread of toxin damage onto enemies.
- Can equip the [Firestorm](#) ([Primed](#)) mod, which increases the size of its gas clouds and allows it to cover a much larger area and hit more enemies as a result.
- Toxin clouds can proc [Hunter Munitions](#) on each tick of damage.

Trivia

- The toxin gas clouds caused by this weapon resulted in a severe drop in frame rate for all players. [Update 8.3](#) (2013-07-04) toned down the effects, making them less taxing on computers.



upon death.

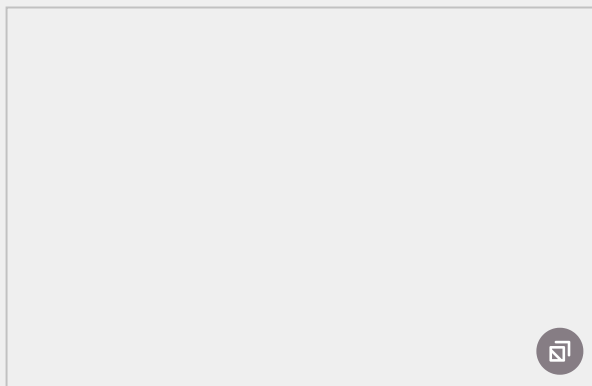
- Prior to [Update 12.6](#) (2014-03-26), the Torid shared the same visual model as the old [Ogris](#) model, but with a green body.
 - Unlike other Infested-themed weaponry in the Bio Lab that are either purely biological (like the [Synapse](#)) or mechanical (the [Acrid](#)), the Torid has visible Grineer-styled machined parts alongside its Infested fleshy parts, making it the first Bio-Lab hybrid weapon.
 - The visually-reworked [Ogris](#) in [Update 16.0](#) (2015-03-19) has many identical parts to the Torid, suggesting that the latter weapon is an [Infested](#) version of the former.
- The projectiles fired by the Torid are pulsing masses of Infested tissue with tubes that pump out the noxious gas.
- The small canister at the bottom of the Torid has [Grineer letters](#) spelling out "KILL".
- The weapon's name is derived from "[Torrid](#)", which in English can either mean "very hot and dry" or "full of difficulty".
- Torid uses [Primed Sniper Ammo Mutation](#) and [Sniper Ammo Mutation](#)

Known Bugs

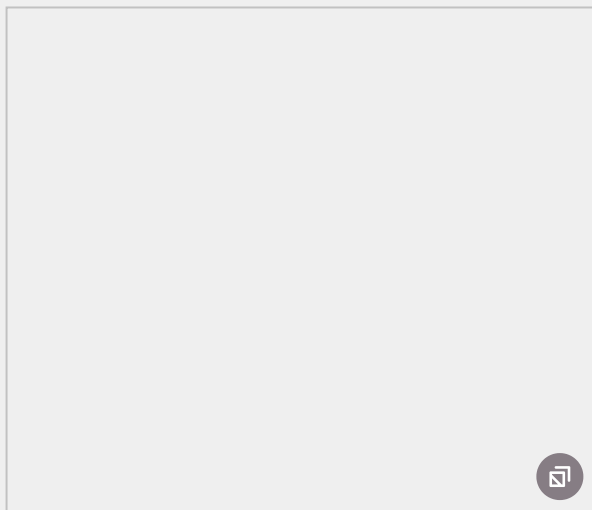
- Projectiles will not explode, when shot into water or upon hitting a resource formation.
- Due to length of the barrel, Torid can shoot through locked doors.
- Can be sucked into [Grendel](#) using his [Feast](#), but the clouds will damage him instead of enemies.
- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits and resulting clouds of regular form.
 - Clouds receive the multiplicative bonus only on the attached target.

Media

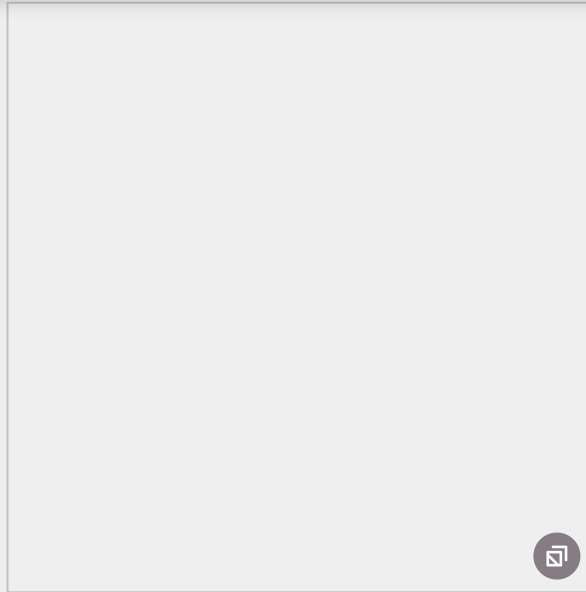




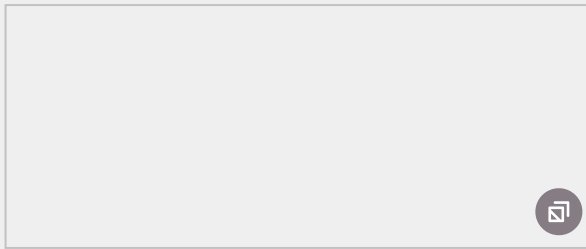
The Torid in Codex.

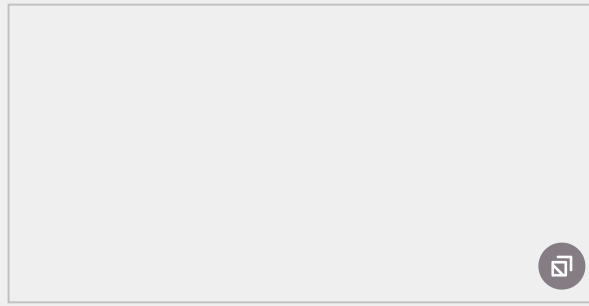


Torid when equipped in the arsenal

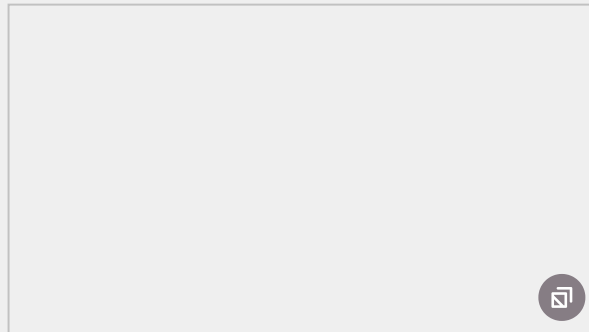


The Torid's render prior to Update 12.6.

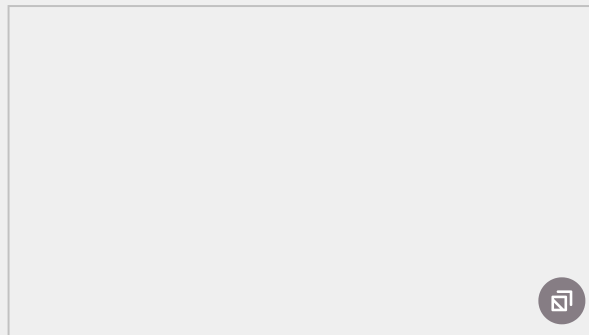
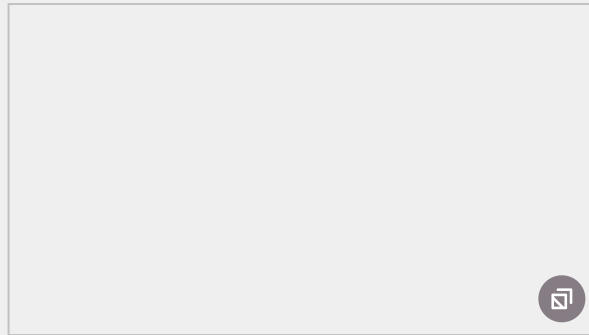
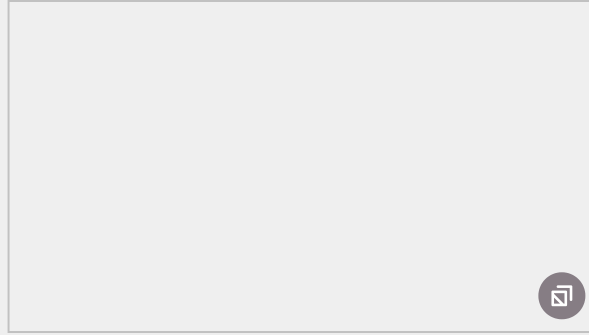


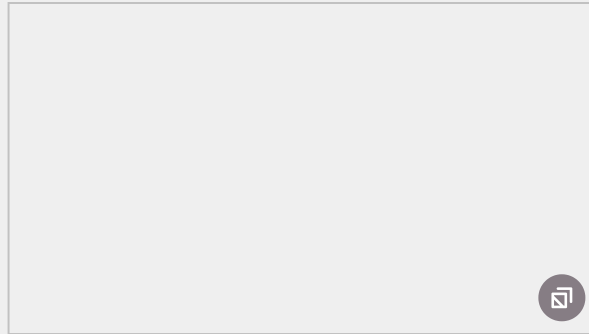


A Torid grenade in the default colours.

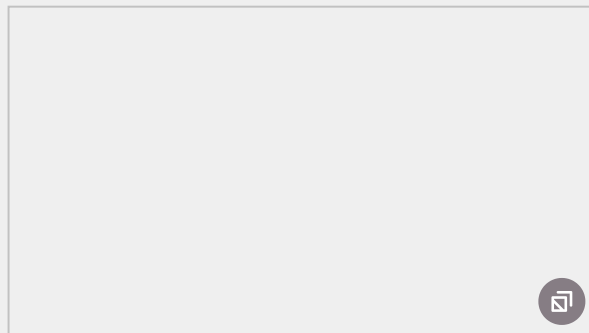


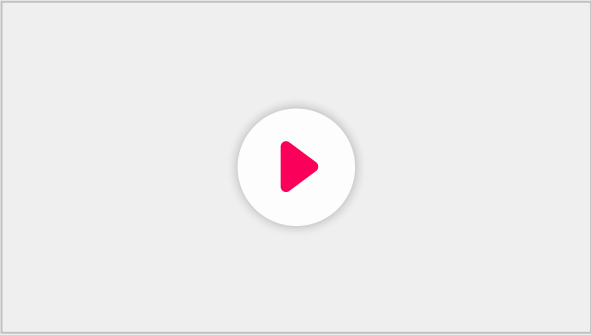
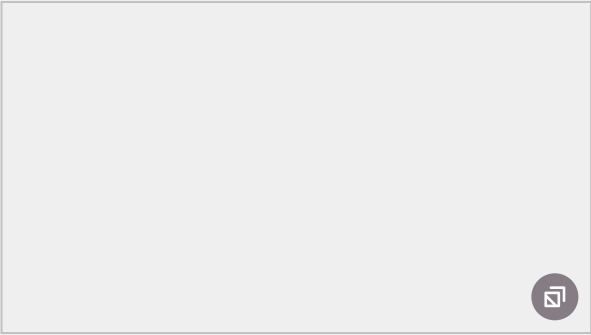
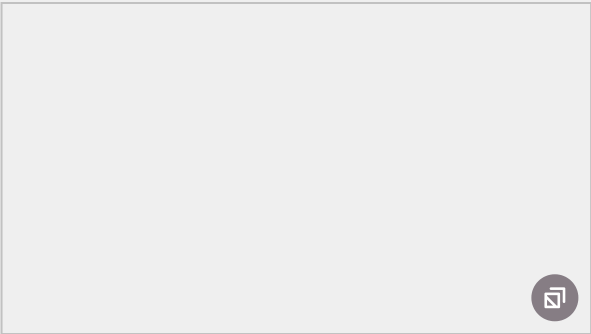
The animation of the Torid grenade.





Concept art





Warframe - All Infested Weapon Reloads in 30 seconds (2013 - 2019)

Patch History

Hotfix 32.0.7 (2022-09-28)
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- Fixed the Torid being unable to deal damage with their radial attack. As reported here: <https://forums.warframe.com/topic/1322604-torid-mutalist-cernos-and-pox-lost-their-radial-attacks-investigating>

Update 32.0 (2022-09-07)

Ammo Changes

See also

- [Ogris](#), the non-infested variant.
- [Kuva Ogris](#), the Kuva variant of the non-infested variant.
- [Torid Incarnon Genesis](#), the Incarnon power-up for the Torid.

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Weapons

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Sentinel

[Helios](#)

Other

[Antiserum Injector](#) • [Fieldron](#) • [Squad Energy Restore \(Medium\)](#) • [Squad Shield Restore \(Medium\)](#)

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Primary Secondary Melee Archwing Robotic Modular Railjack

Arm Cannon

Auto

[Bubonico](#) • [Shedu](#)

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Charge

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Crossbow

Auto

[Attica](#) • [Zhuge](#) • [Zhuge 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 / 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	
	Astilla • Astilla Prime • Bear • Bear Prime • Kuva 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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