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Incarnon

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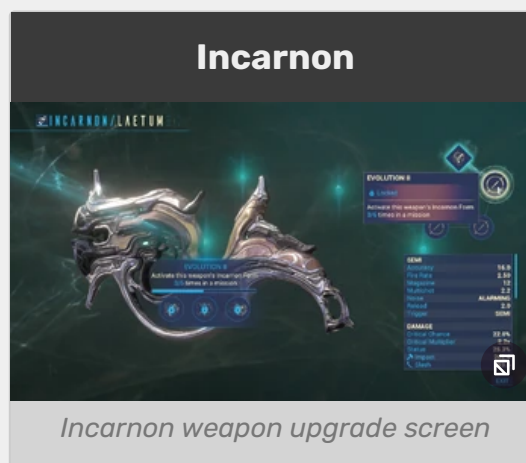
EDIT

These used to be museum fodder, ceremonial and all that golden piss talk. But now, real weapons. Void-touched, not fashion accessories, not conversation pieces. They are for killing. We good?

—Cavalero

The **Incarnon** system is an upgrade mechanic for weapons that attunes them to the [Void](#), augmenting them with increased lethality via alternate forms and evolutionary upgrades. Some of these weapons were ceremonial [Zariman](#) paraphernalia transformed by the Void jump, while others were a result of [Albrecht Entrati](#)'s experiments.

Additionally, a variety of weapons throughout the [Origin System](#) can receive an [Incarnon Genesis](#), an adapter that can provide otherwise ordinary weapons access to Incarnon forms and [upgrades](#). All weapon types ([MK1](#), [Prime](#), [Vandal](#), etc.) are eligible to receive a Genesis. Dual and Akimbo versions of weapons are considered different weapons under the Incarnon system, as is the same under the [Riven](#) system.



Incarnon weapon upgrade screen



Access to Incarnon system requires completion of the [Angels of the Zariman](#). Unlocking Albrecht's Incarnon weapons requires completion of [Whispers in the Walls](#) and [The Deadlock Protocol](#), while Incarnon Geneses require [The Duviri Paradox](#) and having unlocked [The Steel Path](#).

☰ Contents

1. Incarnon Weapons
 - 1.1. Zariman
 - 1.2. Sanctum Anatomica
 - 1.3. Incarnon Genesis Primary
 - 1.4. Incarnon Genesis Secondary
 - 1.5. Incarnon Genesis Melee
2. Acquisition
 - 2.1. Reward Rotation
3. Mechanics
 - 3.1. Challenges
 - 3.2. Genesis
 - 3.3. Movement Bonuses
4. Trivia
5. Gallery
6. Patch History
7. See Also

Incarnon Weapons

Zariman





 [Felarx](#)



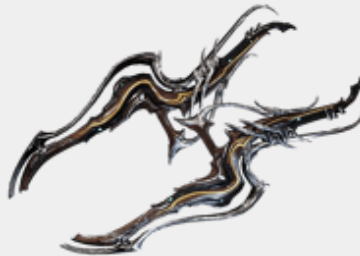
 [Innodem](#)



 [Laetum](#)



 [Phenmor](#)



 [Praedos](#)

Sanctum Anatomica





[Onos](#)

[Ruvox](#)

Incarnon Genesis Primary

[Boar Incarnon Genesis](#)
([Boar/](#) [Prime](#))

[Boltor Incarnon Genesis](#)
([Boltor/](#) [Telos/](#) [Prime](#))

[Braton Incarnon Genesis](#)
([Braton/](#) [MK1/](#) [Prime/](#)
[Vandal](#))

[Burston Incarnon Genesis](#)
([Burston/](#) [Prime](#))

Dera Incarnon Genesis
(Dera/ Vandal)

Dread Incarnon Genesis
(Dread)

Gorgon Incarnon Genesis
(Gorgon/ Wraith/
Prisma)

Latron Incarnon Genesis
(Latron/ Prime/
Wraith)

Miter Incarnon Genesis
(Miter)

Paris Incarnon Genesis
(Paris/ MK1/ Prime)

Soma Incarnon Genesis

(

Soma/

Prime

)

Strun Incarnon Genesis

(

Strun/

MK1/

Prime/

Wraith

)

Sybaris Incarnon Genesis

(

Sybaris/

Dex/

Prime

)

Torid Incarnon Genesis

(

Torid

)

Incarnon Genesis Secondary

Angstrum Incarnon Genesis (Angstrum/ Prisma)	Atomos Incarnon Genesis (Atomos)
Bronco Incarnon Genesis (Bronco/ Prime)	Cestra Incarnon Genesis (Cestra)
Despair Incarnon Genesis (Despair)	Dual Toxocyst Incarnon Genesis (Dual Toxocyst)

[Furis Incarnon Genesis](#)
([Furis/](#) [MK1](#))

[Gammacor Incarnon Genesis](#)
([Gammacor/](#) [Synoid](#))

[Kunai Incarnon Genesis](#)
([Kunai/](#) [MK1](#))

[Lato Incarnon Genesis](#)
([Lato/](#) [Prime/](#) [Vandal](#))

Lex Incarnon Genesis

(Lex/ Prime)

Sicarus Incarnon Genesis

(Sicarus/ Prime)

Vasto Incarnon Genesis

(Vasto/ Prime)

Zylok Incarnon Genesis

(Zylok/ Prime)

Incarnon Genesis Melee

Ack & Brunt Incarnon Genesis (Ack & Brunt)	Anku Incarnon Genesis (Anku)
Bo Incarnon Genesis (Bo/ MK1/ Prime)	Ceramic Dagger Incarnon Genesis (Ceramic Dagger)
Dual Ichor Incarnon Genesis (Dual Ichor)	Furax Incarnon Genesis (Furax/ MK1/ Wraith)



Hate Incarnon Genesis(Hate)Magistar Incarnon Genesis(Magistar/ Sancti)Nami Solo Incarnon Genesis(Nami Solo)Okina Incarnon Genesis(Okina/ Prime)Sibear Incarnon Genesis(Sibear)Skana Incarnon Genesis(Skana/ Prime/
Prisma)

Acquisition

Zariman Incarnons can be purchased from [Cavalero](#) in the [Chrysalith](#) with [The Holdfasts](#) standing after completion of [Angels of the Zariman](#). All 5 of the current weapon blueprints require [Mastery Rank](#) 14 to purchase and are [tradeable](#).



access. Alternatively they can be purchased from [Loid](#) in [Sanctum Anatomica](#) for [Vessel Capillaries](#) dropped by Disruption Armatus [Demolishers](#) in quantities of 2-3 (5-7 on [The Steel Path](#)).

Incarnon Genesis Adapters are obtained from [Duviri's The Circuit](#) on [The Steel Path](#), requiring completion of [The Duviri Paradox](#) to access. Cavalero assists with the installation process, additionally requiring 20 [Pathos Clamp](#) and two other types of Duviri resources.

Alternatively, the [Boar](#), [Gammacor](#), [Anku](#), [Gorgon](#), [Angstrum](#), [Dera](#), [Sybaris](#), [Cestra](#), [Sicarus](#), and [Okina](#) Incarnon Genesis Adapters can be purchased from Cavalero's "Incarnon Market" for **120**. Purchasing the adapters this way also comes with the resources used to install them. Each adapter can only be bought **once**.

Cavalero can also remove the Incarnon upgrade to return the Genesis Adapter, but the Duviri resources used for the installation are **not** refunded.

Reward Rotation

This section is [transcluded](#) from [The Circuit § The Steel Path Circuit](#). To change it, please [edit the transcluded page](#).

Players can select two of five [Incarnon Genesis](#) Adapters for the week as the Tier 5 and 10 rewards. If the player has [Drifter Intrinsic Opportunity](#) Rank 9, they can also choose from Rifle, Pistol, or Melee [Riven Mods](#), or [20,000 Kuva](#).



The Steel Path Incarnon Genesis Reward Rotation [Collapse]

Week # (Rotation)	Possible Incarnon Genesis
Week 1 (A)	Braton Incarnon Genesis (Braton/ MK1/ Prime/ Vandal) Lato Incarnon Genesis (Lato/ Prime/ Vandal) Skana Incarnon Genesis (Skana/ Prime/ Prisma) Paris Incarnon Genesis (Paris/ MK1/ Prime) Kunai Incarnon Genesis (Kunai/ MK1)
Week 2 (B)	Boar Incarnon Genesis (Boar/ Prime) Gammacor Incarnon Genesis (Gammacor/ Synoid) Angstrum Incarnon Genesis (Angstrum/ Prisma Angstrum) Gorgon Incarnon Genesis (Gorgon/ Gorgon Wraith/ Prisma) Anku Incarnon Genesis (Anku)
Week 3 (C)	Bo Incarnon Genesis (Bo/ MK1/ Prime) Latron Incarnon Genesis (Latron/ Prime/ Wraith) Furis Incarnon Genesis (Furis/ MK1) Furax Incarnon Genesis (Furax/ MK1/ Wraith) Strun Incarnon Genesis (Strun/ MK1/ Prime/ Wraith)
Week 4 (D)	Lex Incarnon Genesis (Lex/ Prime) Magistar Incarnon Genesis (Magistar/ Sancti) Boltor Incarnon Genesis (Boltor/ Prime/ Telos) Bronco Incarnon Genesis (Bronco/ Bronco Prime) Ceramic Dagger Incarnon Genesis (Ceramic Dagger)
Week 5 (E)	Torid Incarnon Genesis (Torid) Dual Toxocyst Incarnon Genesis (Dual Toxocyst) Dual Ichor Incarnon Genesis (Dual Ichor) Miter Incarnon Genesis (Miter) Atomos Incarnon Genesis (Atomos)



	• Soma Incarnon Genesis (Soma/ Prime) • Vasto Incarnon Genesis (Vasto/ Prime) • Nami Solo Incarnon Genesis (Nami Solo) • Burston Incarnon Genesis (Burston/ Prime)
Week 7 (G)	• Zylok Incarnon Genesis (Zylok/ Prime) • Sibear Incarnon Genesis (Sibear) • Dread Incarnon Genesis (Dread) • Despair Incarnon Genesis (Despair) • Hate Incarnon Genesis (Hate)
Week 8 (H)	• Dera Incarnon Genesis (Dera/ Vandal) • Sybaris Incarnon Genesis (Sybaris/ Dex/ Prime) • Cestra Incarnon Genesis (Cestra) • Sicarus Incarnon Genesis (Sicarus/ Prime) • Okina Incarnon Genesis (Okina/ Prime)
Week 9+	Schedule repeats, cycling rewards from Week 1 to Week 8 (ABCDEFGHABCDEFGH...)

Click [here](#) to purge the cache, you have to do this every day at the weekly reset otherwise the reward won't cycle.

The Steel Path Circuit Tier Rewards

Tiers	Possible Rewards	Required Circuit Progress	Cumulative Required Circuit Progress	#Continuous Required Stages
Tier 1	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver Exilus Warframe Adapter Blueprint Exilus Weapon Adapter Blueprint Forma Blueprint	285	285	3
Tier 2	Arcane Reaper Secondary Shiver Longbow Sharpshot	315	600	5
Tier 3	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver Exilus Warframe Adapter Blueprint Exilus Weapon Adapter Blueprint Forma Blueprint	345	945	7
Tier 4	- Duviri Arcane - Duviri Resource 6,000 Kuva 6,000 Endo 3 Riven Sliver	390	1,335	10 (9 with daily bonus)



	• Exilus Warframe Adapter Blueprint • Exilus Weapon Adapter Blueprint • Forma Blueprint			
Tier 5	• First Incarnon Genesis Selected	450	1,785	12
Tier 6	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot • Veiled Riven Mod • 3-day Booster	525	2,310	15
Tier 7	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot • Veiled Riven Mod • 3-day Booster	615	2,925	19
Tier 8	• Arcane Reaper • Secondary Shiver • Longbow Sharpshot	720	3,645	23
Tier 9	• 25 x Steel Essence	840	4,485	28
Tier 10	• Second Incarnon Genesis Selected	975	5,460	34 (33 with daily bonus)
Tier 11+	• Secondary Outburst • Primary Blight • Akimbo Slip Shot • Arcane Power Ramp • Arcane Intention • Shotgun Vendetta	1400	6,860	+ 8-9 per lvl



Below are the challenges required to unlock the evolutions of each Incarnon weapon currently available. The first, fourth, and fifth challenges are identical between Incarnon weapons, but the second and third evolutions differ between each weapon.

Progress for all challenges is maintained between runs, so the player does not have to complete them in a single mission.

- Evolution I: Kill 100 enemies with the weapon
- Evolution II:
 - Laetum/Phenmor/Felarx/Onos/Ruvox: Kill 8 [Eximus](#) with the weapon's Incarnon Form
 - Praedos/Innodem: Activate Incarnon Form 6 times in a mission
- Evolution III:
 - Laetum/Phenmor/Felarx: Land 8/20/20 weakpoint hits on [Void Angels](#) with Primary fire without reloading
 - Praedos/Innodem: Complete 3 Heavy Attacks on [Thrax Centurions](#) or [Legates](#)
 - Onos: Get **5** weakpoint hits on [Scathing](#) and [Mocking Whispers](#) in Albrecht's Laboratories with Primary fire without reloading.
 - Ruvox: Inflict 3 Heavy Attacks on Scathing and Mocking Whispers in Albrecht's Laboratories
- Evolution IV:
 - Zariman Ten Zero: Close 12 Ruptures in [Void Flood](#)
 - Player *must* have contributed to closing the rupture via depositing Vitoplast.
 - Albrecht's Laboratories: Open 20 Conduits in [Disruption](#) on [Armatus](#), [Deimos](#).
- Evolution V: Complete a Solo mission with an Incarnon Weapon equipped in every slot
 - Any mission will suffice for this challenge.
 - Incarnon Genesis weapons are considered for the purposes of this challenge.

Genesis

Incarnon Genesis



Heard you been grubbing around in the [Zariman](#)'s backyard. That little tinpot 'kingdom.'

Well, in my extensive downtime, I've been having thoughts about weapons. How I could upgrade 'em. Give 'em a sprinkle of Void magic. And guess what? The Void does what the Void does. [Took my ideas and made them real](#). How about that.

So if you've picked up a... let's call it an Incarnon Genesis, why not? An Incarnon Genesis, bring it to me and I'll get it installed for ya.

Slaughter awaits.
[Cavalero](#)

PS. [Yonta](#) says I need to say this very clearly: I cannot adapt a weapon you do not own. I will need both the Incarnon Genesis AND the weapon it applies to. Understood? I am not running a charity here.

Similarly to the Zariman weapons, the Genesis weapons have their own challenges, but only have **4** evolutions in total. Slotting in the Genesis Adapter is considered the first challenge. Challenges only need to be cleared once per weapon type, for example clearing [Braton](#)'s challenges will automatically unlock perks for [MK1-Braton](#), [Braton Prime](#), and [Braton Vandal](#) when acquiring their Incarnon forms. The remaining challenges are as follows:

- Evolution II: Complete a solo mission with the weapon
- Evolution III:
 - Primary/Secondary: Kill 100 enemies with the weapon's Incarnon Form
 - Melee: Activate Incarnon Form 6 times in a mission
- Evolution IV: Varies by weapon

Movement Bonuses

Every incarnon genesis melee weapon offers a bonus to certain parkour stats - usually sprint speed and bullet jump - upon transforming into incarnon mode. All non-genesis melee weapons, as well as a few genesis weapons and the Laetum, also offer some bonuses for selection as an evolution perk upgrade:

Incarnon Weapon Movement Bonuses [Collapse]

Weapon	Evolution	Activation	Type	Amount
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Weapon	Evolution Perk	Activation Condition	Type	Amount
Ack & Brunt	1: Default	Incarnon mode	Bullet jump	+20%
Ack & Brunt	1: Default	Incarnon mode	Sprint speed	+20%
Anku	1: Default	Incarnon mode	Bullet jump	+20%
Anku	1: Default	Incarnon mode	Sprint speed	+20%
Anku	3: Swordsman's Celerity	Always active	Movement speed	+20%
Bo	1: Default	Incarnon mode	Bullet jump	+20%
Bo	1: Default	Incarnon mode	Sprint speed	+20%
Bo	3: Swordsman's Celerity	Always active	Movement speed	+20%
Ceramic Dagger	1: Default	Incarnon mode	Bullet jump	+25%
Ceramic Dagger	1: Default	Incarnon mode	Sprint speed	+25%
Dual Ichor	1: Default	Incarnon mode	Bullet jump	+20%
Dual Ichor	1: Default	Incarnon mode	Sprint speed	+20%
Furax	1: Default	Incarnon mode	Bullet jump	+25%
Furax	1: Default	Incarnon	Sprint	+25%

Weapon	Evolution Perk	Activation Condition	Type	Amount
Hate	1: Default	Incarnon mode	Bullet jump	+20%
Hate	1: Default	Incarnon mode	Sprint speed	+20%
Innodem	2: Striking Swiftess	Always active	Sprint speed	+30%
Laetum	2: Raptor's Chase	Aim down sights	Movement speed	+50%
Magistar	1: Default	Incarnon mode	Bullet jump	+10%
Magistar	1: Default	Incarnon mode	Sprint speed	+10%
Nami Solo	1: Default	Incarnon mode	Bullet jump	+20%
Nami Solo	1: Default	Incarnon mode	Sprint speed	+20%
Okina	1: Default	Incarnon Mode	Sprint speed	+20%
Okina	1: Default	Incarnon Mode	Parkour velocity	+20%
Okina	3: Swordsman's Celerity	Always active	Movement speed	+30%
Praedos	2: Drifting Grace	Always active	Sprint speed	+20%
Praedos	2: Drifting Grace	Always active	Slide	+20%
Praedos	4: Evolved Ascension	Always active	Parkour velocity	+30%

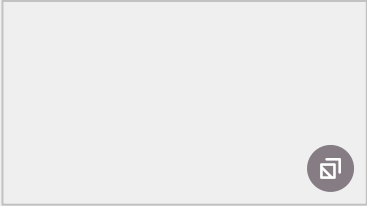


Weapon	Evolution Perk	Activation Condition	Type	Amount
Praedos	4: Vaulting Leap	Always active	Midair jump height	+100%
Ruvox	2: Gathering Momentum	Melee combo: 2x or more	Movement speed	+5% × (combo - 1)
Ruvox	4: Ternary Vault	Always active	Midair jump count	+1
Sibear	1: Default	Incarnon mode	Bullet jump	+10%
Sibear	1: Default	Incarnon mode	Sprint speed	+10%
Skana	1: Default	Incarnon mode	Bullet jump	+20%
Skana	1: Default	Incarnon mode	Sprint speed	+20%

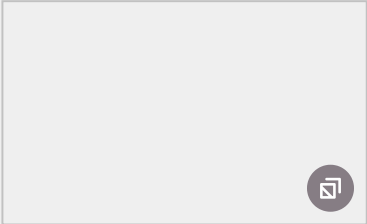
Trivia

- Incarnon* is based on the word *incarnate*, which means to embody something, like a deity or spirit, in the flesh.

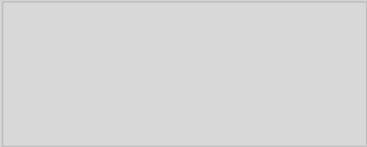
Gallery



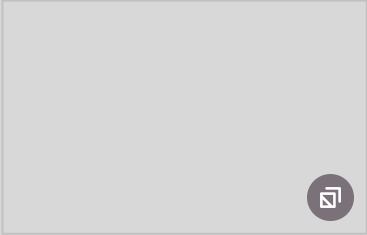
Incarnon Phenmor



Incarnon Felarx



Incarnon Laetum



Incarnon Innodem



Incarnon Praedos



Preview of Incarnon geneses for Echoes of Duviri



Incarnon Genesis Void attachments

Patch History

[Hotfix 37.0.6](#) (2024-10-11)

- Fixed the Okina Evolution 3 Incarnon Challenge not progressing.

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

- Made the following Evolution Perk changes to the Sybaris (Dex & Prime)
- Incarnon:
- Elemental Dominance

See Also

- [Dex](#)
- [Kuva](#)
- [MK1](#)
- [Prime](#)
- [Prisma](#)
- [Syndicate Weapons](#)
- [Tenet](#)
- [Vandal](#)
- [Wraith](#)

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						
Auto	Attica • Zhuge • Zhuge Prime					
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 •					

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

Incarnon			Edit	[Collapse]
Zariman		Felarx • Innodem • Laetum • Phenmor • Praedos		
Sanctum Anatomica		Onos • Ruvox		
The Circuit (Incarnon Genesis)	Week 1	Braton • Lato • Skana • Paris • Kunai		
	Week 2	Boar • Gammacor • Angstrum • Gorgon • Anku		
	Week 3	Bo • Latron • Furis • Furax • Strun		
	Week 4	Lex • Magistar • Boltor • Bronco • Ceramic Dagger		
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	Week 6	Ack & Brunt • Soma • Vasto • Nami Solo • Burston		
	Week 7	Zylok • Sibear • Dread • Despair • Hate		
	Week 8	Dera • Sybaris • Cestra • Sicarus • Okina		

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Languages

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