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Dual Toxocyst

172

EDIT

 INFESTED

 WEAPONS

 CONCLAVE (PvP)

CODEX

Brain-strikes excite this bioweapon, causing it to rapidly release toxic munitions.

The **Dual Toxocyst** is a pair of  [Infested](#) sidearms oriented towards  [Puncture](#) damage. Successfully achieving a headshot with this weapon temporarily grants it increased [fire rate](#), additional  [Toxin](#) damage, reduced [recoil](#) and [infinite ammo](#). However, its initial recoil is very high and initial fire rate is very slow.

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

Dual Toxocyst

Normal

Incarnon



Untradeable

Update Infobox Data

General Information



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3. Notes

3.1. Incarnon Genesis

3.1.1. Evolution

3.1.2. Evolution I

3.1.3. Evolution II

3.1.4. Evolution III

3.1.5. Evolution IV

4. Tips

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6. Media

7. Patch History

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Characteristics

- This weapon deals primarily Puncture damage.
- Landing a successful headshot grants the **Frenzy** buff.
 - Frenzy buffs lasts for **3** seconds, and can be refreshed on subsequent headshots.
 - Frenzy grants the following buffs:
 - +150% Fire Rate**
 - Bonus is multiplicative to other sources of fire rate.
 - +100% Ammo**

Max Rank	30	
Slot	Secondary	
Trigger Type	Semi-Auto	
Utility		
Accuracy	Very High	
Ammo Max	72	
Ammo Pickup	40	
Ammo Type	Secondary	
Disposition	●●●● (1.35x)	
Fire Rate	1.00 attacks/sec	
Noise Level	Alarming	
Magazine Size	12	
Reload Time	2.35 s	
Projectile Type	Hit-Scan	
Spread	6.25° (0.50° min, 12.00° max)	
Normal Attack		
7.5 (10%)	60 (80%)	7.5 (10%)
Total Damage	75 (80.00% Puncture)	
Ammo Cost	1	
Crit Chance	5.00%	
Crit Multiplier	2.00x	
Fire Rate	1.00 attacks/sec	
Multishot	1 (75.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	300.0 m	
Spread	6.25° (0.50° min, 12.00° max)	
Status Chance	37.00%	
Projectile Type	Hit-Scan	

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Advantages over other Secondary weapons (excluding modular weapons):

- Very good ammo efficiency.
- Normal Attack (wiki attack index 1)
 - Very high status chance (37.00%)
 - Above average disposition (●●●●● (1.35x))
- Incarnon Form (wiki attack index 2)
 - High fire rate (4.50 attacks/sec)
 - Very high status chance (43.00%)
 - Above average disposition (●●●●● (1.35x))
 - High crit multiplier (3.00x)

Disadvantages over other Secondary weapons (excluding modular weapons):

- High recoil without the innate buff active.
- Normal Attack (wiki attack index 1)
 - Very low crit chance (5.00%)
 - Low reload speed (2.35 s)
 - Below average magazine (12)
 - Low ammo max (72)
 - Very low fire rate (1.00 attacks/sec)

Total Damage

75 (50.00%  Puncture)

Ammo Cost

1

Crit Chance

11.00%

Crit Multiplier

3.00x

Fire Rate

4.50 attacks/sec

Multishot

1 (75.00 damage per projectile)

Noise Level

Alarming

Punch Through

0.0 m

Range

1000.0 m

Spread

6.25° (0.50° min, 12.00° max)

Status Chance

43.00%

Projectile Type

Hit-Scan

Trigger Type

Auto

Miscellaneous

^

Default Upgrades

FireRateOnHeadshotPistolMod

Riven Family

Dual Toxocyst

Exilus Polarity

Introduced

[Update 18.5](#) (2016-03-04)

Polarities

Sell Price

5,000

Variants

Dual Toxocyst

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• Below average total damage (75)

• Below average ammo max (72)

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

Weapons

Update 18

Infested Weapons

Puncture Damage Weapons

Dual Pistols

Dual Toxocyst

Secondary Weapons

Semi-Auto Weapons

Semi-Automatic

Base

Alarming Weapons

Hit-Scan Weapons

Untradeable Weapons

Available In Conclave

Acquisition

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

Manufacturing Requirements

Edit blueprint requirements

30,000	Mutagen Mass 4	Nano Spores 6,500	Plastids 1,100	Forma 1	Time: 1 Day(s) Rush: 35
Market Price: 175		Blueprints Price: 15,000			

Bio Lab Research

3,000

5,000	Mutagen Sample 20	Circuits 200	Nano Spores 750	Cryotic 400	Time: 3 Day(s) Prereq: Acrid
x1 x3 x10 x30 x100					

Notes

>

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/ in places other than heads will have no

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- The fire rate bonus from Frenzy stacks multiplicatively after any equipped fire rate mods or fire rate bonuses.
- The +100% [Toxin](#) from Frenzy is additive with elemental mods, and will combine with elemental mods equipped on the weapon, ex. having [Heated Charge](#) or [Scorch](#) equipped will make the Dual Toxocyst deal [Gas](#) upon activating the buff.
 - The [Toxin](#) bonus will take priority when combining with singular elements on Dual Toxocyst before other bonuses such as [Shock Trooper](#).
 - If the Dual Toxocyst is modded with a combined element such as Corrosive, the bonus toxin damage will be added to that element's damage.
- If Frenzy is triggered or if it disappears, this weapon makes a noise that will alert nearby enemies. This noise **cannot** be reduced with [Suppress](#) or [Hushed Invisibility](#).
- Triggering the buff with the last bullet of the magazine does not require the user to reload the weapon before shooting again because it stops consuming ammo, and therefore is an effective candidate for [Synth Charge](#).

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Dual Toxocyst Incarnon Genesis](#) from [The Circuit](#)'s Steel Path to place on their Dual Toxocyst 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 *Dual Toxocyst Incarnon Genesis § Evolutions*.

To change it, please *[edit the transcluded page](#)*.

- Installing the Dual Toxocyst Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Yao Shrubs](#) and 80 [Eevani](#).
- 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](#).



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- Incarnon Form becomes fully automatic with higher [Critical Chance](#), [Critical Multiplier](#), [Status Chance](#), [Fire Rate](#), significantly less [Recoil](#), and shots now ricochet to **1** nearby enemy per shot within **5** meters of the main target.
 - The ricochet is capable of headshotting and triggering Dual Toxocyst's Frenzy buff.
 - Additional pellets generated via [Multishot](#) can ricochet into different targets.
 - Ricochet rounds are affected by [Galvanized Shot](#) and the base damage values of both Evolution II perks.
 - By using [Punch Through](#) every enemy hit with the main shot along the punch through line creates ricochet rounds.
 - Enemies in a [Ragdoll](#) state cannot be hit by ricochet rounds so any grouping tool that isn't [Magus Anomaly](#) or [Ensnare](#) will prevent ricochet shots from hitting any of the other grouped targets.
- 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 reticule by achieving [weakpoint hits](#) and then pressing the [Alternate Fire](#) button. **9** weakpoints will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges do **not** generate on the backpacks of most [MOA](#) variants, or vulnerability spots generated by [Sonar](#) or [Detect Vulnerability](#) in places other than actual weakpoints.
 - Weakpoints on corpses or [Invulnerable](#) targets do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Dual Toxocyst's Incarnon Form uses a separate "magazine" with each charge producing **30** rounds to a maximum of **270**. Once all ammunition is expended, the Dual Toxocyst reverts to its normal form.
 - 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



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- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Carnage Reign:**
 - Increase Damage by **+60**.
 - **+33%** Direct [Damage per Status Type](#) affecting the target.
- Perk 2: **Fevered Frenzy:**
 - Increase Damage by **+50**.
 - On Ability Cast: **+5%** Multishot. Stacks up to **20x**.
 - The multishot bonus stacks additively with multishot mods such as [Barrel Diffusion](#).
 - [Transference](#) can build stacks.

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Ready Retaliation:**
 - On Reload from Empty: **+100%** Reload Speed.
- Perk 2: **Evolved Autoloader:**
 - **+50%** Magazine Reloaded/s when [holstered](#).
- Perk 3: **Marksman's Hand:**
 - **-50%** Weapon Recoil.

Evolution IV

- *Unlock Challenge:* Get **17** consecutive headshots.
 - Challenge will reset from inflicting body shots or damage dealt from [Companions](#). [Status Effect](#) damage does not reset the challenge.
 - Hits landed from multishot count towards this challenge.
- Perk 1: **Commodore's Fortune:**
 - Increase Critical Chance by **+20%**.
- Perk 2: **Neurotoxin:**
 - On Headshot: **+70%** [Toxin](#) for **3s**.



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- The headshot buff can completely counter the weapon's low innate fire rate and max ammo capacity.
- If modded with [Gas](#), the gas clouds deals a tick of damage each second, each tick has a chance to refresh the "**Frenzy**" buff.
- Use of the increased zoom module [Hawk Eye](#) can make gaining the headshot buff easier, thus significantly increasing the weapon's damage outputs and versatility.
- The [Scourge](#) synergizes well with these pistols as the speargun can debuff enemies with [Magnetize](#)-like fields on their heads when thrown and left to allow it to recast its debuff at fixed intervals.
- The added [Toxin](#) damage when landing headshots makes the pistols deceptively effective against any shielded [Corpus](#) enemies.
- While under the effects of the triggered buff, the fast fire rate and unlimited ammo, combined with the low [critical chance](#) and average critical multiplier make rapid fire bodyshots more viable than aimed headshots.
- [Hydraulic Crosshairs](#) can be triggered at the same time as the buff, though the low base [critical chance](#) makes this mod of limited utility.
- Installing [Steady Hands](#) completely negates recoil while buff is active.

Trivia

- The Dual Toxocyst is the first infested dual pistol added to the game.
- Triggering the innate headshot buff or reloading the weapon will cause the Dual Toxocyst's barrel to open up like jaws, connected by infested tissue between its upper and lower parts.

Media



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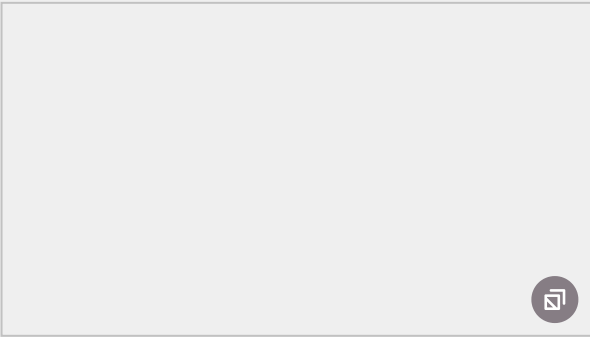
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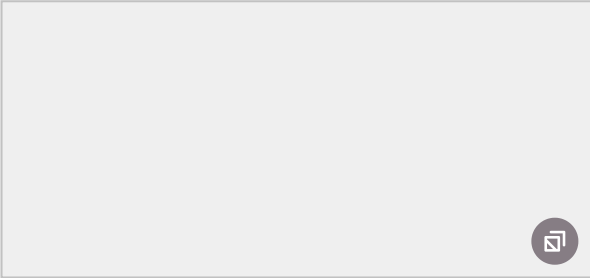
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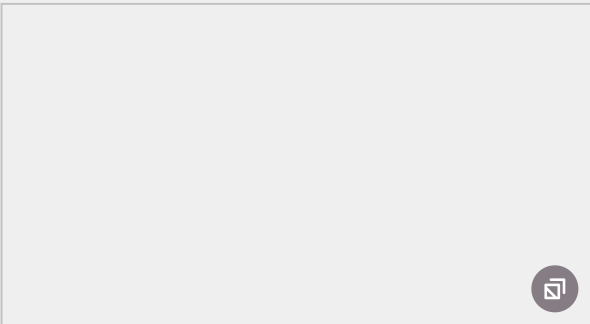




The Dual Toxocyst, shown in the Update 18.5 Teaser



18.5 Hub's Weapon Teaser



Dual Toxocysts while opened by a headshot





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DUAL TOXOCYST BUILD - Innate Buff that Stuff 2 forma - Warframe

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Update 22.12 (2018-02-09)

- Mastery Rank increased from 8 to 11.
- Damage increased from 70 to 75.
- Status chance increased from 35% to 37%.
- Frenzy buff on headshot can now be refreshed while it's active.
- Frenzy buff duration decreased from 6 to 3 secs.

Update: The Index Preview (2016-10-20)

- Changed condition from 'Headshot' to 'On Hit' for Dual Toxocysts in Conclave.

Last updated: [Hotfix 22.19.1](#) (2018-05-03)

See Also

- [Dual Toxocyst Incarnon Genesis](#), the Incarnon power-up for the Dual Toxocyst.

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Bio

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Weapons

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[Helios](#)

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

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Modular

Railjack

Arm Cannon

Bow

Auto

Bow

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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 • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa





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Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astill • Astill 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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