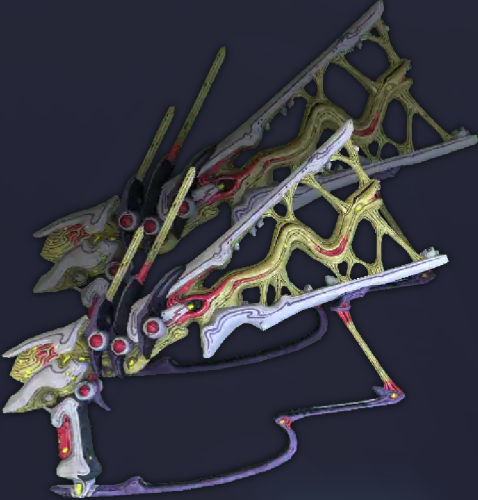


OVERFRAME

Top BuildsTier ListPlayer SyncNew Build

ITEMWEAPONPISTOLDUAL TOXOCYST

OTHER DUAL TOXOCYST BUILDS



Dual Toxocyst
INCARNON |
Raw Damage
Red Crit Meme
+ Variants

by ninjase — last updated 5 months ago

11 7 0

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

639 VOTES

12 COMMENTS

ITEM RANK30

60 / 60

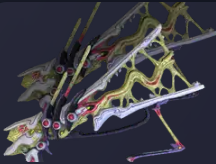
OROKIN REACTOR

APPLY CONDITIONALS

FIRE MODESEMI

ACCURACY16.0

CRITICAL CHANCE5%

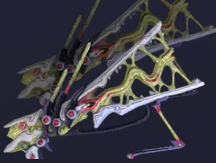


Dual Toxocyst
INCARNON | Raw
Damage
Red Crit
Meme +
Variants

Dual Toxocyst
guide by
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7 FORMA

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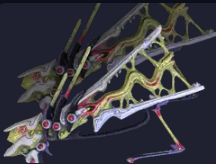


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MEDIUM
GUIDE



Harrow's
Arsenal |
Corrosive
Headhunter
Dual
Toxocyst

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https://overframe.gg/build/472561/dual-toxocyst/dual-toxocyst-incarnon-raw-damage-red-crit-meme-variants/

1/6

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Tier List

Player Sync

New Build

NOISE

RELOAD

RIVEN DISPOSITION

STATUS CHANCE

TRIGGER

DAMAGE

IMPACT

PUNCTURE

SLASH

TOTAL DAMAGE

AVERAGE HIT

BURST DPS

SUSTAINED DPS

ALARMING

2.4

1.35

37%

SEMI

7.5

60.0

7.5

75.0

78.8

78.8

65.9

Steel path/
INCARNON
red crit.
Dual
Toxocyst
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BUILDS BY NINJASE

The
Devouring
Void |
Raw Non-
crit
Laetum
(One-
shot Steel
Path)

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The Lich King
Revenant |
General
Use/Endurance
Steel Path |
Mesmer Tank
and One-shot
Reave

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Dual Toxocyst INCARNON | Raw Damage Red Crit Meme + Variants

This is a raw damage build for non-endurance or endurance with armor strip which allows you to hit orange or red crits depending on your arcane preference, external buffs or riven. Incarnon form becomes a fully automatic dual pistol with ricochet which retains part of the Frenzy Buff (on headshot, 3s buff of +150% fire rate, +100% toxin (acts like a 9th mod) and - recoil by approximately 60%). Note the infinite ammo buff does NOT work on the Incarnon ammo.

Also note the ricochets from incarnon mode tend to hit the head REGARDLESS of whether your initial shot was a body shot or headshot. This makes the frenzy buff, crosshairs buff and deadhead buffs extremely consistent.

EVOLUTIONS

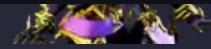
Evolution II: With Merciless on, Fevered Frenzy (+100% ms after 20 ability cast) gives ALOT more final DPS after 5 status effects (almost 250% more) compared to Carnage Reign. Without merciless on, Fevered Frenzy is 2% better. With Encumber on, Fevered Frenzy is identical to Carnage Reign. This is because like [Galvanized Shot], the +33% damage from Carnage Reign is currently bugged in that it does not count the extra 60 base dmg. If one day this is fixed, Carnage Reign should be a bit better when running Overcharge or Encumber (by about 6-8%).

Evolution III: Marksman's Hand combines with Frenzy buff to completely [Negate] recoil even without Steady Aim in exilus. This frees up the exilus for anything of your preference.

Evolution III: Commodore's Fortune (+20% base cc) increases base CC to 31%, making final CC after mods 89%.

MOD BREAKDOWN

Galvanized Diffusion: Mandatory multishot +230%

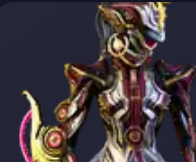


Incarnon
Endurance
Survival and
Looting

Khora Prime
guide by ninjase

3 FORMA

LONG GUIDE



Octavia
General
Use |
AFK
Steel
Path

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Prime
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3
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VOT
169

bonus to the original base dmg of 75 rather than 125.

- [\[Primed Pistol Gambit\]](#) + [\[Galvanized Crosshairs\]](#): Boosts final CC to 188% after max stacks while aiming down sights. Adding Cascadia Overcharge or Secondary Outburst boosts final CC to above 200% for red crits. Finally adding Arcane Avenger to this can give guaranteed red crits. NOTE, stacking this many crit chance source is always an overall REDUCTION in total DPS. If you want to actually maximise DPS against a specific faction, you would swap Primed Pistol Gambit for Primed Expel ideally.
- Primed Target Cracker: Mandatory CD mod brings CD to 6.3
- [\[Convulsion\]](#): Combines with the innate tox from Frenzy to form +190% Corrosive dmg. This saves a slot allowing you to run a bane more crit chance or damage.
- [\[Lethal Torrent\]](#): Boosts fire rate and multishot. This is approximately a 46% final DPS boost with Frenzy active and 89% DPS boost without Frenzy active.
- [\[Seeker\]](#): Punchthrough causes the initial enemy hit to STILL ricochet, and the second enemy hit creating a new ricochet instance. Every enemy punched through basically adds an additional instance of ricochet, basically doubling or tripling the amount of enemies hit potentially. Even the ricochet bullet appears to be able to punchthrough and reaches FURTHER than it would without punchthrough, basically extending the overall range of ricochet. This is flexible for Primed Expel mod.
- Primed Expel: Boosts raw dmg by 55% which is multiplicative to Galv Shot/Deadhead (optional). Can slot over [\[Seeker\]](#) or [\[Lethal Torrent\]](#) if you like.

Exilus: Currently there is no real need to run an exilus because Steady Aim isn't necessary. This is totally up to personal preference, but you could run [\[Targeting Subsystem\]](#) to reduce spread or [\[Spry Sights\]](#) to increase movespeed while aiming, or just leave it empty to save forma.

Riven

Ideal roll is CD, CC, MS, Punchthrough, FR with -puncture. Can replace [\[Primed Pistol Gambit\]](#) if roll CC, replace [\[Lethal Torrent\]](#) if roll MS+FR, replace, galv shot if roll dmg.

Corrosive: Use against armored Grineer due to each corrosive status stripping armor as it is applied and Corrosive having a +50% damage bonus. [\[Primed Convulsion\]](#) also strips armor

Viral: Use against Corrupted and any ARMOR STRIPPED Grineer. Raw Viral damage has a 50% bonus against corrupted and any viral status procs multiply damage to health by up to 4.25x at 10 stacks. Replace [\[Convulsion\]](#) with [\[Deep Freeze\]](#) or [\[Frostbite\]](#) if you have no capacity.

Toxin: Use against Corpus because toxin bypasses shields to hit corpus +50% dmg. Replace [\[Convulsion\]](#) with [\[Pathogen Rounds\]](#).

Radiation: Use against Murmur, swap [\[Seeker\]](#) or Primed Pistol Gambit for Primed Heated Charge

ARCANES

Secondary Outburst: highest DPS option but requires a bit of buildup/maintenance with either a weapon with Melee Crescendo + Finishers (to have permanent x12 combo), Ceramic Dagger (for permanent x8-12x combo but needs primary/secondary kills instead of finishers) or just a gunblade/regular melee that you can build combo to x12 quickly but manually.

Secondary Fortifier: Removes overguard extremely quickly and gives it to your frame. Very good survivability quality of life and also kills Thrax/Eximus extremely quickly.

Secondary Deadhead: Simplest option, procs from direct headshot kills which is very easy via ricochet, and gives extra 1.3x headshot multiplier, separate to the 3x normal headshot multiplier.

Secondary Encumber: Gives a large damage boost but requires a lot of ramp up eg 2-4s to hit max potential. Each status proc has a 24% chance to create another random status proc. Due to the insane fire rate and high status chance of dual toxocyst, you should be able to create all 13 unique status effects by 2-4s for a total of +1560% base dmg due to [\[Galvanized Shot\]](#). This is approximately 36% better than Deadhead, but only useful in endurance without armor strip when enemies tend to take longer than 3s to kill.

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