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# Toxic Lash

50 EDIT



**Toxic Lash**

While active, attacks deal additional **Toxin** damage; this effect is doubled for melee strikes. Instantly burst spores when attacking afflicted enemies.

**50**

Introduced in [Update 7.0](#) (2013-03-18)

**Strength:**

20% / 24% / 26% / 30%  
(added gun damage)  
40% / 48% / 52% / 60%  
(added melee damage)

**Duration:**

20 / 25 / 35 / 45 s

**Range:**

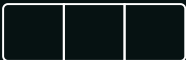
N/A

**Misc:**

100% **Toxin** status chance)  
100% (Spores burst chance)












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- Saryn expends **50 energy** to imbue all her weapons with potent toxins for **20 / 25 / 35 / 45** seconds, dealing an extra hit for **20% / 24% / 26% / 30%** of the weapon's total damage as **Toxin** damage (**doubled** for [melee weapons](#)), which has a guaranteed **Toxin** proc on every strike.
  - Toxic Lash adds an extra **Toxin** attack that scales with weapon damage on hit, before health and armor resistances.



$0.3 \times 1.3 = 78$   [Toxin](#) damage which ticks for  $78 \times 0.5 = 39$  

[Toxin](#) damage per second.

-  [Toxin](#) mods will apply their toxin mod multiplier to Toxic Lash's [Toxin](#) ticks, regardless if they are combined into other elements.
  - This includes  [Venom Dose](#), which is added similarly to elemental mods.
- Extra  [Toxin](#) damage does **not** combine with weapon elements.
- [Faction Damage Mods](#), after first applying, will multiply Toxic Lash's hit a second time, and multiply its  [Toxin](#) ticks a third time, effectively triple-dipping.
- Status Duration Mods and Saryn's own passive affect the duration of the  [Toxin](#) proc.
- Most weapon hits will trigger a Toxic Lash attack, including  [Acid Shells](#) and  [Concealed Explosives](#), but not  [Bursting Mass](#) or  [Pathocyst](#)'s maggots.
- Damage is affected by [Ancient Disruptor](#) auras and other enemies that reduce ability damage, unlike other weapon buffing skills.
- Toxic Lash's damage instance does **not** charge [Incarnon](#) Transmutation.
- Cast animation of ~1 second is affected by [Casting Speed](#).
  - Saryn is immune to crowd control during the cast animation.
- Casting Toxic Lash is a [one-handed action](#) that can be done while performing many actions without interrupting them, including [reloading](#), charging, shooting, [maneuvering](#), and while on a [zipline](#).
  - Can be recast to refresh its duration.
- **Ability Synergy:**
  - Toxic Lash can make  [Spores](#) burst with every attack, even without direct hits.
  - Hitting a spore while Toxic Lash is active applies an additional  [Toxin](#) proc.



## See Also

-  [Saryn](#)

## Categories



## Languages



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### 50 comments



[A Fandom user](#) • 8/24/2024

Venom Dose + Toxic Lash + Roar is good enough. But... Blast explosion actually procs Toxic Lash again. VD + TL + Roar + Blast... so many dips on the roar... so many dmg numbers... nearly instakills highest mission SP void angels to be clear.



Write a reply



[A Fandom user](#) • 7/24/2024

For some reason, when using sobek (at least in simulacrum), the toxin proc gained from acid shells actually increases not from +toxin bonuses, but +elemental bonuses in general on the weapon. (e. g. replacing a 60/60 toxin mod for a 90 heat mod gives ~50k extra DOT damage/tick) ((this is strange because the base dmg of the damage instance does not change with extra elemental dmg mods in the case of acid shells, since that instance does 45% of the enemies hp as an explosion, which then triggers the toxic lash proc, so said damage remains constant)). Also, regarding a comment on the page for shotgun elementalists, it in fact does not increase the dot damage from toxic lash procs while using acid shells specifically. Would love clarification on this functionality if anyone else has done testing!



[A Fandom user](#) • 7/24/2024





Write a reply



Ladyvan • 3/27/2024

Did they just nerf the shit out of Toxic Lash?

I'm not getting that extra hit with every attack, and Spores also dont multiply it anymore.



A Fandom user • 3/27/2024

It seems to be broken on certain beam weapons too. Nukor, boar and atomos.



Ladyvan • 3/29/2024

Got fixed last hotfix or so

Strange that toxic lash broke while xata's whisper was still fine. Hope thats not because they tinkered with some potential nerf

*(Edited by Ladyvan)*



Write a reply



A Fandom user • 2/1/2024

People don't know this but, Toxic lash also scales indirectly with the rest of elemental mods, although I don't know the exact way it does, I can say it's much weaker than the buff of toxin damage, you'll notice you get bigger toxin ticks with Venom dose activated, and this applies even to Concealed Explosives ticks



A Fandom user • 3/20/2024

As stated in the article, the toxic lash bonus is calculated from total weapon damage. Activating venom dose increases your total weapon damage, so





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A Fandom user • 12/13/2023

Does anyone know if DE has made an mention or acknowledgement about that non-hosting crit bug?



A Fandom user • 1/3/2024

What is the non-hosting crit bug if i may ask?



A Fandom user • 1/18/2024

When you dont host the lobby and you cast toxic lash there is a very noticeable decrease in crit chance (from me hitting only orange with torid to some times not even hitting yellow after casting it0



Write a reply



A Fandom user • 6/27/2023

English isn't my first language, and I'm confused about "Toxic Lash adds an extra [Toxin](#) attack that scales with weapon damage on hit, ***before health and armor resistances.***"

Does that mean Toxic lash ignores armor resistance?



A Fandom user • 7/6/2023

I don't use Saryn a huge amount, but I believe it means that the Toxic Lash hit scales off of the damage of the attack, before the damage of the attack would be reduced by Damage Reduction effects. So if you deal 100 damage with an attack, Toxic Lash is 30% of that, 30 damage. Hitting an enemy with 50% damage reduction enabled with this attack would deal 50 damage from the weapon, then 15 from the Toxic Lash hit. Toxic Lash doesn't ignore armour for



personally tested Saryn enough to know definitively myself, but that's what I understand from what the wiki says.



[A Fandom user](#) • 5/30/2024

Exact, it's just a way so Toxin Lash doesn't double dip on armor and faction specific resistances (Notably Ancients and Infested MOAs) but it still is affected by those two.



Write a reply



[A Fandom user](#) • 5/6/2023

Toxic lash seems to be bugged when playing on clientside and when over 200% crit. Anytime the ability is active crit chance is highly reduced, making red crits turn into yellows and oranges into whites. This only happens when not the host or solo, and when toxic lash is active.



Write a reply



[TrapperCZE](#) • 3/5/2023

So does this add +1 hit falt or is it +1 hit per damage instance ? if its per instance then it would deserve clarification



[A Fandom user](#) • 9/11/2023

It is +1 hit per shot/hit, not per bullet if that's what you asked.



Write a reply



[A Fandom user](#) • 3/6/2022





[A Fandom user](#) • 9/28/2022

Absolutely not



[A Fandom user](#) • 2/14/2023

Most op ability vs Corpus besides Hildryn's 2 and 3



[A Fandom user](#) • 2d

Properly scaled it's the strongest damage buff in game other than banshee's sonar, stronger than a single sonar if you count the DoT's, and it works on all enemies/all hits



Write a reply



[A Fandom user](#) • 2/8/2022

The 100% Spore burst chance is the reason why is this powerful



[A Fandom user](#) • 9/28/2022

The second instance of damage is why this is powerful.



Write a reply



[A Fandom user](#) • 11/28/2021

Anyone know if kuva or sister toxin bonus affects it like a double dip?



[A Fandom user](#) • 6/11/2023

Same question here - since toxin mods are double dip



Just tested as I have 2 Ogris, 1 with Heat and 1 with Toxin at practically the same % roll +/- 10% and they did practically the same damage +/-10%. If it double dipped it would've been much bigger than 10%. It doesn't double dip



Write a reply



[A Fandom user](#) • 10/12/2021

The maximization section has a "Damage block" scaling. But the skill description, info, tips and even the comment section make absolutely no note of this. At first, I was going to write this off as some sort of typo or copy/paste of the code but I... Can't. I realize that when I have this skill on, my Saryn doesn't take much damage. Is Toxic Lash really moonlighting as a defensive skill and going completely unnoticed?



[A Fandom user](#) • 10/12/2021

Ok, edit; After posting this I'm now looking for people talking about the damage block... Hm... I don't know how I didn't notice this earlier and why it's not mentioned at all in its base tooltip.



[Ladyvan](#) • 10/12/2021

It used to be part of the basic skill a long time ago, when blocking with melee didn't block 100% of damage



Write a reply



[A Fandom user](#) • 9/20/2021

Tested Toxic Lash bonus against some Chargers with a Heat Sword

Unmodded = 260 + 131 per tick

90% electric mod = 494 + 248 per tick

90% slash mod = 448 + 224 per tick (only lower because weapon has 80% slash weighting)

90% toxin mod = 494 + 471 per tick (toxin mod seems to double dip for proc





90% toxin mod + 90% electric mod for corrosive = 729 + 693 per tick (initial receives 180% bonus, proc damage is based off the initial damage so also receives the 180% bonus but then double-dips off toxin for a multiplicative 90% bonus)  
90% toxin mod + 90% slash mod = 682 + 649 per tick



Ladyvan • 9/20/2021

Toxin mods also increase the toxin proc calculation, as seen on the toxin page, and on this page as well.

Normally it would be 50% of base damage. But with a 90% Toxin mod, that would be  $50 \times 1.9 = 95\%$  per tick.

And because Toxic Lash turns your weapon's total damage into a new pure toxin damage instance, elemental mods also increase the damage.

So for maximum meme value, mod a ton of Toxin on your weapons.



Write a reply



A Fandom user • 9/20/2021

Faction mods triple-dip Toxic Lash's procs. Rhino's Roar operates as a faction mod and does as well triple-dip.

Also, the full corrosive bonus from the Spore augment, Venom Dose, applies to the Toxic Lash bonus and its procs.



A Fandom user • 9/20/2021

To clarify, the corrosive gets converted to toxin.



Write a reply



A Fandom user • 9/24/2020

How exactly does this ability tie in with Normal/Charged Throw Attacks for the Glaive and Glaive Prime? Does it still work?





Write a reply



[Vegan Christian](#) • 9/5/2020

Is the 100% toxin status chance affected by negative status chance riven?



[Vhwatgoes](#) • 9/5/2020

After some quick testing, it does not seem so.



Write a reply



[A Fandom user](#) • 6/9/2020

its not working with nightwave: kill 150 enemys with toxin damage



[Youqi](#) • 6/24/2020

The toxin probably gets combined with your single element which turns into gas for example if paired with heat



[Ladyvan](#) • 6/24/2020

*"The additional [\[1\] Toxin](#) damage is a separate instance of damage and does **not** combine with elemental damage on the weapon."*



Write a reply



[A Fandom user](#) • 6/28/2019

Is this still accurate? I'm at 110percent damage block it says and it legitimately seems like I take zero damage when blocking





Write a reply



A Fandom user • 5/20/2018

Just want to update. In the abilities section, where it shows "stats with mods" I see 96% damage block.

<https://imgur.com/a/Hduu7Sg>



A Fandom user • 6/4/2018

Second update as of hotfix 22.20.7 - same user :  
With 257% strength, I see 102.8% damage block, 77% added toxin damage.



Write a reply



Acheron Stysius • 11/17/2017

Does anyone else notice that in the augment picture, Saryn is.... dabbing? (I hate even saying that word.)

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USouLz • 11/20/2017

This too.





(Edited by USouLz)



Gat235 • 11/20/2017

pls no



A Fandom user • 4/1/2018

WTF HAAAAAAAAHA



A Fandom user • 12/31/2021

Lmao so glad I scrolled down the comment section, thats some quality memeing right there



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WARFRAME Wiki

1

Tusk Thumper  
Doma

2

Incarnon

3

The Circuit


Regenerative Molt

Molt Augment: After casting Molt, Saryn regenerates 50 Health/s for 10s.

SARYN

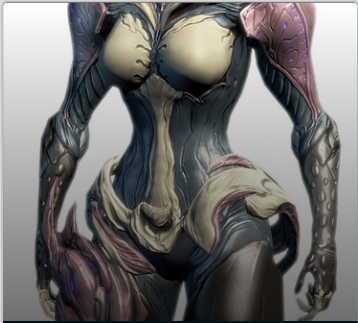
Molt

WARFRAME Wiki




Saryn/Prime

WARFRAME Wiki




Saryn

WARFRAME Wiki



Miasma

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Incarnon

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Revealing Spores

Spores Augment: Infected enemies within 40m appear on the minimap. +40 Enemy Radar.

SARYN

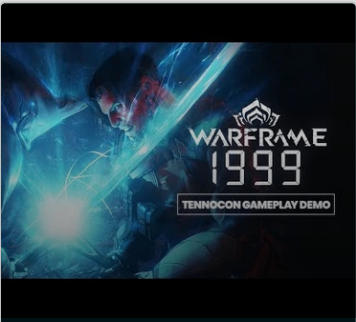
Spores

WARFRAME Wiki



Venom Dose

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