

OVERFRAME

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ITEM



WARFRAME

SARYN PRIME





Saryn Prime - Gloomy Spore Spreader

by PeacefulGoose — last updated 2 years ago

 6  0

A golden blossom conceals deadly nectar. Featuring altered mod polarities for greater customization.

 2103 VOTES

 122 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION


300


465

370

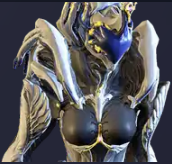
1

100%





OTHER SARYN PRIME BUILDS

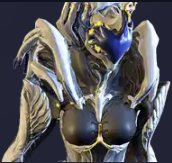


Saryn Prime - Gloomy Spore Spreader

Saryn Prime guide by PeacefulGoose

6 FORMA

MEDIUM GUIDE

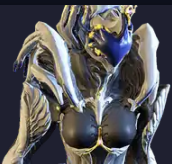


Venomous Spores Saryn | Steel Path General Use

Saryn Prime guide by ninjase

5 FORMA

LONG GUIDE



Saryn Venom Queen Prime

Saryn Prime guide by THeMooN85

3 FORMA

LONG GUIDE

https://overframe.gg/build/694/saryn-prime/saryn-prime-gloomy-spore-spreader/

1/4

Spore  
Tanking  
Steel  
Path

VOT  
16

VOT  
16

## LONG GUIDE

# Saryn Prime - Gloomy Spore Spreader

## MEDIUM GUIDE

# Knell Prime - Archon Slayer

## SHORT GUIDE

## Ivara Prime - Archon Slayer

Ivara Prime  
guide by  
PeacefulGoose

GUIDE

122 COMMENTS

SARYN PRIME BUILDS

BUILDS BY PEACEFULGOOSE

# Saryn Prime - Gloomy Spore Spreader

Hi everyone! Just my tanky [Saryn] build for 99% of content!

**Disclaimer: This Build is very expensive. Two Umbral Forma, 257k Endo and a minimum of 400 logins.**

Gameplay: [Saryn]'s damage is absolutely bonkers. At base she doesn't really need much strength to clear a map, we're only running this much for the slow % on Gloom and the corrosive proc chance on Spores. [Saryn]'s job isn't really to kill enemies, it's to garden. Just keep the spores on someone and the sickness will spread. Range is her most important stat, affecting her Spore spread range, Gloom's AoE, and the AoE of Miasma. Duration is more of a QoL stat IMO, yes it affects the drain on gloom, but it's really not that bad.

## Mod Breakdown

- Range: Overextended and Stretch give our Spores and Gloom a range of 37m, pretty decent if you ask me.
- Strength: Transient Fortitude, Umbral Intensify and Molt Augmented will get Gloom to an 81% slow and Spores will always proc Corrosive.
- Duration: [Primed Continuity] is used to cancel out [Transient Fortitude] and makes Toxic Lash stay up for 57 seconds, which is great because I constantly forget to refresh this at low duration.
- Efficiency: This stat is kind of Irrelevant to be honest, we run Primed Flow and Arcane Energize to stay topped up

## Archon Shards

- I'm currently running 5 Blue shards for more survivability I would recommend running a mix of Armor and Health to be simply invincible to relevant content(looking at you, level cap runners)

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