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Saryn

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Passive

Status Effects inflicted by  **Saryn**'s weapons and abilities last **25%** longer.

Abilities

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This section is [transcluded](#) from [Spores](#). To change it, please [edit the transcluded page](#).



Spores

Inflict a target with a pox of  Corrosive spores. Spread spores to nearby enemies by destroying them or killing their host. The longer the Spore spreads, its damage will increase.

Strength:

6 / 8 / 8 / 10 (initial damage)
1 / 1.25 / 1.5 / 2 (damage growth per enemy)
50% ( Corrosive status chance)
20% (reset decay)

Duration:

10% (damage decay rate)

Range:

30 / 40 / 50 / 60 m (cast range)
10 / 12 / 14 / 16 m (spread radius)

Misc:

∞ (duration)
7 (damage growth enemy cap)
0.5 s (damage decay interval)
2 / 2 / 3 / 3 (initial spores)
1 (transmitted spore)
3 (max spores per enemy via spread)
12 (max spores per enemy via recast)
4.0x (miasma damage multiplier)

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



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Molt

Shedding her skin like a snake, Saryn leaves a decoy behind to draw fire from enemies.

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

Strength:

150 / 300 / 400 / 500

(health)

240 / 300 / 350 / 400 ()

Toxin explosion damage)

30% / 35% / 40% / 50%

(movement speed buff)

Duration:

14 / 24 / 32 / 40 s (decoy)

3.5 / 4 / 4.5 / 5 s (movement speed buff)

Range:

5 / 6 / 7 / 10 m

Misc:

100 % (status cleanse on cast)

1.5 / 2 / 3 / 3 s (decoy invuln. time)

400 (decoy shields)

100 % (Toxin status chance)

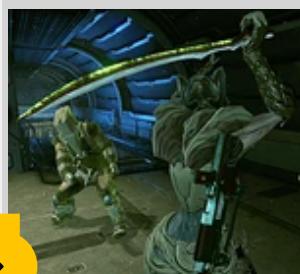
1 (limit of molts)

Subsumable to

Helmint



This section is transcluded from [Toxic Lash](#). To change it, please [edit the transcluded page](#).



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Toxic Lash

While active, attacks deal additional Toxin damage; this effect is doubled for melee strikes.

Instantly burst spores when attacking afflicted enemies.

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)



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This section is [transcluded](#) from [Miasma](#). To change it, please [edit the transcluded page](#).

Miasma

Releases a poisonous miasma that deals damage to enemies in range. Foes afflicted by spores are more susceptible to the mist.

4**75****Strength:**

110 / 125 / 135 / 150 (Viral damage)

Duration:

6 s

Range:

10 / 12 / 16 / 20 m

Misc:

100% (Viral status chance)

4.0x (Spores damage multiplier)

Strength Mods**Duration Mods****Range Mods**

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