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Molt



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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
Helminth



WARFRAME Wiki



- Saryn expends  **50 energy** to shed her skin, removing all existing [status effects](#) and increasing her [Movement Speed](#) by  **30% / 35% / 40% / 50%** for  **3.5 / 4 / 4.5 / 5** seconds, while leaving behind a decoy with **400 shields** and  **150 / 300 / 400 / 500 health** that draws enemy fire for  **14 / 24 / 32 / 40** seconds. When deployed, the decoy is [Invulnerable](#) for **1.5 / 2 / 3 / 3** seconds, during which all incoming damage absorbed by it is converted and added to its health. The decoy will explode if it loses all of its hitpoints, if its duration expires or if the ability is cast again, inflicting  **240 / 300 / 350 / 400**  [Toxin](#) damage with **100%**  [Toxin status chance](#) to all enemies within  **5 / 6 / 7 / 10** meters from it. A maximum of **1** Molt can exist.


- Explosion damage does **not** bypass obstacles in the environment and diminishes with distance.
 - Recasting will activate will detonate the Molt and spawn a new one.
 - Does **not** have a cast time or animation.
- Molt's decoy is placed at Saryn's current position, mirroring her pose and elevation.
 - Molt's shields regenerate over time and can be buffed with the use of allied [Shield Ospreys](#), whether in [Specter](#) or  [Mind Controlled](#) forms.
 - Elemental augment mods, such as  [Ember's](#)  [Fireball Frenzy](#), can be applied to Molt. The damage augment will **not** affect the explosion damage or damage type upon Molt's expiration.
 - Molt **cannot** be knocked down or moved, and acts as a physical object, unlike  [Loki's](#)  [Decoy](#).
 - Molt will slowly vaporize and dissipate for its duration, eventually exploding once it nearly vanishes.
- Casting Molt can be done while performing any action without interrupting it, including [reloading](#), charging, shooting, [maneuvering](#), and while on a [zipline](#).
 - Can be cast in all states (except while upside down in a flip jump or while dodging) and can be reused instantly.
- Subsuming Saryn to the [Helminth](#) will offer Molt and its augments to be used by other Warframes.



Notes



See Also

-  [Saryn](#)

Categories



Languages



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Add a comment about Molt

21 comments



[A Fandom user](#) • 5/19/2022

Can someone add that the clone has higher threat level?
Just test it in simulacrum: everything stops shooting you and instead shoots the clone.
Thanks in advance



[A Fandom user](#) • 2/21/2023

"leaves a decoy behind that draws enemy fire"?



[A Fandom user](#) • 2/27/2023

Seems like molt almost not working on steel path tho



[A Fandom user](#) • 4/26/2024

It seems less consistent than other threat modifying abilities. Although, my experience is mostly limited to Octavia where the mallet is the only option





[A Fandom user](#) • 7/7/2024

It's not as good at drawing aggro as decoy that's for sure, but insta casting and status cleanse and one handed make it the best ability in helminth, but not always the best for you build and goals.



Write a reply



[SleekParalysis](#) • 5/7/2022

Molt with it's augment Regenerative Molt on Titania is one of the best alternatives to Razorwing Blitz you can manage. You get a controllable burst of speed, healing, and best of all... A GIANT MOLT? Imao. Even though it's not the same size as tiny Titania, the regular size next to her little flyer makes it even more amusing to use.



[A Fandom user](#) • 4/1/2023

You could use them together..



[A Fandom user](#) • 7/12/2024

You dont say...



Write a reply



[A Fandom user](#) • 12/30/2021

Does this have a raised threat level (drawing aggro) like Decoy does?



[A Fandom user](#) • 6/4/2024

Yes



[A Fandom user](#) • 7/12/2024





Write a reply



[Kiljaedenas](#) • 8/17/2021

Speed buff DOES NOT MULTIPLY DIRECTLY AT FULL ABILITY STRENGTH. Through testing:

No ability strength mods: 1.5 multiplier
Modded to 177% ability strength: 1.89 multiplier
Modded to 199% ability strength: 2 multiplier
Modded to 276% ability strength: 2.38 multiplier

So the 50% natural boost is added to HALF the ability strength increase.



[A Fandom user](#) • 11/13/2021

Yea, the maximization calculator here is wrong. It should be the same as Volt's speed, yet the one here is using 1.5x as base for 100% str, resulting in 1.5 x str, which should be $1 + (0.5 \times \text{str})$ instead.

To be correct at 100% you get 1.5x multiplier (50% buff)
200% for 2x multiplier (100% buff)
300% for 2.5x multiplier (150% buff)



Write a reply



[Arraka Arkana](#) • 4/19/2021

On Titania, it doesn't copy your wings.



Write a reply



[A Fandom user](#) • 12/8/2020

Hehehe max speed gauss





Write a reply



[A Fandom user](#) • 9/6/2020

Is the 3s invul time applied to the decoy or yourself?

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[A Fandom user](#) • 8/6/2021

Only a part ? whats the orther part then?



[A Fandom user](#) • 10/14/2021

Reptile



[ICrashOverride](#) • 5/23/2022

LoL



[A Fandom user](#) • 7/7/2024

Rolling guard has a cooldown, gives invulnerability for 3 seconds, and requires rolling, so no it's not basically rolling guard. There's pros and cons there, but they can also be used in tandem. If you are taking a ton of aggro, you'll want those 3 seconds to wham a mech that this won't give you, and also to fully recover your gate.



Write a reply



[A Fandom user](#) • 9/1/2020

Can I confirm that molt will not remove helpful buffs? It will only remove status effects like toxin?

Am checking if there will be conflicts trying to use it on Titania and tribute



"Status Effect" specifically refers to the harmful effects that each of the damage types can inflict. It does not refer to buffs.



Write a reply



Kvenom • 8/15/2020

Quick math question: if this buff is a multiplier instead of being a percentage additive like [Speed](#), how come no one uses Saryn to Speedrun Captures? She would be faster than Volt, judging by those numbers.

Nevermind that, I found out that the Calculator here is absolutely Broken. You need to fix that, lads.

(Edited by Kvenom)

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FINNER • 8/15/2020

+50% speed boost and 1.50x speed boost are the same thing. Both of you are correct, it is a percentage and a multiplier.

Kvenom is right though, the calculator is not applying the Power Strength correctly. What it's doing is **(1 + 50%)*Strength**, what it should be doing is **1 + (50%*Strength)**.

When I'm done rehauling the Maximization calculator I'll make sure to add the correct formula for Molt.

(Edited by FINNER)



Kvenom • 9/4/2020

@FINNER

Thank you! =)



A Fandom user • 5/12/2021

I inject "Infested Mobility" into Saryn with her molt, add speed, duration, and power mods, then I go hunt lich larva.

I do this for toxin effect. For heat, I use infest mobility over molt as it is a



This is for the serious lich hunter going after a particular weapon and want Toxin. I can speed run those capture missions in < 2 mins (use explosive weapon with prime sure footed so no aiming) and keep the kuva.



[A Fandom user](#) • 7/7/2024

Infested mobility is definitely not a better buff..



Write a reply



[Leorion](#) • 9/27/2018

Her Molt restores health without the augment. Why isn't it added here?



Write a reply



[RJtheShadow](#) • 5/20/2018

I didn't see it confirmed nor edited into the page yet, but Molt's speed buff does benefit from both strength (speed multiplier) and duration (speed duration). The stats in the arsenal already allude to this but I figured I'd point it out so someone more skilled at editing Wiki pages can get around to putting that in. I've tested it by running my regular build, and then a separate build with only stacked Duration and Strength and even if the Arsenal stats didn't confirm it, it certainly feels stronger and longer.

(Edited by RJtheShadow)



Write a reply



[A Fandom user](#) • 2/9/2017

Does anybody realized that **CASTING MOLT CAN REMOVE ALL PROCS** on you? No matter it's bleeding or any other elemental proc, cast a molt, and it disappear immediately! I'm not sure if this is caused by the **Regenerative**



As a super Saryn fan, I played her in different ways and tried a lot of tough fight in SOLO. To be honest, molt is good enough if you can use it in the right way. I usually fly toward enemies, place a molt in front of them and then immediately roll back and cast spores on it. Or left a molt behind at any time when I try to run away from enemy gun fire. In melee, I always place a molt firstly, then side roll and attack enemy from behind or side.....I even used it to block that deadly lazer in cunning drift challenge while I reviving others. All in all, I use molt almost as same frequent as spores. I think's it's fine enough-----the only problem is that it will not last long enough in high level sortie mission, and that, sometimes leave me in a more dangerous situation.

Yes, Saryn Prime is not a tank. But she has fairly high mobility, instance decoy without cast time, 4 seconds brief crowd control, self-healing and capable to has 450+armor, 900+hp and 700+sheld! While sacrificed some range to mod my Saryn Prime for survivability, In those endless missions, I'm always the one who never die in the first 50 miniutes(except when those bloody corpus landmine appears often). I like to use her to solo melee only sortie 2 exterminate mission actually. Dangerous, but deadly, cool and really really fun~



Darthmufin • 2/9/2017

Yeah, the first line of this page says that.



A Fandom user • 6/7/2018

boi



Write a reply



A Fandom user • 4/7/2015

Molt needs a buff in terms of grabbing aggro, it should instantly grab 100% aggro to allow Saryn to recover, right now often times it doesn't work on half of the enemies (Ospreys seem to completely ignore it) or grabs aggro with a delay, which on higher levels means death. What good is a decoy that doesn't grab aggro half the time?



A Fandom user • 4/7/2015

You must put distance between you and the decoy, otherwise the enemies





[A Fandom user](#) • 4/7/2015

That's why it needs a buff. It should grab all agro no matter how you're positioned, it dies instantly at higher levels anyway so it's not like that would make it overpowered. A decoy's job should be taking agro off the user (the damage it does is practically nothing past level 30), Molt unfortunately does a so-so job at that.



[A Fandom user](#) • 4/7/2015

Saryn is not a tank, at least not like Chroma or Valkyr, she can't take a lot of hits from higher level enemies. Loki can always go invisible, Frost can cast his Snow Globe, Saryn has no other means of surviving other than her Molt and when the Molt refuses to take agro then you're dead.

Molt needs to instantly grab 100% agro, especially since we no longer have Health Orb drops.

I'm sure a (female) Posion-based frame could throw out a Decoy soaked in pheromones that grab attention of all the enemies.



Write a reply



[A Fandom user](#) • 3/9/2015

Really disappointed it isn't affected by Warframe Augment mods.. I thought It can be amplified by Venom Dose..



Write a reply



[Hanakoganei](#) • 5/29/2014

Okay I confirm that the explosion radius of this is affected by Power Range because mine blew up and poisoned a bunch of Grineer like 15-20m away, and I have a Power Range build that I was primarily using for Miasma. I still don't know how much the base explosion radius is though, so I don't have enough information to put it up in the Maximization notes.

The problem is that aside from the enemies getting visibly coated in that sickly green color, you can't see how far the explosion actually goes. Enemies would



have to stand at particular distances to perform this test, and we know how uncooperative they can be.



[A Fandom user](#) • 7/31/2014

Vauban will make them cooperate ^^



Write a reply



[A Fandom user](#) • 4/26/2014

Sweet mother of all Decoy's I saw this thing hit a whole crowd of Grineer for 1.5k poison damage and tic on them for 750DMG every second for 9 seconds. If you can get this things duration small enough so that it always survives it's duration and than detonates on it's own it packs a fregin wallop! HAH! Miasma you can like, take a couple of steps back! THIS is impressive
Damage isn't seeming ot fall off against higher level grineer bugged maybe?
Tested up to level 80 damage stayed the same.



Write a reply



[A Fandom user](#) • 4/8/2014

Enemies seem to not target molt at all when I run solo. They just look at it briefly and then turn to attack me.



[Taiiat](#) • 4/12/2014

Enemy Aggro is partially based on Distance. if you are further away from the Enemy than Molt is, they will focus on it.



Write a reply



This skill have a range of 10m



Write a reply



Clad 1 • 2/7/2014

now hands down my favorite ability for infested. combos soooo nice w/ venom, and the gas procs are not rare in any sense of the term.



Write a reply



Archwizard Drake • 2/6/2014

As of Update 12, Molt will explode to deal radial damage upon death.
As the login server is presently down, we have yet to receive confirmation what damage type it is, though it is suspected to be Gas damage so that Saryn can complete the set.



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