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Passive

Valence BlockSpecial CastingRank Bonuses

Purifying himself from all ailments,  **Lavos** cleanses all active negative [Status Effects](#) and gains status immunity for **10** seconds upon collecting an Energy or Universal [Orb](#). Picking up an Energy or Universal Orb has a cooldown of **5** seconds.

- Buff duration is renewed to full upon collecting a new orb.
- Valence Block buff icon and timer are shown beside Lavos' shield and health indicators.
- While activated, three serpent-like energy particle effects encircle Lavos' body.
- If Lavos is injured with missing health, Universal Orbs are collectible to heal him with no cooldown period in between.
- When Lavos' [Companion](#) is equipped with  [Synth Fiber](#), all nearby Health and Universal Orbs will be collected, bypassing Lavos' innate orb pickup cooldown entirely.

Augment



Main article: [Valence Formation](#)

Valence Formation is a [Warframe Augment Mod](#) for  **Lavos** that allows weapons to gain the corresponding element of an ability whenever it is cast, with a guaranteed status effect.

Rank	Elemental Damage	 Duration	Cost
0	50%	20s	6
1	100%	20s	7
2	150%	20s	8
3	200%	20s	9



Abilities

View Maximization

This section is *transcluded* from *Ophidian Bite* . To change it, please *edit the transcluded page*.



Ophidian Bite

Lash out with a toxic serpentine strike, consuming the target to heal Lavos.

1

8

Hold to imbue all abilities with  Toxin.

Introduced in [Update 29.6](#) (2020-12-18)

Strength:

500 / 650 / 800 / 1,000 

[Toxin](#) damage)
500 / 650 / 800 / 1,000
(imbued elemental damage)
7.5 / 10 / 12 / 15 % (damage to health conversion)

Duration:

N/A

Range:

10 m

Misc:

100° (cone angle)
100% ([Status Chance](#))
100% (Melee [Finisher](#) vulnerability)

This section is *transcluded* from *Vial Rush* . To change it, please *edit the transcluded page*.

2

5

Vial Rush

Dash forward, crashing through enemies and leaving an icy trail of broken vials.

Hold to imbue the next ability cast with  Cold.

Introduced in [Update 29.6](#) (2020-12-18)

Strength:

100 / 150 / 200 / 250 /s ([Cold](#) damage per second)
100 / 150 / 200 / 250 /s
(imbued elemental damage per second)

Duration:

4 / 6 / 7 / 8 s (residue duration)

Range:

30 m (charge distance)
14 / 17 / 20 / 24 (vial charges)
4 / 5 / 7 / 9 m (explosion radius)

Misc:

2 m (residue radius)

second
3 ([Cold](#) status effect
stacks per proc)
0.5 s (cancel delay)

Subsumable to
Helminth

This section is *transcluded* from *Transmutation Probe* . To change it, please *edit the transcluded page*.

Transmutation Probe

Launch a probe that converts Health and Energy Orbs into Universal Orbs that provide both, and ammo pickups into Universal Ammo Pickups. The probe shocks enemies in close proximity. Each electrocuted foe reduces other ability cooldowns by one second.

3
10

Hold to imbue the next ability cast with Electricity.

Introduced in [Update 29.6](#)
(2020-12-18)

Strength:

100 / 150 / 200 / 250 /s ([Electricity](#) damage per second)
100 / 150 / 200 / 250 /s (imbued elemental damage per second)

Duration: N/A

Range: 3 / 4 / 5 / 6 m

Efficiency:

1.5 s (Cooldown Reduction per enemy shocked)

Misc:

15 m/s (probe speed)
3 s (probe duration)
[Electricity](#) and imbued elemental status proc per second
0.5 s (halt delay)
25 HP/EP (Universal Orb restore)
1x (Universal Ammo restore)

This section is *transcluded* from *Catalyze* . To change it, please *edit the transcluded page*.

Catalyze

Catalyst Probes erupt from Lavos and douse combatants in a fiery gel. Damage is doubled for

4
30

Strength:

1,000 / 1,500 / 1,750 / 2,000 ([Heat](#) damage)
1,000 / 1,500 / 1,750 / 2,000 (imbued elemental damage)



each element afflicting an enemy.

Range:
8.33 m/s (probe speed)
15 / 18 / 20 / 25 m
(maximum distance)

Hold to imbue the next ability cast with Heat.

Misc:
9 (number of probes)
3 s (travel time)
5 m (gel mist reach)
Heat and imbued elemental status proc on hit
100 % (damage increase per status effect)

Introduced in [Update 29.6](#) (2020-12-18)

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