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ITEM



WARFRAME

SARYN PRIME




Venomous Spores Saryn | Steel Path General Use


by ninjase — last updated a month ago

 5  0

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

COPY





1239 VOTES

30 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

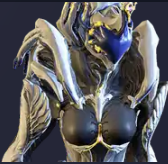
300

465

370

1

OTHER SARYN PRIME BUILDS

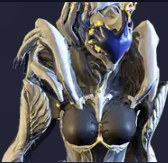


Saryn Prime - Gloomy Spore Spreader

Saryn Prime guide by PeacefulGoose

6 FORMA

MEDIUM GUIDE

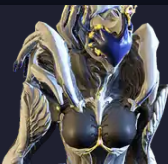


Venomous Spores Saryn | Steel Path General Use

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/207018/saryn-prime/venomous-spores-saryn-steel-path-general-use/

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OVERFRAME

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STRENGTH

100%

ARMOR

315

DAMAGE REDUCTION

51.2%

EFFECTIVE HIT POINTS

1,447

Immortal Spore Tanking Steel Path

Saryn Prime

guide by ninjase

4

FORMA

LONG

GUIDE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum

guide by ninjase

5

FORMA

LONG

GUIDE

The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime

guide by ninjase

BUILDS BY NINJASE

https://overframe.gg/build/207018/saryn-prime/venomous-spores-saryn-steel-path-general-use/

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GUIDE

30 COMMENTS

SARYN PRIME BUILDS

BUILDS BY NINJASE

Venomous Spores Saryn | Steel Path General Use

INTRODUCTION

This is a hybrid offense oriented Saryn build focused on weapon buffing (with venom dose and toxic lash), AOE armor strip/nuking (with spores and miasma) and speedrunning (molt). If you are having trouble surviving in steel path, you should use a crowd control subsume such as Resonator, Shooting Gallery with Muzzle Flash or Breach Surge.

Polarities are shared with a Tanking Gloom Saryn build :

<https://overframe.gg/build/211170/>

For ESO nuke, drop venom dose and continuity for more strength/range + subsume roar :

<https://overframe.gg/build/244100/saryn-prime/eso-nuke-roar-saryn/>

Weapon platform Saryn:

<https://overframe.gg/build/226696/saryn-prime/toxic-venom-weapon-platform-saryn/>

UPDATE JUNE 2024

With armor changes, a single Tauforged Emerald shard is sufficient to allow up to 98% armor strip. Reaching 100% armor strip with two emerald shards is in comparison only a 14% DPS increase on armor capped enemies. In comparison, a single Tauforged +toxin status damage shard gives 18% or more DPS increase to toxic lash STATUS when running 2-3 Tauforged Toxin shards already, meaning the ideal shard configuration is 1 Tauforged +corrosive stack shard, 3 to 4 Tauforged +toxin status shard and 1 Tauforged Cast Speed shard (Optional).

UPDATE JAN 2024

New Emerald Archon shards make [Saryn] even more overpowered than previous, since two regular corrosive stack shards now allow maximum corrosive procs to hit 14, which enables full armor strip. [Saryn] can apply corrosive stacks extremely quickly through spores, from weapons infused with [Venom Dose] and finally in addition to [Archon Continuity]

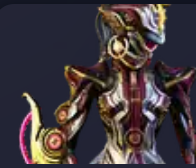


Thunderdom
Khora | Steel
Path
Endurance
Survival and
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Khora Prime
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3 FORMA

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Octavia
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AFK
Steel
Path

Octavia
Prime
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VOT

144

3
FORMALONG
GUIDE

NOT proc from Toxic Lash since this is taken as 'weapon status' rather than 'ability status', but it is still worth using IMO for minimal increase in drain.

PLAYSTYLE

1. Hold 1 to activate [\[Venom Dose\]](#) and press 3 to activate toxic lash to superbuff your weapon
2. Tap 1 on an enemy to create spores, shoot that enemy while toxic lash is active to spread spores
3. Use 4 occasionally when spore count is low to spread spores more, quick nuke enemies and create viral procs
4. If shields break, tap 2 for instant shield [\[Regen\]](#), status cleanse and aggro [\[Redirection\]](#)
5. Also tap 2 Molt to get speed boost for speed running missions.

Survivability

In Steel Path you will want to stay out of gunfire completely when possible, by employing cover (stay behind walls and let spores kill in the distance) and a combination of molt and miasma to crowd control enemies if you need to be mobile. Molt draws enemy fire away from you and clears status effects, while miasma creates a brief 2 second radial stun. **Crowd Control** subsumes also makes surviving much much easier, e.g. resonator, shooting gallery

You will additionally employ Shield Gating while using Catalyzing Shields. When your shields break, you will gain up 1.33s of invulnerability frames (i-frames) aka the 'shield gate'. Within this short time, simply tap 2 to regenerate 75 shields, which fully resets max shield capacity (74 with catalyzing shields) giving you another 1.33s i-frames the next time shields break.

Here is a sample video demonstrating some Steel Path survival gameplay:

Video showing gameplay in SP circuit levelcap with [\[Muzzle Flash\]](#) (note [\[Muzzle Flash\]](#) has since been nerfed and no longer works on eximus):

BUILD SPECIFICS

particularly required for spores or miasma. This is flexible depending on preference, either keep it at neutral at 100% or positive at 155% with [\[Primed Continuity\]](#). [\[Archon Continuity\]](#) is a better alternative, especially if you can't even get [\[Primed Continuity\]](#).

Efficiency

Efficiency can be negative or near neutral as abilities do not need to be cast too often. Spores only needs to be cast once at the beginning or occasionally if it wears off. You also occasionally cast molt for survivability and miasma to spread spores when the count is lot, or for crowd control/viral procs. Toxic lash/[\[Venom Dose\]](#) only needs to be cast about once a minute.

[\[Saryn\]](#) does however have a very high base energy meaning [\[Primed Flow\]](#) gives a huge energy pool. You can add [\[Primed Flow\]](#) over [\[Venom Dose\]](#), [\[Primed Continuity\]](#) or [\[Streamline\]](#) for preference.

Range

High range greatly benefits spore spreading and miasma radius.

Strength

High strength greatly benefits buffs from [\[Venom Dose\]](#) and toxic lash, spore growth and decay and miasma damage. You can add more strength by swapping [\[Transient Fortitude\]](#) for [\[Blind Rage\]](#), or using both together.

Arcanes

Arcane Energize is great for energy, but you can run alternative sources of energy such as Zenurik, Emergence Dissipate, [\[Xata\]](#)'s Invocation, [\[Dethcube\]](#), [\[Equilibrium\]](#).

Molt Augmented gives a bonus +60% str after 250 kills, easy to get with spores

Molt Efficiency gives some free duration to help toxic lash uptime

Arcane Aegis helps with passive survivability/shield gating

Flexible Options

- [\[Venom Dose\]](#) and [\[Augur Reach\]](#): These are both flexible slots. Can add primed flow for more energy, more strength, augur reach for more range or another augment depending on helminth.

augur mods.

- [\[Enemy Radar\]](#): Great for tracking enemies, but will need multiple augur mods in place of [\[Stretch\]](#), [\[Venom Dose\]](#) or [\[Primed Flow\]](#) as well as augur mods on your secondary in order to reset shield gate (3 augur mods are needed for full reset at 75% efficiency, 4 augur mods at 100% efficiency).

Exilus: [\[Primed Sure Footed\]](#) is best in slot. [\[Handspring\]](#) is next best alternative.

Helminth

Subsume over molt OR miasma (molt is more useful in endurance for shield gating, miasma is more useful in low level nuking):

- **Shooting Gallery** with augment gives amazing crowd control through walls, but requires an augment (put muzzle flash over augur reach). Blinded enemies also take bonus melee stealth dmg (+700% crit damage)
- **Resonator** provides wide area crowd control and doesn't use a mod slot, but doesn't work on acolytes or overguard.
- **Roar** to triple dip on Toxic Lash toxin proc damage and increase spore damage for even more DPS. At 200% strength and using primed faction mod, Toxic Lash status procs therefore gains 8.6x multiplier.
- **Nourish** over 4 provides bonus viral damage, boosts toxic lash procs indirectly and magnifies energy gained, and also provides viral AOE proc when you take damage
- **Spectro** with spectrophon augment produces tons of energy to fuel miasma spam, and also CCs enemies including acolytes:
<https://overframe.gg/build/283280/saryn-prime/spectrosiphon-spores-saryn/>
- **Pillage** is a viable alternative without green shards since it allows full armor stripping and provides shield [\[Regen\]](#) for survivability and status cleanse. If you use pillage, don't run brief respite since pillage provides shields already. Can use another aura like enemy radar e.t.c.
- **Terrify** gives crowd control AND full armor strip at only 167% strength, if not using green shards (137% strength needed with corrosive projection)

surge also provides line of sight crowd control for slightly cheaper cost than miasma and is spammable for shield gating.

Archon Shards

Very flexible depending on preference:

- 1 Tauforged Amber Cast speed shard is optional but nice quality of life, making Miasma cast much faster and any other helminth abilities.
- 1 Tauforged Emerald Shards (+max corrosive stacks) - allows 13 corrosive status effects on a regular enemy, which strips armor by 98%.
- 3 (or 4) Tauforged Emerald Shards (+toxin damage) - applies multiplicative increase to toxic lash procs (i.e. 2.35x with 2 tautorged shards).

ARSENAL

Infested/toxin themed weapons fit [Saryn] nicely:

Note: at the moment, Blast AOE seems to proc toxic lash in an AOE, which I expect to be a bug. This means for maximum mob clearing power, you can try to mod for Blast + Toxin on high status weapons

Bubonico: <https://overframe.gg/build/709722/>

Mutalist Cernos: <https://overframe.gg/build/624769/>

Sporelacer (secondary): <https://overframe.gg/build/267804/>

Proboscis Cernos: <https://overframe.gg/build/438592/>

Torid (make blast toxin): <https://overframe.gg/build/472389/>

Embolist: <https://overframe.gg/build/711707/>

Zymos: <https://overframe.gg/build/218337/>

Ocucor (blast tox): <https://overframe.gg/build/705641/>

Vermisplicer (primary pure toxin):

<https://overframe.gg/build/624759/>

Dual Toxocyst (use viral or pure toxin):

<https://overframe.gg/build/472561/>

Catabolyst: <https://overframe.gg/build/267494/>

Dual Ichor (with melee influence):

<https://overframe.gg/build/572811/>

[Dual Ichor] (raw toxin use [Primed Fever Strike])

Certain weapons have augments that deal %HP explosions which can create a chain reaction and ferry toxic lash, nuking maps:

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Tenet Detron Thermagnetic Shells Chaning Nuke:

<https://overframe.gg/build/692365/>

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