

ITEM WARFRAME SARYN PRIME



# Lashing Venom Weapon Platform Saryn | Easy Lazy Gate + Strongest Weapon Buff

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by ninjase — last updated a month ago

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

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60 / 60	
OROKIN REACTOR	<input type="checkbox"/>
APPLY CONDITIONALS	<input checked="" type="checkbox"/>
ENERGY	300
HEALTH	465
SHIELD	370
SPRINT SPEED	1
DURATION	100%
EFFICIENCY	100%
RANGE	100%
STRENGTH	100%
ARMOR	315
DAMAGE REDUCTION	51.2%
EFFECTIVE HIT POINTS	1,447

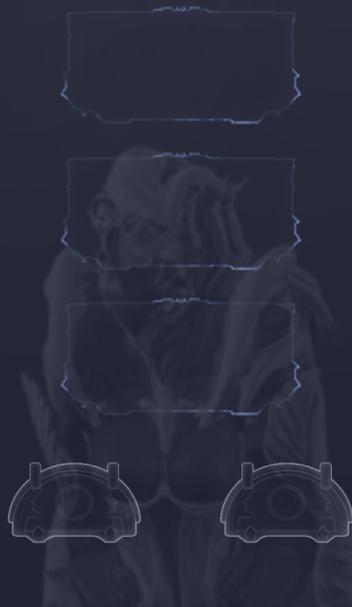


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GUIDE

17 COMMENTS

SARYN PRIME BUILDS

BUILDS BY NINJASE

## Lashing Venom Weapon Platform Saryn | Easy Lazy Gate + Strongest Weapon Buff

Mega buff all guns.

### SURVIVABILITY

#### OPTION 1: LAZY GATE

Use a combination of passive shield [Regen] from arcane aegis + [Vigilante Vigor] + [Fast Deflection] (+[Grimoire] or vazarin optional) and active shield gating from molt + [Brief Respite].

Catalyzing Shield is currently bugged to always give 1.33s gate regardless of shield amount regenerated, meaning even if shield recharge regenerates 1 shield you will get the full 1.33s gate. Double shield recharge mods reduces delay to approximately 1s meaning you have a vulnerability window of anywhere between 0s and 1s after shield gate ends depending on if you got hit during the shield gate. Bridge this vulnerability window by active movement (parkour, running), killing stuff before they kill you, molt drawing Aggro and also sources of Overguard such as secondary fortifier [Ocucor] or [Dante] specter. Further passive gating can come from a sentinel running [Guardian] with [Manifold Bond] which restores shields. Molt also cleanses statuses.

#### OPTION 2: ACTIVE GATE

If you don't mind pressing more buttons constantly, you can use active gating by pressing 2 whenever shields break. This is more consistent than relying on passive gate but requires you to actually pay more attention to the state of your shields. Molt has an instantaneous cast and fully resets shields with catalyzing shield. Swap [Blind Rage] for [Transient Fortitude] and [Vigilante Vigor] + [Fast Deflection] for [Umbral Intensify] and either [Primed Flow] or [Augur Secrets].

### BUILD BREAKDOWN

#### Duration

High duration is for venom dose, toxic lash and roar durations as well as the speed buff from molt.

#### Efficiency/Energy economy

Negative efficiency can be offset by running [Equilibrium] so you can cast molt on demand for shield gating (full shield restore with [Brief Respite]). Energize is optional for even more energy. Swap [Blind Rage] for [Transient Fortitude] and [Vigilante Vigor] + [Fast Deflection] for [Primed Continuity] and [Umbral Intensify].

**Strength**

Affects the magnitude of weapon buffs from venom dose, toxic lash and roar.

**Archon Shards**

Flexible depending on preference:

- 1 Tauforged Amber Cast speed shards is nice quality of life, making Roar recast faster even without external cast speed active. This is flexible for another emerald +toxin shard.
- 3 Tauforged Emerald Shards (+toxin damage) - applies a multiplicative increase to toxic lash procs (i.e. 1.9x with 2 tautforged shards).
- 1 Tauforged Emerald Shards (+max corrosive stacks) - allows you to apply 13 corrosive statuses instead of the usual 10. At 13 this is 98% armor strip which is equivalent to a 8.8x damage multiplier against armored enemies. If you compare this to the usual 10 stacks (80% armor strip is equivalent to 6x damage multiplier against armor), then the relative boost is  $8.8/6 = 1.4667x$ . If you run two regular +corrosive shards to get 14 corrosive stacks, full strip is equivalent to a 10x damage multiplier against armored enemies, but as a relative difference this is only a  $10/8.8 = 1.1364x$  or 14% damage difference which only applies to armored enemies. In comparison running a third Tau +toxin status shard gives a multiplier of  $(1 + 3 \times 0.45)/(1 + 2 \times 0.45) = 1.2368x$  or 24% difference, which applies to both armored and unarmored enemies. Even if you are running an elemental mod (which is additive to +tox shards), the relative difference of a third tox vs two tox shards is 16%, still higher than full strip.

## HELMINTH AND MATHS BREAKDOWN

**Roar**

Roar and faction mods DOUBLE DIP the toxic lash damage and TRIPLE DIP the guaranteed toxin status from toxic lash. At 350% strength, we get a Roar of approximately 100% which means with a Primed faction mod on the weapon, Toxic Lash is boosted by a total of  $(1+1+0.55)^3 = 16.5x$ . Adding 2 tautforged emerald Toxin Status dmg shards makes this  $16.5 \times 1.9 = 31.35x$ .

Toxin mods also DOUBLE DIP the Toxin status.

Say we take a weapon with 100 base damage and put two toxin mods on (+150% total), activating 350% [Venom Dose], 105% Roar and Toxic Lash with 2 tautforged Toxin shards will boost damage to:

Raw damage:  $100 \times 2.05 \times (1 + 3.5 + 1.5) \times (1 + 0.3 \times 3.5 \times 2.05) = 3877$  total damage. This is approximately a 1550% damage buff.

Toxin status:  $100 \times 2.05 \times (1 + 3.5) \times 0.3 \times 3.5 \times 2.05 \times 2.05 \times 0.5 \times (1+1.5) \times 1.9 = 9667$  toxin dmg / second over 7.5s. This is approximately a 7734% damage buff.

**Expedite Suffering**

[Saryn]'s passive increases status duration by 25%, meaning a normal 6s duration for toxin becomes 7.5s, directly boosting the amount of toxin damage compressed through Expedite Suffering by 25%.

If we take a primary weapon build with 100 base damage, 1 fire rate, add [Galvanized Chamber], [Serration] + arcane, two toxin mods, primed faction mod, [Vile Acceleration], we can apply 218,347 toxin status dmg in about 1 second of shooting. Casting Expedite suffering compresses the 7.5s of these procs into a single instance of toxin damage, and multiplies it by strength, giving 5.7 million damage. Adding crits and viral priming onto this could push this further by an order of 20x to 114 million damage from just a single second of dealing damage.

## ARSENAL:

**SOBEK**

- Kuva Sobek (one-shot thrax variant for cascade): <https://overframe.gg/build/731864/>
- Kuva Sobek Nuke (maximum trash clear damage): <https://overframe.gg/build/668084/>

[Acid Shells] on [Sobek] is a mod that allows Toxic Lash to spread across a map via a chain reaction while scaling off %HP. This is because kills made via Toxic Lash can trigger [Acid Shells] which explodes in a 15m radius and deals 450 damage + 45% max

They then explode again in a 15m radius and triggers Lash on all enemies in range, chaining forever as long as there are enemies standing within 15m of each other (requires line of sight).

### JAT KITTAG

Jat Kittag (Slam): <https://overframe.gg/build/692355/>

If you want to slam, [Jat Kittag] with [Vulcan Blitz] has the same chaining mechanic but a MUCH lower radius of 6m, which means it basically cannot chain very far.

### KUVA OGRIS

- Kuva Ogris: <https://overframe.gg/build/235322/>

[Kuva Ogris] is a very weak weapon by itself, but the augment [Nightwatch Napalm] creates lingering AOE fields of heat damage over 6s, which can trigger Toxic Lash on all enemies that walk into the field and thus continue killing enemies throughout the map. This makes it the highest trash clear KPM possible in the game when paired with [Saryn] since it can be dispersed throughout a tile continuously to kill new spawns almost the moment they spawn in.

### OCUCOR

- Ocucor: <https://overframe.gg/build/705641/>

Ocucor is the most 'lazy/comfortable' Saryn weapon because it creates seeking tendrils that effectively auto-aims for you and has an augment called Sentient Surge that makes it auto-reload on kill while also boosting critical chance and status chance. [Ocucor] by itself is also very weak but with [Saryn] level buffs it can be made to kill up to levelcap enemies without trouble. The arcane Secondary Fortifier also steals overguard meaning you can just hold down the fire button running around the map while Ocucor auto aims, auto reloads and auto regenerates overguard without worrying about survivability.

### VERMISPLICER

- Primary Vermisplicer: <https://overframe.gg/build/624759/>

Primary Vermisplicer is a kitgun that has an auto-aiming beam that chains when it hits enemies and also has access to the mod [Combustion Beam]. [Combustion Beam] is like an extremely weak version of [Acid Shells] in that it can trigger an explosion on death with 600 base damage in a huge 18 m radius (vs [Acid Shells] which is 450 + %45HP in 15m radius), which can then trigger toxic lash in 18m but scaling off the 600 base dmg only. Therefore in order to make it usable, the strongest possible buffs/debuff are required e.g. exactly what [Saryn] + roar can offer. This would be made more viable alongside AOE armor strip (e.g. spores or corrosive procs) and viral status (e.g. from panzer/hound). Other beams can utilise [Combustion Beam] too e.g. [Tenet Glaxion] but [Vermisplicer] feels the best since you don't have to aim, can use Pax Charge for passive reload and fits thematically as a 'toxic' weapon.

### TENET DETRON

- Tenet Detron (Thermagnetic Shells): <https://overframe.gg/build/692365/>

This is basically the secondary version of [Acid Shells] but with MUCH lower range pf 6m instead of 15m meaning enemies must be extremely close together (within 6m of each other) in order for the effect to chain.

### SPINNEREX

- <https://overframe.gg/build/858980/>

[Spinnerex] is like a weaker melee version of [Combustion Beam], where enemies killed after being hit by [Spinnerex] explode for 450 toxin damage in a 10m radius, which can trigger further Toxic Lash scaling off the 450 dmg, allowing this to chain in 10m intervals. AOE viral and armor strip are required.

### DUAL ICHOR INCARNON

- Dual Ichor: <https://overframe.gg/build/580783/>

the cloud scales from +damage (e.g. [Pressure Point], [Spoiled Strike], Incarnon bonus, Arcane [Fury]), +element (e.g. [Primed Fever Strike], [North Wind] etc) and has 0% crit chance with 1x crit multiplier. The damage instances of the cloud will then proc toxic lash which scales off 350 x damage x element which is a decent amount of damage. Enemies killed by the subsequent toxic lash create a further 7s cloud, effectively 'refreshing' the clouds. This allows clouds to self propagate but this does not really 'chain' across a map effectively due to the small 4m range unless enemies are very closely packed together.

**WEAPONS WITH A TOXIC/INFESTED THEME AND/OR AOE**

- Dual Ichor (standard melee influence): <https://overframe.gg/build/572811/>
- Bubonico: <https://overframe.gg/build/434502/>
- Mutalist Cernos: <https://overframe.gg/build/624769/>
- Akarius Prime: <https://overframe.gg/build/591659/>
- Sporelacer (secondary): <https://overframe.gg/build/267804/>
- Proboscis Cernos: <https://overframe.gg/build/438592/>
- Torid (pure viral): <https://overframe.gg/build/572820/>
- Embolist: <https://overframe.gg/build/624806/>
- Zymos: <https://overframe.gg/build/218337/>
- Dual Toxocyst (use viral or pure toxin): <https://overframe.gg/build/472561/>
- Catabolyst: <https://overframe.gg/build/842575/>

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