

ITEM WARFRAME SARYN PRIME



MOST OP Weapon Platform Saryn | Best Weapon Buffer in Game! | High Strength | Ultra Tanky

by cyJacob — last updated 3 months ago

7 0

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

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60 / 60	
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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

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SARYN PRIME BUILDS

BUILDS BY CYJACOB

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UPDATE: See my TRULY invincible variant of this build with EVEN MORE Weapon damage here <https://overframe.gg/build/940428/>. (And it's NOT a Shield gating build ;)) But if you want a lazier build, this one is still superior IMO.

INTRO

This build is an ultra powerful Weapon Platform for [Saryn] with a combination of the highest damage possible (strength) while having excellent survivability (up to level 400 Steel Path enemies are able to be face tanked). No other frame ([Ember], [Volt], [Hydroid], [Rhino], [Gauss], [Harrow], [Frost], [Oberon]) can compete with it due to the combination of the elemental buff (which [Ember], [Volt], [Frost], [Oberon], [Gauss], and [Hydroid] have) but [Saryn] uniquely also has another weapon buffing ability (Toxic Lash) that those others don't. ([Volt] has his Electric Shield, but this isn't as mobile for the max benefit of 6 shields). And on top of that, Roar can be subsumed to give you THREE strong, quickly strength-scaling weapon buffing abilities.

First off, this is an EXPENSIVE build. It requires TWO Umbral Formas and a Forma in EVERY SINGLE SLOT. Optionally, you can knock out one Umbral Forma and regular Forma requirement by dropping [Power Drift].

ENERGY MAINTENANCE AND COMPANION

I also run a [Dethcube] with [Tazicor] for fast targeting and efficient energy of generation. I like this build above the other top ones listed under Dethcube <https://overframe.gg/build/648592/dethcube-prime/energy-dispenser-primer-dethcube/>. You can also run a [Diriga] with [Arc Coil] and [Archon Stretch].

ARCHON SHARDS

Additionally, I run a Tauforged Amber Energy Pickup shard to help as well. This should be more than enough to cover you at almost all times.

For my other 4 shards, I run 3-4 Tauforged Emerald Shards (2 Toxin status effects for more Weapon damage and 1-2 Corrosive ones for armor stripping potential). Lastly, I run 0-1 Tauforged Crimson Shards for extra ability duration (QoL, preferred to me) or strength (more Weapon damage). (I really go back and forth between these the extra Emerald vs Crimson and can't decide which is better, though the Crimson providing duration is my go to for laziness.)

swap one of them with Arcane Energize, or you can run Zenurik for your Operator. OR just use Energy Pads.

Normally, however, I run Unairu for my Operator in order to fully armor strip with Caustic Strike when I'm downed to revive myself while solo way more consistently. If you can live without this (and IMO it's FAR too good to swap out unless you're on lower level mission), you can use Zenurik, which allows you to run the 4 Emerald and 1 Crimson Shard without the Amber. I also run [Magus Elevate] for quick heals when I need it.

ARCANES

Highly flexible. Originally I had [Arcane Guardian](#) and [Arcane Grace](#) here because I wasn't really thinking, but after more testing and not being an idiot, I swapped these for [Arcane Blessing](#) for the increase to max health (which is far more beneficial than more armor due to [Adaptation](#) and [Umbral Fiber](#)) and [Arcane Aegis](#) for occasional 12 seconds of invincibility as an added bonus when it procs. However, you can swap either of these for [Arcane Power Ramp](#) for more Strength/damage or [Arcane Energize](#) if you REALLY need more energy for some reason (and/or don't want to run the Amber Shard on energy resources that I use).

SURVIVABILITY AND RATIONALE FOR HEALTH TANK VS SHIELD GATE BUILD

Your main survivability tools are 1) killing the enemies before they kill you (this is really all you need though), 2) [Magus Elevate] for heals, 3) Molt for speed increase (evasion) and aggro pulling, 4) (indirectly) Caustic Strike for revives (see above), and 5) the following rationale.

We run Umbral mods instead of a shield based/regeneration based build because though this frees up 2 mod slots ([Umbral Fiber] and [Umbral Vitality]), we'd need too many other mods to make this worth while imo ([Fast Deflection], [Augur Secrets], [Amar's Hatred], [Catalyzing Shields], etc) to make up for the strength loss and to have a decent shield build.

If you want an alternative to Shield gating that's actually truly invincible AND has even more weapon damage than this variant, check out my new variant build here!
<https://overframe.gg/build/940428/>

However, if you really want to [Sacrifice] some damage for a shield gating based survivability build for even higher levels, of these potential swaps, I would [Sacrifice] the two strength mods, meaning you swap [Umbral Fiber] and [Umbral Vitality] for [Fast Deflection] and [Catalyzing Shields]. Also, I'd swap Arcane Grace for Arcane Aegis since you're losing all the health that makes Grace worthwhile.

PLAYSTYLE

Rotation:

- Cast 4 (Roar) to buff all weapon damage
- Cast 3 (Toxic Lash) to buff all weapon damage (especially melee)
- Cast 1 by holding it (Venom Dose) to buff all weapon damage AGAIN
- Use 2 (Molt) as needed for situational survivability and aggro pull (this is very useful, and another reason why energy economy might be important despite all the duration in this build)

WEAPON CHOICES

The entire point of this build is to make ANY weapon viable, so you can have fun without having to use "meta" weapons. This turns shitty weapons into great ones, and great ones into GOD tier weapons. However, if you really want to ruin the game for yourself, I love using the [Torid] as my primary. It just nukes rooms in seconds. And I also run [Laetum] for my main single target DPS. And I use [Ocuacor] for my main AoE when I'm willing to trade some damage from the Torid for more AoE. But you can realistically run ANY weapon with this build, and I encourage you to experiment.

Torid (primary). This is basically the build I use
<https://overframe.gg/build/472389/torid/torid-incarnon-corrosive-blast-and-variants/>
However, I replace Serration with a Damage, Crit Dmg, Crit Chance, -neg Riven (yes it's expensive I know) and [Vital Sense] with [Primed Firestorm] instead for more AoE potential (and the riven makes up for the loss in CD). However, without a riven, I would still do the [Serration] for [Primed Firestorm] swap for QoL (especially since the tiny drop in DPS is negated by this build for one and Primary Merciless for two).

Chance Riven (yes MINUS CC because the intrinsic Incarnon perk boosts NON critical hits by 2000%... And you want THREE positives so the CC chance is of the greatest magnitude possible... Randoms are just because I didn't care about spending more for them as CC is main priority).

Secondary (Ocucor). I use a modified version of this build <https://overframe.gg/build/483134/ocucor/surging-tendrils-ocucor-sentient-surge/> but with a FR/CD/MS/-Projectile Speed Riven instead of Lethal Torrent.

ADDENDUM, RATIONALE FOR THIS BUILD, AND GLASS CANNON CONSIDERATIONS

This build was made in response to Ninjase's Weapon Platform Saryn here <https://overframe.gg/build/226696/saryn-prime/lashing-venom-weapon-platform-saryn-easy-lazy-gate-strongest-weapon-buff/>. However, this build is markedly INFERIOR in my opinion, as it sacrifices a LOT of damage potential for unneeded survivability. (Hell, even my build could be made MORE of a glass cannon by dropping [Adaptation] for [Amar's Hatred], Arcane [Guardian] for Molt Augmented, and Arcane Grace for Molt [Vigor].) However, I feel like the survivability <=> damage spectrum was tuned way too far to the left on his build, whereas my build is much more balanced in favor of damage while still being very beefy. The only situation I see a shield gate build being better is if you either you somehow LIKE shield gating, in which case I urge you to seek psychiatric help immediately, or want to go to super high (400-500+ Steel Path) levels without having to even think about dying, but in my opinion, my build allows you to kill enemies SO fast (even at those high levels), that death should really only be an occasional thing that happens; and its effect is hugely negated by the huge base amount of health tank survivability these defensive buffs give you on top of the other things mentioned above.

Edit 1: Added section headers for ease of readability and added section on weapons as someone requested it in the comments.

Edit 2: Added postscript and clarifications to some sections.

Edit 3: Added my new invincible build variant! And added [Ocucor] after being mentioned from a commenter and tested. It's insane! And added Arcanes section.

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