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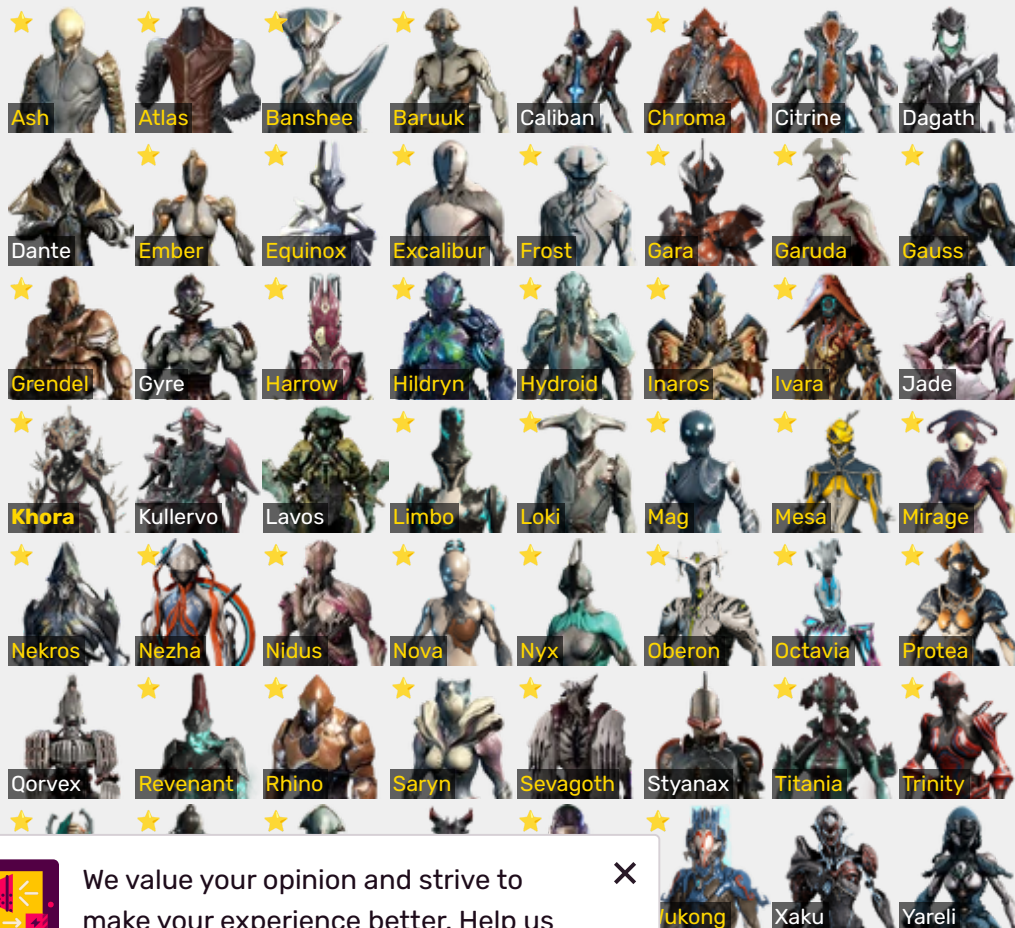
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Khora

671



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Passive

For more information on Khora's Kavats, please refer to the tabs below and visit the [Venari](#) ability article.

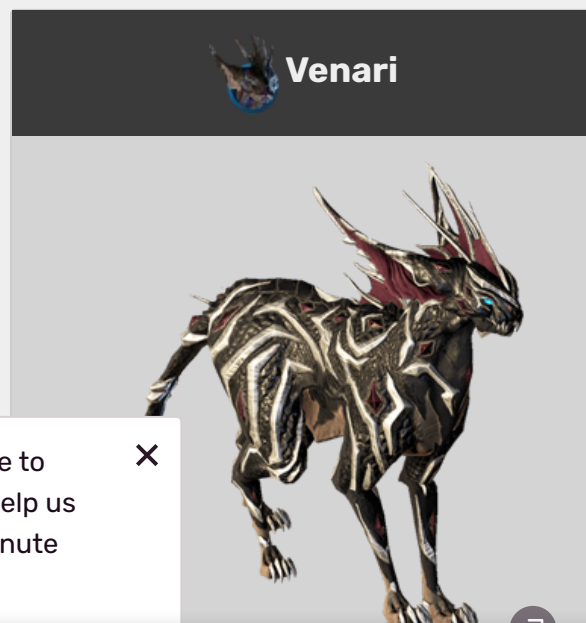
Khora's ferocious Kavat, [Venari](#), fights alongside her with steadfast zeal. Venari is an exclusive [Companion](#) for the [Khora](#) Warframe, integrated as her signature passive ability. Venari will spawn beside Khora when the player first enters a mission, as a permanent companion that lasts until killed.

While Venari is *alive*, Khora passively gains a  **15%** movement speed boost. If Venari is *killed*, she will respawn beside Khora after **45** seconds, or instantly if summoned via the third ability for an energy cost. Both passive features are tied to Khora's [Venari](#) ability allowing her to be modified.

Additionally, Venari is an independent AI-controlled entity from Khora that possesses unique interactions:

[Attributes](#) [Upgrade](#) [Appearance](#)

- Venari automatically becomes available for customization in the Arsenal by default, when Khora is equipped as the player's current Warframe.
- Venari behaves similar to other Kavats. She will follow Khora and seek out nearby enemies to attack them with her bite and claws, occasionally performing wall attacks.

[Vanilla](#) [Prime](#)

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by  [Limbo](#) to the [Rift Plane](#).

- Venari does **not** perform parkour maneuvers unlike other [Kavats](#) and [Kubrows](#).
- Venari will teleport to Khora or her marked target if she is too far away.
- Venari's position on the minimap is tracked via a blue Venari icon.
- When killed, Venari will disappear and wait to respawn instead of entering [Bleedout](#).
- Venari's UI is displayed above Khora's ability icons on the HUD. Her UI consists of her ability icon, her name, the battle posture cycle selection wheel, the currently selected posture, and her [Shield](#) and [Health](#) bars.
 - Upon switching battle posture, the name of the selected posture will briefly appear beside Venari's icon on her UI.
 - While Venari is dead, her shield and health bars are hidden from view, as her respawn timer is displayed on the  [Venari](#) ability icon.

- Venari is **not** affected by  [Oberon's passive](#) and  [Master's Summons](#).
- **Ability Synergy:** Venari deals **200%** damage to enemies affected by  [Ensnare](#).
- Replacing Khora's third ability via [Helminth](#) will only remove the ability to mark



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mon her. Venari will still be alive, due to being part of her quipped despite its passive-

Untradeable	
 Update Infobox Data	
Description ^	
Khora's loyal Kavat. Her constant companion and protector.	
General Information ^	
Type	Kavat
Max Rank	30
Health	900
Shields	0
Armor	350
Polarities	
Normal Attack ^	
 40	
Total Damage	40 ( 100%)
Crit Chance	20%
Crit Multiplier	2.0x
Status Chance	30%
Miscellaneous ^	
Introduced	Update 22.18 (2018-04-20)
Compatibility Tags	KAVAT_MOD, VENARI_MOD
Sell Price	0
Vendor Sources ^	



- Additionally to Khora, Venari as well as her Prime counterpart also grant 6,000 **mastery** points, similar to other **companions**.
 - Venari and Venari Prime are however not listed on a player's profile.
- On **Khora Prime**, she is accompanied by **Venari Prime**, acting as a direct upgrade over Venari:
 - Higher **Armor** (450 vs. 350)
 - Higher **Health** (350/1,050 vs. 300/900)
 - Higher Damage (55 vs. 40)

Abilities

View Maximization

This section is [transcluded](#) from [Whipclaw](#) . To change it, please [edit the transcluded page](#).

1 25	Whipclaw Send enemies reeling with a deafening whipcrack. Introduced in Update 22.18 (2018-04-20)	Strength: 200 / 225 / 250 / 300
		Duration: N/A
		Range: 5 / 7 / 8 / 10 m (cast range) 3 / 4 / 4 / 5 m (explosion radius)
		Misc: 200 % (explosion radius range cap) 2.0 x (Ensnare damage multiplier) 50 % (Strangledome damage distribution)

*This section is [transcluded](#) from *Ensnare* . To change it, please [edit the transcluded page](#).*



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Ensnare

Bind a hapless target in

Strength:

N/A

Duration:

10 / 12 / 13 / 15 s (duration)

0.5 s (spread delay)

Range:

15 / 20 / 25 / 30 m (cast

Introduced in Update 22.18 (2018-04-20)	6 / 7 / 8 / 10 m (spread radius)
	Misc: 2.0x (damage multiplier) 75% (reduced duration)
	Subsumable to Helminth

This section is [transcluded](#) from [Venari](#) . To change it, please [edit the transcluded page](#).

3 Venari Command Venari to focus on a target. Hold to cycle between Attack, Protect, and Heal postures. If Venari is killed, use this ability to revive her instantly.	Strength: 1.05x / 1.1x / 1.12x / 1.15x (speed multiplier) 350 (snare damage) 50 HP/sec (health regen) Duration: N/A Range: N/A Misc: 120 s (mark duration) 45 s (respawn time) 2.5 s (snare duration) 5 (hits per snare) 3 s (Attack & Protect cooldowns) < 90% HP (missing health threshold) 10 m (Heal aura radius) 65 s (Venari self-heal mark duration)
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This section is [transcluded](#) from [Strangledome](#) . To change it, please [edit the transcluded page](#).

Strangledome Weave a dome of living	Strength: 100 / 150 / 200 / 250 Duration: 5 / 10 / 15 / 20 s Range: 5 m (dome radius)
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deaths by shooting them.
Crack Whipclaw on the dome to further damage any trapped enemies.

Misc:
26 (number of vertices)
2.0x (damage multiplier, non-Whipclaw sources)
50% (Whipclaw damage distribution)
2 (limit of instances active)

Introduced in [Update 22.18](#)
(2018-04-20)

Strength Mods	Duration Mods	Range Mods

Warframes							Edit
Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine	
Dagath	Dante	Ember	Equinox	Excalibur	Umbra	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Inaros	Ivara	Jade	Khora	Kullervo	Lavos	
Limbo	Loki	Mesa	Mesa	Mesa	Mesa	Mesa	
Nekros	Nezha						
Protea	Qorvex						
Styanax	Titania	Trinity					
Tisp	Wukong	Xaku					



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