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Passive

For more information on Khora's Kavats, please refer to the tabs below and visit the

 [Venari](#) *ability article.*

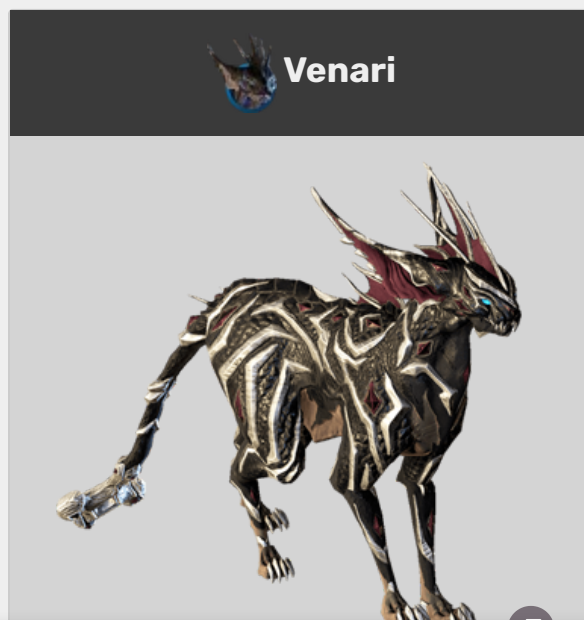
Khora's ferocious Kavats,  [Venari](#), fights alongside her with steadfast zeal. Venari is an exclusive [Companion](#) for the  **Khora** Warframe, integrated as her signature passive ability. Venari will spawn beside Khora when the player first enters a mission, as a permanent companion that lasts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

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- 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. Additionally, she can perform special effects based on her current battle posture.
 - Unlike Kavats or other

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

- 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 targets for Venari, change her posture, and resummon her. Venari will still be present and boost Khora's movement speed while alive, due to being part of her passive.
 - [Venari Bodyguard](#) will still be unable to equipped 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	



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](#).

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.

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

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

i 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)

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

Strangledome

Weave a dome of living
chain that ensnares and
strangles any enemy
within, and any foolish
enough to approach. Foes
outside the trap will try to

4

100

Strength:

100 / 150 / 200 / 250

Duration:

5 / 10 / 15 / 20 s

Range:

5 m (dome radius)

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)

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Duration Mods

Range Mods

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