in: Warframe Abilities, Voruna
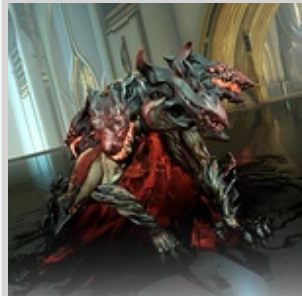
Lycath's Hunt

17   EDIT

Lycath's Hunt

(TAP) Lycath hunts to sustain the pack. There is a chance for enemies killed by melee attacks to drop health orbs and enemies killed by headshots to supply energy orbs. Increase the duration of Lycath's hunt by killing enemies affected by 5 or more Status Effects.

(HOLD) Lycath guards Voruna with increased Heavy Attack efficiency.

3

75

Introduced in Update 32.2 (2022-11-30)

Strength: N/A

Duration:
8 / 12 / 16 / 20 s (duration)
+ 2 / 3 / 4 / 5 s (extra time per conditional kill)

Range: N/A

Misc:
100% (health orb drop chance on melee kill)
100% (energy orb drop chance on headshot kill)
≥5 (number of statuses for extra time)
60 s (duration cap)
+100% (passive heavy attack efficiency)

Subsumable to Helminth

Info   **Tips & Tricks**

WARFRAME Wiki

- Lycath tracks down his prey's scent as he scavenges for sustenance to feed the wolf pack. Voruna expends 🔵 **75** energy and embraces her huntress' instinct for ◑ **8 / 12 / 16 / 20** seconds, drawing lifeblood and energy from her prey's demise. While active, each enemy killed by Voruna's melee attacks has a **100%** chance to drop a Health Orb, while each enemy directly killed by Voruna's headshot hits has a **100%** chance to drop an Energy Orb. Kill an enemy affected by at least **5** Status Effects to extend Lycath's Hunt's remaining duration by ◑ **2 / 3 / 4 / 5** seconds, up to a maximum duration capped at **60** seconds.

- Hold down the ability button (default [3]) to command Lycath to guard Voruna, changing her passive to a permanent **100%** Heavy Attack Efficiency bonus to her melee weapon for no energy cost.

    - Since heavy attack efficiency is hard-capped to **90%**, the extra 10% is only visible and viable when equipped with a Riven Mod that features a reduction in heavy attack efficiency (as it will subtract from the full 100% efficiency).

- **Ability Synergy:**

    - Voruna remains invisible when casting Lycath's Hunt during 🐺 Shroud of Dynar.

    - ⚪ Fangs of Raksh stacks and spreads **5** different types of status effects on enemies to extend Lycath's Hunt on kill.

    - 🐾 Ulfrun's Descent's direct lunge and its 🗡 Slash status effect are considered a melee attack to proc Lycath's Hunt's Health Orb drops. Radial Slash damage does **not** count.

- Cannot be recast while active.

- Lycath visually idles upon Voruna's left upper thigh. His distinct physical features are the forward-facing spikes above his skull and his nose ring.

- Voruna visually swipes and sharpens her claws with a menacing gesture. While active, shadowy tendrils emit from her upper body.

- Subsuming Voruna to the Helminth will offer Lycath's Hunt and its augments to be used by other Warframes.

    - However, Subsumed Lycath's Hunt orb drop rate is reduced to **50%** and cannot activate the passive.

⌃

See Also

- 🐺 Voruna

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Languages ⌄

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(●) Add a comment about Lycath's Hunt

17 comments

TrapperCZE • 8/5/2024

the 5 statuses requirement - does having 5 stacks of one status count or do we need 5 separate statuses ?

    A Fandom user • 8/7/2024

    Testing in Simulacrum, it seems to need to be 5 *different* status effects, despite the description.
    Killing enemies with dozens of Slash stacks applied didn't increase the duration.
    It makes the duration increase too difficult to apply to be worth actually aiming for, particularly as a Subsumed ability on another frame.
    Voruna's Fangs of Raksh ability is the only that that can reliably activate it.

    (●) Write a reply

A Fandom user • 2/26/2024

So I went through the effort to get a second voruna to subsume lycath's on yareli because I thought the fact that you could refresh its duration would mean you don't have to get off merulina to recast it...

Nope! When on merulina lycath is just straight up disabled, can't refresh it duration and doesn't drop energy orbs on headshot kills. Waste of time :/

Write a reply

A Fandom user • 1/23/2024

This thing + Equilibrium + your favorite melee (be it a regular one or an exalted or a semi exalted) = Energy Forever (regardless of skill level since you don't need any headshots)

Write a reply

A Fandom user • 5/25/2023

Easily the worst skill out of the four. If health, energy or ammo are a problem, then Proteas Dispensary is hands down the better choice. And if that *still* isn't enough to keep one afloat, then that's something else.
Other neat choices are Warcry, Terrify, Roar or Sickening Pulse, depending on preference/playstyle.
Especially Sickening Pulse becomes interesting with some Kubrow and the Mecha set.

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A Fandom user • 10/1/2023

Dispensary is nowhere near as good as this what

Tempous • 11/15/2023

4-8 melee kills to match dispensary's empowered health orbs and 1-2 headshot kills for energy. Dispensary gives stuff every 10 seconds and has a 25% chance to double it (scales with strength).

For lycath's hunt you'd have to kill at least 8 enemies every 10 seconds while meeting the kill condition (best with ranged melees) to match dispensary's

Haven't tested yet but it might be possible to both melee and headshot kill with gunblades/stances with head chops which could reduce the kill requirement to at least 6.

You also need to kill enemies yourself which may be harder to do on sweaty pubs, but it allows you to move across rooms instead of waiting for dispensary to drop orbs.

So overall I'd say lycath's hunt is better for solo-run and gun missions while dispensary is better for public-defense missions.

A Fandom user • 11/15/2023

Empowered Health Orbs give 100, normal ones 50, so 2x kills.
Equilibrium works without any additional mods (synth fiber) now.
Headshot kills depend on stance, Shimmering Blight gives ~25% headshot kills (no super high level).
With a good melee weapon it is far better than Dispensary, also because her 1 buffs any melee into heaven with 100% crit, 100% status as fixed base if stats are lower and extra slash + crit dmg on top.
Subsumed her 4 because its way too clunky, needs augment and still doesnt deal enough dmg vs stronger armoured enemies.

Twilight053 • 6/18/2024

With the advent of Melee Influence Lycath's Hunt's usability has been buffed to the moon

Write a reply

A Fandom user • 3/17/2023

Does your frame have bad health, bad armour and bad energy enconomicy? no more with lycaths hunt + equilibrium + arcane blessing + health conversation

A Fandom user • 10/31/2023

Health *conversation*

WARFRAME Wiki

A Fandom user • 10/31/2023

Only if you're using melee.

Write a reply

A Fandom user • 2/22/2023

Made khora immortal - the end

Write a reply

A Fandom user • 1/17/2023

Does this work with Atlas's fist?

Write a reply

A Fandom user • 1/7/2023

Kuva nukor microwave effect doesn't count as status to extend duration

A Fandom user • 3/6/2023

Interesting. Thankfully Secondary Encumber was added.

Write a reply

A Fandom user • 1/6/2023

WARFRAME Wiki

Do the pellets from Redeemer Prime count as 'melee' for Lycath's Hunt to drop health orbs?

A Fandom user • 1/18/2023

Been using it with Astilok (another gunblade) and it seems to work just fine

Write a reply

A Fandom user • 12/22/2022

Would this work with barruks serene storm?

A Fandom user • 12/22/2022

Yes

Write a reply

A Fandom user • 12/14/2022

How ability strength/efficiency/range affect vorura 3rd skill?

Write a reply

A Fandom user • 12/8/2022

Killing with Voruna's 4th ability (Ulfrun's Descent) while this (Lycath's Hunt) is on triggers health orb drops right?

WARFRAME Wiki

It should, but it doesn't... fix plz

A Fandom user • 12/8/2022

Yeah, the lack of synergy between her #3 and #4 means you're currently stuck playing her 1 of 2 ways: either you focus on her #1 and 3 to buff her melee and use Helminth to give her a good CC/combat utility on her #4, or you remove her #3 and replace it with something like Dispensary so you can spam her #1, #2 and #4 with abandon. Without energy generation, her #1/#4 stealth combo can't maintain itself.

A Fandom user • 3/5/2023

>spam her 4
Lmaoooo

A Fandom user • 9/12/2023

>spam her 4 with augment
Yes

Write a reply

Neo-era • 12/6/2022

What does the subsumable version mean? you can't use the heavy attack efficiency or something else?

A Fandom user • 12/8/2022

No subsume in the game transfers passives, so hers doesn't either.

Write a reply

A Fandom user • 12/5/2022

WARFRAME Wiki

YO WTF THIS FUCKING APPLIES TO WHIPCLAW

⊙ A Fandom user • 12/20/2022

Sweet

⊙ A Fandom user • 12/22/2022

If you use it with synth fiber + equilibrium then it is mega poggers

⊙ Write a reply

⊙ A Fandom user • 12/3/2022

Does 5 status effects req means 5 unique status or any status stack counts?

⊙ A Fandom user • 12/13/2022

It means 5 unique status types on the target

⊙ Write a reply

⊙ A Fandom user • 12/3/2022

Does Grendel's Nourish affect health orbs if you have the mod *Equilibrium* equipped?

🏃 ArbitraryMary • 12/3/2022

It increase the amount of energy you get yes.

⊙ Write a reply

⟠ WARFRAME Wiki

A Fandom user • 12/2/2022

Does it works with khora's whip kills for health orbs ?

A Fandom user • 12/22/2022

Yes, combine it with equilibrium + synth fiber and you may have lots of energy

Write a reply

Fan Feed

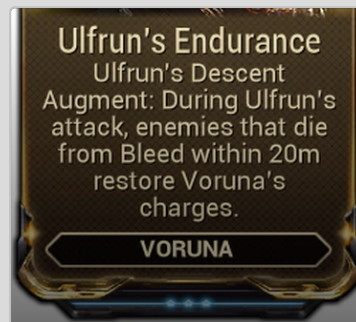**More WARFRAME Wiki**

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Ulfrun's Endurance
Ulfrun's Descent
Augment: During Ulfrun's
attack, enemies that die
from Bleed within 20m
restore Voruna's
charges.

VORUNA

Ulfrun's Descent
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