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# Focus/Zenurik



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Madurai



Vazarin



Naramon



Unairu

**Zenurik**

*They believed the clearest path to victory was to Dominate the Enemy. They sought to choke an opponent of all resources; that sheer strength could erase any resistance.*

—In-Game Description

*I see a crystal, refracting the moonlight, the Way of Zenurik. We believed the path to victory was to Dominate the Enemy. That strength of spirit could overcome any resistance.*

—Operator

Not to be confused with the  Zenurik [Polarity](#).

The **Zenurik** way is a school dedicated to the arcane. The [Tenno](#) of Zenurik are formidable in the arts of enemy attrition and battlefield control. Those who master the Zenurik school are granted tactical and spellcasters' benefits.



WARFRAME Wiki



This school provides massively increased [energy](#) regeneration for [Operators](#), [Warframes](#), and [Necramechs](#), one free Warframe ability cast per 60 seconds, and can [disarm](#) and slow their enemies. Their Way-Bound increases Operator energy capacity and regeneration.

Since its predecessor [Zenurik 2.0](#), this school provides improved energy regeneration, as well as increasing [headshot](#) damage. The energy well was also decoupled from [Void Dash](#) (now called [Void Sling](#)) into it's own ability called Wellspring, which now affects Necramechs and can be enhanced to amplify Warframe [Ability Strength](#) and the well's duration and range. However, Zenurik is no longer capable of producing ⚡ [Electricity](#) stunning effects, [Void Mode](#) no longer pulls in enemies, and no longer has [heavy attack](#) efficiency bonus.



The treeways of the Zenurik school.

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Ways

Energy Pulse



Energy

Passive

Warframe And Operator

25,000 / 50,000 / 105,000 / 200,000

pickups

grant 20 / 30 / 40 / 50 % additional energy over 11 / 9 / 7 / 5s.

- Multiple Energy orb pickups stack the energy regeneration.
- Energy is not regenerated while using channeled abilities.
- Effects are applied after bonuses that increase energy orb effectiveness (e.g.  [Grendel's Nourish](#),  [Dagath's Passive](#), or [Amber Archon Shard](#)). For example, with one Amber Shard (50% effectiveness), Energy Pulse will grant  $[25 * 1.5 * 0.5] = 18$  energy over 5 seconds, as opposed to  $[25 * 0.5] = 12$ .

Inner Might

Inner Might

Passive

Warframe

60,000 / 105,000 / 215,000 / 400,000

Allows Abilities to be cast without using Energy or Shields but requires 90 / 80 / 70 / 60s to recharge.

- Appears to act as if the player had 200% [Ability Efficiency](#) for a single cast.
- Will only apply to the initial energy cost of [channeled Abilities](#).
- Has no effect (nor triggers its cooldown) on [Nidus's](#) [Parasitic Link](#) or [Ravenous](#).

- Has no effect when casting railjack abilities.

## Void Siphon

**Void Siphon** Passive, Way-Bound 60,000 / 105,000 / 215,000 / 400,000/  
Operator 750,000 + [Brilliant Eidolon Shard](#)  
Increases  
Operator Energy Regeneration by  
**22 / 45 / 67 / 90%**.

- Only increases energy regen for the [Operator](#) and not for [Amps](#).

## Void Flow

**Void Flow** 95,000 / 160,000 / 325,000 / 600,000/  
Passive, Way-Bound 750,000 + [Brilliant Eidolon Shard](#)  
Operator  
Increases Operator Energy  
by **22 / 45 / 67 / 90%**.

- Only increases the Operator's energy capacity, not [Amp](#)'s.

## Wellspring

**Wellspring** 60,000 / 105,000 / 215,000 / 400,000  
First Warframe And Operator  
Ability creates a well of energy for  
**5 / 5 / 6 / 8**s. Allies passing  
through the well gain **3 / 4 / 4 / 5**  
Energy/s for **20 / 22 / 25 / 30**s.

- Costs **50** energy to cast.
- Also affects [Necramechs](#).

## Hardened Wellspring

**Hardened Wellspring** 95,000 / 160,000 / 325,000 / 600,000  
Warframe And  
Operator  
Use your first Ability inside



size, boost its duration by  
**14 / 16 / 18 / 20s**, and  
 grant **+12 / +15 / +18 /**  
**+20%** Ability Strength to  
 those inside.

- Costs **75** energy to cast.

## Temporal Drag

### Temporal Drag

Operator

60,000 / 105,000 / 215,000 / 400,000

Second Ability emits a radial  
 burst slowing any enemy it  
 touches by **50 / 60 / 70 / 80%** for  
**4 / 6 / 8 / 10s**.

- Costs **50** energy to cast.
- Has a radius of **20** meters.
- Affects most [bosses](#).

## Temporal Shot

### Temporal Shot

95,000 / 160,000 / 325,000 / 600,000

Warframe And  
 Operator

Precision head shot  
 damage increased by **40 /**  
**60 / 80 / 100%** on enemies  
 afflicted with Temporal  
 Drag.

## Disarming Sling

### Disarming Sling

Operator

60,000 / 105,000 / 215,000 / 400,000

Slinging through enemies has a  
**20 / 30 / 40 / 50%** chance to  
 disarm them.

## No Quarter



**No Quarter**

Operator

95,000 / 160,000 / 325,000 / 600,000

Killing a disarmed enemy  
increases Operator energy  
regen rate by **2 / 5 / 7 /**  
**10%** for **2.5 / 5 / 7.5 / 10s.**  
**4 / 4 / 4 / 4** Max Stacks.

## Notes

- The Zenurik school tree requires **9,000,000** Zenurik focus points to fully unlock all nodes at max rank, as well as **1,500,000** and 2 [Brilliant Eidolon Shards](#) to unbind both Way-bound nodes, for a grand total of **10,500,000** focus.
- A fully levelled Zenurik Operator is capable of:
  - Way-Bound:** Increases the Operator's energy capacity and regeneration by **90%**.
  - Passive:** Energy Pickups grant **50%** additional energy over **5** seconds.
  - Warframe Passive:** Abilities can be cast at no [energy](#) or [shield](#) cost once per **60** seconds.
  - Void Sling:** Slinging through enemies have a **50%** chance to be [disarmed](#). Killing a disarmed enemy increases Operator energy regeneration by **10%** for **10** seconds and stacks **4** times.
  - First Ability:** Creates an energy-restoring well for **8** seconds which grants a **30** second buff regenerating **5** energy per second, affects Operators, Warframes, and [Necramechs](#). Casting inside a well increases its radius, increases its duration by **20** seconds, and grants **20%** Warframe [Ability Strength](#).
  - Second Ability:** Emits a radial burst that slows down enemies within **20** meters by **80%** for **15** seconds, with **+100%** [headshot](#) damage.

## Tips

- Zenurik school can help mitigate Energy Reduction debuff in [Sortie](#) missions.
  - Wellspring can help regenerating energy, though at the significantly lower rate.
  - Inner Might provides full benefit of casting an ability at no cost.

## Patch History

[Update 35.5](#) (2024-03-27)



**Update 35.0** (2023-12-13)

- Fixed being able to use Inner Might multiple times when casting Abilities via the Railjack Tactical Menu. Now, Inner Might will be used for the initial cast and go into cooldown, as intended.
- Fixed subsequent casts of Xaku's The Lost and The Vast Untime Abilities not consuming Inner Might charges, allowing them to be cast for free repeatedly.

| Operator   |                                                                                                                                            |  |                           |                           |                                                  |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------|--|---------------------------|---------------------------|--------------------------------------------------|
| Focus      | <a href="#">Madurai</a> •                                                                                                                  |  | <a href="#">Vazarin</a> • | <a href="#">Naramon</a> • | <a href="#">Unairu</a> • <a href="#">Zenurik</a> |
| Ability    |                                                                                                                                            |  |                           |                           |                                                  |
| Default    | Void Beam • Void Sling • Void Mode                                                                                                         |  |                           |                           |                                                  |
| Madurai    | <a href="#">Void Strike</a> ( <a href="#">Void Fuel</a> ) • <a href="#">Contamination Wave</a> ( <a href="#">Distilled Contamination</a> ) |  |                           |                           |                                                  |
| Vazarin    | <a href="#">Guardian Shell</a> ( <a href="#">Guardian Break</a> ) • <a href="#">Void Snare</a>                                             |  |                           |                           |                                                  |
| Naramon    | <a href="#">Void Levitation</a> ( <a href="#">Lethal Levitation</a> ) • <a href="#">Sling Stun</a> ( <a href="#">Killer's Rush</a> )       |  |                           |                           |                                                  |
| Unairu     | <a href="#">Magnetic Flare</a> ( <a href="#">Magnetic Boost</a> ) • <a href="#">Caustic Strike</a> ( <a href="#">Unairu Wisp</a> )         |  |                           |                           |                                                  |
| Zenurik    | <a href="#">Wellspring</a> ( <a href="#">Hardened Wellspring</a> ) • <a href="#">Temporal Drag</a> ( <a href="#">Temporal Shot</a> )       |  |                           |                           |                                                  |
| Void Sling |                                                                                                                                            |  |                           |                           |                                                  |
| Madurai    | <a href="#">Chained Sling</a> ( <a href="#">Sling Strength</a> )                                                                           |  |                           |                           |                                                  |
| Vazarin    | <a href="#">Protective Sling</a>                                                                                                           |  |                           |                           |                                                  |
| Naramon    | <a href="#">Far Sling</a> • <a href="#">Sling Stun</a> ( <a href="#">Killer's Rush</a> )                                                   |  |                           |                           |                                                  |
| Unairu     | No Upgrades                                                                                                                                |  |                           |                           |                                                  |
| Zenurik    | <a href="#">Disarming Sling</a> ( <a href="#">No Quarter</a> )                                                                             |  |                           |                           |                                                  |
| Void Mode  |                                                                                                                                            |  |                           |                           |                                                  |
| Madurai    | No Upgrades                                                                                                                                |  |                           |                           |                                                  |
| Vazarin    | <a href="#">Void Regen</a> ( <a href="#">Squad Regen</a> )                                                                                 |  |                           |                           |                                                  |
| Naramon    | No Upgrades                                                                                                                                |  |                           |                           |                                                  |
| Unairu     | No Upgrades                                                                                                                                |  |                           |                           |                                                  |
| Zenurik    | No Upgrades                                                                                                                                |  |                           |                           |                                                  |
| Passive    |                                                                                                                                            |  |                           |                           |                                                  |



|                                                                                                                                                          |                                                                     |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|
| Vazarin                                                                                                                                                  | <a href="#">Mending Unity</a> • <a href="#">Mending Soul</a>        |
| Naramon                                                                                                                                                  | <a href="#">Power Spike</a> • <a href="#">Affinity Spike</a>        |
| Unairu                                                                                                                                                   | <a href="#">Poise</a> • <a href="#">Stone Skin</a>                  |
| Zenurik                                                                                                                                                  | <a href="#">Energy Pulse</a> • <a href="#">Inner Might</a>          |
| Way-Bounds                                                                                                                                               |                                                                     |
| Madurai                                                                                                                                                  | <a href="#">Inner Gaze</a> • <a href="#">Eternal Gaze</a>           |
| Vazarin                                                                                                                                                  | <a href="#">Enduring Tides</a> • <a href="#">Rejuvenating Tides</a> |
| Naramon                                                                                                                                                  | <a href="#">Mind Step</a> • <a href="#">Far Sling</a>               |
| Unairu                                                                                                                                                   | <a href="#">Last Gasp</a> • <a href="#">Vengeance</a>               |
| Zenurik                                                                                                                                                  | <a href="#">Void Siphon</a> • <a href="#">Void Flow</a>             |
| <a href="#">Amp</a> • <a href="#">Arcane Enhancement</a> • <a href="#">Operator Cosmetics</a> • <a href="#">The Quills</a> • <a href="#">Vox Solaris</a> |                                                                     |

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