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Focus/Zenurik



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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 Pulse

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



Energy pickups

Passive

Warframe And Operator

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

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

Passive

Warframe

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/

Increases

Operator

750,000 + [Brilliant Eidolon Shard](#)

Operator Energy Regeneration by

22 / 45 / 67 / 90%.

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

Void Flow

Void Flow

Passive, Way-Bound

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

Increases Operator Energy

Operator

750,000 + [Brilliant Eidolon Shard](#)

by 22 / 45 / 67 / 90%.

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

Wellspring

Wellspring

First Warframe And Operator

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

Ability creates a well of energy for

5 / 5 / 6 / 8s. Allies passing

through the well gain 3 / 4 / 4 / 5

Energy/s for 20 / 22 / 25 / 30s.

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

Hardened Wellspring

Hardened Wellspring

Warframe And Operator

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

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



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

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