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Voruna

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Passive

Like a blood moon striding across the starlit night,  **Voruna** never hunts alone. Safeguarded by her four loyal wolves, she may **freely** invoke their protective passives anytime during a mission.

Hold down the ability button (default **1**, **2**, **3**, **4**) to invoke **1** passive into the UI indicator above the ability icons. Wolf passives persist indefinitely until switched, undergoing a cooldown (Ulfrun's Descent), or revoked by holding down the ability key again; while a passive is selected, the corresponding wolf skull on Voruna's body glows with energy, as a flying wolf skull orbits around her.

-  [Shroud of Dynar](#) increases [Parkour](#) velocity by **55%**.
-  [Fangs of Raksh](#) grants complete resistance to new [Status Effects](#).
-  [Lycath's Hunt](#) imbues Voruna's melee weapon with an additive **100% Heavy Attack Efficiency**.
 - Since heavy attack efficiency is hard-capped to **90%**, the extra 10% is only visible and viable when equipped with a [Riven Mod](#) that penalizes it.
-  [Ulfrun's Descent](#) has Ulfrun die in Voruna's place when she receives lethal damage, preventing [bleedout](#), rendering her invulnerable for **3** seconds and restoring **100%** of her [shields](#) and [health](#). Ulfrun's passive undergoes a **60** second cooldown after his sacrifice or when swapped out.
- Passives are only available from Voruna's original abilities. Therefore, a subsumed ability replacement from the [Helminth](#) system will disable the associated passive.
- Passives are not disabled nor revoked when Voruna enters an ability-nullifying field such as from [Nullifier Crewmen](#), or if she falls into an out-of-bounds zone.

Abilities

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







1

25

Shroud of Dynar

(TAP) Dynar shrouds Voruna with invisibility and accelerates her speed. Invisibility ends when Voruna attacks. For a short time, melee attacks have increased Critical Damage and Status Chance and inflict Bleed. Melee kill an enemy during this time to extend the buff.

(HOLD) Dynar guards Voruna, increasing her Parkour Velocity.

Introduced in [Update 32.2](#) (2022-11-30)

**Strength:**

+ 0.5 / 1.0 / 1.5 / 2.0 flat
melee critical damage bonus

**Duration:**

8 / 10 / 12 / 14 s [Invisible](#)
duration
5 / 6 / 7 / 8 s max melee buff
duration

**Range:**

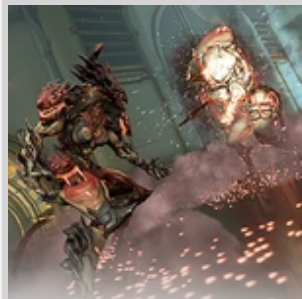
N/A

Misc:

+ 25 / 50 / 75 / 100 %
[Movement Speed](#) bonus
≥100% absolute critical
chance
≥ 25 / 50 / 75 / 100 %
absolute status chance
 [Slash](#) status per melee
hit
3 s min. melee buff duration
1 melee kill for buff extension
+55% passive parkour
velocity buff



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





2

50

Fangs of Raksh

(TAP) Raksh's fangs tear into your enemies. 5 random Status Effects are applied at 10 Stacks each on an enemy. On target's death, spread the Status Effects to other nearby enemies.

(HOLD) Raksh guards Voruna with Status Effect resistance.

Introduced in [Update 32.2](#) (2022-11-30)

**Strength:**

100 / 150 / 200 / 250 (
 Slash damage)

**Duration:**

N/A

**Range:**

30 m (range)
4 / 5 / 6 / 7 m (spread radius)

Misc:

Invulnerable during dash
5 (types of random statuses)
10 (stacks per status)
Passive status effect resistance

This section is [transcluded](#) from [Lycath's Hunt](#) . To change it, please [edit the transcluded page](#).

	Lycath's Hunt 3 75 (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.	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
	Introduced in Update 32.2 (2022-11-30)	

This section is *transcluded* from *Ulfrun's Descent* . To change it, please *edit the transcluded page*.

	Ulfrun's Descent 4 100 (TAP) Voruna drops to all fours and prepares 5 brutal charges that lock onto enemies. Ulfrun, the most powerful wolf, leads the attack as Voruna dashes toward her target. The pack deals increased damage to targets and nearby enemies that are inflicted by Status Effects. Lethal attacks double the damage of Voruna's remaining charges	Strength: 2,000 / 3,000 / 4,000 / 5,000 (Slash damage on target) 250 / 500 / 750 / 1,000 (Slash damage per second) Duration: 4 s (Slash damage per second duration) Range: 30 m (range) 6 / 7 / 9 / 10 m (radius) Misc: Weapons holstered 5 (number of charges)
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(HOLD) Ulfrun guards Voruna. If Voruna falls during this time, Ulfrun dies in her place.

Introduced in [Update 32.2](#)
(2022-11-30)

3 s (passive [invulnerability](#))
100% shields and health restored
60 s (passive cooldown)
=100% absolute critical chance from Shroud of Dynar

20% critical chance
1.5x critical damage multiplier
100% bonus damage from status effect

[Slash](#) status on target
[Knockdown](#) on target
+200% damage bonus on kill
+5% critical chance bonus on kill
+0.1 critical damage multiplier bonus on kill
[Stagger](#) in area

Strength Mods

Duration Mods

Range Mods



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