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Focus/Madurai

 EDIT< [Focus](#)**Madurai**[Vazarin](#)[Naramon](#)[Unairu](#)[Zenurik](#)

They followed the path of Engage The Enemy. Their swift, uncompromising onslaught, holding nothing back and recklessly attacking their foes, could vanquish an opponent before he had the chance to steel himself. Speed and savagery characterized this school.

—In-Game Description

I see a cloud, a gathering storm... the Madurai Way. Our path was to Engage The Enemy... to sweep across our foes before they had a chance to steel themselves.

—Operator

Preceded by[Focus 2.0/Madurai](#) since [Update 31.5](#) (2022-04-27)

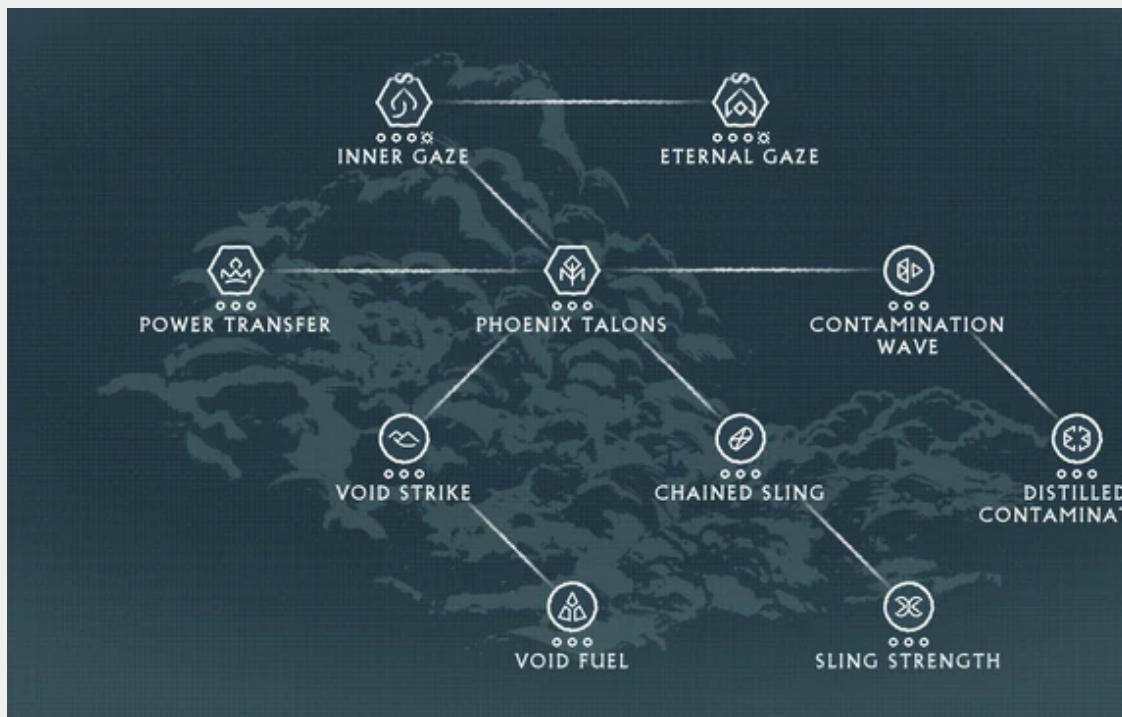
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**WARFRAME Wiki**

The **Madurai** way is a school dedicated to offense. [Tenno](#) of the Madurai way are unrelenting fighters, excelling in the arts of ambush and barrage. Those who master the Madurai school are granted predatory, savage power.

This school focuses to improve the damage output of [Operators](#) and [Warframes](#). Their Way-Bound increases [Amp](#) energy pool and regeneration.

Since its predecessor [Madurai 2.0](#), this school further increases Operator damage and now increases Amp [Critical Chance](#) and Warframe [Casting Speed](#), and consecutive [Void Slings](#) now increases Operator energy efficiency and Warframe [Ability Strength](#). Void Strike was additionally reworked to provide an immediate damage bonus over a duration with a cooldown and also increases [Ammo Efficiency](#), rather than a slow buildup that enhances a fixed number of attacks. However, Madurai no longer increases Warframe elemental damage, no longer produces 🔥 [Heat](#) effects, and [Void Mode](#) no longer blinds enemies.



The treeways of the Madurai school.

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Ways

Phoenix Talons

Phoenix Talons

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



Physical Damage

Passive

Warframe And Operator

and Operator Damage increased by 5 / 10 / 20 / 30%

- Additive to Physical damage mods.
- Operator damage buff is additive to other damage buffs such as  [Eternal Eradicate](#).
- Does not affect [unique](#) damage types.
- Does not increase damage of Warframe abilities.
- Does work on [Exalted Weapons](#).
- Does not increase damage of [Status Effects](#).

Power Transfer

Power Transfer

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

45 / 60 / 75

Warframe And Operator

Passive

100% Amp Critical Damage for 5 / 10 / 15 / 20s on switching





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Void Strike

Void Strike

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

First Warframe And Operator

Ability consumes all energy to

increase damage for 5 / 6 / 7 /

8s. Deal 4 / 6 / 8 / 10% additional

damage for every percentage of

energy consumed. 70 / 60 / 50 /

40s cooldown.

- When used at full energy, damage is increased by **400 / 600 / 800 / 1000%**.
- Void Strike's damage bonus is additive to other Operator and Amp damage bonuses, such as [Phoenix Talons](#), [Unairu Wisp](#), [Virtuos Fury](#) or [Eternal Eradicate](#).
- For warframe's weapons, Void Strike's damage bonus is additive to base damage bonus, like [Serration](#), [Condition Overload](#), or [Secondary Merciless](#).
- The ability's cooldown starts *immediately* when Void Strike's duration timer begins to count down.
- Does not work on Warframe damaging abilities.
- Does not work on [Archguns](#).

Void Fuel

Void Fuel

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

Warframe And

Operator

10 / 20 / 30 / 40% Weapon

Efficiency for Operator and

Warframe while Void Strike

is active.

- Weapon Efficiency refers to [Ammo Efficiency](#) where there is a 40% chance at max rank for any shot to not consume ammo/Amp energy.



Contamination Wave



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



WARFRAME Wiki



Second Ability emits a Void wave lasting 0.5 / 1 / 1.5 / 2s that drenches enemies with Void Contamination making them 20 / 30 / 40 / 50% more vulnerable to Operator Damage for 5 / 10 / 15 / 20s.
- Costs 50 energy to cast. - Staggers enemies on hit and applies Impact status. - Duration cannot be refreshed.

Distilled Contamination

Distilled Contamination Killing an Operator enemy affected by Contamination Wave makes all affected enemies 20 / 30 / 40 / 50% more vulnerable, while also making the effect last 4 / 6 / 8 / 10s longer. Maximum 2 stacks.	95,000 / 160,000 / 325,000 / 600,000
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Chained Sling

Chained Sling 20 / 30 / 40 / 50% Energy Efficiency on Consecutive Void Slings.	Operator	60,000 / 105,000 / 215,000 / 400,000
After casting Void Sling, consecutive Void Slings will cost 20 / 30 / 40 / 50% less energy to perform.		

Sling Strength

 Sling Strength	95,000 / 160,000 / 325,000 / 600,000
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**40% Ability Strength for 5 /
10 / 15 / 20s.**

- **Ability Strength** bonus is additive with similar bonuses like [Intensify](#) and [Energy Conversion](#).

Inner Gaze

Inner Gaze Passive, Way-Bound Operator 60,000 / 105,000 / 215,000 / 400,000/
750,000 + [Brilliant Eidolon Shard](#)
Increase Energy for Amps and **Void Beam**
by **10 / 20 / 30 / 40%**.

Eternal Gaze

Eternal Gaze Passive, Way-Bound Operator 95,000 / 160,000 / 325,000 / 600,000/
750,000 + [Brilliant Eidolon Shard](#)
Increase Energy
Regeneration Rate for
Amps and Void Beam by
15 / 30 / 45 / 60%.

Notes

- The Madurai school tree requires **9,000,000** Madurai 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 Madurai Operator is capable of:
 - **Way-Bound:** Increases the Operator's **Amp** and **Void Beam** energy capacity by **40%** and regeneration by **60%**
 - **Warframe Passive:** Increases **physical damage** by **30%**, and increases ability **Casting Speed** by **50%** for **20** seconds on Transference.
 - **Operator Passive:** Increases damage by **30%** and Increases **Amp** Critical Damage by **100%** for **20** seconds on Transference.
 - **Void Sling:** On consecutive Void Slings, increases the Operator's Energy Efficiency by **50%** and Warframe **Ability Strength** by **40%** for **20** seconds.
 - **First Ability:** Consumes all Operator energy to increase Operator and



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consumed up to a maximum of
ency by **40%**. Lasts **8** seconds, **40**



WARFRAME Wiki



- **Second Ability:** Emits a wave that lasts for **2** seconds causing enemies hit to take **50%** additional Operator Damage for **20** seconds. Killing a debuffed enemy makes all affected enemies take an additional **50%** more damage and increases the duration by **10** seconds, up to **2** stacks.

Patch History

Hotfix 33.6.9 (2023-09-12)

- Fixed Madurai's Power Transfer not triggering reliably if Client has low frame rate (below 30 FPS).

Update 32.3 (2023-02-15)

- Fixed Madurai's Chained Sling costing more Focus than intended at higher levels.
 - Players that paid the unintentionally inflated price will receive an inbox message refunding the cost difference in Eidolon Shards shortly after*

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				
	Stun (Killer's Rush)				



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Stun (Killer's Rush)



Void Mode		
Madurai	No Upgrades	
Vazarin	Void Regen (	Squad Regen)
Naramon	No Upgrades	
Unairu	No Upgrades	
Zenurik	No Upgrades	
Passive		
Madurai	Phoenix Talons •	Power Transfer
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		

Categories ▼

Languages ▼

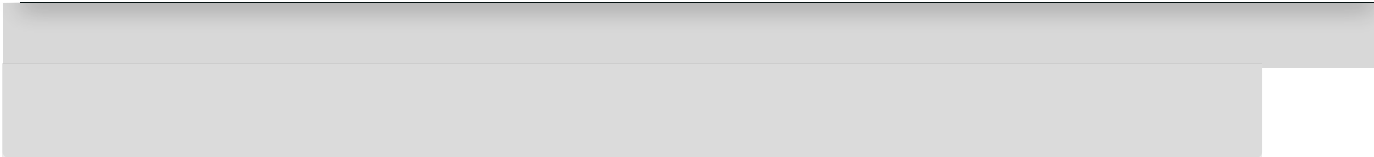
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