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Archon Intensify

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Archon Intensify is an [Archon mod](#) for [Warframes](#) that increases [Ability Strength](#) and briefly grants additional Ability Strength when an ability restores [Health](#).

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Stats

Rank	Ability Strength
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Archon Intensify

Full Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



1	+5.5%
2	+8.2%
3	+10.9%
4	+13.6%
5	+16.4%
6	+19.1%
7	+21.8%
8	+24.5%
9	+27.3%
10	+30%

Acquisition

Archon Intensify is available from [Chipper](#) of [Kahl's Garrison](#) for 40  [Stock](#), requiring players to be at **Rank 3 - Fort** to purchase.

Notes

- Abilities** that restore **Health** briefly grant additional +30% strength.
 - Buff is **not** refreshed upon additional healing; it must first expire, for a new instance to take effect.
 - Health must actually be **restored** for the effect to work, which demands that the player first take damage.
 - Restoring Health of ally **Warframes** or **Companions** will also grant the bonus.
 - Bonus does not scale with mod rank. The mod can optionally be left unranked to save capacity.
 - Only the following abilities trigger the mod:
 -  [Atlas](#)'s rubble pickups from  [Petrified](#) enemies including 

Max Rank Description	
+30% Ability Strength Restoring health with abilities grants +30% Ability Strength for 10s.	
General Information	
Type	Warframe
Polarity	 Madurai
Rarity	Legendary
Class	Archon
Incompatible Mods	 Intensify  Umbral Intensify  Flawed Intensify  Precision Intensify
Max Rank	10
Endo Required To Max	40,920
Credits Required To Max	1,976,436
Base Capacity Cost	6
Trading Tax	 1,000,000
Introduced	Hotfix 32.0.2 (2022-09-08)
Vendor Sources	
Vendors Kahl's Garrison (Rank 3: Fort)  40 for x1	
Official Drop Tables	
https://www.warframe.com/droptables	



-  [Chroma's](#)  [Vex Armor](#) with  [Guardian Armor](#).
-  [Dante's](#)  [Light Verse](#).
-  [Ember's](#)  [Fire Blast](#) with  [Healing Flame](#).
-  [Equinox's](#) Mend from  [Mend & Maim](#).
-  [Gara's](#)  [Splinter Storm](#) with  [Mending Splinters](#).
-  [Garuda's](#)  [Blood Altar](#), which can be transferred via [Helminth](#).
-  [Grendel's](#)  [Nourish](#), which, while transferrable via [Helminth](#), is altered to remove the self-heal.
-  [Harrow's](#)  [Penance](#) on initial cast and all damage dealt.
-  [Hydroid's](#)  [Plunder](#) with  [Rousing Plunder](#).
-  [Inaros's](#) Passive,  [Desiccation](#) (transferable via [Helminth](#)),  [Sandstorm](#) (when enemies are pulled into his whirlwind only).
-  [Jade's](#)  [Light's Judgment](#) on heal over time.
-  [Khora's](#)  [Venari](#) (Heal Posture).
-  [Kullervo's](#)  [Recompense](#) on restoring health, but not Overguard.
-  [Lavos's](#)  [Ophidian Bite](#), which has a lower 8s cooldown than the 10s buff duration.
-  [Nidus'](#)  [Ravenous](#).
-  [Oberon's](#)  [Renewal](#) on instant healing and heal over time.
-  [Revenant's](#)  [Reave](#), which can be transferred via [Helminth](#).
-  [Saryn's](#)  [Molt](#) with  [Regenerative Molt](#).
-  [Sevagoth's Shadow's](#)  [Consume](#).
- [Styanax's](#) [Tharros Strike](#), which can be transferred via [Helminth](#).
- [Titania's](#) Passive (on initial cast healing only; **not** heal over time), including on Razorflies from [Tribute](#) and/or [Razorwing](#)
- [Trinity's](#) [Well of Life's](#) healing aura (but not lifesteal) (transferrable via [Helminth](#)) and [Blessing](#).
- [Wisp's](#) [Reservoirs](#) Vitality Mote on max health boost and heal over time.
- [Wukong's](#) [Cloud Walker](#).
- [Xaku's](#) [Grasp of Lohk](#) with [Vampiric Grasp](#).
- [Yareli's](#) [Sea Snares](#) with [Merulina Guardian](#), on restoring Health to Merulina.
- The mod does **NOT** activate on the following abilities/passives.
 - [Citrine's](#) Passive.
 - [Limbo's](#) [Banish](#) with [Rift Haven](#).
 - [Nekros'](#) Passive.
 - [Nidus'](#) passive health regeneration.



- [Trinity's](#) [Well of Life](#) lifesteal.
- [Valkyr's](#) [Hysteria](#).
- [Exalted Weapons](#) when modded for healing directly via [Life Strike](#) and [Healing Return](#).
- Abilities that spawn [Health Orbs](#), such as [Citrine's](#) [Fractured Blast](#), [Nekros's](#) [Desecrate](#), [Nezha's](#) [Blazing Chakram](#) and [Reaping Chakram](#), [Oberon's](#) [Reckoning](#), [Protea's](#) [Dispensary](#), [Trinity's](#) [Pool of Life](#), or [Voruna's](#) [Lycath's Hunt](#).
- Abilities that increase Health pool, such as [Chroma's](#) [Heat](#) [Elemental Ward](#), or [Titania's](#) "Full Moon" [Tribute](#).
- Some abilities transferred via Helminth such as; [Grendel's](#) [Nourish](#), which, while transferrable via [Helminth](#), are altered to remove the self-heal.
- Only the following abilities will still trigger the Archon mod after being transferred via [Helminth](#) :
 - [Garuda's](#) [Blood Altar](#).
 - [Inaros's](#) [Desiccation](#).
 - [Revenant's](#) [Reave](#).
 - [Styanax's](#) [Tharros Strike](#).
 - [Trinity's](#) [Well of Life's](#) healing aura (but not lifesteal)

Trivia

- Despite being classified as a Legendary Mod, Archon Intensify's max-rank base Ability Strength bonus is similar to its max-rank [standard](#) counterpart at 30% (up to 60% after triggering heal) rather than its legendary Umbra variant [Umbral Intensify](#) at 44% which can scale to 77% with a full umbral set.

See also

- [Intensify](#), the normal version of this mod.
- [Umbral Intensify](#), an alternate version of this mod with a set bonus and unique polarity.

Patch History

[Hotfix 36.0.1](#) (2024-06-19)

Fixed Archon Intensify not triggering when Zade's Light's Judgment ability



Update 36.0 (2024-06-18)

- Fixed Chroma's Guardian Armor Augment not triggering Archon Intensify when healing allies.

Hotfix 32.0.7 (2022-09-28)

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