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Arcane Intention

[24](#) [EDIT](#)

Arcane Intention is an [Arcane Enhancement](#) that increases maximum [health](#) for every active [channeled ability](#).

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Effect

Rank	Max Health Bonus

Arcane Intention



Tradeable

[Update Infobox Data](#)

Max Rank Description

Gain +250 Max Health per active channeled ability.

General Information

Type	Warframe
Rarity	Uncommon
Refreshable	
Incompatibility Tags	OPERATOR_SUIT
Max Rank	5



1	+80
2	+120
3	+160
4	+200
5	+250

Acquisition

- May appear as a [Steel Path Circuit](#) Tier 1, 2, 3, 4, 6, 7, 8, or +11 reward on a weekly rotational basis.
- May be sold by [Acrithis](#) for 10  [Pathos Clamp](#) on a daily rotational basis, requiring [Drifter Intrinsic Opportunity](#) Rank 9 for the arcanes to appear in her shop.
- One of possible rewards from completing the optional Undercroft Portals in Duviri while on the Steel Path.

Arcanes Required to Max	21
Dissolution	 18
Trading Tax	 4,000
Introduced	Update 33.0 (2023-04-26)
Vendor Sources 	
Vendors	
Acrithis  10 for x1	
Official Drop Tables 	
https://www.warframe.com/droptables	

Notes

- The bonus stacks for every channeled ability simultaneously active, up to a maximum of **4** stacks (+1000 [Health](#) at max rank).
- Besides increasing maximum health, activating this Arcane also heals the Warframe by the same amount of hitpoints.
- After the ability that sustained this Arcane's effect ends, there is a **1** second delay during which said ability cannot be reactivated.

Eligible Abilities

- Only the following abilities can trigger this Arcane:
 -  [Atlas's](#)  [Tectonics](#) (unless  [Tectonic Fracture](#) is used) and  [Rumblers](#).
 -  [Banshee's](#)  [Sound Quake](#) (unless  [Resonating Quake](#) is used.)
 -  [Baruuk's](#)  [Elude](#) and  [Serene Storm](#).
 -  [Caliban's](#)  [Razor Gyre](#).
 -  [Chroma's](#)  [Spectral Scream](#) and  [Effigy](#).
 -  [Dante's](#)  [Noctua](#).
 -  [Ember's](#)  [Immolation](#).
 -  [Equinox's](#)  [Pacify & Provoke](#) and  [Mend & Maim](#).
 -  [Excalibur's](#)  [Exalted Blade](#).



-  [Gara's](#)  [Mass Vitrify](#) (only during the casting animation, which already provides complete immunity to damage).
-  [Gauss's](#)  [Mach Rush](#),  [Kinetic Plating](#) and  [Redline](#).
-  [Grendel's](#)  [Pulverize](#).
-  [Gyre's](#)  [Arcsphere](#) and  [Coil Horizon](#) (transferable via [Helminth](#)).
 - In both cases, the Arcane is only active while the the Gyratory Sphere is in motion, not once it is deployed.
- All of  [Hildryn's](#) abilities, including  [Pillage](#), which can be transferred via [Helminth](#).
 - Pillage cannot be cast while  [Aegis Storm](#) is active, limiting the number of stacks.
 - Pillage cannot remain active for more than a few seconds at a time.
-  [Inaros's](#)  [Sandstorm](#).
- All of  [Ivara's](#) abilities.
 -  [Navigator](#) only qualifies for the bonus while actively controlling a projectile.
 -  [Quiver](#) (transferable via [Helminth](#)) only activates the effect while its arrows are in flight.  [Navigator](#) can be used to maintain the effect for longer.
 - Briefly becoming visible while  [Prowl](#) is active doesn't break the Arcane's effect.
 - Using [Artemis Bow's](#) alt-fire to loose Quiver's arrows doesn't activate the Arcane.
- [Jade's](#) [Glory on High](#).
- [Lavo's](#) [Vial Rush](#) (transferable via [Helminth](#)).
- [Limbo's](#) [Stasis](#) and [Cataclysm](#).
- [Mag's](#) [Magnetize](#) (only when hold-cast).
- [Mesa's](#) [Ballistic Battery](#) and [Peacemaker](#).
- [Mirage's](#) [Prism](#).
- [Nekros's](#) [Desecrate](#).
- [Nezha's](#) [Divine Spears](#).
- [Nidus's](#) [Larva](#) and [Parasitic Link](#).
- [Nyx's](#) [Mind Control](#) (transferable via [Helminth](#)) and [Absorb](#).
 - Absorb already provides complete immunity to damage.
- [Oberon's](#) [Renewal](#) and [Hallowed Ground](#) (only when



- [Qorvex's](#) [Crucible Blast](#) (only during the casting animation, which already provides complete immunity to damage).
- [Revenant's](#) [Danse Macabre](#) and [Reave](#) (transferable via [Helminth](#)).
 - Reave already provides complete immunity to damage.
- [Rhino's](#) [Iron Skin](#) (only when [Iron Shrapnel](#) is used).
 - Activating Iron Skin already prevents all damage to health.
- [Sevagoth's](#) [Gloom](#), which is transferable via [Helminth](#).
- [Titania's](#) [Razorwing](#).
 - Razorwing does not trigger [Seismic Bond](#).
- [Trinity's](#) [Well of Life](#) (transferable via [Helminth](#)).
- [Valkyr's](#) [Hysteria](#).
- [Wisp's](#) [Sol Gate](#) and [Wil-O-Wisp](#) (only when tap-cast).
- [Wukong's](#) [Cloud Walker](#), [Defy](#) (transferable via [Helminth](#)) and [Primal Fury](#).
 - Cloud Walker and Defy already provide complete immunity to damage.
- [Yareli's](#) [Merulina](#) and [Riptide](#) (only when tap-cast).
- The Helminth-exclusive [Parasitic Armor](#).

Tips

- Many Warframes lack channeled abilities altogether, making it impossible to use this Arcane with them. Certain abilities can be transferred via Helminth to circumvent this:
 - [Gloom](#) can be infused onto any Warframe in order to give them a channeled ability and enable the use of this Arcane.
 - [Mind Control](#) and [Parasitic Armor](#) are abilities with high base duration that can maintain this Arcane's effect without constant energy drain.
 - [Pillage](#), [Coil Horizon](#) and [Quiver](#) are also Helminth-compatible and can make use of this Arcane's secondary effect of instant healing upon ability activation.

Patch History

[Hotfix 33.0.11](#) (2023-05-24)



- Fixed rare crash that would occur when viewing Arcane Intention while in the Arsenal.

Update 33.0 (2023-04-26)

- Introduced.

Arcanes								Edit
Warframe	Primary	Secondary	Melee	Operator	Amp	Kitgun	Za	
Teralyst/Orphix	Arcane Consequence • Arcane Ice • Arcane Momentum							
	Arcane Nullifier • Arcane Tempo • Arcane Warmth • Arcane Deflection • Arcane Healing • Arcane Resistance • Arcane Victory							
Gantulyst/Orphix	Arcane Acceleration • Arcane Agility • Arcane Awakening • Arcane Eruption • Arcane Guardian							
	Arcane Phantasm • Arcane Strike • Arcane Aegis • Arcane Precision • Arcane Pulse • Arcane Ultimatum							
Hydrolyst/Orphix	Arcane Trickery • Arcane Velocity • Arcane Arachne • Arcane Avenger • Arcane Fury • Arcane Rage • Arcane Barrier • Arcane Energize • Arcane Grace							
Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank							
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection							
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct • Molt Vigor							
Conjunction Survival	Arcane Blessing • Arcane Rise							
Mirror Defense	Arcane Double Back • Arcane Steadfast							
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Ramp							
Ascension	Arcane Battery • Arcane Ice Storm							
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris								

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Languages



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