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Golden Instinct



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N/A

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Golden Instinct



Send out a short-lived Void Spark that is drawn toward the nearest Medallion, Ayatan Sculpture, rare crate, unscanned Kuria or unscanned Fragment.

Strength:	N/A
Duration:	N/A
Range:	200m

Introduced in [Update 30.5](#) (2021-07-06)

Subsumable to Helminth

- Info Tips & Tricks
- Expend 50 [Energy](#) to summon a Void Spark for 5 seconds which seeks out the location of nearby [Syndicate Medallions](#), [Ayatan Treasures](#), Rare [Storage Containers](#), [Voidplumes](#), [Zarium Accolades](#), [Orokin Defixios](#), [Voca](#), [Sentient Cores](#) and unscanned [Kurias](#), [Cephalon Fragments](#), [Frame Fighter](#) fragments, and [Somachord](#) fragments within 200 meters. Casting the ability triggers a 20 second cooldown before the next activation is allowed.
 - Cooldown can be lowered with [Lavos'](#) [Transmutation Probe](#).

- If nothing is in detection range, the ability will not be used and show the message "AREA IS BARREN".
- Golden Instinct will **not** trigger on [Sabotage](#) caches.
- Golden Instinct will **not** trigger on [Maroo's Weekly Mission](#)'s target Ayatan Sculpture, but may still trigger on other possible objects of interest in the same mission including other Ayatan Sculptures.
- Golden Instinct will **not** trigger on open Rare Storage Containers. Should a player stop getting Void Sparks without finding any items and after using a large area of effect or crate-breaking ability, it may mean a nearby Rare Crate has been opened.
- Alternatively, since [Sentient Cores](#) are considered "rare" enough to be detected, a previously detected core could have been picked up since, with no other detectable items on the map. With long enough Ability Range, Golden Instinct will detect cores that are too far away to be marked on the HUD, creating situations where the player may be unaware of a core dropped by [Sentient](#) killed by another Tenno far behind the player's position, yet Golden Instinct will mislead the player to believe there is something worth coming back for. It is therefore recommended to use  [Vacuum](#)/ [Fetch](#) and hoover up all the cores as soon as they drop from enemies to avoid "poisoning" the pool of detectable items, and to not stray too far from other players on [Sentient](#)-heavy maps.



Patch History

[Update 32.3](#) (2023-02-15)

- Fixed the Golden Instinct being invisible when using the Titania Donann skin with default colors.

[Hotfix 31.5.2](#) (2022-04-28)

- Fixed crash related to Helminth's Golden Instinct ability.

[Hotfix 31.0.3](#) (2021-12-17)

See Also

- [Helminth/Unique Abilities](#)
- [Helminth](#)



Languages



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[A Fandom user](#) • 9/17/2024

Just use it on Lavos at Ukko (void Capture) with max range. Spawn hit golden instinct if it triggers it is either ayatan or rare container (free crafted forma). If not reload mission.



Write a reply



[A Fandom user](#) • 7/21/2024

What a shit skill.



[Evolved311](#) • 8/15/2024

Why? Seems pretty good for farming.



[A Fandom user](#) • 8/21/2024

https://warframe.fandom.com/wiki/Golden_Instinct?commentId=4400000000003859937&replyId=4400000000017817059
Cause it banishes quickly.





Write a reply



A Fandom user • 5/26/2024

One nice use for this: Stick it on your fast-moving frame of choice with maxed out range, load up orokin eye charges, and go run void capture missions.

The only things that can possibly trigger this ability on the void tileset are ayatan sculptures and rare containers. Hit the ability right when you start the mission, if you get no response then go capture the target and run to extraction while attempting to use the ability along the way.

Most of the time you won't get any hits and can just very quickly complete the mission to go again. And if you do get any hits, you know there's a free bunch of endo or a forma waiting for you somewhere on the map and can pretty quickly grab it with orokin eye. Nice way to easily rack up forma and endo, and as a bonus you even get relics from the regular mission completion too.



Write a reply



FONDOS • 4/20/2024

Non-functional as of recent "Line of Sight" nerf.

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FONDOS • 4/25/2024

No, just nobody will tell you **Duration: N/A** is a lie because they want others to experience expending helminth resources on useless ability as ALL helminth subsumables ALWAYS are.



A Fandom user • 6/11/2024

Man, you sure are angry. "Nobody will tell you because they want others to experience wasting resources" Are you serious?



FONDOS • 6/17/2024



Dont tell me what am I.

[A Fandom user](#)



[A Fandom user](#) • 6/26/2024

You're pretty uppity, too.



Write a reply



[A Fandom user](#) • 1/27/2024

I really think thay can rework it. Make it on par with the support from Orokin Eye. Right now both are non cooldown, but one marks anything within range and the other gives ya a lil line that leads ya for 10 metars. And it costs an ability slot and energy. Just make it mark ONE valuable within range per cast and let it keep its cooldown.



[A Fandom user](#) • 3/14/2024

I find Golden Instinct will always be superior to Orokin Eye in a solo run, because the range can be boosted via mods. 150m is great and all, but one single use of Golden Instinct shows me if there's anything rare within a 500m range. The solution is to use both.



Write a reply



[A Fandom user](#) • 12/15/2023

Figured out finally how to make it somewhat useful: NEGATIVE RANGE. It's shit at pinpointing items within 500 meters with max range, but it will tell you that there's nothing interesting within 100 meters with 50% range tho. And it's more spammable like this. Match this range with loot radar range for some extra help.

Wouldn't use it for open world curio search, obviously, but Voidplumes and Voca are a lot easier to search for like this.



I tried this, wow, this works way better than you might think. because you can clear an area insanely quickly,(basically you know for certain that is nothing there) (costs no energy, and doesnt do the casting animation plus no cool down.) you dont neccesarily have to have max narrow minded either. i would definetly recommend combining it with loot radar/orokin eye if you have either. it makes the amount of search space way smaller



Write a reply



A Fandom user • 7/21/2023

Only helpful in combination with Orokin Eye. And - to be honest - in some tilesets only if you've farmed the Kurias before and if you do not intend to clear the whole map anyway. I found Ayatan sculptures in mission types where I usually not clear the whole map or don't visit every hidden location (e.g. some Grineer tile sets with hidden locations in third or fourth levels up and away from the mission path). Overall helpful for me, but more a nice to have then a must have because I'm mostly done with mod modding and don't need much more Endo that I can't get from other sources.



Write a reply



Dovivi • 6/7/2023

Complete garbage. The trail moves slowly, it has a whopping 20 second cooldown, the trail almost always disappears when going from one tile to the other rendering that activation completely useless, it costs 50 energy, and all this to hopefully-but-not-always find only a single item.

If DE ever bothered about testing this skill they would have released how atrocious it is and just make it highlight items in range.

(Edited by Dovivi)



A Fandom user • 6/9/2023



have a ping on a minimap instead, but I'm fine with knowing if I should manually look for stuff or not.



[A Fandom user](#) • 6/5/2024

I find loot radar/vacuum and area smashing weapons/abilities far superior to this. Just smash the area, pick up the drops, and if loot radar still has an item on your map, there is your collectible. Golden Instinct is completely useless in my opinion.



[A Fandom user](#) • 6/12/2024

Specific item != farm a entire level
Sometimes you just want press a button see if have something rare, capture and leave in less than 2 minutes



Write a reply



[A Fandom user](#) • 3/12/2023

Golden Instinct should work just like the golden children of the Zariman and have a 30 sec cool down.

Then it would have a real purpose for players like me who just like to totally clear maps of all the good loot.



Write a reply



[A Fandom user](#) • 3/1/2023

Maybe I'm just not seeing it, but what warframe has this ability?



[A Fandom user](#) • 3/2/2023

You can only get this ability through the helminth system



[TheTerryBL](#) • 8/25/2023



Now I'm imagining the reaction people would have if DE had put this ability on a new frame. Would've been hilarious.



A Fandom user • 1/2/2024

Baro Prime



Write a reply



A Fandom user • 1/27/2023

It's a great ability , when you know to use itnow that we have OROKIN EYE , the combo of the two is great , use a large range GOLDEN INSTINCT , when it detects something , get closer , user OROKIN EYE to spot it and doneI use a Wukong / Golden instinct / Orokin eye when doing fast mission with others like relic opening , grant me a good account of Ayatan sculptures



A Fandom user • 2/22/2023

Can you explain "how to use it" in more detail plz?



A Fandom user • 4/1/2023

Orokin Eye is the landing craft ability from the Zariman craft. To use it you need to craft the landing craft obtainable from Zariman missions as well as Air Support Charges (BP from the dojo). Use the Air Support Charge from your item wheel in a mission to activate the Orokin Eye ability.

Golden Instinct has a longer range than Orokin Eye, but Orokin Eye marks exactly where the sculptures are. So the strategy is to keep using Golden Instinct until it shows that a sculpture is nearby, then you walk a bit closer towards where the spark points before using Orokin Eye. This will now show you exactly where the sculpture is, instead of constantly having to wait for Golden Instinct's 20 second cooldown to find specifically where it is.

Wukong is used because with his Cloud Walker ability allows for good mobility to pick up the sculpture quickly.



Write a reply





A Fandom user • 12/24/2022

Does it work with caches?



A Fandom user • 1/3/2023

No, it does not work with caches.



Write a reply



A Fandom user • 11/19/2022

Wow. Skills like this really bring back the euphoria at the old guard of "game design" moving on to new projects



Write a reply



A Fandom user • 10/20/2022

Literally unusable.

DE should just make this skill locate and mark the item on the Map as if its an objective for 20s and remove that fking cooldown.



Александр8609 • 5/30/2023

Absolutely useless



Write a reply



A Fandom user • 10/16/2022



Jesus Christ I hate so much this ability, never got so dissapointed touching something is this game like this one thing. It is in the same place as K-Drive honestly.



[A Fandom user](#) • 10/16/2022

In*



[A Fandom user](#) • 12/9/2022

I feel the same way, holy shit. I felt like I got scammed with this skill, dude....



[NLK3rd](#) • 12/26/2022

Extend the line...

Remove the cooldown...

Make it USEFUL!!!

I like K-Drive, but the way tricks work (points don't count when you land) and using a controller with it does suck. I swear I never got past rank 2 since it came out.



Write a reply



[A Fandom user](#) • 10/16/2022

By far the worst ability in the helminth since this is the last upgrade. So much resources, warframes and time to get an fucking arrow with cooldown inside enourmous maps with uncountable corners. Much better to farm Parallax to get your stuff other than this sh1t. Let me guess, Rebecca designed Parallax with Crysaliith stuff and Steve, Golden Instinct, right? In the moment Steve and his crew left, the game instantly got better and some stuff like Golden Instinct was remade into Parallax; and they used to tell us they played the game. They couldn't lie anymore and couldn't play what they created. I bet he never touch it since 2015, thank god they left for good.



[A Fandom user](#) • 10/31/2022





[A Fandom user](#) • 11/9/2022

He isn't wrong though. Steve was a clown who was constantly dragging this game down. Maybe Rebecca might actually save it.



[NLK3rd](#) • 12/26/2022

I was gone for 10 months, and while I still kinda hate the relic system (layered RNG), I notice some blissfully obvious improvements. Enemy grappling hooks not knocking me down instantly at range, Leech Eximus actually being tolerable (the new layer of defense sucks, but is tolerable with strong weapons), transferrance on being downed is amazing, Syndicate medallions are collected by everybody instantly instead of solo, I swear there were other things.



[A Fandom user](#) • 12/31/2022

That eximus fix was only done a couple months ago lol. if they grab you , you can even bullets jump away and youll actually pull them to the ground instead. leech eximus still annoying , all eximus still spam their abilities every 3 friggin seconds.



Write a reply



[A Fandom user](#) • 9/19/2022

Small tip

To achieve higher range , sometimes the helminth i think can offer invigorations for warframes so you can save a few mod slots

Although it's very situational as u must own most frames for this to work and it's best usec on only a select few frames,to name a few— Lavos,Hildryn , And Harrow . Some ppl also use limbo



[A Fandom user](#) • 11/4/2022

Also, mag and loki both have an arcane helmet that increases their ability range by 15 and 25% respectively





[A Fandom user](#) • 3/27/2023

Helmets don't give buffs since long time ago anymore. Yes, it still says they have the buff but you will notice easily that it isn't applied.



[A Fandom user](#) • 5/6/2023

You drunk? "new" helmets dont give the buffs, but the old arcane helmets still do (extra "arcane" prefix on the helmets for a reason). they still block one arcana slot and give you the buffs/drawbacks as stated. even checked and my arcane mag coil adds 25% range for a shield drain



Write a reply



[A Fandom user](#) • 9/7/2022

It is affected by Range mods. On Bimbo 280% range I get 560m of range on it.



[A Fandom user](#) • 9/12/2022

Smrdíš píčo.



Write a reply



[A Fandom user](#) • 8/15/2022

This ability is kneecapped by its cooldown and the 3 second lifespan of the void spark



[A Fandom user](#) • 9/12/2022

Yeah, it's worthless unless your looking for the kuria thing in the room





Write a reply



[Thekyra](#) • 7/28/2022

In a submerged tileset, this ability keeps pointing underground(if there's something)... it's annoying.



[A Fandom user](#) • 8/27/2022

That might be a kuria. There are some in the water.



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