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Well of Life



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Well of Life

Create a well of life on an enemy who will absorb Status Effect damage intended for nearby allies. Allies gain additional Health when they attack the target. If allies die, enemies in the well of life die in their stead.

Introduced in [Update 4](#) (2012-11-02)

Strength:

25 / 50 / 75 / 100 (health per second)

0.25 / 0.5 / 0.75 / 1% (lifesteal on hit)

Duration:

? / ? / ? / 20 s

Range:

100 m (cast range)

? / ? / ? / 20 m (healing radius)

Misc:

∞ (lifesteal range)

3 (max target limit)

10% (status negation damage)

5% (boss status negation damage)

5 s (revive duration)

60 s (revive cooldown)

Subsumable to

Helminth



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- Trinity expends  **25 energy** to imbue a single enemy target within  **100** meters with life energy and suspends it in midair. The enemy is **Invulnerable** and incapacitated, lifted airborne, and emits an  **?? / ? / ? / 20** meter aura for  **? / ? / ? / 20** seconds. When Trinity or her allies stand within the aura, they are healed  **25 / 50 / 75 / 100 Health** points per second and are immune to **Status Effects**. Damaging the target instantly heals the attacking ally for  **0.25% / 0.5% / 0.75% / 1%** of the damage dealt over **infinite** range, as well as applying the damage-converted healing to all allies standing within the aura. If a status effect is negated, the target takes **10% (5% on boss enemies)** total health damage. While active, press the ability key again (default  **1**) to release the target early. A maximum of **3** targets can be turned into a Well of Life.
 - Casting time of **2** seconds is affected by **Casting Speed**.
 - All damage suffered by the invulnerable enemy target is stored and dealt in full when the ability ends.
 - When negating a status effect, a wisp will spawn from the ally and seek out the lifted target.
 - Wisps are restricted to spawning at a rate of once per second.
 - Wisps do not deal any inherent damage type, bypassing any normal damage calculation steps.
 - Wisps can be triggered by self-**stagger**.
 - Allies affected by the radial healing include all Warframes, **Companions**, **Eidolon Lures**, summoned allied units such as **Specters**, allied **Invasion** units, **Hostages**, **Kavor Defectors**, **Sortie** and **Arbitration** Defense Operatives, and **Defense Objects**.
 - Defense Object healing is **uncapped**, making this ability one of the only abilities in the game not subjected to this healing cap.
- If a player takes fatal damage while within Well of Life's range, the well will be consumed to negate **Bleedout** and fully heal the revived player and are granted **5** seconds of **invulnerability**. Revived players experience a **60** second cooldown before they can be revived from Well of Life again.
- **Ability Synergy:**  **Link** can tether to a Well of Life target, applying lifesteal during Link's **Damage Redirection**.
- Well of Life is a **one-handed action**. As such, it can be used while performing various maneuvers and actions without interruption.



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animation, the energy cost is

Life and its augments to be



- However, Subsumed Well of Life's revive cooldown is increased to **120** seconds.



Patch History

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

Trinity Well of Life Changes:

- Allies in range of Well of Life's radius are now protected from Status Effects. When a Status Effect is blocked, the enemy trapped in Well of Life takes a 10% hit to their Health.
 - *A projectile FX now circles the enemy affected by Well of Life to indicate when an ally is protected from Status Effects.*

See Also

-  [Trinity](#)

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