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Primed Expel Infested



EDIT

Primed Expel Infested increases the [damage](#) of secondary weapons against [Infested](#). The mod increases both the base damage and elemental damage of a weapon.

Stats

Rank	Effect	Cost
0	x1.05	4
1	x1.1	5
2	x1.15	6
3	x1.2	7
4	x1.25	8
5	x1.3	9
6	x1.35	10
7	x1.4	11
8	x1.45	12
9	x1.5	13

Primed Expel Infested

Full

Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



Acquisition

- This mod can be purchased **unranked** from [Baro Ki'Teer](#) for  **140,000** and  **350**. Note however that Baro Ki'Teer's stock changes with each appearance, and may not have this item available at every time.

Notes

- Has no effect on [Corrupted Infested](#) ([Corrupted Ancient](#)).
- Despite being listed as a multiplier, it will stack **additively** with other sources of Damage to Infested.
 - For example, if you had a [Riven Mod](#) with x0.5 Damage to Infested and a max rank Primed Expel Infested with x1.55 Damage to Infested, you would have a **1 - 0.5 + 0.55 = x1.05** multiplier for damage against Infested with both mods equipped.

Patch History

 [Update Infobox Data](#)

Max Rank Description

x1.55 Damage to Infested

General Information

Type

Pistol

Polarity

 Madurai

Rarity

Legendary

Incompatible Mods

 [Expel Infested](#)

Max Rank

10

Endo Required To Max

40,920

Credits Required To Max

1,976,436

Base Capacity Cost

4

Trading Tax

 1,000,000

Introduced

[Hotfix 23.9.1](#) (2018-09-27)

Vendor Sources

[Baro Ki'Teer](#)



Baro Ki'Teer

 350 +  140,000

PC Only Dates	Console Only Dates	All Platforms
2018-10-05		
2019-02-08		
2019-06-28	2018-11-16	
2019-11-08	2019-03-22	
2020-04-24	2019-08-16	
2020-11-06	2019-12-20	2023-10-20
2021-06-04	2020-06-05	
2022-06-03	2020-12-18	
	2021-07-16	
	2022-07-15	

Official Drop Tables 

<https://www.warframe.com/droptables>

Update 34.0 (2023-10-18)

- Changed the Faction Damage Mod (includes Bane, Cleanse, Expel, Smite, Railjack, and Riven Faction Stats) descriptions to use multiplier instead of percentage based stat formatting. Damage values have not changed! Just the way they are communicated.
 - For example: Smite Corpus (at max rank)
 - Was: "+30% Damage to Corpus."
 - Now: "x1.3 Damage to Corpus."

Faction Damage Mods	
Rifle	 Bane of Corpus ( Primed) •  Bane of Orokin ( Primed) •
	 Bane of Grineer ( Primed) •  Bane of Infested ( Primed) •
	 Bane of The Murmur
Shotgun	 Cleanse Corpus ( Primed) •  Cleanse Orokin ( Primed) •

Cleanse The Murmur

Expel Corpus ([Primed](#)) • [Expel Orokin](#) ([Primed](#)) • [Expel Grineer](#) ([Primed](#)) • [Expel Infested](#) (**Primed**) • [Expel The Murmur](#)

Sacrificial Pressure • [Sacrificial Steel](#) • [Smite Corpus](#) ([Primed](#)) • [Smite Orokin](#) ([Primed](#)) • [Smite Grineer](#) ([Primed](#)) • [Smite Infested](#) ([Primed](#)) • [Smite The Murmur](#)

Granum's Nemesis • [Sentient Scalpel](#) • [Worm's Torment](#)

Pistol

Melee

Plexus

Categories

Languages

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