

ADVERTISEMENT

in: [Mods](#), [Tradeable Mods](#), [Untransmutable Mods](#), and 7 more[SIGN IN](#)[REGISTER](#)

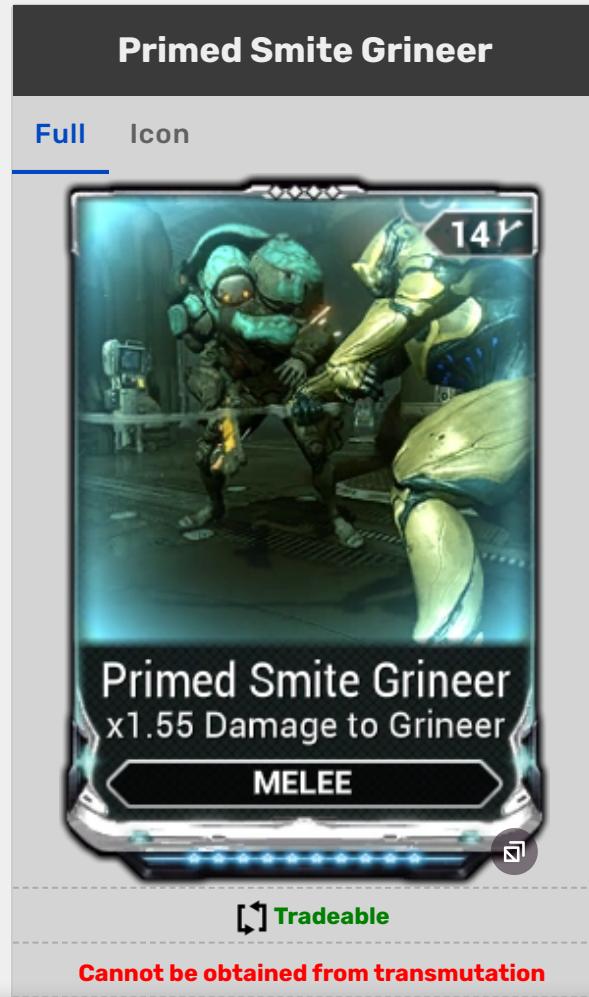
Primed Smite Grineer

[6](#) | [EDIT](#)

Primed Smite Grineer increases the [damage](#) of melee weapons against [Grineer](#). 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

[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** and **Narmer** Grineer (e.g. **Corrupted Lancer**, **Narmer Lancer**).
- Despite being listed as a multiplier, it will stack **additively** with other sources of Damage to Grineer.
 - For example, if you had a **Riven Mod** with x0.5 Damage to Grineer and a max rank Primed Smite Grineer with x1.55 Damage to Grineer, you would have a **$1 - 0.5 + 0.55 = x1.05$** multiplier for damage against Grineer with both mods equipped.

Patch History

[Update Infobox Data](#)

[Max Rank Description](#)

x1.55 Damage to Grineer

[General Information](#)

Type: Melee

Polarity:  Madurai

Rarity: Legendary

Incompatible Mods:  Smite Grineer
 Flawed Smite Grineer

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 27.0.7 (2019-12-20)

[Vendor Sources](#)

[Baro Ki'Teer](#)

Baro Ki'Teer

 350 +  140,000

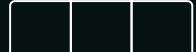
PC Only Dates	Console Only Dates	All Platforms
2019-12-20		
2020-07-17	2020-01-31	
2021-01-29	2020-08-28	2022-12-02
2021-08-13	2021-03-12	2023-07-28
2022-04-08	2021-09-24	2024-04-05
	2022-05-20	

[Official Drop Tables](#)

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



WARFRAME Wiki



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 Grineer (Primed) • Cleanse Infested (Primed) • Cleanse The Murmur
Pistol	Expel Corpus (Primed) • Expel Orokin (Primed) • Expel Grineer (Primed) • Expel Infested (Primed) • Expel The Murmur
Melee	Sacrificial Pressure • Sacrificial Steel • Smite Corpus (Primed) • Smite Orokin (Primed) • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur
Plexus	Granum's Nemesis • Sentient Scalpel • Worm's Torment

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)



WARFRAME Wiki



