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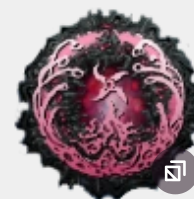
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Passive

The Infestation dwelling within  **Nidus** mutates rapidly when used against his foes, fueling his abilities and yielding various symbiotic benefits. Nidus possesses various passive mechanics highlighted in the tabs below:

[Mutation Stacks](#)[Undying](#)[Augment](#)[Rank Bonuses](#)

Mutation Stacks are a resource unique to Nidus, indicated by the Mutation counter and gauge displayed in the lower-right on the HUD, above the ability icons.



Mutation gauge at 100 stacks.

- The gauge is divided into **5** sections which represent the number of hits dealt to enemies via Nidus' abilities, while the counter at the center of the gauge keeps track of the number of Mutation stacks up to a maximum of **100**.
 - When generating Mutation, the sections light up clockwise. Once all **5** sections have lit up, the gauge completes a cycle and the sections become unlit again, while the counter increases by **1** Mutation stack. The following abilities generate **1/5th** of a Mutation stack:
 - Each enemy hit with  [Virulence](#).
 - Each enemy hit by  [Ravenous](#)' maggot explosion.
 - Each enemy killed from any source while held by  [Larva](#) at a **50%** chance.
 - Abilities are not required to deal *damage* to enemies, only ability *contact* is needed to increase Mutation stacks.
 - When gaining or losing large numbers of stacks, the gauge only changes one at a time, making it difficult to estimate the actual count.
 - This can be bypassed by briefly switching to the [Operator](#), as this will instantly refresh to the current amount of stacks.
 - Mutation stacks are stored until used by the player. Stacks will not disappear in the event of a host migration.
 - Ability-nullifying enemies such as [Nullifier Crewman](#) will drain **1** Mutation stack every **2** seconds, ramping up the drain rate the longer Nidus remains in their radius.



- Each Mutation stack causes the gauge to gradually appear more infested, and upon reaching maximum stacks the counter is hidden and the gauge is overlapped by Virulence's ability icon colored in red and black.
- The amount of Mutation stacks stored benefits Nidus' abilities:
 - Increases the damage of Virulence and Ravenous' maggot explosion.
 -  [Parasitic Link](#) costs **1** stack to activate instead of using [energy](#).
 - Ravenous costs **3** stacks to activate instead of using energy.
- Nidus' appearance changes as more stacks are collected:
 - With the base skin:
 - At 3 stacks, tendrils will protrude from his neck and upper spine, while the carapace around his ribs will open.
 - At 5 and 7 stacks respectively, the carapace around his thighs and arms will open to reveal more infested flesh and tendrils beneath.
 - At 10 stacks, certain sections of his currently-equipped helmet will open up.
 - With the base helmet, the sides of his head extend outward to form a pair of horns, also exposing many more tendrils.
 - With the [Nidus Prion Helmet](#), the "mouth" and the ligature open up, revealing Void-like energy underneath.
 - With the [Nidus Myxini Helmet](#), the helmet opens up down the middle to reveal a monstrous mouth-like face.
 - With the [Nidus Phryke Skin](#):
 - At 3 stacks, he gains protective armor on his thighs, and his shoulder pads are covered in a cage-like armor with a protruding spike on the top.
 - At 5 stacks, a large curved blade appears on each of the shoulder pad spikes.
 - At 7 stacks, his forearms are lined with a curved blade that extends two large spikes.
 - At 10 stacks, his face becomes covered with a crown-like visor.
 - With [Nidus Prime](#):
 - At 3 stacks, black tendrils form on the left side of his face, as well as his entire left arm.
 - At 5 stacks, the tendrils extend to cover his chest and back.
 - At 7 stacks, the right side of his fleshy body becomes covered in a black



- At 10 stacks, the tendrils extend to cover his entire face and thighs.
- When stacks fall below the required triggers, Nidus' appearance will revert to the appropriate stage.

Abilities

View Maximization

This section is [transcluded](#) from [Virulence](#) . To change it, please [edit the transcluded page](#).

1

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Virulence

Rupture the ground with a damaging fungal growth that steals energy from each enemy it strikes. For every five enemies hit, the Infestation mutates, multiplying its destructive force.

Introduced in [Update 19.5](#)
(2016-12-22)

Strength:

150 / 160 / 175 / 200 (Puncture damage)

Duration:

N/A

Range:

10 / 11 / 13 / 16 m

Misc:

4 m (fungal growth width)
10 (energy refund per hit)

This section is [transcluded](#) from [Larva](#) . To change it, please [edit the transcluded page](#).

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Larva

Spawn an Infested pod that erupts with tendrils, latches onto nearby enemies and pulls them in.

Introduced in [Update 19.5](#)
(2016-12-22)

Strength:

N/A

Duration:

4 / 5 / 6 / 7 s

Range:

8 / 9 / 10 / 12 m (grab radius)
5.33 / 6 / 6.67 / 8 m (grab radius for subsumed version)

Misc:

50 % (Mutation stack chance)
3 s (unaffected targets)

Subsumable to
Helminth

This section is *transcluded* from *Parasitic Link* . To change it, please *edit the transcluded page*.

3

Parasitic Link

Bind to a target with a parasitic link. For allies, both the host and Nidus gain increased Ability Strength. Linked enemies take the damage inflicted on Nidus.

Introduced in [Update 19.5](#)
(2016-12-22)

Strength:

10% / 15% / 20% / 25%
(strength bonus)
10% / 15% / 20% / 25%
(damage bonus)
20% / 30% / 40% / 50%
(damage redirection)

Duration:

30 / 35 / 45 / 60 s

Range:

24 / 28 / 34 / 40 m (ally link)
10 / 13 / 16 / 20 m (enemy link)

This section is *transcluded* from *Ravenous* . To change it, please *edit the transcluded page*.

4

Ravenous

Gluttonous maggots swarm nearby enemies, feasting until they burst with Infestation. The maggots benefit from Mutation and each enemy consumed adds to the Mutation stack.

Introduced in [Update 19.5](#)
(2016-12-22)

Strength:

100 / 110 / 125 / 150
(explosion **Blast** damage)
10 / 13 / 16 / 20 (health regen per second)

Duration:

25 / 30 / 35 / 40 s

Range:

4 m (explosion radius)

Misc:

8 m (ability diameter)
9 (number of maggots)
1000 (maggot health)
10 (maggot **Toxin** damage)





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1. <https://forums.warframe.com/topic/1279280-kill-stealing-and-the-mechanics-that-suffer-from-it/page/3/?tab=comments#comment-12280351>

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