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Nidus

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CODEX

Nidus draws strength from the Infestation. It bolsters him with survivability as he deals high damage and provides crowd control. Plague your enemies.

This is Nidus, the adaptive, the scourge.

Nidus is a deadly plague for which there is no cure. You must control the strange disease.

—Lotus

Release Date: December 22nd, 2016

Epitome of the endlessly evolving Infestation, **Nidus** bends the vile corruption to his will, mutates his genetic potency to adapt and assimilates his victims with an insatiable parasitic hunger. Nidus and his strain developed in [Update 19.5](#) (2016-12-22).

Acquisition

Nidus' main [blueprint](#) is acquired from [The Glast Gambit](#) quest; additional main blueprints can be bought from [Cephalon Simaris](#) for **50,000**. Nidus' component blueprints are acquired from [Rotation C](#) of [Infested Salvage](#) on [Oestrus](#), [Eris](#).



Nidus

Default Mutated In-Game Menus



Update Infobox Data

Description

Nidus draws strength from the Infestation. It bolsters him with survivability as he deals high damage and provides crowd control. Plague your enemies.

Passive

If Nidus is killed with at least 15 stacks of Mutation, those 15 stacks are consumed; this grants 5s of invulnerability and restores Health to 50%.

Abilities

1st Ability [Virulence](#)

2nd Ability [Larva](#)

3rd Ability [Parasitic Link](#)

4th Ability [Ravenous](#)



Item	Source	Chance
Systems Blueprint	Infested Salvage / C	14.29%
Neuroptics Blueprint	Infested Salvage / C	14.29%
Chassis Blueprint	Infested Salvage / C	14.29%

All drop rates data is obtained from [DE's official drop tables \(https://warframe.com/droptables\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations.
For more detailed definitions and information, visit [here](#).

Alternatively, upon completion of [The Duviri Paradox](#), Nidus's main and component blueprints can be earned from [The Circuit](#). By selecting him on the rotating week he is available, players can earn his blueprints after reaching Tier 2 (Neuroptics), 5 (Chassis), 8 (Systems), and 10 (Main) rewards.

Mastery Rank	0
Max Rank	30
Health	455 (555 at Rank 30)
Shields	0 (0 at Rank 30)
Armor	350 (450 at Rank 30)
Energy	100 (150 at Rank 30)
Starting Energy	50
Sprint Speed	1
Aura Polarity	
Exilus Polarity	None
Polarities	
Introduced	Update 19.5 (2016-12-22)
Themes	Infestation, Mutation
Progenitor Element	Toxin
Subsumed Ability	Larva
Tactical Ability	Larva
Compatibility Tags	SANDMAN
Sell Price	25,000
Official Drop Tables	
https://www.warframe.com/droptables	

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Kuva 2,000	Time: 3 Day(s) Rush: 50

Nidus Neuroptics Blueprint					
15,000	Mutagen Sample	Polymer Bundle	Plastids	Neural Sensors	Time: 12
	10	2,600	1,000	3	Hour(s)
					Rush: 25
Nidus Chassis Blueprint					
15,000	Polymer Bundle	Nano Spores	Plastids	Neurodes	Time: 12
	6,000	5,000	1,400	3	Hour(s)
					Rush: 25
Nidus Systems Blueprint					
15,000	Nano Spores	Circuits	Morphics	Orokin Cell	Time: 12
	6,000	3,500	14	6	Hour(s)
					Rush: 25

Lore

Fair, but the [Myconians](#) aren't asking for charity. Their ancestral understanding of the Infestation comes from an Old War relic. A relic that I know, will be of extreme interest to [you](#). Return the Triuna, and the relic will be yours. Fair compensation for the risk.

—[Ergo Glast](#) on Nidus during The Glast Gambit

Little is known about the history of the Nidus Warframe aside from its Orokin era origins. However, the Myconians have apparently used information learned from their time possessing the relic, the Nidus blueprint, to produce the **Triuna**, an infection passed down from generation to generation, which the [Infestation](#) fears due to the hybrid nature of the resulting host, allowing the Myconians to harvest Infested flesh as part of their livelihood.

Nidus has a mysterious connection with the [Helminth](#) being that resides in the Orbiter, being the only Warframe that can purposely command the Helminth to infect him with the Helminth Virus; the extent of this relationship is currently unknown.

Notes

- Nidus has unique interactions due to his lack of shields:
 - The shield reduction from the [Decaying Dragon Key](#) has no effect, allowing Nidus to carry it without issue.
 - The *No Shields* [Nightmare Mode](#) condition has no effect.
 - [Cryogenic Leakage](#) has no effect on his nonexistent shields. His friction is still affected however.
 - The increased shield damage from [Magnetic](#) has no effect. Energy drain and HUD disruption still occurs however.
 - [Rage](#) and [Hunter Adrenaline](#) will always give energy when damage is taken.
 - The [Hijack](#) objective will drain his health instead in order to move.
 - He cannot receive [overshields](#), or gain shields from allied [Shield Ospreys](#), [Orokin Drones](#), [Hildryn's Haven](#), or [Protea's Grenade Fan](#).
 - His lack of shields prevents him from receiving [shield gating](#).
- Nidus can uniquely access the [Orbiter's Helminth Infirmary](#) without the [Helminth Segment](#) prerequisite. If he sits in the infirmary's chair, he will be injected with the "[Helminth Virus](#)", forming an Infested cyst on the left side of his neck after 24 hours and grows to full size after 7 days, while simultaneously "awakening" the [Helminth](#) which will begin to communicate to the Tenno. Nidus can also spread this virus to other players he comes into contact with in combat and in a [Clan Dojo](#) or Orbiter, causing the cyst to grow on their Warframe, and those Warframes can also further propagate the virus.
 - The injection will only occur once, and will not happen again to additionally built Nidus. However, Nidus can still receive the cyst from another infected player.
- When entering the Helminth room, Nidus will automatically switch to his fully infested form (as he appears with 10 Mutation Stacks). As he leaves the room, he will revert to his normal appearance.
- Nidus' appearance changes as he accumulates [Mutation Stacks](#):
 - 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, the sides of his head extend outward to form a pair of horns,



Nidus with 100 Mutation Stacks



Trivia

- The word *nidus* (Latin root: "nest") is defined as the site of origin for disease or bacteria or a place where bacteria multiplies.
- Nidus is the first Warframe to use [Kuva](#) as a blueprint ingredient.
- Nidus is the second Warframe after [Inaros](#) to have no base shields whatsoever.
- Nidus is also the first Warframe to use another type of ability resource besides energy, in the form of [Mutation stacks](#).
 - This trend would later be followed by [Baruuk](#), [Hildryn](#), [Gauss](#), [Ember](#), [Grendel](#), and [Sevagoth](#).
- Nidus is the first and only Warframe to innately regenerate Health.
- Nidus is the first frame to have extra [stat bonuses](#) when leveling up.
- The screech of Nidus' fourth ability was done by [Digital Extremes](#) sound designer, Willem Schonken.^[1]

Nidus infecting another Warframe

Reference

1. [Devstream #102 \(https://youtu.be/AuUw0_zl_ko?t=16m40s\)](https://youtu.be/AuUw0_zl_ko?t=16m40s)

Warframes							Edit
Ash	Atlas	Banshee	Baruuk	Caliban	Chroma	Citrine	
Dagath	Dante	Ember	Equinox	Excalibur	Umbra	Frost	
Gara	Garuda	Gauss	Grendel	Gyre	Harrow	Hildryn	
Hydroid	Inaros	Ivara	Jade	Khora	Koumei	Kullervo	
Lavos	Limbo	Loki	Mag	Mesa	Mirage	Nekros	
Nezha	Nidus	Nova	Nyx	Oberon	Octavia	Protea	
Qorvex	Revenant	Rhino	Saryn	Sevagoth	Styanax		
Titania	Trinity	Valkyr	Vauban	Volt	Voruna	Wisp	
	Wukong	Xaku	Yareli	Zephyr			
Upcoming							
Cyte-09							
Attributes • Helminth • Augments • Compare All • Cosmetics							

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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