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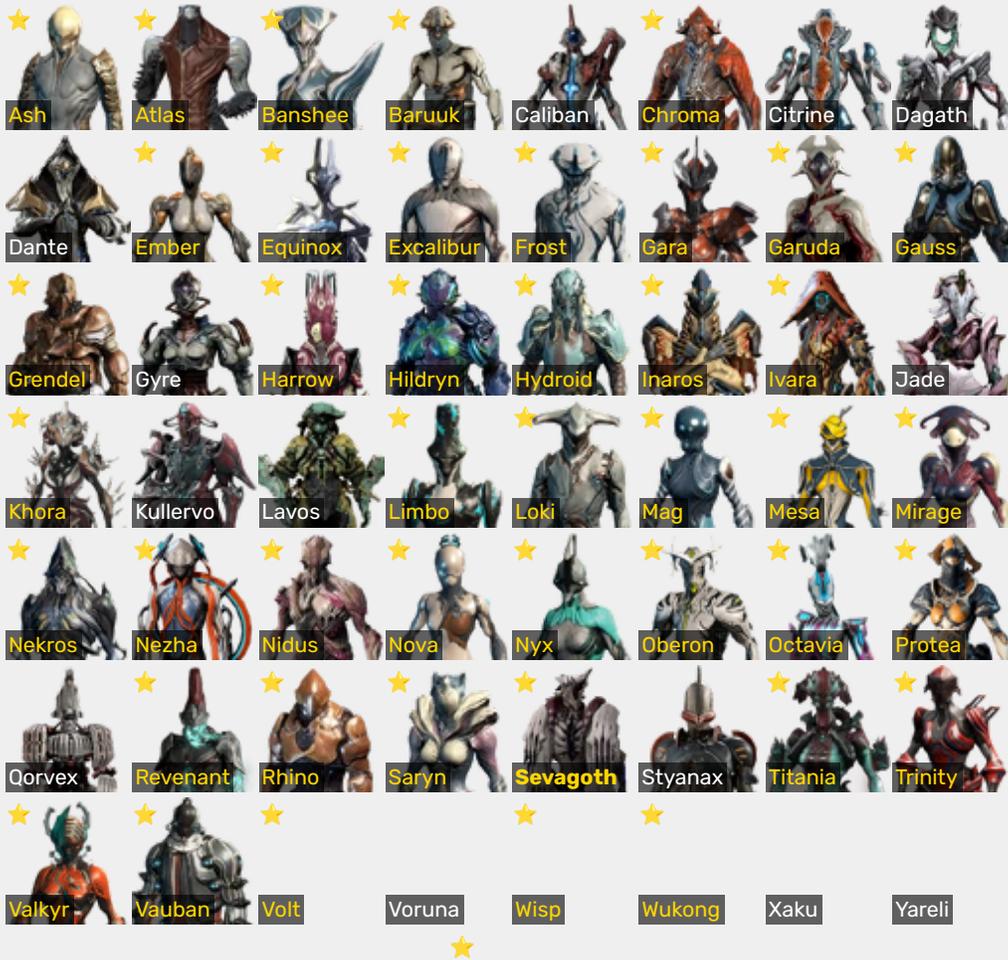
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Sevagoth

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CODEX

No longer adrift in the Void, Sevagoth has returned. He and his Shadow deal heavy damage and have high survivability. They are sustained by the reaping of wayward souls.

CODEX

Sevagoth's roving spirit, formed from concentrated Void energy.

He is the reason to fear the darkness, where his ethereal presence shakes loose the mortal coil. This is Sevagoth, the reaper, the specter of death.

Do not seek death, Tenno, for Sevagoth may find you. Will you live to tell his tale?

—Lotus

Release Date: April 13th, 2021

Lost in voyage adrift the Vast Untime, the dark helmsman **Sevagoth** harnesses inexorable mortality amidst the treacherous tempests of the [Void](#). Return eternally from beyond the grave, as his **Shadow** eclipses the light, while harvesting wicked souls to sate his esurient darkness.

Sevagoth was rediscovered in [Update 30.0](#) (2021-04-13).

Acquisition

Sevagoth's main blueprint is acquired

[Sevagoth](#) [Sevagoth's Shadow](#)



Sevagoth

[Portrait](#) [In-Game Menus](#)



[Update Infobox Data](#)

Description

No longer adrift in the Void, Sevagoth has returned. He and his Shadow deal heavy damage and have high survivability. They are sustained by the reaping of wayward souls.

Passive

On death, become Sevagoth's Shadow and fight to resurrect him by collecting the souls needed to rebuild his tombstone.

Abilities

1st Ability [Reap](#)

2nd Ability [Sow](#)

3rd Ability [Gloom](#)



Tempestarii quest. His components apart from the main blueprint each have a 10% chance of being awarded as a bonus reward at the end of **Void Storm** missions exclusively in **Neptune Proxima** (Meso and Neo fissures), **Pluto Proxima** (Neo fissures), or **Veil Proxima** (Axi fissures).

Note that these bonus rewards are exclusive to **Void Storm** missions and are separate from Void Relic rewards.

Additional copies of the main blueprint can be purchased from **Cephalon Simaris** for **50,000**.

Item	Source	Chance
Neuroptics Blueprint	Veil Proxima	10%
	Void Storm	
Neuroptics Blueprint	Pluto Proxima	10%
	Void Storm	
Neuroptics Blueprint	Neptune Proxima	9.76%
	Void Storm	
Chassis Blueprint	Veil Proxima	10%
	Void Storm	
Chassis	Pluto Proxima	10%

General Information	
Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	235 (335 at Rank 30)
Armor	160
Energy	140 (190 at Rank 30)
Starting Energy	75
Sprint Speed	0.95
Aura Polarity	None
Exilus Polarity	None
Polarities	
Introduced	Update 30.0 (2021-04-13)
Themes	Phantom, Reaper, Shadow Elemental
Progenitor Element	Impact
Subsumed Ability	Gloom
Tactical Ability	Gloom
Sell Price	10,000
Official Drop Tables	
https://www.warframe.com/droptables	



Item	Source	Chance
	Void Storm	
Chassis Blueprint	Neptune Proxima Void Storm	
Systems Blueprint	Veil Proxima Void Storm	
Systems Blueprint	Pluto Proxima Void Storm	
Systems Blueprint	Neptune Proxima Void Storm	

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](#).

Crafting

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1	Orokin Cell 3	Time: 3 Day(s) Rush: 50
Market Price: 325		Blueprints Price: N/A			
Sevagoth Neuroptics Blueprint					
15,000	Neural Sensors	Titanium	Rubedo	Salvage 2,750	Time: 12 Hour(s)



					Rush: 25
Sevagoth Chassis Blueprint					
15,000	Morphics 8	Cryotic 650	Nullstones 2	Alloy Plate 3,300	Time: 12 Hour(s) Rush: 25
Sevagoth Systems Blueprint					
15,000	Argon Crystal 2	Oxium 250	Asterite 15	Nano Spores 2,950	Time: 12 Hour(s) Rush: 25

Lore

Main article: [Call of the Tempestarii](#)

Sevagoth. A Warframe believed lost to the Void forever. His energy almost extinct. With his last spark of life, Sevagoth embraced his Shadow once again. And both were at peace.

—Cephalon Cy

Sevagoth was the captain of **The Tempestarii**, an Old War [Railjack](#) highly renown for its rescue services. However, one day Sevagoth was lost to the [Void](#) during a Void Storm, but commanded his Shadow to continue to pilot the Tempestarii to search for his body as the ship's final rescue mission, effectively becoming a ghost ship.

The Tempestarii made an enemy of [Corpus](#) Captain [Vala Glarios](#), who was the sole survivor of the ship's attack on Lucretia Platform. Left adrift in space among the fragments of her dead crew, she sought revenge.

[Cephalon Cy](#) and the Tenno come across the Tempestarii in the [Veil Proxima](#). After learning about the ship from Corpus logs in the [Pluto Proxima](#), Cy is able to appease the Tempestarii by pleading as a ship in distress. The Shadow entrusts the Tenno a corrupted navigation log, which they repair, but are ambushed by Vala. The Tempestarii counterattacks and banishes Vala to the [Granum Void](#) before making a jump to the Void to complete the ship's final rescue mission.



The Tenno retrieve a lifepod containing Sevagoth's corpse, reuniting him with his Shadow. Now at peace, the Tenno delivers him a ship burial by launching his body back into the Void.

Notes

- When Sevagoth wields his [signature Epitaph/Epitaph Prime](#), the weapon deals **+20% headshot** damage.

Trivia

- Sevagoth is the 46th unique [Warframe](#) to be released.
- Sevagoth was first revealed during Tennocon 2020's Art of Warframe Panel, under the codename "**Wraith**", alongside [Lavos](#). Initially planned to release with Lavos, Sevagoth was pushed back to 2021 for further development and to coincide with other content releases.
 - Sevagoth's name and abilities were revealed in [Devstream 151](#). His Shadow, its exalted claw weapon, and signature secondary weapon were briefly showcased in [Devstream 152](#).
- Sevagoth is the second community-made Warframe concept created by community artist and now Digital Extremes staff *Liger "Volkovyi" Inuzuka*, after [Zephyr](#)'s integration into the game. Much of the initial Warframe concept has been fine-tuned and integrated into the finalized design.^{[1][2]}
 - The first placeholder ability *Reap* unleashes the Shadow instead of a flying shadowy claw, with the dashing function integrated into the Shadow's [Consume](#) ability.
 - The second placeholder ability *Blackhole* was replaced by [Sow](#). The soul vortex visual effect remains as a brief animation for [Reap](#)'s Shadow when it dissipates.
 - The third placeholder ability *Tombstone* was designed with similar functionality as [Protea](#)'s [Temporal Anchor](#), before Protea's eventual release. The area of effect aura aspect has been adopted by [Gloom](#), while the tombstone model has been integrated into the passive ability.
 - The fourth placeholder ability *The Harvest* remains similar to [Exalted Shadow](#) in wielding control over an exalted form.
- Sevagoth is the seventh Warframe with unique [rolling](#) animations, after [Limbo](#), [Hildryn](#), [Wisp](#), [Titania Prime](#), [Protea](#), and [Xaku](#), where he



- Sevagoth is one of few Warframes known to have voices, with the others being [Valkyr](#)/[Valkyr Prime](#), [Excalibur Umbra](#), [Harrow \(Rel\)](#), [Nidus \(Ravenous\)](#) and [Protea \(Protea Specter\)](#).
- Sevagoth is the first Warframe to *innately* allow the player to create and take control of an exalted form with distinct abilities.
- While using [Exalted Shadow](#), the skybox displays a vortex based off of Sevagoth's energy color.
- With a maxed [Redirection](#), his shields equal to 666, the [number of the beast/Devil](#). This also happens with [Nekros](#).
- Sevagoth's Shadow appears behind him momentarily during his Agile idle animation.^[3]
- On April Fools Day 2021, the advertisement for FashionFace featured the *Sevagoth's Shadow Collection* of makeup color shades for your gothic aesthetic needs.^[4]

Bugs

- Similar to [Equinox Prime](#), the Helminth cyst is not visible on Sevagoth's neck, but instead inside his head.
- Sevagoth has several affinity-related bugs, detailed [here \(https://forums.warframe.com/topic/1259130-affinity-gain-weird-sharing-behavior-with-sevagoth-and-4th-ability/\)](https://forums.warframe.com/topic/1259130-affinity-gain-weird-sharing-behavior-with-sevagoth-and-4th-ability/). Bugs of note:
 - If you enter a conduit within [Sanctuary Onslaught](#) while in shadow form, you will not receive the focus buff provided at the start of the round.
 - While in shadow form, you do not receive the correct amount of focus. During testing, it was found that weapons with lens were not receiving focus while in shadow form (similar to how they will not receive focus while using [Titania's](#) [Razorwing](#).) Unlike Razorwing and other Exalted Weapon kills, Sevagoth appears to be gaining 25% of the affinity / focus, with the remaining 75% being given to Shadow's claws (which once fully leveled, becomes wasted affinity). The result is that a frame like Titania may gain 1-2k focus in a single round of ESO, while a Sevagoth using shadow form may gain 100-500 during that same period.
- If you're extracted while downed you'll be shown in tombstone form rather than the regular state.

References



esentation/)

2. Liger's ArtStation for Wraith (https://www.artstation.com/artwork/DJk4n)
3. Embrace the Shadow tweet (https://twitter.com/PlayWarframe/status/1365693334572961796)
4. FashionFace - April Fools 2021 (https://www.youtube.com/watch?v=l-Ec5Q1hSAQ)

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	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				
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