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Sevagoth Prime Sevagoth Prime's >

CODEX

The gilded helmsman emerges from the tempest, his shadow a lure for doomed souls.

CODEX

When the Tempestarii became a void phantom, Sevagoth set aside his body and became a Shadow, to continue his solemn duty of saving lives.

Release Date: August 21, 2024

Sevagoth Prime is the Primed variant of Sevagoth, with increased Shields, Armor, Energy, and an additional polarity, along with additional and polarities for Sevagoth Prime's Shadow and 3 for Shadow Claws Prime. Sevagoth Prime was released alongside Epitaph Prime and Nautilus Prime in Update 36.1 (2024-08-21).

Acquisition

Lith, Meso, Neo, and Axi refer to Void Relics | (V) Denotes Vaulted Void Relics | (B) Denotes Baro Ki'Teer Exclusive Void Relic

Sevagoth Prime's Relic Drops

Table with 4 columns: Chassis, Systems, Neuropt, Blueprint. Rows include Axi S17 (Rare), Lith C12 (Common), Neo A13 (Uncommon), and Meso A7 (Common).

Sevagoth Prime

Portrait In-Game Menus



Update Infobox Data

Description

The gilded helmsman emerges from the tempest, his shadow a lure for doomed 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



Crafting

4th Ability [Exalted Shadow](#)

General Information

Sex	Male
Mastery Rank	0
Max Rank	30
Health	270 (370 at Rank 30)
Shields	270 (370 at Rank 30)
Armor	185
Energy	175 (225 at Rank 30)
Starting Energy	100
Sprint Speed	0.95
Aura Polarity	None
Exilus Polarity	None
Polarities	
Introduced	Update 36.1 (2024-08-21)
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>

Manufacturing Requirements

[Edit blueprint requirements](#)

25,000	1	1	1	Orokin Cell	Time: 3 Day(s) Rush: 50
Market Price: N/A			Blueprints Price: N/A		

Sevagoth Prime Neuroptics Blueprint



15,000	Neural Sensors 4	Tellurium 2	Salvage 5,250	Rubedo 1,675	Time: 12 Hour(s) Rush: 25
Sevagoth Prime Chassis Blueprint					
15,000	Neurodes 8	Nитай Extract 2	Polymer Bundle 1,100	Alloy Plate 3,750	Time: 12 Hour(s) Rush: 25
Sevagoth Prime Systems Blueprint					
15,000	Argon Crystal 2	Morphics 10	Ferrite 4,250	Circuits 1,200	Time: 12 Hour(s) Rush: 25

Notes

- Sevagoth Prime, compared to **[Sevagoth:](#)**
 - Higher [Shield](#) (270/370 vs. 235/335)
 - Higher [Armor](#) (185 vs. 160)
 - Higher [Energy](#) (175/225 vs. 140/190)
 - Higher Starting Energy (100 vs. 75)
 - Additional [Polarity](#) (vs.)
 - Additional [and](#) on [Sevagoth Prime's Shadow](#) (vs.)
 - Additional 3 [polarities](#) on [Shadow Claws Prime](#) (vs. none)
- As with any other [Prime](#) Warframe, moving close to the location of an [Orokin Void Death Orb](#) will restore a pulse of 250 [Energy](#) to nearby allies, even if that Death Orb is inactive, destroyed, or non-present. This effect can only occur once per orb.
- When Sevagoth Prime wields his [signature \[Epitaph/Epitaph Prime\]\(#\)](#), the weapon deals **+20% headshot** damage.

Trivia

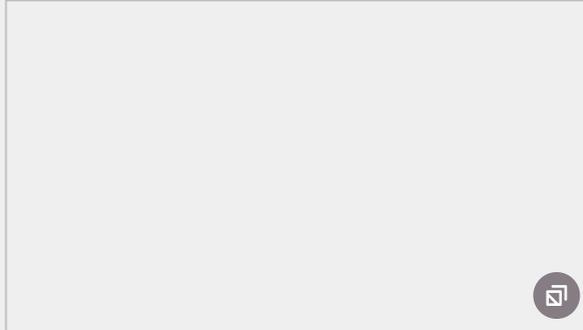
- Sevagoth Prime is the fifteenth Primed Warframe to have [Signature Weapons](#),



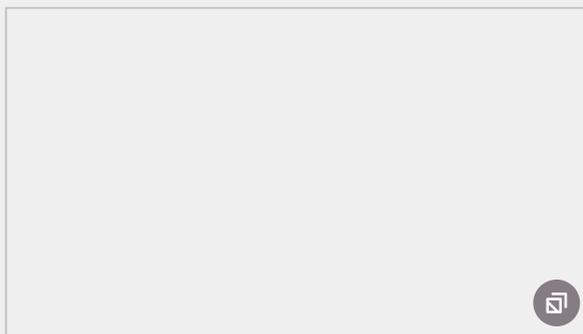
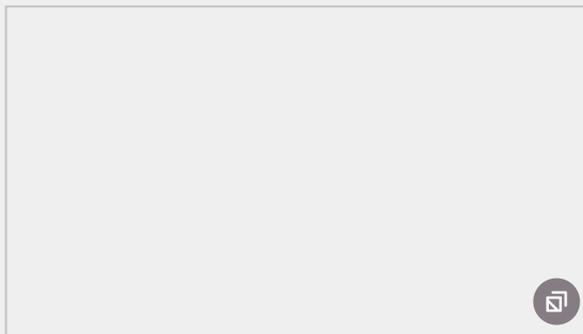
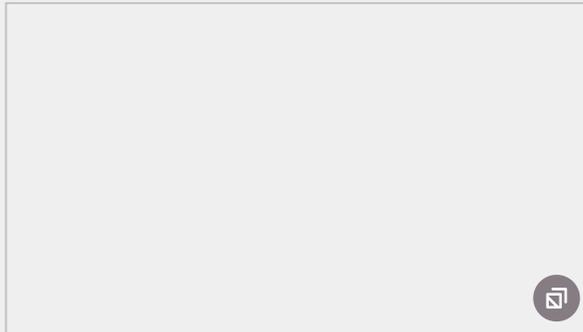
[Garuda Prime](#), [Harrow Prime](#), [Gara Prime](#), [Octavia Prime](#), [Atlas Prime](#), and [Banshee Prime](#).

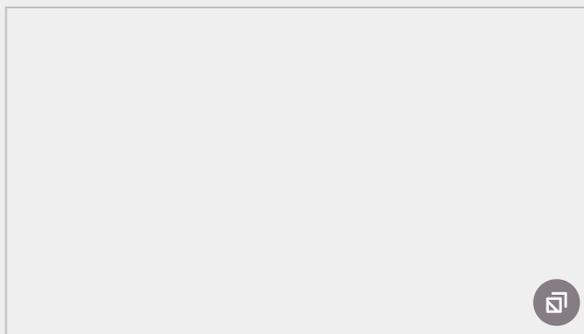
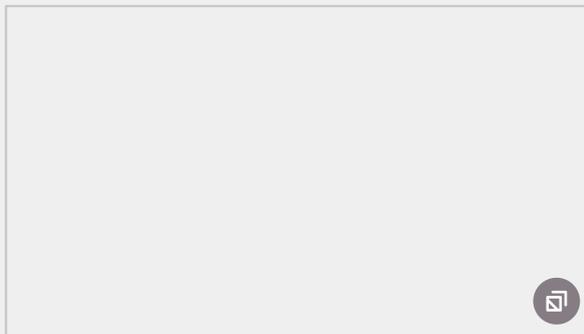
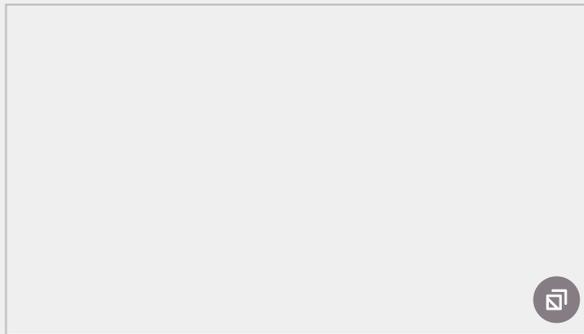
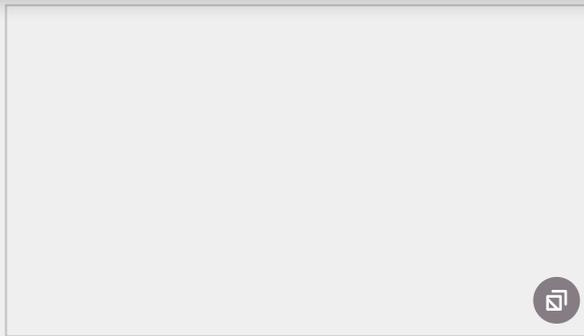
- Sevagoth Prime releasing after [Protea Prime](#) breaks the traditional two male and two female [Prime](#) release order, skipping past [Xaku](#) and [Lavos](#).

Media

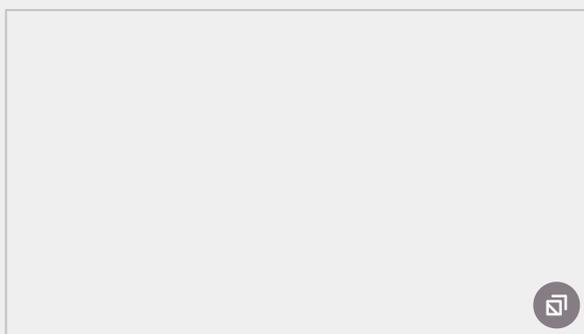


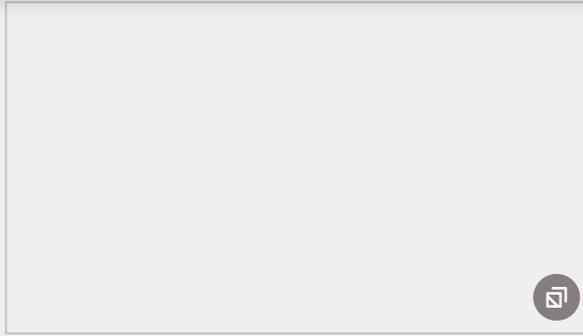
Sevagoth Prime Key Art



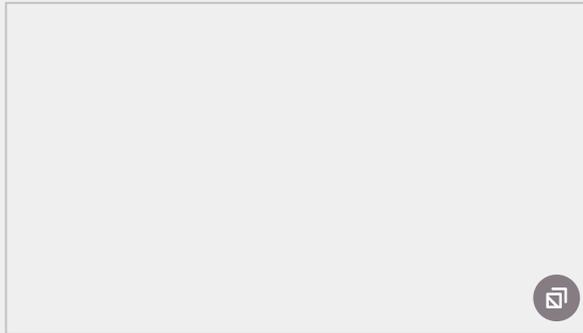


Sevagoth Prime Concept Art





Exalted Shadow Prime Concept Art



Exalted Shadow Prime

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