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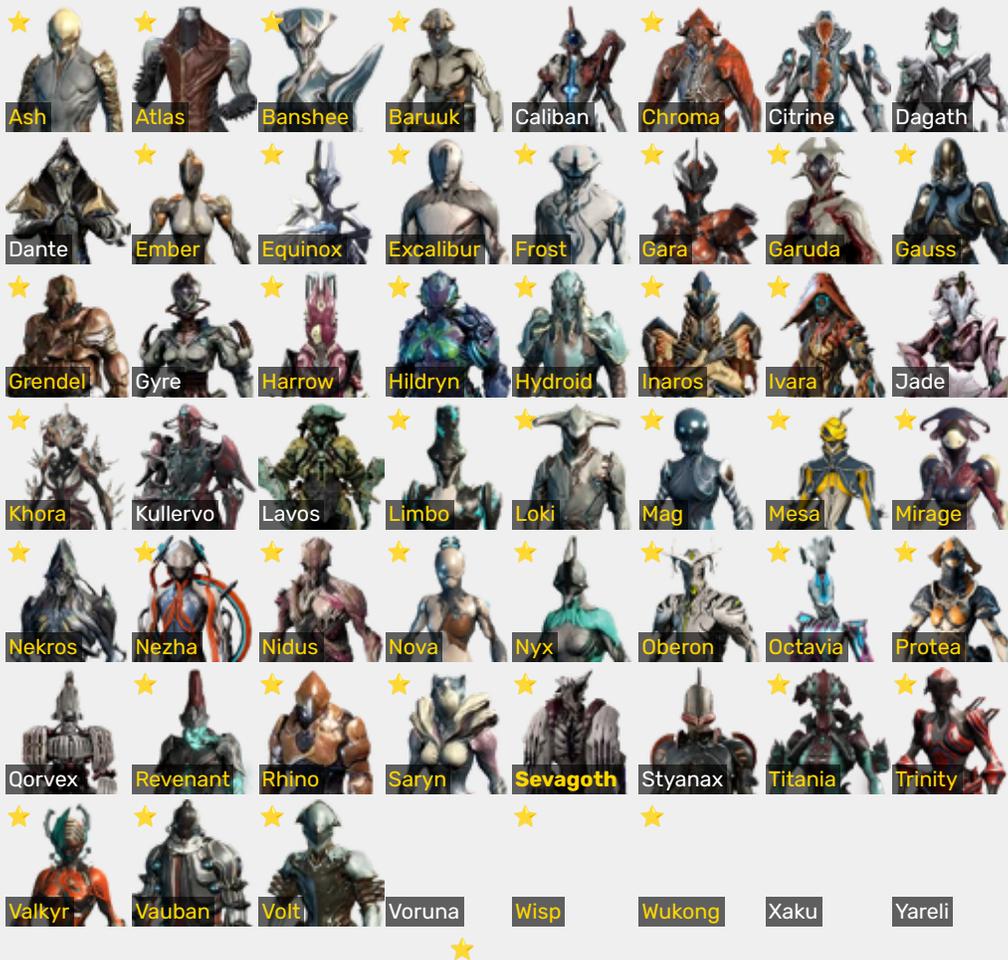
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Sevagoth

355



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Passive

Intertwined forever in life and death, [Sevagoth](#) and his Shadow exhibit numerous unique properties and interactions, highlighted in the tabs below:

[Tombstone](#) [Shadow](#) [Claws](#) [Upgrade](#) [Appearance](#)

Death and rebirth unending. On fatal injury and entering [Bleedout](#), [Sevagoth](#)'s body petrifies into a broken tombstone as his Shadow manifests itself. Control the Shadow to collect the souls of **5** enemies by casting [Consume](#) via the ability, quick melee, or fire weapon buttons with a targeted enemy on the aiming reticle (default **2**, **E** and **LMB** respectively), reviving Sevagoth upon a full harvest. Alternatively, allies may manually revive Sevagoth by interacting with his tombstone.

- While the passive is activated, a soul counter appears above Sevagoth's ability icons indicating the number of remaining enemies required to revive Sevagoth, as well as a bleedout gauge that counts down toward his death.  Sevagoth's Tombstone
- If [Exalted Shadow](#) is unlocked, the **Death Well** is replaced by the soul counter until Sevagoth revives.
- Sevagoth's Shadow summoned by the passive is still vulnerable to damage and status effects except for [Knockdown](#). It utilizes its equipped [Mods](#) and [Arcanes](#), but cannot cast its other abilities. Beware, should the Shadow die, Sevagoth will also truly die, but only in Solo mode. In Co-op, his Shadow simply vanishes, and his tombstone will remain for the rest of his bleedout timer, still available to be revived by his allies.
- [Consume](#) is altered to cost **0 Energy** to cast and inflicts [armor](#) and [shield](#)-bypassing damage equal to the target's total hitpoints, instantly killing non-boss enemies.
- Although [Shadow Claws](#) cannot be used to directly attack, Sevagoth's Shadow can still block incoming frontal damage (default hold **RMB**) to prolong its durability until the soul harvest is complete.
 - However, the claws may still perform a heavy melee attack or slam (default



Sevagoth.

- The player can still reach extraction while bleeding out and controlling Sevagoth's Shadow.
- [Undying Will](#) and [Renewal](#) will still function normally on Sevagoth's Tombstone.
 - Undying Will has no effect when equipped on the Shadow.
- [Unairu's Last Gasp](#) will not prompt on Sevagoth's Tombstone.
- Tombstone does not prevent Sevagoth from dying in [Arbitrations](#); he will still enter the Tombstone animation before immediately dying.

Abilities

Sevagoth and his Shadow both possess a unique set of four abilities with different modding benefits, highlighted in the tabs below:

Sevagoth Shadow

View Maximization

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

[Reap](#)

1
25

Sevagoth's Shadow flies outward ravaging enemies in his path. Survivors are damaged by Death's Harvest over time. The souls of the dead fill the Death Well.

Introduced in [Update 30.0](#) (2021-04-13)

[Strength:](#)

100 / 150 / 200 / 250 ([Radiation](#) damage)
10 / 20 / 30 / 50 % (damage vulnerability debuff)

[Duration:](#)

2.5 / 3 / ? / 6 s (flight duration)
5 / 7 / 8 / 10 s (debuff duration)

[Range:](#) 2 / 3 / ? / 8 m

[Misc:](#)

10 / 15 m/s (tap-cast flight speeds)
20 / 30 m/s (hold-cast flight speeds)
1 (active Shadow limit)



25% (current enemy health done as **Blast**)
 4 m (radial damage range)
 5 % (Death Well gain per enemy)

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

Sow

Plant a death seed in nearby targets to drain their lifeforce. Reap what has been sown to detonate afflicted enemies, dealing a percentage of their health as radial damage. The souls of the dead fill the Death Well.

2

50

Introduced in **Update 30.0** (2021-04-13)

Strength:

100 / 150 / 200 / 250 (**True** damage per second)

Duration:

5 / 8 / 11 / 10 s

Range:

10 / 12 / 14 / 16 m

Misc:

100 - 25 % (damage falloff)
 25% (enemy health done as

Blast

4 m (radial damage range)
 5 % (Death Well gain per enemy)

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

Gloom

Summon a radial pulse wave that ensnares and slows enemies, siphoning their lifeforce for the Death Well. Allies within the wave steal health with each attack.

3

50

+0.75-

7.5/s

Introduced in **Update 30.0** (2021-04-13)

Strength:

25 / 30 / 33 / 35 % (slow)
 1 / 2 / 3 / 5 % (life steal)

Duration:

1 / 1.2 / 1.5 / 2 m/s (range increase)

Range:

1 - 5 / 2 - 8 / 3 - 11 / 4 - 16 m

Misc:

95 % (slow cap)
 10 (energy drain enemy cap)
 0.1%/s (Death Well gain per second per enemy)



**Subsumable to
Helminth**

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

Exalted Shadow

When the Death Well fills to above 75%, Sevagoth's Shadow form is ready to be released. Tear the enemy asunder with a collection of Melee-focused Abilities.

4

Death Well Drain: 1% s⁻¹

Introduced in [Update 30.0](#) (2021-04-13)

Strength:

100 / 150 / 200 / 250 (Impact, Puncture, and Slash physical damage)

Duration:

N/A

Range:

N/A

Misc:

5 m (Shadow summoned propulsion)
5 % (Death Well gain per enemy for Reap, Sow and Death's Harvest)
0.1%/s (Death Well gain per second per enemy for Gloom)
1% HP (Death Well drain to health conversion)

Strength Mods

Duration Mods

Range Mods



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