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WARFRAME

SEVAGOTH PRIME



Gloom Reaper Sevagoth | SP General Use Nuke, Crit Buff, Slow, Shadow

by ninjase — last updated 10 days ago

 4  0

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

115 VOTES

4 COMMENTS

ITEM RANK

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD


30


225

370

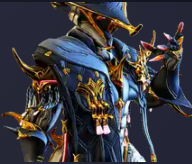
370

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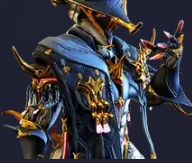


Gloom Reaper Sevagoth | SP General Use Nuke, Crit Buff, Slow, Shadow

Sevagoth Prime guide by ninjase

4 FORMALONG GUIDE

VOTE 11




Shadow Realm Sevagoth | Pure Nuke Oneshot Levelcap Variant

Sevagoth Prime guide by ninjase

5 FORMALONG GUIDE

VOTE 27



Sevagoth - The Immortal Nuker (Health Based

https://overframe.gg/build/717054/sevagoth-prime/gloom-reaper-sevagoth-sp-general-use-nuke-crit-buff-slow-shadow/

1/11

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New Build

RANGE

100%

STRENGTH

100%

ARMOR

185

DAMAGE REDUCTION

38.1%

EFFECTIVE HIT POINTS

1,092

Sevagoth Prime guide by TonyGrizz

3 FORMA

MEDIUM GUIDE

LICH KING BUILD | TENE GLAXION (PHOTON OVERCHARGE | ARCANIC ICE STORM | ARCANIC BATTERY

Sevagoth Prime guide by andrei722

4 FORMA

MEDIUM GUIDE

BUILDS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

5 FORMA

LONG GUIDE

https://overframe.gg/build/717054/sevagoth-prime/gloom-reaper-sevagoth-sp-general-use-nuke-crit-buff-slow-shadow/

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GUIDE

4 COMMENTS

SEVAGOTH PRIME BUILDS

BUILDS BY NINJASE

## Gloom Reaper Sevagoth | SP General Use Nuke, Crit Buff, Slow, Shadow

General Use Sevagoth with either non-helminth base kit or helminth options. You can choose to either keep Shadow or subsume over shadow depending on your preference.

### REAP AND SOW MECHANICS - UPDATE JUNE 2024

[Sevagoth] is currently one of the strongest zero effort nuke frames that can nuke up to levelcap. Enemies affected by Sow who are then subsequently hit by Reap take true damage equal to 25% of their CURRENT health while also dealing 25%HP of current health as BLAST damage to surrounding enemies in a 4m radius (but not to themselves). This value is NOT affected by ability strength, but is affected by Reap's vulnerability buff (50% at 100% strength), Viral (2x at 1 stack and 4.25x at 10 stacks) and Roar (30% at 100% strength).

In order to one-shot a single enemy, you need to be able to deal 100% of current health which can be achieved with some combination of using a Reap first to debuff, Viral to prime or Roar to buff. The final requirement drops when enemies are densely packed because of the radial blast damage. For example, if there are 4 armor capped enemies standing in a 4m radius of each other and you deal 80% current HP, each enemy will be dealt 80% HP true damage from the direct reap and then 8% HP from the radial blast component (attenuated by 90% DR of armor) from each of the other three enemies, receiving a total of  $80 + 3 \times 8 = 104\%$  damage.

Shadow Haze produces multiple shadows at once while Dark Propagation allows Sow to self-propagate and thus allows the nuke to spread itself across a map. Note, [Dark Propagation] also allows Shadow's 3 to create Sow, and [Shadow Haze] allows new shadows to be produced on kills, meaning you can perform this same nuke while in Shadow form too, although it is limited by the lack of access to on demand Reap casts.

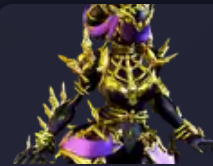


General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime guide by ninjase

5 FORMA

LONG GUIDE

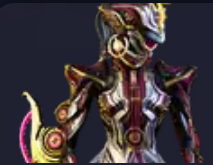


Thunderdom Khora | Steel Path Endurance Survival and Looting

Khora Prime guide by ninjase

3 FORMA

LONG GUIDE



Octavia General Use | AFK Steel Path

Octavia Prime guide by ninjase

3 FORMA

LONG GUIDE

VOT

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loss to one-shot an enemy, without needing viral status. Without Reap vulnerability, you can use at least 3 viral status with Roar at 255% strength to one-shot with Sow+Reap. This means to save energy casting 1 twice, you can just prime 3 viral status and cast Sow then Reap.

Use this build for an Endurance focused Sevagoth pure nuke build with Roar and maximum archon shard investment:

<https://overframe.gg/build/717065/>

WITHOUT ROAR: You will need at least 200% strength on Reap vulnerability with exactly 1 viral status on an enemy to oneshot on the next Reap without Roar. This can be achieved with AOE primers (e.g. [Cedo], [Epitaph], [Bubonico]), Panzer or Hounds.

In general we subsume over Shadow since Shadow is an annoying ability to use because it has a number of limitations:

- Claws have overall slow kill rates due to being melee and cannot equip acolyte mods OR benefit from gladiator mod set
- Embrace is an extremely slow and frustrating grouping tool with a narrow cone
- Many helminth abilities become useless in Shadow, or do not directly affect shadow (e.g. roar, nourish, warcry)
- Takes another 5 extra forma to maximise due to being a whole frame + melee you need to consider.

If you want to actually use Shadow, follow these builds:

Shadow: <https://overframe.gg/build/456961/sevagoths-shadow/shadow/>

Heavy Spam Claws: <https://overframe.gg/build/456962/>

If you DON'T want to use Shadow, use this Shadow build dedicated for reviving only during the passive:

<https://overframe.gg/build/457771/>

## PLAYSTYLE

1. Activate Gloom (can use either Molt [Vigor] + Zenurik to boost strength before casting for higher slow, or build up kills with Augmented then recast Gloom once max)
2. Cast Sow to mark enemies
3. Cast Reap to kill enemies marked by Sow (through dealing true damage and causing blast explosions) and mark them

your Death Well. Once full, you can enter Shadow at any time.

5. Optional: Enter Shadow mode and press 1 to group enemies as well as 3 to give damage vulnerability. You can either use light attack melee spam or heavy attack spam to kill groups of enemies.
6. If Shadow dies, simply use Sow + Reap again to recharge Death Well and re-enter Shadow mode.
7. If you die, aim toward enemies and press 2 to consume. You have 5s of initial invulnerability and 20s of total time to consume 5 enemies to revive. Rolling Guard can give an additional 3s i-frames.

To one-shot with Reap and Roar active, you can either press 1 2 1 or 2 1 1.

To one-shot a single target with only Roar active, you can use a primer to prime 3 viral then press 2 followed by a single 1.

To one-shot a single target without Roar, use a primer to prime 1 viral then press 1 2 1 to 2 1 1.

## SURVIVABILITY

### Shield gating

[Sevagoth] has 335 base shields so [Catalyzing Shields] will reduce that to 67 shield. Reap costs 25 energy and Brief respite alone generates 37.5 shield, which is equal to approximately 0.7s i-frame while Sow costs 50 energy generating 75 energy fully resetting 1.33s shield gate. Adding augur mods onto your pistol can give you additional i-frames per cast. Simply spamming Reap and Sow constantly will keep you alive without much thought.

### Secondary Fortifier

Using a secondary primer or DPS with Secondary Fortifier arcane allows you to steal overguard from eximus and thrax. Overguard makes you immune to status, clears any existing status upon gaining overguard and gives an additional 0.5s i-frame gate on breaking. This is excellent quality of life and can make you even harder to kill.

### Crowd Control

Gloom is one of the best crowd control abilities in the game, particularly as it gets close to slow cap as it basically prevents enemies from shooting. This affects demolysts and acolytes, but does NOT affect eximus/thrax who have Overguard active. Gloom will prolong any stuns created by other abilities (such



out of harms way.

Additional sources of crowd control include a sentinel such as Diriga with Duplex Bond and modded with radiation status, specters and on-call crew.

### Shadow

Shadow sort of presents a get out of jail card when you have exhausted options eg you have run out of energy to shield gate and Gloom has deactivated, entering Shadow will give you an additional layer of shield gate/health with a crowd control ability. Shadow does not cost any energy to enter and also spawns with full energy due to [\[Preparation\]](#). You can mix Shadow into your playstyle since its basically free to cast, gives some grouping, AOE damage vulnerability and can DPS with claws.

### Passive

If you take fatal damage as [\[Sevagoth\]](#), you will activate your passive where Shadow pops out and you need to collect 5 souls as quickly as possible before shadow dies or the timer runs out. Basically spam 2 and target enemies as quickly as possible. You should be able to consume 2-3 souls within the initial i-frames and shield gate if-frames. Once you are vulnerable, use rolling guard and try to consume the remaining 2-3 souls within the i-frames of [\[Rolling Guard\]](#). If arcane aegis procs, you're basically immortal for that duration so you can consume souls at leisure.

### Tanking Alternative

If you strongly dislike shield gating playstyles and never plan on playing endurance (i.e. >level 500), you can swap [\[Catalyzing Shields\]](#) for [\[Adaptation\]](#), run Arcane Blessing instead of Molt [\[Vigor\]](#) and swap [\[Brief Respite\]](#) for [\[Growing Power\]](#). Gloom will constantly heal you as you take damage but enemies in higher levels deal more eHP per shot than you have resulting in a one-shot.

## BUILD SPECIFICS

### Duration

Duration affects both Reap and Sow but is not that important since [\[Dark Propagation\]](#) allows Sow to self propagate and Reap has a decent base duration (6s flight time, 10s debuff)

be useful for helminth abilities with durations such as Silence, Nourish etc. You would want to keep this around 80 to 130%.

### Efficiency

At least some efficiency is useful for reducing the drain of Gloom, although [\[Equilibrium\]](#) + decent kill rate and Synth Deconstruct on a companion can deal with the drain of Gloom, meaning we can just sit 100% efficiency. Other methods to boost energy economy include Arcane Energize, [\[Equilibrium\]](#) with [\[Diriga\]](#) and [\[Synth Deconstruct\]](#), [\[Dethcube\]](#) with [\[Energy Generator\]](#), [\[Grimoire\]](#) with Xata Invocation, Tenet Glaxion with Photon Overcharge, Primary Exhilarate, Emergence Dissipate

### Range

About 145-175% range is the sweet spot for Gloom. Any higher and you run the risk of potentially getting enemies stuck beyond your visible range (i.e. in adjacent rooms) so they end up draining your energy unnecessarily while also reducing over kill rates. A bit of range is also needed for the radius of Death harvest debuff from Reap and Sow radius.

The true damage component only affects enemies hit DIRECTLY by shadows. The radial component is blast damage and doesn't scale with range either. Range does affect Sow but since [\[Dark Propagation\]](#) allows it to self propagate, you don't need much range to get this going. Range is needed for Gloom so keep range at least 145, can go up to 175 if you prefer.

### Strength

Strength is needed for the damage vulnerability from Reap, flat CC buff from [\[Shadow Haze\]](#) and the slow from Gloom. The slow cap of 95% is reached at 272% strength, which can be hit with several different combinations. Strength does NOT affect the % health from Reap however will affect Reap's damage vulnerability and roar if you subsume this, which both in turn affect % health damage. You need a minimum of 255% strength to one-shot 100% of the enemies health after an initial reap contact.

For Roar builds, to hit one-shot you can use the following options:

- FULL shards NO kills to buildup: [\[Transient Fortitude\]](#) (55%) + FOUR Tauforged Strength (60%) + Madurai (40%). This is the best option for quick missions where you don't want to build up Molt Augmented before achieve one shot

easily, and can free up the Transient Fortitude slot for additional quality of life like Rolling Guard.

- NO shards, needs kills: [\[Transient Fortitude\]](#) (55%) + Molt Augmented (60%) + Molt [\[Vigor\]](#) to snapshot Roar (45%) + Zenurik (20%) (cast from within Wellspring zone) OR Madurai (40%)

### Aura

Completely flexible but [\[Brief Respite\]](#) is required for shield gating using Reap.

Other good options include [\[Growing Power\]](#) (to hit Gloom slow cap), [\[Steel Charge\]](#) (for capacity).

### Exilus

Completely flexible but [\[Primed Sure Footed\]](#) prevents knockdowns, [\[Power Drift\]](#) helps hit gloom cap, [\[Cunning Drift\]](#) for slightly more range.

### Flexible Slots

[\[Transient Fortitude\]](#) is flexible for [\[Rolling Guard\]](#) in solo endurance against Grineer, up to personal preference, as long as you have four Tauforged Strength shards.

### Arcanes

Molt Augmented gives 60% strength after 250 kills, greatly boosting strength without taking up mod slots but needing 250 kills to build up.

Molt [\[Vigor\]](#) gives another 45% strength which can be snapshot by Gloom and Roar. Optional in case you don't own any shards yet.

Arcane Energize helps significantly with energy economy since it basically provides an additional 600 energy/min (note Gloom drains 240 energy/min at maximum at these stats).

### Archon Shards

1 tauforged cast speed shard - speeds up animations to make frame feel more fluid

4 tauforged crimson power strength shards - gives 60% strength allowing you to hit both Gloom threshold (272%) and one-shot Reap/Sow threshold (255%) with roar, while freeing up a mod slot (Transient Fortitude) or arcane slot (Molt Vigor).

## HELMINTH

If you DON'T use Shadow, subsume any of the following over 4:



by Gloom up to a ridiculous 40s giving insane crowd control. Silence also blocks annoying eximus abilities (like arson fireblast and leech), annoying acolyte abilities (like violence/malice) and annoying enemy abilities (like disruptor ancient hooks).

- Nourish : boosts energy [Regen] to sustain gloom, taking damage releases brief stun which is prolonged by gloom and applies viral status to amplify damage

If you want to specifically use Shadow with a helminth, you are basically forced to subsume over 3 since Dark Propagation and Shadow Haze with Reap/Sow nuke is too good to give up: You would want to pick an ability that provides some sort of boost TO shadow. This significantly limits the available options because you cannot cast buffs like Roar or Nourish while Shadow is separated from Sevagoth, so only passive aura type abilities work:

- Silence with [Savage Silence] augment: Adding the [Savage Silence] augment forces a 700% stealth melee multiplier (additive to final crit multiplier) which affects Shadow's Claws as long as silence is active and you remain in range of Sevagoth's main body. Replace Catalyzing Shields or Primed Continuity with Savage Silence.
- Eclipse with [Total Eclipse] augment: Normally eclipse will only buff the caster. The augment buffs applies an aura so Shadow also receives the buff as long as it is active on [Sevagoth] and Shadow remains in range.

## ARSENAL

Shadow Haze boosts flat critical chance meaning it has a good synergy with weapons with either low crit chance and/or very high critical multipliers:

- Sporothrix: <https://overframe.gg/build/267473/>
- Kuva Nukor: <https://overframe.gg/build/232817/>
- Ocucor: <https://overframe.gg/build/483134/>

Epitaph is Sevagoth's signature weapon and gains bonus headshot damage. Epitaph can be used in mutiple different ways:

- Pure primer wtih fortifier for overguard generation (best utility for reap and sow):


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<https://overframe.gg/build/717476/>

- Hybrid priming and slash DPS:

<https://overframe.gg/build/717483/>

If you have energy issues there are number of weapon options that can help:

- Primary Exhilarate: phantasma, scourge  
<https://overframe.gg/build/708470/>
- Tenet Glaxion: <https://overframe.gg/build/668833>
- Grimoire with Xata's Invocation and Khra Canticle:  
<https://overframe.gg/build/569013/>

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