

ITEM

WARFRAME

SEVAGOTH PRIME

OTHER SEVAGOTH PRIME BUILDS



Shadow Realm Sevagoth | Pure Nuke Oneshot Levelcap Variant

COPY



by [ninjase](#) — last updated 15 days ago

5 0

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



27 VOTES



2 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

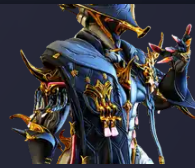


APPLY CONDITIONALS



ENERGY

225



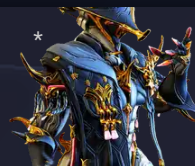
Gloom
Reaper
Sevagoth
| SP
General
Use
Nuke,
Crit Buff,
Slow,
Shadow

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FORMALONG
GUIDEVOT
11

Shadow
Realm
Sevagoth
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27

Sevagoth
- The
Immortal
Nuker
(Health
Based

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

DURATION

100%

EFFICIENCY

100%

RANGE

100%

STRENGTH

100%

ARMOR

185

DAMAGE REDUCTION

38.1%

EFFECTIVE HIT POINTS

1,092

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3

FORMA

MEDIUM

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LICH KING BUILD | TENEGLAXION (PHOTON OVERCHARGE | ARCANIC ICE STORM | ARCANIC BATTERY

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FORMA

MEDIUM

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BUILDS BY NINJASE

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

Laetum

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FORMA

LONG

GUIDE

https://overframe.gg/build/717065/sevagoth-prime/shadow-realm-sevagoth-pure-nuke-oneshot-levelcap-variant/

2/5

GUIDE

2 COMMENTS

SEVAGOTH PRIME BUILDS

BUILDS BY NINJASE

Shadow Realm Sevagoth | Pure Nuke Oneshot Levelcap Variant

This is the high investment solo endurance variant.

The main difference is that we run both [\[Catalyzing Shields\]](#) and [\[Rolling Guard\]](#) for maximum survivability, and NEED both FOUR TAUFORGED strength shards and madurai sling strength to achieve the strength thresholds for one-shot reap/sow. If you feel like you DON'T need either [\[Rolling Guard\]](#) or [\[Catalyzing Shields\]](#), simply swap one off for [\[Umbral Intensify\]](#). This will allow you to hit 255% strength threshold for oneshot without needing Madurai sling strength active.

Enemies affected by Sow who are then subsequently hit by Reap take true damage equal to 25% of their CURRENT health. This value is NOT affected by ability strength, but is affected by Viral (2x at 1 stack and 4.25x at 10 stacks) and Roar. You need exactly 255% strength on both Reap and Roar to one-shot enemies without viral status. This is achieved with FOUR Tau strength shards (60%) + Molt Augmented (60%) + Madurai Sling (40%) giving 260% final strength, as long as you double sling once every 20s. If you don't think you need [\[Rolling Guard\]](#) or Cat shields, you can swap this out for [\[Umbral Intensify\]](#), which will allow you to hit threshold even without Madurai active.

[\[Shadow Haze\]](#) is required to create 3 roaming shadows that can each trigger the true damage.

[\[Dark Propagation\]](#) allows enemies killed to self spread Sow, meaning it can spread across a wider area without recasting Sow.

Use this for Shadow to help revive:

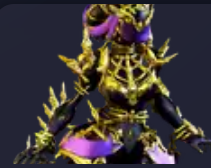
<https://overframe.gg/build/457771/>

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

Revenant Prime
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5 FORMA

LONG GUIDE

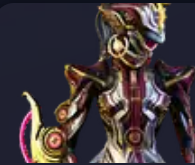


Thunderdome
Khora | Steel
Path
Endurance
Survival and
Looting

Khora Prime
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Octavia
General
Use |
AFK
Steel
Path

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FORMALONG
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VOT

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[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

Efficiency

[[Equilibrium](#)] is sufficient to maintain energy since you only need to cast 1 occasionally when new enemies spawn which only costs 25 energy.

Range

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.

[[Archon Stretch](#)] can be procced by [[Arc Coil](#)] on [[Diriga](#)] and is optional for free energy [[Regen](#)]. Note you CAN regenerate energy passively while Gloom is active as long as there are no enemies in range.

Strength

Strength does NOT affect Reap damage, but is needed for Reap debuff, Gloom slow, Roar buff and affects the Crit chance buff of [[Shadow Haze](#)].

ARCHON SHARDS

1 tau Amber Cast Speed

4 tau Crimson Strength gives 60% strength, allowing you to drop Molt Vigor and still hit 272% str for Gloom slow cap and 255% str for oneshot threshold.

Arcanes

Molt Augmented - free 60% strength after 250 kills

Molt Vigor - useful for snapshotting roar and Gloom but ideal if you can replace this with strength shards

Arcane Energize/Steadfast - if you need extra energy economy help (note : Steadfast prevents consistent shield gating).

OVERFRAME

Top Builds

Tier List

Player Sync

New Build

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