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Gloom

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+.75-7.5/s

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.

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

Info | Tips & Tricks | Bugs

- Sevagoth unleashes flowing darkness around him, as a radial wave pulses out at a speed of **1 / 1.2 / 1.5 / 2** meters per second, beginning from **1 / 2 / 3 / 4** ers. Enemies within his aura whilst Sevagoth and allies al for damage dealt with

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- Slow is capped at **95%**, achievable with 272% Ability Strength.
- Activation cast speed is affected by Casting Speed.
- Gloom also affects fighters flying too close to a Railjack, allowing the aura user to heal themselves while using a turret, be it via direct fire or offensive abilities such as Shatter Burst.
- Sevagoth does **not** require enemies to be in Line of Sight to be slowed.

- Gloom costs **50** energy to deploy. Once active, Gloom reacts to enemy presence in its radius, slowing **all** enemies within. Each enemy slowed by Gloom drains a base amount of **0.75** energy per second, stacking up to a cap of **10** enemies for a maximum drain amount of **7.5** energy per second, to maintain the aura until deactivated manually by pressing the ability key again (default 3) or automatically when Sevagoth runs out of energy.
  - Energy drain enemy cap is **not** affected by mods.
  - Sevagoth himself, his Shadow, and allies within Gloom do **not** trigger energy drain per second, granting them a persistent lifesteal effect while in range.
  - While Gloom is active, Sevagoth can replenish energy with flat energy gains, such as: Energy Orb, Orokin Void Death Orb's energy restores, Rage, Hunter Adrenaline, Spellbound Harvest, Arcane Energize, and Emergence Dissipate's Energy Motes.
    - When infused into Garuda, Bloodletting replenishes energy even if Gloom is active as it is considered a flat Energy gain.
  - While Gloom is active, Sevagoth can **not** replenish energy using Energy Vampire, Rift Plane's innate energy regeneration, or Squad Energy Restores.
  - While Gloom is active, but **not** draining energy, Sevagoth can replenish energy using Rally Point, Energy Siphon, Energy Nexus, Dreamer's Bond, and/or Wellspring. If an enemy walks into range the energy replenishment from these effects will halt until the enemy is removed from the radius.

- While most enemies - including bosses - are slowed by Gloom, some specific enemies are completely unaffected by the slowing aura, such as:
  - the Eidolons;
  - Profit-Taker and Exploiter Orbs;
  - Synthesis and Capture Targets;

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- some enemies in the Zariman Ten Zero tileset such as the Thrax Legatus, Thrax Centurions and Void Angels; and,
- Narmer Archons.
- Do note that Sevagoth and his allies can *still* heal themselves while attacking these slow-immune enemies as long as everyone is within his aura.

- Going Operator mode while Gloom is toggled disables both its healing and slowing effects, even though the aura is still visible. Returning to Sevagoth promptly reactivates it, unless a nullifier bubble, a Disruption Demo Unit, or a possessed Exolizer crosses the frame to forcefully disable it.
- **Ability Synergy:**
  - While Gloom is active, damage dealt by Reap's Shadow and Sow heal Sevagoth's health. Damage dealt by Consume further heals the Shadow's health with lifesteal while the Shadow remains in range.
  - Gloom remains activated and centered on Sevagoth's body during Exalted Shadow.
  - Each enemy *alive* within Gloom's radius fills **0.1%** per second of the Death Well for Exalted Shadow.

- Casting Gloom is a full-body animation that restricts grounded movement and other actions. Deactivating Gloom is instantaneous and does **not** play an animation.
- Sevagoth visually conjures a shadow wave then sustains the ring of flowing darkness that indicates the aura radius, visible only to himself. Both he and his allies affected by Gloom visually emit a spiraling shadow torrent around their legs. Affected enemies visually appear hindered by three shadowy clouds around their head, torso, and thigh regions.
- Subsuming Sevagoth to the Helminth will offer Gloom and its augments to be used by other Warframes.
  - When injected into Lavos, Gloom is altered to cost **0** energy to cast and sustain, lasts for **12** seconds that triggers a **10** second cooldown after deactivation.

See Also

- Sevagoth

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