
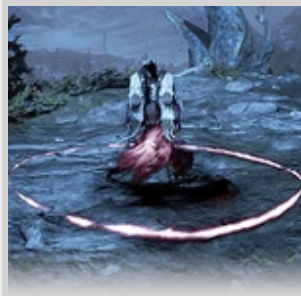


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# Gloom

45 [EDIT](#)



3

50

+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**

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Enemies within his aura whilst Sevagoth and allies al for damage dealt with

- 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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