

Dagath

- [Dagath - 95% Slow | 100% Doom | 150/300% Critical Damage Bonus | 100% Strip \(Patch 34.0\)](#)

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PATCH VERSION	34.0
MASTERY REQUIRED	0
FORMA REQUIRED	5
ENDO REQUIRED	227,440

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The Legend of Sleepy Hollow | 95% Slow | 100% Doom | 150/300% Critical Damage Bonus | 100% Strip

Hello there,

Introduction:

[\[Dagath\]](#), the faceless horsewoman? What is she actually? Definitely not a facetank. Not enough DR. Healer? Absolutely nah. I would say that she's a bit of damage dealer and supporter. She can weaken enemies, buff damage and deal damage, while utilize her shields and ability to escape death from time to time.

Playstyle:

- Find and **curse enemies** (2nd ability)
- Hit them with your scythes (1st ability)
- If they survived this, it means it's time to **release the cavalry** (4th ability)
- Don't forget to **strengthen your weapons** (3rd ability)

Attributes & Abilities:

With a **Strength of 300%** we already achieve **95% slowdown** of nearby enemies (max cap) affected by the Wyrd Scythes skill, as well as **100% defense reduction per Kaithe**, enemies affected by Doom. We also gain **150% critical damage bonus**, and even **300%** it, when enemies have been previously **treated with Doom**.

A **95% Duration** gives us **4.75s of enemy slowdown**, **14.25s of Doom duration**, and **9.5s of invulnerable time**. Phantom Kaithe's **charge duration** is also increased to **2.85s**.

145% Range gives us **21.75m spread range** of the scythes, and also increases the range of **Doom** by the **same amount**.

Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- [Brief Respite](#) - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- [Corrosive Projection](#) - Reduces enemy armor.
- [Empowered Blades](#) - Increases status chance and status damage of charged melee attacks.
- [Enemy Radar](#) - Pinpoints enemy locations on mini-map.
- [Energy Siphon](#) - Provides constant Energy regeneration.
- [Holster Amp](#) - Increases weapon damage on weapon swap.

- **Mecha Empowered** - Increases damage against marked enemies.
- **Shield Disruption** - Reduces enemy shields.
- **Sprint Boost** - Increases sprinting speed.
- **Swift Momentum** - Increases Melee Combo Duration.

Suggested Exilus Mod:

Must be unlocked with an **Exilus Adapter**.

- ***NONE*** - if there is no such need, then there is no point in unlocking the slot.
- **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.
- **Handspring** - Speeds up a Warframe's knock-down recovery rate.
- **Power Drift** - Increases Ability Strength and grants a chance to resist knockdown.
- **Rush** - Increases the speed at which a Warframe moves while sprinting.
- **Speed Drift** - Increases sprint speed and casting speed.
- **Sure Footed** - Increases a Warframe's chance to resist knockdown.

Primed Sure Footed is exclusive to the **Daily Tribute** system. It will become available at first at day 400. **TAKE IT!!!**

- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Aegis** - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Barrier** - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- **Arcane Blessing** - On Health Pickup, +24 Max Health. Stacks up to 50x.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.

- **Arcane Eruption** - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- **Arcane Fury** - On Critical Hit, 60% chance for +180% Melee Damage to Melee Weapons for 18s.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Strike** - On Hit, 15% chance for +60% Attack Speed to Melee Weapons for 18s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):
 - +25% (+37.5%) Melee Critical Damage
 - +10% (+15%) Ability Strength
 - +10% (+15%) Ability Duration
- **Amber Archon Shards** (YELLOW):
 - +25% (+37.5%) Casting Speed <- always wealcome
 - +15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):
 - +50 (+75) Energy Max <- can help you maintain your Energy Pool

Suggested Focus School:

- **Madurai**:
 - Power Transfer** - 50% Casting Speed on switching to Warframe.
 - Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin**:
 - Void Snare** - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.
 - Protective Sling** - Allies touched by Void Sling are granted immunity from damage for 5s

and healed 60% over 5s for 10 energy cost.

- **Naramon**:

Power Spike - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.

- **Unairu**:

Poise - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.

Magnetic Flare - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.

Caustic Strike - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.

- **Zenurik**: <- recommended if you struggle with your Energy Pool

Energy Pulse - Energy pickups grant 50 % additional energy over 5s.

Wellspring - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.

Temporal Drag - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

Suggested Helminth Subsumable Abilities:

- **Infested Mobility** - Increase your parkour velocity.

- **Rebuild Shields** - Instantly restore your shields.

- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.

- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.

- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.

- **Spectrorage** - Crowd Control, with augment **Spectrosiphon**, Increasing Drop an Energy Orbs.

- **Nourish** - Crowd Control, Damage Buff, Energy Restore, with augment **Hearty Nourishment**, Clear Status Effects, Gain Status Immunity.

- **Ensnare** - Crowd Control.

- **Pull** - Crowd Control, with augment **Greedy Pull**, Pull Pickups.

- [**Shooting Gallery**](#) - Damage Buff, Crowd Control, with augment [**Muzzle Flash**](#), Blinds Enemies.
- [**Eclipse**](#) - with augment [**Total Eclipse**](#), Damage Buff, Damage Reduction.
- [**Larva**](#) - Crowd Control, with augment [**Larva Burst**](#), Damage.
- [**Resonator**](#) - with augment [**Conductor**](#), Damage, Crowd Control.
- [**Dispensary**](#) - Healing, Energy Restore, Ammunition Restore, with augment [**Repair Dispensary**](#), Revives Robotic Companions.
- [**Reave**](#) - Healing, Shield Restore, Invulnerability, with augment [**Blinding Reave**](#), Blinds Enemies.
- [**Roar**](#) - Damage Buff, with augment [**Piercing Roar**](#), Crowd Control, Damage.
- [**Gloom**](#) - Crowd Control, Healing.
- [**Warcry**](#) - Attack Speed Buff, Crowd Control, with augment [**Eternal War**](#), Extends Warcry's Duration.
- [**Lycath's Hunt**](#) - Healing, Energy Restore.
- [**Breach Surge**](#) - Damage, Crowd Control.
- [**Defy**](#) - Invulnerability, Armor Bonus, Status Cleanse.
- [**Xata's Whisper**](#) - Damage Buff, Bullet Attractor.
- [**Airburst**](#) - Crowd Control, with augment [**Airburst Rounds**](#), Damage Buff.

Suggested Loadout:

- [**Weapons**](#) - [**Primary**](#), [**Secondary**](#), [**Melee**](#), [**Parazon?**](#) [**Archgun?**](#)
- [**Amp**](#) - chosen [**Amp Parts**](#) and [**Arcanes**](#).
- [**Operator**](#) - chosen [**Arcanes**](#).
- [**Companion**](#) - [**Sentinel**](#), [**MOA**](#), [**Hound**](#), [**Kubrow**](#), [**Kavat**](#), [**Predasite**](#), [**Vulpaphyla**](#).

Summary:

[\[Dagath\]](#), a faceless wraith who curses her enemies and has a cavalry of unstoppable Kaithes in her arsenal. Will the phantom steal your heart? She didn't steal mine, although I'm not saying she tried. Maybe it's just a matter of taste. Find out for yourself whether it is worth waking the dead, and be careful so that they do not bring Doom upon you.

Enjoy!

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