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Jahu Canticle

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Jahu Canticle is a [Exilus Weapon Mod](#) for [Tomes](#) that reduces Enemy [Armor](#) and [Shield](#) on kill.

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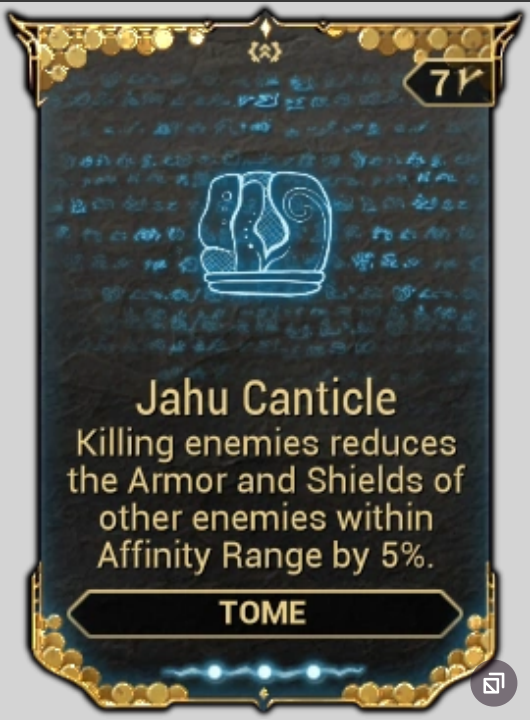
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Stats

Rank	Effect	Cost
0	2%	4
1	3%	5

Jahu Canticle



Jahu Canticle

Killing enemies reduces the Armor and Shields of other enemies within Affinity Range by 5%.

TOME

Full

Tradeable

EXILUS

3

5%

7

Update Infobox Data

Max Rank Description

Killing enemies reduces the Armor and Shields of other enemies within Affinity Range by 5%.

General Information

Type

Tome

Polarity

 Madurai

Rarity

Rare

Incompatible Mods

 Fass Canticle
 Khra Canticle
 Lohk Canticle

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

4

Trading Tax

 8,000

Introduced

Update 35.0 (2023-12-13)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Acquisition

- Available as part of the Essential Tome Mod Bundle for  **140** on the [Market](#).

Mission Drop Tables

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Nodes ↕
Mirror Defense	Deimos Entrati Mirror Defense	C	5%	1	0.05	Munio, Deimos

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- Stacks up to 8x.
- Cannot be equipped alongside  [Fass Canticle](#),  [Khra Canticle](#), and  [Lohk Canticle](#).
- Tome Mods with on-kill conditions do not require the Tome weapon to make the killing blow. Instead it has to damage an enemy at least once to mark it with the Tome effect and then be the held weapon when marked enemies are killed by an other source, such as Warframe abilities or companions.

Patch History

Update 35.0 (2023-12-13)
Introduced

See also

- [Mods](#)
- [Category:Tome](#)

Damage	Base	Augur Pact • Hornet Strike • Magnum Force
	Physical	Bore • Carnis Stinger • Concussion Rounds • Jugulus Spines • Maim • No Return • Pummel • Razor Shot • Saxum Spittle
	Elemental	Convulsion • Deep Freeze • Frostbite • Heated Charge (Primed) • Jolt • Pathogen Rounds • Pistol Pestilence • Scorch
	Faction Bonus	Expel Corpus (Primed) • Expel Orokin (Primed) • Expel Grineer (Primed) • Expel Infested (Primed) • Expel The Murmur
Critical Hits	Chance	Creeping Bullseye • Hydraulic Crosshairs (Galvanized) • Pistol Gambit (Primed)
	Multiplier	Hollow Point • Sharpened Bullets • Target Cracker (Primed)
Status	Chance	Carnis Stinger • Embedded Catalyzer • Frostbite • Jolt • Jugulus Spines • Pistol Pestilence • Saxum Spittle • Scorch • Stunning Speed • Sure Shot (Galvanized)
	Duration	Augur Seeker • Perpetual Agony
Multishot		Barrel Diffusion (Amalgam , Galvanized) • Lethal Torrent
Fire Rate		Anemic Agility • Gunslinger • Lethal Torrent • Pressurized Magazine
Magazine		Ice Storm • Slip Magazine (Primed) • Tainted Clip
Reload		Eject Magazine • Quickdraw (Primed)
Exilus		Air Recon • Eject Magazine • Energizing Shot • Hawk Eye • Lethal Momentum • Pistol Ammo Mutation (Primed) • Reflex Draw • Spry Sights • Steady Hands • Strafing Slide • Suppress • Targeting Subsystem • Trick Mag
Beam-only		Ruinous Extension
Thrown-only		Concealed Explosives
Tome-only		Fass Canticle • Jahu Canticle • Khra Canticle • Lohk Canticle • Netra Invocation • Ris Invocation • Vome Invocation • Xata Invocation
Misc		Fulmination (Primed) • Seeker • Synth Charge



2. Amount rewarded on successful roll
3. $(\text{Quantity} \times \text{Chance})$
4. Chance to roll drop table
5. Chance to roll item within drop table
6. $(\text{Drop Table Chance} \times \text{Item Chance})$
7. $(1 / \text{Chance})$, see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. $(\text{Quantity} \times \text{Chance})$, average item quantity on a roll attempt (successful or not)

Categories



Languages



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