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Noctua (Weapon)

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CODEX

Wield the power of Dante's chronicles. Customize Noctua with Tome Mods that enhance Warframe Abilities and reward strategic combat. Primary attack releases pages that tear into lethal pieces on hits. Its alternate attack releases a wave with infinite Punch Through.

Noctua is  [Dante's Exalted](#) Tome, summoned by activating the ability  [Noctua](#). Arcane energies from its primary fire split and seek nearby enemies, while its [Alternate Fire](#) throws a large wave.

Refer to the weapon's [ability page](#) for a list of mods that affect the weapon.

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Noctua



Untradeable

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General Information

Type

Exalted Weapon

Mastery Rank Requirement

0

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Characteristics

- This weapon deals pure  **Slash** damage on its primary fire and primarily  **Radiation** damage on its **Alternate Fire**.
- Primary fire hurls fully automatic arcane energies.
 - On impact with an enemy, the shot splits into **4** fragments that seek enemies within **20** meters at a **60** degree angle. Multiple fragments may target the same enemy if there are fewer than 4 enemies within seeking range.
 - One set of **4** fragments will be generated for each main hit caused by **Multishot**, but number of fragments per set is **not** affected by multishot; e.g. with a multishot of **2**, a total of **8** fragments will be generated per shot, not 16. Additional

Slot	Secondary
Trigger Type	Auto
Utility	
Accuracy	Very High
Ammo Max	0
Ammo Pickup	10
Disposition	xxxxxx (0.00x)
Fire Rate	1.50 attacks/sec
Noise Level	Alarming
Magazine Size	0
Reload Time	0.00 s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Normal Attack	
 250  100%	
Total Damage	250 (100.00%  Slash)
Crit Chance	30.00%
Crit Multiplier	2.00x
Fire Rate	1.50 attacks/sec
Multishot	1 (250.00 damage per projectile)
Noise Level	Alarming
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	25.00%
Projectile Type	Projectile
Trigger Type	Auto
Active Attack	
 800  40%  1,200  60%	
Total Damage	2,000 (60.00%  Radiation)
Crit Chance	45.00%
Crit Multiplier	3.00x



generated due to multishot will generally target the same enemies; e.g. the 8 fragments in the above example will usually target 4 enemies, hitting each with 2 fragments.

- Fragment damage and other stats appear to be identical to the main projectile, and appear to inherit mod effects (including modded elements) and inflict status effects and critical hits as usual.
- [Alternate Fire](#) hurls a wide projectile.
 - Requires a fully filled meter beneath the reticle in order to fire. The meter takes **60** seconds to completely recharge. Hitting enemies with the primary fire reduces recharge time by **1** second per hit. Picking up secondary or universal ammo reduces recharge time by **10** seconds.
 - [Multishot](#) will count as an additional hit.
 - Ammo from  [Pistol Ammo Mutation](#) will not reduce recharge time.
 - Has [Infinite Body Punch Through](#) and 1.4 meter [Punch Through](#) against surfaces.

Advantages:

- Has infinite ammo and does not need to [reload](#)

Multishot	1 (2000.00 damage per projectile)
Noise Level	Alarming
Punch Through	1.4 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	45.00%
Projectile Type	Projectile
Trigger Type	Semi-Auto
Miscellaneous ^	
Compatibility Tags	PROJECTILE
Introduced	Update 35.5 (2024-03-27)
Polarities	
Users	Dante
Vendor Sources ^	
Article Categories ^	
Weapons Tenno Weapons Slash Damage Weapons Exalted Weapon Secondary Weapons Auto Weapons Automatic Dante Base Pinpoint Weapons Alarming Weapons Projectile Weapons Untradeable Weapons	



- Kills from Noctua [passively](#) scan enemies into the [Codex](#). Noctua also gains **50% Status Chance** against enemies that have been fully scanned.

Disadvantages:

- Requires energy to activate. Primary fire consumes energy per shot.
- As an [Exalted Weapon](#), it cannot benefit from, nor contribute to the set bonus of any [Set Mods](#).
- Cannot equip critical related [Acolyte Mods](#) ([Sharpened Bullets](#) and [Hydraulic Crosshairs](#)) or [Amalgam Mods](#) (e.g., [Amalgam Barrel Diffusion](#)).
 - This includes mods based on these Acolyte mods, such as [Galvanized Crosshairs](#).
- Does not have an Exilus slot.
- Cannot equip Secondary [Arcane Enhancements](#).

Notes

- As an Exalted Weapon, this weapon comes with an [Orokin Catalyst](#) pre-installed.
- Being a tome, Noctua can use the exclusive [tome mods](#) in addition to standard Secondary Weapon mods.
 - Unlike the [Grimoire](#), Noctua ignores the one Canticle Mod and one Invocation Mod limit and can equip all Tome Mods simultaneously.
- Tome Mods with on-kill conditions do not require Noctua to make the killing blow. Noctua only has to damage the enemy once to mark it with Tome effects, then be equipped as the held weapon when the marked enemies are killed by other sources, such as Warframe abilities.

Trivia

- Noctua is the second Exalted Weapon after [Hildryn's](#) [Balefire Charger](#) to be channeled by the Warframe's first ability instead of the fourth.

Noctua (Weapon) Skins

[Edit](#)



Necratech



Vitreum

Patch History

Update 35.5 (2024-03-27)

- Introduced.

See Also

- [Noctua](#), the ability that summons the weapon.
- [Dante](#), the weapon's user.

Weapons • Damage • Incarnon • Compare All • Cosmetics							[Collapse]
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Arm Cannon							
Auto	Bubonico • Shedu						
Bow							
Charge	Cernos •	Cernos Prime •	Cinta •	Daikyu •	Dread •		
	Evensong •	Kuva Bramma •	Lenz •	MK1-Paris •	Mutalist Cernos •		
	Nataruk •	Paris •	Paris Prime •	Prisma Lenz •			
	Proboscis Cernos •	Rakta Cernos					
Crossbow							
Auto	Attica •	Zhuge •	Zhuge Prime				
Semi / Mag Burst	Nagantaka •	Nagantaka Prime					
Exalted Weapon							
Charge	Artemis Bow •	Artemis Bow Prime					



Active	Carmine Penta • Penta • Secura Penta
Auto	Tenet Envoy
Charge	Ogris
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm



Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek •
	Kuva Hek • MK1-Strun • Rauta • Steflos • Strun •
	Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron •
	Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar •
	Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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