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# Final Verse

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## Final Verse

Dante must compose two other Verses before his Final Verse.

TRIUMPH: Two Light Verses cast in succession invigorate allies with a buff that increases Health and grants Overguard. Kills and assists briefly regenerate Overguard.

Triumph   Tragedy   Wordwarden

### Strength:

+ 2,250 / 2,500 / 2,750 / 3,000 Overguard  
7,500 / 10,000 / 12,500 / 15,000 Overguard  
+ 85 / 90 / 95 / 100 /s Overguard regen

### Duration:

### Range:

**Misc:** 1 s Invulnerability  
Cannot cast while in Overguard  
2 s Overguard regen



WARFRAME Wiki



TRAGEDY: Two

Dark Verses

cast in

succession

attack

enemies.

Damage Over

Time from

Slash, Heat

and Toxin

Status Effects

accumulates in

a single blast.

WORDWARDEN:

A Light Verse

followed by a

Dark Verse

supports allies

with copies of

Noctua.

Noctua copies

synchronize

their attacks

with their

designated

ally's attacks.

PAGEFLIGHT: A

Dark Verse

followed by a

Light Verse

summons

Paragrimms

that swoop at

enemies,

making them

vulnerable to






Status Chance







well as drawing  
enemy attacks  
away from  
allies.

Introduced in  
[Update 35.5](#)  
(2024-03-27)

## Info

- Cast  [Light Verse](#) and/or  [Dark Verse](#) to fill in **2** pages that complete the **Final Verse**. Cannot be cast without two pages. Once the story is written, Dante fulfills the narrative by expending  **50 energy** on cast, which grants him **1** second of [Invulnerability](#) during casting and materializes one of four stories based on page order: **Triumph**, **Tragedy**, **Wordwarden**, or **Pageflight**, while removing both pages from the storybook display above the ability icons. Each story lasts for  **30 / 35 / 40 / 45** seconds with a range of  **15 / 20 / 25 / 30** meters.
  - The specific story ability icon appears above the storybook display when two pages are filled, with the pages visually glowing.
  - Replace filled pages from the right to left by recasting Light or Dark Verses to create the desired story combination.
  - Stories with active duration appear as ability buff timers beside Dante's hitpoints indicator.
- All stories can be recast while active.
- Casting Final Verse is a full-body animation that allows uninterrupted movement and parkour [Maneuvers](#).
- Dante's four favored chapters exhibit diverse effects involving protection, damage, summoning, and debuffing:

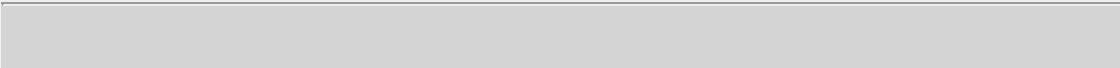
## Triumph Tragedy Wordwarden Pageflight

- Written with two Light pages (default  **2** twice). **Triumph** bestows  **2,250 / 2,500 / 2,750 / 3,000 Overguard to Dante and his allies instantly in story range. While story duration is active, each kill or assisted kill made by Dante or his allies' weapons and abilities will regenerate their personal Overguard pools by  **85 / 90 / 95 / 100** points over **2** seconds. Overguard granted by Triumph is capped to  **7,500 / 10,000 / 12,500 / 15,000** total points.**



[Ability Strength.](#)

- Overguard from Triumph does not apply to rescued hostage in Rescue missions.



## See Also

- [Dante](#)

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