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Noctua



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+2/shot Introduced in [Update 35.5](#)
(2024-03-27)

Noctua

Open Noctua, Dante's Exalted Tome, and unleash a tale of woe upon his enemies.

Strength:

175 / 200 / 225 / 250 base

Slash damage on primary fire

2,000 / 2,250 / 2,500 /

2,750 base Radiation damage on alt-fire

Duration:

N/A

Range:

N/A

Misc:

4 page fragments

60° page fragment seek angle

20 m page fragment seek distance

Info

- Dante expends 5 energy to equip his [Exalted Weapon](#) tome sidearm, the [Noctua](#), replacing his equipped secondary weapon. Press the ability key again to swap the secondary weapon to the swap weapon



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WARFRAME Wiki



- Consumes  **2** energy per shot.
- Base damage is  **175 / 200 / 225 / 250** pure  **Slash**.
- Shots have a **30%** [critical chance](#), **2x** [critical multiplier](#), **25%** [status chance](#), **1.5** [fire rate](#), infinite ammunition, and does not need to reload.
- On impact with an enemy, the shot splits into **4** fragments that seek enemies within **20** meters at a **60** degree angle, inflicting damage with critical and status chance, as well as charging the alt-fire meter.
- [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.
- Base damage is  **2,000 / 2,250 / 2,500 / 2,750** distributed between **40%**  [Impact](#) and **60%**  [Radiation](#).
- Shots have a **45%** [critical chance](#), **3x** [critical multiplier](#), **45%** [status chance](#), **1.0** [fire rate](#), **infinite** [Punch Through](#) against bodies, and **1.4** meter [Punch Through](#) against surfaces.
- The Noctua's unique passive bypasses the one Canticule Mod ( [Fass Canticule](#),  [Jahu Canticule](#),  [Khra Canticule](#), and  [Lohk Canticule](#)) and one Invocation mod ( [Xata Invocation](#),  [Netra Invocation](#),  [Ris Invocation](#), and  [Vome Invocation](#)) restriction, allowing it to equip all [Tome Mods](#) simultaneously, if needed.
- Damage is affected by  [Ability Strength](#) and most [secondary weapon](#) mods.
 - The mods that affect Noctua include:
 - damage (e.g.,  [Pistol Amp](#) and  [Hornet Strike](#))
 - elemental (e.g.,  [Convulsion](#))
 - [multishot](#) (e.g.,  [Barrel Diffusion](#))
 - [critical](#) (e.g.,  [Pistol Gambit](#) and  [Target Cracker](#))
 - [status chance](#) (e.g.,  [Jolt](#))
 - [fire rate](#) (e.g.,  [Gunslinger](#))
 - [faction damage](#) (e.g.,  [Expel Infested](#))
 - [punch through](#) (e.g.,  [Seeker](#))



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[Strength](#) is base damage, a's innate  **Slash** or modded



- Noctua can **not** be equipped with [Acolyte Mods](#) (e.g.,  [Sharpened Bullets](#)) or [Amalgam Mods](#) (e.g.,  [Amalgam Barrel Diffusion](#)).
- [Riven Mods](#) are **not** generated for the Noctua.
- Casting and deactivating Noctua are full-body animations that allow uninterrupted movement and parkour [Maneuvers](#).
- **Ability Synergy:**
 - Kills from Noctua [passively](#) scan enemies into the [Codex](#). Noctua also gains **50% Status Chance** against enemies that have been fully scanned.
 -  [Final Verse](#)'s Wordwarden creates a spectral Noctua companion that floats beside Dante and his allies and attacks enemies struck by their weapons, inheriting **35% / 40% / 45% / 50%** of the  [Noctua](#)'s original damage, any modded stats, and splits page fragments on hit to charge the held Noctua's alt-fire.



See Also

-  [Dante](#)

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