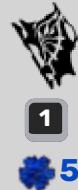


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in: Warframe Abilities, Dante

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Noctua

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Noctua

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

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

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



Swap weapon to the swap weapon



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- 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 Canticle Mod (, , , and ) and one Invocation mod (, , , and ) 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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