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# Dante/Abilities

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## Passive

Vast as deep shadow, this arcane wellspring of forbidden knowledge. Unbound by  [Dante](#), fluttering free its radiant pages, their eyes soon agleam with boundless curiosity.

Enemies slain by  [Noctua](#)'s primary fire, alt-fire, and page fragments are scanned into the [Codex](#) upon death, with each enemy death recording **1** scan entry. Enemy types with completed Codex research become **permanently** debuffed with **Chronicler's Mark**, which grants Dante's equipped weapons, including the  [Noctua](#) itself, and  [Final Verse](#)'s **Wordwarden** Noctua copies an extra **50% Status Chance** versus these foes.

## Abilities

View Maximization

*This section is [transcluded](#) from [Noctua](#) . To change it, please [edit the transcluded page](#).*





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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



This section is *transcluded* from [Light Verse](#) . To change it, please *edit the transcluded page*.



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

### [Light Verse](#)

Dante's vitalizing composition grants him and his allies Overguard and increases their Max Health.

#### [Strength:](#)

+ 200 / 250 / 300 / 350

Overguard gain

7,500 / 10,000 / 12,500 /

15,000 Overguard cap

+ 14 / 16 / 18 / 20 % HP

healed based on max health

[Duration:](#) N/A

[Range:](#) 20 m ally buff radius

#### [Misc:](#)

1 s (Invulnerability duration on cast)

+1 Final Verse Light page



This section is *transcluded* from [Dark Verse](#) . To change it, please *edit the transcluded page*.

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### Dark Verse

Dante's composition draws blood from nearby enemies, inflicting Slash Damage upon them.

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

#### Strength:

500 / 750 / 1,000 / 1,250

Slash damage

#### Duration:

N/A

#### Range:

15 / 17 / 18 / 20 m enemy target range

#### Misc:

50° cone angle

2x Slash statuses and

Stagger

+1 Final Verse Dark page

#### Subsumable to

Helminth



This section is *transcluded* from *Final Verse*. To change it, please *edit the transcluded page*.

### Final Verse

Dante must compose two other Verses before his Final Verse.

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

### 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

2 s Overguard regen

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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

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well as drawing enemy attacks away from allies.

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

Strength Mods

Duration Mods

Range Mods

### See Also

- [Dante](#)

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