

Playable Characters

- [Wylder](#)
- [Dutchess](#)
- [Guardian](#)
- [Recluse](#)

Wylder



Wylder is a

playable character in Nighltreign, embodying the typical armored Knight archetype.

He is equipped with a greatsword/small shield combo and an arm-mounted crossbow with explosive arrows, which doubles as a high-mobility grappling hook. The grappling hook that can either be used to pull enemies towards him or pull himself towards things to get behind foes.

Described as the "starter/all-rounder" class with a decent mix of everything.

Dutchess



Dutchess is

a playable character in Nightreign.

She is a high-mobility, fast-paced character focused on nimble attacks and quick dodges similar to the quickstep in Bloodborne. She is equipped with a magic dagger. Her design embodies the Rogue/Thief archetype, and she is described as a Glass Cannon, with high damage output and low defensive stats.

She has an ability that enables her to reflect damage dealt to both herself and allies within the last few seconds to an enemy.

Another ability she has doubles the damage output of nearby allies for a limited time.

Guardian



Guardian is a playable character in Nightreign.

Guardian's gameplay is focused on defensive abilities and wide-area attacks. He also specialises in heavy-hitting, slow attacks. His design is said to embody the Tank archetype.

Guardian's ultimate ability allows him to fly into the sky briefly before slamming back into the ground, dealing AoE damage to all enemies within a radius as well as buffing allies.

He also has the ability to revive allies by attacking them.

Recluse



Recluse is a

character in Nightreign.

Recluse's gameplay revolves around complex spell-casting and offensive abilities. Her design embodies the Sorcerer archetype.

Recluse has the ability to absorb essences from enemies, effectively allowing her to turn enemy status effects against their users. She also has the ability to place a marker on enemies and bosses, enabling her to deal additional damage to them during combat.