

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.

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