



Langrissier Mobile

Hero Guide

- Eroleice -

Last Update: Feb 22, 2019

Disclaimer

1	<p>This guide is fully based on my personal experience on CN server, and this guide is for PVE purpose only.</p>
2	<p>This guide is recommended to F2P player and budget player, since I do consider the 'cost' and 'margin profit' of raising each character.</p>
3	<p>Tier rank based on:</p> <ul style="list-style-type: none"> ❖ Stats curve ❖ Skill strength, unique skill with good utility effect gains bonus points ❖ Faction - being in multiple beginner-friendly factions gains bonus points, faction buffer gains bonus points ❖ Character with smooth progressing curve gains slightly higher points than late-game character, since most global players are still on early/mid game stage ❖ Character who can use SR gear as main gear in mid-game stage gains bonus point. ❖ Character who uses non-popular SSR gear gains bonus points ❖ Character who can share one troop as best troop choice with other high-rank characters gains bonus points ❖ Low-rank character who can participate in one or more end game fights gains bonus points ❖ Character stats are calculated under CN version, where character's <i>confessions</i> bonus is counted.
4	<p>Early Game: before lv.35, in this stage you don't have faction buff yet.</p> <p>Mid Game: lv35 ~ lv60, in this stage you should have a full set faction team and keep progressing with daily dungeons.</p> <p>End Game: lv60, in this stage you're main target is defeat all lv65 content and clear Timeless Trial SS rank each week. Keep upgrading your team and prepare for future content release.</p>
5	<p>I would try my best to keep all information in this guide accurate. Since I'm writing this guide with information I have on CN server, I need to cross check langrisser.gg for global version & translation. There might be mistake - if you see something is different from your in-game description, that's my mistake.</p>
6	<p>Characters from future release may not appear on this guide immediately.</p>
7	<p>If you have any tips/suggestions/disagreements about this guide, please contact me through discord (Eroleice#2043 / I'm on Langrisser official discord too!). I understand there must be lot of things out of my knowledge so I would appreciate any contribution to this guide.</p> <p>You are welcome to share this guide anywhere for non-commercial use, no permission required.</p>

Tier List Table

Click on character for detail guide (Tier A- or higher only)

<p>Tier S</p>	<div data-bbox="716 306 1068 472" data-label="Image"> </div> <p>These characters are too strong with unique skill. They can fit all faction team and are key characters for some strategies.</p>
<p>Tier A</p>	<div data-bbox="326 617 1479 787" data-label="Image"> </div> <p>These characters are strong with nice stats curve and powerful skill. They can be core members of multiple faction teams, or key character for specific end game fight.</p>
<p>Tier A-</p>	<div data-bbox="326 934 1463 1276" data-label="Image"> </div> <p>These characters are as strong as tier A. The only reason they're in Tier A- is that they are core characters in their own faction team.</p> <p>* Elwin is temporarily de-ranked from A since he's not buff on global version yet. * Empire/Strategic are considered as one faction team since usually player would use the same set but let different character carries faction buff.</p>
<p>Tier B</p>	<div data-bbox="326 1570 1463 1927" data-label="Image"> </div>

	<div data-bbox="516 113 1268 289" data-label="Image"> </div> <p data-bbox="272 323 1417 396">These characters are good in their faction team, but there are more powerful SR/SSR to replace them. Feel free to use them as placeholder in early game.</p> <p data-bbox="272 432 1469 506">* Lewin would be Tier A- for Thunder Dragon fight, he's the best attacker for that fight before Elwin gets buff.</p> <p data-bbox="272 506 1469 579">* Narm would be Tier A- for any fight with multiple fly units on enemy side, since she has the best archer troop (sky archer) and highest troop ATK bonus (40%).</p>
Tier X	<div data-bbox="711 611 1078 783" data-label="Image"> </div> <p data-bbox="272 821 1503 926">These characters are utility units for some end game content. They have unique utility skill that can make some strategy possible - they make these fights much more easier and allow you beat enemies above your ability.</p>
Tier N	<div data-bbox="342 961 1451 1314" data-label="Image"> </div> <p data-bbox="272 1356 1396 1394">These characters are not good for PVE and you should save your resource from them.</p>

* Characters in the same tier are ordered by name.

* Last Update: Feb 15, 2019.

Liana [\[langrissier.gg\]](http://langrissier.gg)

Faction		Role Type	Healer	
Final Stats (Prophet)				
HP	3455	ATK	292	
DEF	246	INT	374	
MDEF	369	SKILL	87	
Recommend Path		Mid only.		
	<p>Holy Sister</p> <p>After taking action, dispels 1/1/1/2 debuff from allies within 1/2/2/2 block and heals for (1.5x/2x/2.5x/3x own INT) HP.</p>			
Main Skill		Sub Skill		
Why in this rank	<p>As one of the two SSR healers in this game, Liana has less healing amount than Tiaris due to her B rank INT. However she has two unique skills and a powerful talent. <i>Again</i> can allow your main attacker either kill one more important target or move back to safety. <i>Prayer</i> is currently the most powerful aoe healing spell that has huge range and can heal targets again after they move. Dispel effect as a passive skill is awesome, and it becomes overpowered when Liana hits 6 star. It makes enemy's <i>Black Hole</i> and <i>Fire Dragon AOE</i> completely mean nothing to your team.</p>			
Recommend Troops	<p>Shrine Maiden: Normal attacks deal [MDamage]. When Soldier HP is 100%, damage taken is decreased by 75%.</p> <p>Bishop: Normal attacks deal [MDamage]. Hero Healing Effects +15%. When Soldier HP is >80%, DEF increases by 30%.</p>			
Troop Bonus	HP/ATK/DEF/MDEF	40%/10%/10%/40%		
Recommend Gear	Weapon			
	Armor			
	Helm			
	Accessory			

	Enchant	Crystal
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Tiaris [\[langrisser.qq\]](http://langrisser.qq)


Faction		Role Type	Healer	
Final Stats (<u>Maiden Knight</u>)				
HP	3088	ATK	305	
DEF	243	INT	382	
MDEF	370	SKILL	94	
Recommend Path		Mid only.		
	<p>Healing Light</p> <p>After taking action, allies within 2 blocks gain [Heal]: After battle, 50%/60%/80%/100% chance to restore HP (3x Tiaris' INT).</p>			
Main Skill		Sub Skill		
Why in this rank	<p>As one of the two SSR healers in this game, Tiaris does more heal amount and she's more powerful on keeping tank alive. With Heal buff, your tank would receive heal after each battle so he can tank much more enemies than usual. <i>Attack Blessing</i> is the most powerful offensive buff in this game which allow your attacker one shot an important enemy - many strategy relay on that one-shot ability. Miracle is super powerful since it can stack with faction buff! It let your attacker either kill one that you won't kill as usual, or survive under attack that you won't survive as usual.</p>			
Recommend Troops	<p>Holy Knight: Normal attacks deal [MDamage]. Hero Healing Effects +15%. When Soldier HP is >80%, DEF increases by 30%.</p>			
Troop Bonus	HP/ATK/DEF/MDEF		10%/10%/40%/40%	
Recommend Gear	Weapon			
	Armor			
	Helm			
	Accessory			
	Enchant	Crystal		

Bozel [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	Mage	
Final Stats (<u>Death Lord</u> / Dark Prince)				
HP	4422/3839	ATK	261/261	
DEF	287/269	INT	371/371	
MDEF	359/349	SKILL	87/87	
Recommend Path		Master both path, stay Death Lord.		
	<p>Ancient Evil</p> <p>Replaces INT with 1.5x MDEF. After dealing damage to an enemy, 50%/60%/80%/100% chance to deal 1 random debuff.</p>			
Main Skill		Sub Skill		
Why in this rank	<p>As the only faction buffer of Dark Circle, Bozel can team with Lana and combine with any other faction team. Bozel is sometimes called 'debuff machine' since he can weaken many enemies with his active skill and passive skill. Also he has extremely high MDEF so he and Lana could help Empire/Origin/Glory team kill Ice Dragon easily.</p>			
Recommend Troops	<p>Sorceress: Normal attacks deal [MDamage]. When Soldier HP is 100%, ATK & MDEF increases by 45%.</p>			
Troop Bonus	HP/ATK/DEF/MDEF	40%/10%/10%/40%		
Recommend Gear	Weapon			
	Armor			
	Helm			
	Accessory			
	Enchant	2 + 2 to maximize MDEF		

Cherie [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	Physic Attacker	
Final Stats (<u>Dragon Master</u>)				
HP	3489	ATK	558	
DEF	265	INT	197	
MDEF	310	SKILL	208	
Recommend Path		Mid Path, master both when you have enough resource.		

	<p>Wild Princess (Global version)</p> <p>When no allies are within 2 blocks, ATK & DEF increase by 10%/15%/20%/25%. Gain 1 more chance to act after eliminating an enemy. 4/3/3/2-turn cooldown.</p> <p>Wild Princess (CN version/Future Patch)</p> <p>When no allies are within 2 blocks, damage taken is reduced by 10%/15%/20%/25%. Gain 1 more chance to act after eliminating an enemy. 4/3/3/2-turn cooldown.</p>		
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Main Skill		Sub Skill	
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Why in this rank

She is a 'free' SSR for all new players, and she's **the main attacker for both Glory and Princess faction**. Cherie has **the second highest ATK in this game** and her talent gives her the ability to **kill 2 key enemy target in one turn**. With her talent you can either kill 2 mages/archers/healers and yolo in enemy team, or you can kill 1 and fly back to safety. You **always want Cherie attacking cloth/leather-type enemy** so she can reset *Lightning* to keep maximum output. You can **keep her 2 block away from other friend units** to trigger her talent effect. With her talent and *Thunderbolt*, Cherie often moves 2 times in one turn so **her faction buff runs out quickly**, be careful with that. With angel troop Cherie is powerful and no fear to magic type attack.

Recommend Troops




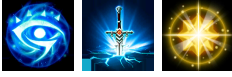

Angel: MDamage taken decreases by 45%. When Soldier HP is above 50%, ATK & DEF increase by 20%.

Troop Bonus	HP/ATK/DEF/MDEF	10%/20%/35%/35%
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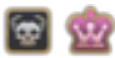


Recommend Gear	Weapon	
	Armor	
	Helm	

	Accessory	
	Enchant	Sea / Moon

Elwin [\[langrisser.qq\]](#)

Faction		Role Type	Physic Attacker	
Final Stats (<u>Hero</u>)				
HP	4516	ATK	527	
DEF	331	INT	235	
MDEF	249	SKILL	152	
Recommend Path		Mid only, for F2P and budget player.		
	<p>Brave's Will (Global Version)</p> <p>When initiating combat, damage increases by 10%/15%/20%/30%. After battle, 40%/45%/50%/60% chance to restore HP (30% of hero's damage dealt).</p> <p>Brave's Will (CN version/Future Patch)</p> <p>When initiating combat, damage increases by 10%/15%/20%/30%. After battle, 40%/60%/80%/100% chance to restore HP (30% of hero's damage dealt).</p>			
Main Skill		Sub Skill		
Why in this rank	<p>Elwin is 'hero' and hero always save the world by his own. With his talent a 5*+ Elwin can easily survive and kill group of enemies. <i>Sword Soul</i> is the most powerful dispel skill in this game which usually dispels all buffs on target. Elwin is the infantry that deals most damage, and his the faction buffer of Glory team. After his buff patch, Elwin would be the MVP in Thunder Dragon fight, replacing Lewin in current version. Lancer Elwin also does tons of damage but it requires decent bond upgrades and gear, and lancer Elwin is a offensive lancer that won't protect units other than himself.</p>			
Recommend Troops	<p>Heavy infantry: When initiating combat, Soldier ATK increases by 30%. When attacked, Soldier's DEF increases by 30%.</p> <p>Masked Maid (CN version/Future Patch): loses 5% HP before battle. ATK & DEF increase by 45%.</p>			
Troop Bonus	HP/ATK/DEF/MDEF		15%/35%/35%/15%	
Recommend Gear	Weapon			
	Armor			
	Helm			

	Accessory	
	Enchant	Clock / Moon

Lana [langrisser.gg]				
Faction		Role Type	Mage	
Final Stats (<u>Dark Princess</u> / Martyr)				
HP	3105/3255	ATK	239/287	
DEF	226/244	INT	511/483	
MDEF	373/373	SKILL	94/94	
Recommend Path		Master both path, stay Dark Princess		
	Arcane Extension When entering battle, MDamage increases by 10%/15%/20%/30% and range increases by 1 when casting skills.			
Main Skill			Sub Skill	
Why in this rank	<p>Lana is the most powerful mage with the highest INT in this game. She's the top tier aoe mage AND single target mage. Her skills corporate with princess faction buff AND dark faction buff. <i>Black hole</i> gives 2 debuffs to multiple enemies, sometimes you can use save/load method to have specific debuff (silence, bind, etc) on key target. <i>Freeze Strike</i> can one-shot any lancer so your other units can attack enemy team directly. Even if enemy has multiple lancer together, <i>Blizzard</i> will bind them all! <i>Dark Scythe</i> ignore 30% of target's MDEF and self heal - most time you one shot any non-boss type enemy and heal yourself to full HP! So Lana is a caster that has spells for every situation. Be careful with her talent - her troops won't attack by range 3. The reason Lana can't be in Tier S is that she needs others bring faction buff skill, so she has to be in a Princess team or team with Bozel.</p>			
Recommend Troops	Sorceress : Normal attacks deal [MDamage]. When Soldier HP is 100%, ATK & MDEF increases by 45%. Lava Titan : After taking action, casts [Burn] on 1 enemy within 2 blocks: Loses 30% HP after taking action.			
Troop Bonus	HP/ATK/DEF/MDEF		10%/40%/10%/40%	
Recommend Gear	Weapon			
	Armor			
	Helm			

	Accessory	
	Enchant	Magic

Ledin [\[langrissier.gg\]](http://langrissier.gg)

Faction		Role Type	Tank	
Final Stats (Templar / King)				
HP	4976/5265	ATK	400/459	
DEF	326/347	INT	273/247	
MDEF	291/257	SKILL	101/115	
Recommend Path		Go mid, but unlock T2/T3 lancer troop on right path, no need to master King class		

	<p>King's Will</p> <p>Damage taken decreases by 5%/8%/11%/15%. When attacked with a melee attack with Hero's HP above 100%/90%/75%/50%, attacks 2 times.</p>
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Main Skill		Sub Skill	
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Why in this rank









Ledin is **the only SSR tank** in this game. Since he's a holy class, **he won't be countered by any enemies** and he can deliver full damage to infantry. Ledin himself is not as tanky as Vargas or Freya, but since he deals more damage and no weakness, he's in Tier S. Be careful, if you have Ledin in your Princess team, **he needs 2 turn to get both guard and faction buff up**, you need to either wait for it, or let Liana use *Again* for him.

Recommend Troops

Phalanx: Physical damage taken decreased by 30%.




Troop Bonus	HP/ATK/DEF/MDEF	35%/10%/35%/20%
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Recommend Gear	Weapon	
	Armor	
	Helm	
	Accessory	
	Enchant	Rock / 2+2 for maximum DEF/MDEF

Leon [langrisser.gg]				
Faction		Role Type	Physic Attacker	
Final Stats (<u>Royal Knight</u> / Strike Master)				
HP	4381/4087	ATK	542/571	
DEF	260/249	INT	212/212	
MDEF	259/233	SKILL	128/128	
Recommend Path		Master both path, stay Royal Knight		
	Epic Knight With every 1 block moved, damage increases by 1%/2%/3%/4% , DEF increases by 5%/10%/15%/20% . Can move another 3 blocks again after attacking.			
Main Skill			Sub Skill	
Why in this rank	<p>You already know that CN players call this game <i>Leongrisser</i>. I feel like most global players are overwhelmed by this meme. Leon is the most powerful attacker and he's the core for Empire faction. But it doesn't mean he's still a god in Glory/Princess/Origin team. He has the highest ATK in game, he has the most powerful cavalry skill in game, his talent is extremely powerful especially when you gain mobility buff for extra move distance. He has the strongest troop (angel) and won't be countered by lancer anymore. If you're running an Empire team, you should already know how powerful Leon is. If you're running other faction and considering add Leon as another attacker into your team - you can since Leon has <i>Chivalry</i> himself but that's a 2 round buff for every 4 rounds, when his buff goes off, he's not that godlike anymore. So consider twice before investing all your resource on him while running a non-Empire team. Also his talent count reset after using <i>Chivalry</i>.</p>			
Recommend Troops	Angel: MDamage taken decreases by 45%. When Soldier HP is above 50%, ATK & DEF increase by 20%. Vampire Bat: After initiating combat, Soldiers can restore HP (45% of damage dealt) after battle.			
Troop Bonus	HP/ATK/DEF/MDEF		40%/40%/10%/10%	
Recommend Gear	Weapon			
	Armor			
	Helm			

	Accessory	
	Enchant	Moon / Sea

<h1>Luna</h1> [langrisser.gg]				
Faction		Role Type	Physic Attacker / Archer	
Final Stats (<u>Bow Master</u> / Pegasus Master)				
HP	3804/4375	ATK	442/442	
DEF	245/306	INT	269/297	
MDEF	340/371	SKILL	186/144	
Recommend Path		Go mid path for faction buff, or go left as Strategic member. Switch to left when you feel she's paper-like.		
	Sylph's Blessing MDEF increases by 10%/13%/16%/20%. Allies within 2 blocks grants MDamage reduction 15%/20%/25%/30%.			
Main Skill		Sub Skill		
Why in this rank	<p>Luna currently is the only Princess buffer in game. If you're running Princess then she's the core. Her faction buff does great job when you're in tough fight - you use aoe to trigger her faction effect then let Cherie kill those half-health enemies. She also does a good job in a strategic team with <i>Altemuller's</i> mobility faction buff. With that buff she can easily stand on some bonus terrain to gain super ATK buff for her troops. She's good as flier until late game, her troops are paper like due to poor HP/DEF bonus and <i>Griffon Knight</i> is weak under 80% HP. Since Luna needs to maximize MDEF she can't wear <i>Last Rites</i>. Then you should switch her to archer. After having Ullr's Bow you can bring her Griffon Knight or even Heavensguard to nuke enemy by range 2.</p>			
Recommend Troops	Griffon Knight (CN version/Future Patch): When Soldier HP is above 80%, ATK & DEF are increased by 30%. Demon Hunter: Before initiating combat, 75% chance to reduce enemy's Mobility by 2 and decrease DEF by 20%. Lasts 1 turn. Heavensguard: Soldier ATK increases by 15% with each block passed before attacking (45% at most).			
Troop Bonus	HP/ATK/DEF/MDEF		10%/40%/10%/40%	
Recommend Gear	Weapon			

	Armor	
	Helm	
	Accessory	
	Enchant	Tree or 2+2 for maximize MDEF

Altemuller [langrisser.gg]

Faction		Role Type	Physic Attacker / Sub Tank	
Final Stats (<u>Dragon Master</u> / Grand Marshal)				
HP	4038/4603	ATK	541/489	
DEF	290/333	INT	244/244	
MDEF	323/238	SKILL	177/122	
Recommend Path		Go mid path, but later you need 2 rune stone for skill & mastery bonus.		

	<p>Supreme Overlord</p> <p>Before entering battle, ATK increases by 3%/5%/7%/10%. Physical damage taken decreased by 2%/3%/4%/5%. Lasts 3 turns. Can be stacked up to 3 times.</p> <p>Supreme Overlord (CN version/Future Patch)</p> <p>Before entering battle, ATK increases by 3%/5%/7%/10%. Physical damage taken decreased by 2%/3%/4%/5%. Lasts 4 turns. Can be stacked up to 4 times.</p>
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Main Skill		Sub Skill	
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Why in this rank

Altemuller is the strategist faction buffer, and **he's faction buff is really helpful in some end game content like timeless rift**. He can let your Leon move like a fly unit ignoring all terrain limits. Himself is a good fly unit too but if you want him as a main attacker or tank, you need invest heavily on him. 'Fly tank' is more a PVP role since 99% time you can use Vargus in PVE.

Recommend Troops



Gargoyle: When Soldier HP is above 50%, ATK increases by 30%. When Soldier HP is below 50%, DEF increases by 30%.

Troop Bonus	HP/ATK/DEF/MDEF	40%/40%/10%/10%
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Recommend Gear	Weapon	
	Armor	
	Helm	
	Accessory	

	Enchant	Full Moon
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Angelina [\[langrisser.qq\]](http://langrisser.qq)

Faction		Role Type	Physic Attacker	
Final Stats (Serpent Master / <u>Dragon Master</u>)				
HP	4277/3983	ATK	502/529	
DEF	314/291	INT	225/225	
MDEF	264/315	SKILL	122/175	
Recommend Path		Mid, but get skill from left if needed		



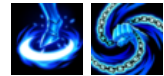
Battle Goddess

When on terrain with defensive effects, all damage taken is reduced by **10%/13%/16%/20%**. Otherwise, ATK is increased by **10%/13%/16%/20%**

Main Skill



Sub Skill



Why in this rank

Angelina is a good flier, but sadly we already have Cherie as a better one. Most time you want her in your team because either **you need her unique skill 'Alternate' or you need 2 physic attackers with good mobility**. Good thing is **Angelina share almost the same gear set and troop with Cherie**, so you don't need to invest a lot on her - just give her what Cherie used. **Dragon's Breath is the strongest physic aoe in game**, with water control she can fly into enemy group from far distance - it's more critical in pvp fight. I never used her as water unit, since I like her mobility so that I can kill multiple mages/archers by Cherie and Angelina. But I heard that with lobster, Angelina can be a really tanky fighter in front line. In late game I either use double mage + Cherie or double flier + Lana/Shelf. In some fight you even need 7 units in your team, so it's worth to raise her up.

Recommend Troops

Angel: MDamage taken decreases by 45%. When Soldier HP is above 50%, ATK & DEF increase by 20%.
Lobster Behemoth: When in water, damage taken is decreased by 50%.

Troop Bonus

HP/ATK/DEF/MDEF

20%/20%/35%/25%

Recommend Gear

Weapon




Armor





Helm



	Accessory	
	Enchant	Moon / Sea

Shelfaniel [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	AOE Mage	
Final Stats (Wizard / <u>Empress</u>)				
HP	3109/3109	ATK	233/280	
DEF	210/210	INT	496/496	
MDEF	397/376	SKILL	98/98	
Recommend Path		Mid, get left path master bonus laster		



Magic Lineage

The higher Troop HP is, the higher INT is, increasing by up to **10%/13%/16%/20%**. Whenever a skill is used to deal damage, the cooldown of this skill is reduced by **1/2/2/3**.

Main Skill		Sub Skill	
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Why in this rank

She is the second faction buffer for Princess team. Her faction buff let all princess units deal 12% more skill damage, which is also apply to aoe skill. **Double Heavens Sanction with Lana would be amazing in many late map.** Her faction buff is useful for strength-even fight, also for those fight where enemy immune to fix damage. Shelf is pretty **weak on single target damage** since she doesn't have good single target spell and she can't carry sorceress. She's kind of useless after dropping her *Heavens Sanction*. You may want magic enchant so you can kill enemies with that one shot, or clock for potential another *Heavens Sanction* next turn. *Sky archer* can carry her into air so she can easily position herself to some good aoe point. *Shrine Maiden* can save her from physic aoe / assassins. You want her stay as Empress so she can have advantage against demon - and her INT would be the same as Wizard.

Recommend Troops

Shrine Maiden: Normal attacks deal [MDamage]. When Soldier HP is 100%, damage taken is decreased by 75%.
Sky Archer: Terrain has no effect on Mobility. When initiating combat, ATK increases by 30%.

Troop Bonus	HP/ATK/DEF/MDEF	20%/20%/25%/35%
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Recommend Gear	Weapon	
	Armor	









	Helm	
	Accessory	
	Enchant	Magic / Clock

Bernhardt [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	Fighter / Sub Tank	
Final Stats (<u>Emperor</u> / Brave)				
HP	4408/4697	ATK	502/477	
DEF	375/354	INT	241/241	
MDEF	261/261	SKILL	141/106	
Recommend Path		Go mid path, 1 rune stone for left path 'stun' skill, master both path later.		
	<p>Lord's Will</p> <p>When entering battle, damage increases by 10%/13%/16%/20%. All enemies within 2 blocks have ATK & DEF decrease by 5%/8%/11%/13%/15%.</p>			
Main Skill			Sub Skill	
Why in this rank	<p>Bernhardt is the core member of Empire faction and he's really good in both PVE and PVP. With Lord's Will, Bernhardt can reduce surrounding enemies' level by 10-20 by just standing there. <i>Stun</i> is super useful so that you can kill a high atk enemy without taking damage or unable a key enemy character. Bernhardt can be a good tank in PVP too. In PVE (timeless trial) it's a pain facing Bernhardt in enemy team. Bernhardt is not exact an attacker since he can't one shot units most time, but he can stand there and provide dispel/buff/debuff to make fight much easier for you. In PVE he can either be damage-focused with <i>Sword Dance</i> and <i>Sever</i>, or support-tank focused with <i>Parry</i> and <i>Stun</i>.</p>			
Recommend Troops	<p>Dark Guard: When initiating combat, after battle, deals damage equal to 15% Max HP to the enemy. Restores 30% Soldier HP.</p> <p>Lava Titan: After taking action, casts [Burn] on 1 enemy within 2 blocks: Loses 30% HP after taking action.</p> <p>Undead Knight: Resurrection: When Soldier HP is 0%, and when initiating combat, restores 45% HP. When attacking troops other than Demons & Holy units, ATK increases by 30%.</p> <p>Skeleton Knight: Resurrection: When Soldier HP is 0%, and when initiating combat, restores 45% HP. When attacked, DEF increases by 30% (Excluding Demons & Holy units).</p>			
Troop Bonus	HP/ATK/DEF/MDEF		35%/35%/15%/15%	
Recommend Gear	Weapon			



	Armor	
	Helm	
	Accessory	
	Enchant	Full Moon

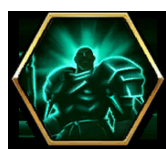
Egbert [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	AOE Mage	
Final Stats (<u>Dark Master</u>)				
HP	3110	ATK	254	
DEF	246	INT	433	
MDEF	315	SKILL	73	
Recommend Path		Mid only		
	<p>Raging Inferno</p> <p>When dealing damage, deals fixed damage once to the enemy (Damage = 1.0/1.2/1.4/1.6/2.0x own INT).</p>			
Main Skill		Sub Skill		
Why in this rank	<p>Egbert is currently the only good mage in Empire faction. If you don't get Bozel & Lana together in your team, he would be your only mage (for Empire team). His aoe spell applies debuff and fix damage which is super useful in end game content like timeless trial. You don't need to invest heavily on him since mostly you will have Bozel and Lana in your team. But keep him up for specific fight (like fix-damage-only fight in Timeless trial).</p>			
Recommend Troops	<p>Wizard: Normal attacks deal [MDamage]. When attacking, ATK & MDEF increase by 30%.</p> <p>Skeleton Knight: Resurrection: When Soldier HP is 0%, and when initiating combat, restores 45% HP. When attacked, DEF increases by 30% (Excluding Demons & Holy units).</p>			
Troop Bonus	HP/ATK/DEF/MDEF		35%/10%/15%/35%	
Recommend Gear	Weapon			
	Armor			
	Helm			

	Accessory	
	Enchant	Full Moon / Clock

Vargas [\[langrisser.gg\]](http://langrisser.gg)

Faction		Role Type	Tank	
Final Stats (Royal Vanguard)				
HP	4965	ATK	389	
DEF	384	INT	191	
MDEF	167	SKILL	76	
Recommend Path		Mid, but master both path later		



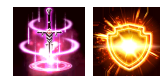
Superhuman Bravery

Higher Troop HP decreases damage taken, at most **15%/18%/22%/26%/30%**. User will not die when suffering fatal damage, afterwards HP return to **15%/18%/21%/25%/30%**. Can only be used up to 1 time in a battle.

Main Skill



Sub Skill



Why in this rank

Vargas has the highest DEF in game, and he even has 2 life from his talent. Vargas has high ATK from *Unbreakable Guardian*. The only problem is Vargas also has the lowest MDEF in game and he can't guard magic spell, be careful with that. **Battle Cry is really useful in thunder dragon fight and some other end game fight. In worst scenario Vargas can take 2 shots before he dies.**

Recommend Troops

Lava Titan: After taking action, casts [Burn] on 1 enemy within 2 blocks: Loses 30% HP after taking action.
Stone Colossus: When Soldier HP is below 70%, damage taken is decreased by 30%.

Troop Bonus

HP/ATK/DEF/MDEF

40%/10%/35%/10%

Recommend Gear

Weapon



Armor



Helm



Accessory



Enchant

Rock / Steal / 2+2 for max DEF