

List of notable Eidolons to use

This list is made in mind of what a player may or may not have access to. This will not factor in N Rarity as only absolutely new players should try to use these, and only for a very short time.

Also, HIGHLY recommended to Reroll for the Gacha SSR Eidolons (particularly the 100% ones). Unless you're rather deep into the game or have some powerful Kamihime (also should Reroll for), you likely should redo your account to get a much better start.

And keep in mind that you eventually will get more shots at Event SSR Eidolons. If you've missed one, just stick around the game long enough and you can get another chance, especially at the ones from Advent and Union Events given they tend to get reruns in the form of "Rematches".

Lastly, this list factors in both usage in the Main (lead Eidolon skill) sub slots (as in Eidolons you'll want to summon in a fight). Some comes from personal experience and thoughts, but others are clearly made to be good at what they do. Also keep in mind that it's recommended to use "element attack" (ex: fire atk, dark atk) Eidolons over "element character attack" (ex: water character attack) ones. If "Character Attack" is in the description, it's typically less effective than an eidolon that just says "attack". This can depend on your situation, but try to use the best eidolons you get your hands on.

Anyway, let's get started with the R Eidolons, as there's not many and you'll quickly ditch these even as a brand new player.

R Rarity (Max level is 60 when Limit Broken all 4 times):

Atk increase Eidolons- These are just there to help a newer player deal more damage. Only worth it when you've limit broken them at least once (takes 2 copies), but for starting players, this can help you squeeze more damage when you get more kamihime of matching elements.

Damage reduction Eidolons- These help reduce the damage you take from certain elements. Again, can help a starting player for reducing the damage they take (since HP increases are rather small at the start). This might actually help you farm something like Standard or maybe Expert compared to farming a lower difficulty. Tends to have more worth the more you limit break them.

Now we get to SR Eidolons, where it'll start getting a little more diverse.

SR Rarity (Max level is 80 when Limit Broken all 4 times):

Diabolos- You start off with her regardless and she'll always be with you. And she's a great start for new players given you'll likely have mixed elements. But what she does is increase HP and Atk power for everyone. Unfortunately, she can't be Limit Broken by normal means. So you'll likely have just the 10% increase, as it's not recommended to go out of your way to get her past lv30. She's also one of the few SR that give Magic Jewels from scenes, so this can help anyone out.

Bug Bear- Given out from a recent ReTweet event on Twitter (we'll likely get another shot at her later), this Eidolon is like Diabolos, only a little stronger and towards Dark characters. If you have her and nothing better for dark characters, then use her. But also like Diabolos, she can't be Limit Broken by normal means, but she carries scenes with her for magic jewels. You do however need at least 2 copies of her (meaning Limit Break her once) to get both scenes. Summoning her also increases the damage you do with dark element, which is another nice effect.

Dragoons- These Eidolons increase the combo rate (meaning chance at double and triple attacks in a turn) and can also increase the damage you do with their element while helping you resist the element that's weak against them. These can be a nice help for newer players as it'll help you deal more damage while resisting some. Their effects get better as you Limit Break them more.

Anzu- This one is an interesting one. Regardless of element, you'll possibly want this one even when you get better Eidolons, as this is one of the very few in the game that increase the drop rate of items you obtain. As an added bonus, summoning her increases the combo rate. Nice effects all around and she's one of the few SR that probably should never leave your inventory.

Atk increase Eidolons and Damage reduction Eidolons- Same reasons why you'd get them in the R category, only these ones are stronger. If you get one of these, ignore it's R counterpart

Disaster Eidolons- These Eidolons can drop from the Disaster Raids (maybe Catastrophe Raids too... but those are for players that can clear Ragnarok level content). They increase both Atk and HP to an element (sort of like Bug Bear), but these can appear rather frequently. Since you'll likely need to grind raids to get other items, you'll likely find a few of these along the way. Nice to have if you don't have any of the SSR Eidolons.

Orthrus- She increases the HP of fire characters, but that's not the main reason for keeping a copy or two if you get her. The real reason is that she can increase your Resistance to status effects. There's other Eidolons among SSR that can do the same, but until you get them, this might make a nice sub Eidolon from time to time.

Yamata No Orochi- She increases the attack power of water characters, but her true usage lies in her summon effect. She can lower the defense of all enemies (which goes into it's own frame like all other summon/burst buffs and debuffs). For newer players, this opens up a way to dish

out more damage. She's also one of the few Eidolons that can do this so having a copy in the sub slots can help you out.

Radon- She's got a few uses that could help a starting or newer player. Having her as a lead or friend Eidolon will increase the rate at which your characters reduce the enemy's raging meter. Summoning her also will reduce it further. Considering how dangerous a lot of Raging states are for bosses in the game, you might want her for a while until you get better resources to reduce raging meters. Also, she's one of the few Eidolons in the game with either the lead/friend effect AND the summon effect, so she can help you for a while.

Cetus- She increases the attack power of water characters as a lead Eidolon, but you'll probably use her for her summon effect. Summoning her in battle gives you a defense buff, which helps against the damage you might take. Attack and defense changes are always welcome, which is why you might want a copy of her in your sub slots. But given there's quite a few SSR eidolons that can do the same summon effect, you'll probably want to use her for as long as you have to.

Lindwurm- She increases the HP of wind characters as a lead, but her real use is her summon ability that increases resistance towards status effects. She's pretty much the wind version of Orthrus, so same rules apply here.

Pegasus- She increases the attack power of light and wind element characters, but her true strength is in her summon effect. Using her in battle will give your team a buff in attack power. These buffs are ALWAYS welcome as dealing more damage is usually the priority in this game. Possibly one of the best SR to get your hands on due to the atk power increase, as having more resources to increase your damage output is never a bad thing. But there's some SSR Eidolons that do this job better so you'll likely trade her spot to someone else.

Manticore- She increases the attack power of dark and fire characters, but she's best used for her summon effect. Calling her out in a fight can give a combo rate down debuff on enemies, lowering the chances you get hit multiple times by their normal attacks. In some fights, this can really help as some enemies either have a high combo rate or can buff it. Not as much worth as other SR (especially less worth with certain SSR), but you'll probably hold onto her for a while if you're just starting out. Not too many Eidolons below SSR can boost multiple elements anyway.

And now this is where things get very diverse and possibly complicated. More so, things have to get broken down between Gacha Eidolons and Event ones, as there's plenty of SSR you can get from events if you take the time to grind for them. Also, every SSR comes with scenes that can give Magic Jewels... so take care to get every last one of them to at least lv40, even if you don't use them as those Jewels can rack up when you get more and more of them.

Gacha SSR Rarity (Max level is 100 when fully Limit Broken):

Dragoons- These all increase the rate of healing you get for their respective element. But they also have a MUCH stronger version of the summon effect that their SR counterparts have. That said, they truly shine when you place them in a sub slot. You'll likely want them as a sub compared to the lead/friend slot due to this ability, and the fact that they don't increase attack and HP stats by making them lead or friend eidolons. And don't underestimate those buffs, they're short but powerful, more so when you Limit Break them.

High Attack Eidolons (100% or more)- These are some of the best Eidolons to aim for in the game, giving an abnormally large increase in damage output when placed as a lead/friend Eidolon. As an added bonus, this gets EVEN STRONGER (up to 120%) as you Limit Break them. If that wasn't enough, all of them come with a summon effect that can give some really good buffs or cause some powerful debuffs. These Eidolons are one of the reasons why players restart their accounts and reroll. Be very glad if you have one and/or have a friend with one.

Ouroboros- She increases the attack power of thunder and darkness characters by a nice amount. This can give her a nice spot as the lead/friend eidolon for those two element teams. She also has a summon effect that can blind enemies, lowering the chances of normal hits landing on you. A nice Eidolon to get your hands on should you pull her, as she could have a spot anywhere on your teams due to those abilities.

Echidna- She's the same case as Ouroboros, but she gives fire characters the increase instead of thunder. More so, she also causes dizziness status instead of blind, which might outright prevent enemies from taking a turn. Unless you really plan ahead for attacks and such, you'll likely want this effect to happen. This gives her more worth than Ouroboros.

Thunderbird- Same case as Ouroboros (get used to hearing that), but it's for thunder and light characters. She also gives your team a 1 turn (but high probability) increase in landing two hits in one attack. This can give her a spot as both a lead, sub, or friend eidolon. She honestly has about the same worth as Echidna due to this.

Fafnir- Same case as Echidna, but it's for water and fire characters this time. But she also has a summon effect that gives an attack AND defense increase to your party. Due to this, you'll likely want her in your setups regardless of the team you use, as this can greatly help. Definitely one of the best "Dual-Element" gacha Eidolons to get.

Takemikazuchi- She gives an attack increase for thunder, wind, and darkness characters. This alone gives some versatility due to basically covering half the elements in the game, but she also increases the burst gauge by 15 to all characters on your team. Given how powerful burst damage can be in this game, she's definitely worth having if you want to hit hard a little faster. Has a decent amount of worth due to this, about on par with Echidna or maybe even Fafnir.

Behemoth- She does the same lead/friend effect as Takemikazuchi, but for wind, water, and light characters. But her summon effect might give her a spot on your team, and might not at times. Summoning her in battle will remove one status effect from your team. So if there's any bad statuses, you see the oldest one get removed. Otherwise this does nothing but damage.

Hecatonchires- She increases the attack power and HP of light characters. This alone is a noticeable increase at the start, but she also can be summoned to grant a defense increase to your party. Definitely a nice edition to your light team allowing to survive longer while dealing more damage. Even without the light team, the defense increase is helpful.

Huanglong- She does the same increase as Hecatonchires, but for thunder characters. Same story as Hecaton, but she'll extend the duration of stun when summoned. This limits her uses, but for dangerous fights, the stun increase is quite welcome. Stun is the safest time to deal with a boss and it increases the rate of combos for your team while increasing the chances bad statuses stick on enemies. So used right, Huanglong can help you out nicely.

Ifrit- She greatly increases the attack of fire characters while increasing the damage dealt from a burst streak. What that does is grant extra damage to the final attack launched after doing 2 or more Bursts in a turn. To add onto this, she also increases the attack power of your team by a large amount for one turn when summoned. She's quite powerful when used right, and can lead to some strong burst damage as well. Timing is key to make the most of her, but any player can benefit from her in some way.

Jabberwock- She does the same increase as Ifrit, but for wind characters. But she increases the damage dealt by abilities instead of increasing burst streak damage. This isn't a bad Eidolon to use if you have characters that can get some good wind damage in from skills (like Aisha/Kanu from a crossover event), but really only shines as a lead/friend eidolon for the attack power increase. On the other hand, she can poison enemies when summoned, dealing some damage over time that can drain at HP in long fights. She's decent, but not a "must-have".

Fenrir- She does the same exact effects as Ifrit, but for water characters. She also buffs damage output like Ifrit, but for abilities and for a longer time. So her worth is slightly less than Ifrit, but same rules more or less apply.

Sleipnir- She gives the same exact increase in attack power as Jabberwock and to the same element, but she also increases drop rate instead of ability damage. This is like a wind version of Anzu only much better, and worth using even if it's not on a team of a matching element. She also increase the amount of burst you gain from landing hits for 1 turn. Very short, but helps if you can get a combo in on a character or two. If you get her, be sure to use her for when you want to grind out a lot of items. Even then, she can help your wind team put out more damage.

Archangel- Take everything said about Jabberwock and apply it to the light element characters instead. Then take her summon effect and change it to a decrease in raging meter on enemies

and that's what you got here. She can have more worth than Jabberwock though due to the Raging decrease, but that's it. More or less treat them on the same level of worth though.

Girimehkala- She's like Ifrit for thunder element characters, but her summon effect is very situational. This effect can cause curse, preventing any HP being recovered by enemies. Not many enemies in the game can heal themselves (and it's usually bosses if they can). Due to this, you may not get much use out of her aside from her lead/friend effect. That said, she's one of the least useful of the "50%" eidolons. But 50% is still nothing to sneeze at (especially if you get more of her), so use her if you don't have better.

Azathoth- She's like Archangel, but for darkness characters. She also lowers combo rate on enemies when summoned so she has some uses. But considering there's quite a few characters that can deal some decent darkness damage from abilities, the ability damage increase can make a noticeable difference (especially if you have Susanoo). She's got some worth, but not much more than Archangel.

Now that that's done, let's move onto the Eidolons you get from events, as there's A LOT of them.

Event SSR Rarity (Max level is 100 when fully Limit Broken):

Lilim Eidolons- These 7 Eidolons have the same prerequisite to gaining their main/friend effect. You must have 3 different elements or more among your front line (soul and non-sub Kamihime) to get their respective attack power increases. There's one for each element and they all grant an elemental damage buff of their element when summoned, but there's a 7th Phantom element (a VERY rarely used element in the game) that just increases attack power for everyone through an attack buff. Due to this, they are best used as sub Eidolons. But if you don't have better, these Eidolons can give a very large chunk of attack power to a team at the cost of making two or more characters no better than buff and debuff slaves. More so, there's nothing in the game at the moment to select a phantom element Eidolon so you won't be able to pick her as a friend Eidolon. For a starting or newer player that doesn't have much into a single element, these eidolons can help them greatly for the time being. Regardless of the player though, they'll likely be used in the sub slots if at all.

Apocalypse- She's the first ever event Eidolon to appear, and she doesn't disappoint. She increases the attack of Dark and Fire characters as the lead/friend eidolon. She also causes Darkness (at a somewhat high rate in my opinion) on all enemies when summoned. This can definitely help out if you have her. The less damage you take, the better, and her summon ability can definitely help towards that.

Phoenix- She increases the attack of thunder and light characters, but will increase status effect resistance when summoned. This means bad statuses will have less of a chance of sticking to

you when you use her in battle. This is kinda situational, but can help whenever status effects can or will be an issue (like the darkness disaster raid). Worth using if you have her, but not in many situations if it's just for the summon effect.

Garuda- She increases the attack power of water and wind characters, but increases the rate of double attack when summoned. This gives a greater chance at doing two hits when one character is attacking. Because of this, she actually has quite a bit of worth regardless of where you use her, since the buff she grants lasts a while and seems to work nicely.

Typhon- Her lead/friend effect is a weaker version of Ifrit. In fact, she's a weaker version of Ifrit in general. Take everything about Ifrit and use her the same way, but know that while typhon has a weaker attack buff, it lasts 2 turns instead of 1. That said, she can actually have a place on your team regardless of the setup, cause attack buffs are always welcome.

Jormungandr- She increases the attack power and HP of water characters. This is a great start for newer players and even some average ones, but her true worth is in her summon ability. Using her mid-fight causes an attack debuff on enemies. This can greatly help reduce the damage you take when combined with any other attack debuffs or defense buffs you might have. That said, I'd place her in your team and leave her there unless you have a better attack debuffer Eidolon. But whether she's your main or sub eidolon is up to you and what you might have.

Medusa- She's like Typhon, but for dark characters. And she carries a poison debuff instead of an attack buff. That said, she's honestly not that good. There's plenty of SSR Eidolons that outclass her worth and even some SR ones can too. Don't worry if you don't have her, as you're only missing out on 100 Magic Jewels from her scenes and nothing more. If you do have her, just use her until you find better Eidolons.

Sandalphon- She's like Jormungandr but for thunder characters, but also gives an increase in triple attack rate instead of debuff to enemies' attack power. That said, she can help your combo rate, but it doesn't seem to work as much as Garuda. Still nice to have though and should last your teams until you get better. But in a team that already has ways to increase combo rates, she can make a nice addition.

Rahab- She gives an increase in attack power and ability damage of water characters. It's decent, but she really has some use as a sub eidolon given her summon effect. For a few turns, she decreases the damage you take from thunder element attacks. So up against thunder enemies, she can help you survive. Not exactly a must have Eidolon, but she can help at times.

Crom Cruach- She's like Jormungandr as well, but decreases double attack rate when summoned. This also has some uses depending on the situation so she's worth having around. Not really worth placing as a main/friend eidolon but if you don't have better, then have at it. Again, Eidolons with combo rate reductions are best used on enemies that love to do multiple

hits.

Ixion- She's like Typhon, but for thunder characters. Her buff is even similar too but would be better suited for thunder teams. What she does when summoned is grant a buff increasing the damage you deal with thunder element. That said, she's only useful in thunder teams and nothing more. Her value is nearly useless anywhere else so stick to having her somewhere on your thunder team and nothing more unless it's for the basic stat increase.

Quetzalcoatl- She's like Jormungandr for wind characters. But when summoned, she instead increases the damage dealt by abilities. If you have characters that can do a lot of ability damage, then she helps. Otherwise, this is another case of use her until you have better.

Yggdrasil- She's like Jormungandr (again) for thunder characters. But her real worth is her summon effect, where she grants regeneration status to your party when used in battle. This can give you a little extra healing so it's worth sticking her in your sub slots if you have her. Not many Eidolons have healing effects so make the most of her if you can.

Yatagarasu- She's like Rahab for fire characters, increasing attack power and ability damage. However, she has about as much use as Jormungandr as a sub Eidolon, if not more. Like Jormungandr, she lowers the attack power of all enemies. So if using her as a sub Eidolon, same rules applies. As a main/friend Eidolon, she's honestly not too great unless you have a lot of the SSR fire characters that can deal some strong ability damage (and even then, you might have rerolled better from the gacha).

Dullahan- She's like Jormungandr (again!) for dark characters. But her summon effect causes Putrify to enemies. That said, she has about as much worth as Medusa, mainly being used until you get better. Sure, status effects can help in long fights, but they aren't priority when Eidolons are involved. So if you do have better, this is another one that's just Magic Jewel fodder.

Vritra- She's like the water version of Typhon, but instead has a summon effect of causing drowning status. Again, not much worth here, so you'll likely replace her for someone better. When you do have someone stronger, she's good for Magic Jewels and nothing else really.

Cthugha- She's basically Crom Cruach, but gives Scorched instead of a combo rate debuff. That said, her worth is also quite low, and should be used only if you don't have better. When you do, she's just another Magic Jewel Eidolon.

Mastema- She's like Rahab for thunder characters. Somewhat situational use on that as a lead/friend Eidolon, but she's likely more useful as a sub Eidolon. Her summon effect can cause dizziness to enemies, which can make them completely miss out on a turn. As I mentioned before, this can have some drawbacks when planning buffs for your characters, but it tends to have far more advantages considering it can lead to "free turns". There's better than her out there, but she does have her uses.



Jack O'Lantern- She increases the attack of dark characters by a decent amount. Her summon effect though is an interesting one. When used in battle, she applies a Zeal status on your party, where they gain additional burst gauge after each turn, but also causes a very small amount of damage (depending on your party's HP values it can be noticeable). This can help build up burst gauges, which might give her a spot as a sub Eidolon. Even as a lead/friend Eidolon, she's one of the better event ones to get in the case of damage output. So she has some worth regardless of the situation.

Sphinx- She's like Rahab for light characters, but has a very nice summon effect. When used in a fight, she can cause a debuff that increases the chances of further bad statuses sticking on enemies. What this means is that using her summon effect, she can help you cause more bad statuses and debuffs and at a higher chance than they normally have. Given that there's a lot of value in causing debuffs (especially attack and defense drops on enemies), this is definitely an Eidolon to have as a sub Eidolon. Only time you likely wouldn't have her is if you have a kamihime or soul that can do the same, as her debuff tends to be weaker than what kamihime/souls can do with the same ability. In those cases, she might still have a spot but tends to be Magic Jewel fodder as her worth GREATLY drops at that point.

Meng Huo (aka Mii)- She's from a crossover event and was rather easy to get then. What she does is GREATLY increase the HP of all your characters. Starting off, this can make a noticeable difference in survivability as it can go up to a whopping 40%. But her true worth is as a sub Eidolon as she'll grant an attack power buff to your team when summoned. You'll want to use her regardless of how your team is, as she has sub Eidolon worth even as her lead/friend Eidolon worth drops when you get stronger. She's even one of the few event Eidolons that can increase attack power by a large amount, by a whopping 2100 when at level 100.

Jack Frost- She gives an increase to water attack power for your team as well as give some resistance to fire damage. Her summon effect is a bit unreliable, but does help when it works. Using her in a fight can sometimes (and it seems quite low) remove one charge from the enemy's charge meter. This means one of the dots gained during an enemy taking a turn can disappear. This pretty much means it'll take one additional turn before they can do a strong attack against you. While not as good as outright increasing the gauge (like through Mordred's Black Propaganda skill), this can save you a bit. This can give her some worth on any team, but relying on this skill is a bad idea due to the rate of it working. But for a water team, she's a godsend, as she can increase attack power by a nice amount while lowering the damage you take from fire attacks, which is typically the element you'll use a water team against.

St. Nickolas- She gives a nice increase to the attack power of light characters, but her summon ability is an interesting one. Using her in battle will cause EVERYTHING ALIVE to gain a defense buff. This means both your team AND any surviving enemies will take less damage for a while. She does have some worth as a lead, friend, and sub eidolon, but be careful when using her in a fight. To best use her, make sure you can remove buffs from enemies, or make

sure they'll all die from her attack or your next attacks (which is best done before you get to the next wave of enemies). Otherwise, you'll make it harder to fight an enemy while making it harder for them to fight you, which doesn't solve much really.

Reiki- She's pretty much like Jack Frost, but done a different way. She increases water character's attack power more than Jack Frost, but doesn't come with the ability to remove turn charges on enemies. Where the fire reduction comes in, is in the form of her summon effect. It's stronger than Jack Frost's but doesn't last forever like her. This pretty much leads into a toss up on who to use as a lead/friend eidolon over the other. And both also have some worth (Reiki more than Jack Frost) as a sub eidolon. Worth using if you have her, but if you have both Jack Frost and Reiki, you can either use Reiki as the lead for your water team for more damage, or use Jack as the lead and call on Reiki for extra fire protection. Either strategy works nicely.

Kyuki- Her lead/friend effect is the same as Typhon, but for wind characters. But the summon effect is why you might have her, cause just like Rahab, she decreases the thunder damage you'll take when summoned. That said, she has practically the same worth as Rahab. If you have Rahab, you might not want to use Kyuki. If you don't have Rahab, Kyuki can be a nice replacement. But unless you're really trying to survive the thunder damage you take, not much reason in using both of them.

Amphisbaena- She's like Jack frost for dark characters with her effects, increasing dark attack power while reducing light damage taken. However, she has more worth from her summon effect. She'll have a chance to cause dizziness when used in battle, so there's a chance at causing enemies to skip a turn entirely. Again, this depends on your planning ability, but tends to help far more than hurt a player. Either way, you'll likely want her as a sub for any team but dark, but definitely a lead/friend Eidolon if you don't have better for the dark teams.

Icarus- She's like Reiki for Wind characters, increasing attack power by a large amount. She also comes with a nice summon effect where she'll increase triple attack rate for your team when used in battle. This gives her a lot of worth as a lead/friend Eidolon for a wind team, and some worth as a sub Eidolon. More so, she's one of the few event Eidolons that increases attack power by a large amount from raw stats, up to over 2000 when at level 100. So you'll likely want to use her on any team.

-More to come soon as Eidolons are introduced-