

Champion Guide



Making the most of Shop Titans champions!

(Feedback or comments to Tyco#3709 on Discord)

General Principles



- This guide was written to provide some **general principles** so as to not be too dependent on the level of the champion and their exact stats, however, it is recommended to evaluate specific outcomes in the [simulator](#) using data for the particular champions and heroes in an individual's roster
- The simplest way to think about champions is essentially as **free buffs** to your heroes
- Over time, champions lose some of the **early-game shine** and become overshadowed by a roster of late-game heroes, however, many of them maintain some **important niche uses** for the Lost City of Gold, Tower of Titans, and to potentially complement or enhance specific heroes
- As a notable exception, **Polonia remains a key late-game champion** and is an important source of loot and gold
- When not fulfilling a **specific niche use** in the later-game stages, Champions are often relegated to **standard questing rotations**, being partied up with other heroes or sent solo to farm **bosses of low-tier quest areas**
- With update 9.0, champions can now be equipped with **familiars**; this provides a little more customizability to your champions and can increase their relative contribution to a party of heroes

Argon



General info:

- Argon is the first champion accessible and he provides the **most significant power-boosting** to heroes in terms of attack and defense potential (and his hair stays impeccable while doing it)
- This is useful for completing more **challenging quest areas or difficulties** than a party could otherwise do on their own and can be particularly helpful to complete higher levels of the Tower of Titans or the Lost City of Gold

Max-rank innate:

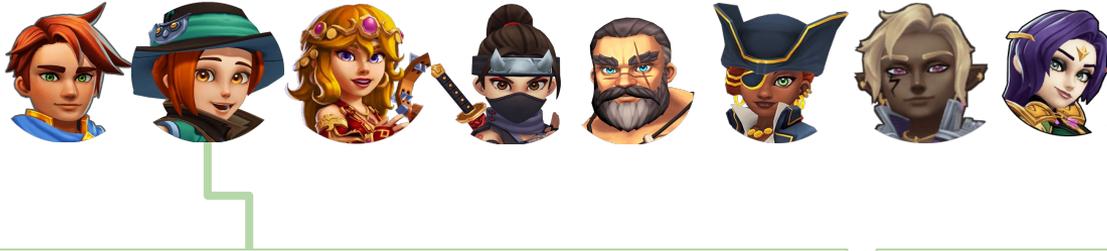
Aura of the Paladin

- +40% attack
- +40% defense

Recommended use-cases:

- Accessing more difficult quest areas in early- and mid-game
- Defeating bosses without max heroes (eg, Tower of Titans, high-level LCOG)

Lilu



General info:

- Lilu's ability **enhances a party's survivability** by way of **HP increase and regeneration** over a battle (not to mention with her boundless optimism) is particularly effective when paired with heroes with high evasion (because they get more chances to heal over time)
- Some very effective early/mid-game party compositions with **high evasion heroes** (eg, wanderers) can be built to take on difficult quest areas - complement with **lizard spirits** to take full advantage of this effect
- Lilu also decreases the rest time of a party after a quest and, as such, can be considered when trying to **increase the rate of questing** - when pressed for time with events, for example

Max-rank innate:

Sacred Circle

- Heals 20 HP/turn
- +25% more HP
- +50% faster resting time

Recommended use-cases:

- HP regen is most effective with high evasion heroes
- Decreasing time required to complete quests/events

Sia



General info:

- Sia's primary use is to **increase the number of components** obtained from a quest
- She can be useful **at any stage** of the game, to keep up with the demands of crafting or flipping to market
- Her real time to shine is during the **Lost City of Gold** where she should be used **as often as possible**; she should ideally always be used for LCOG keybearer bosses from level 9 and up, paired with a bugle for maximum effect
- Sia provides a decent attack boost as well, but other champions provide more bang for the buck when boosting heroes
- Pro-tip: Don't forget to book her early for belly-dancing classes

Max-rank innate:

Eye of the Beholder

- +100% components/quest
- +25% attack

Recommended use-cases:

- Keeping components in stock at any time
- Maximizing gold bars collected in LCOG

Yami



General info:

- In terms of hero boosting, Yami can **increase the critical hit chances and evasion** of a party
- This can be particularly beneficial for crit-based heroes as well as those with some evasion but who are not hitting the evasion cap naturally
- Yami also decreases the time needed to complete quests and can be considered when trying to **increase the overall rate of questing** - when pressed for time with events, for example
- In the Lost City of Gold she can also be helpful when running a smaller party as she helps them keep pace with a full set of 5-man teams

Max-rank innate:

Perfect Ambush

- +20% critical hit chance
- +20% evasion
- +50% faster questing time

Recommended use-cases:

- Most effective paired with crit-based heroes and/or evasion heroes under cap
- Decreasing time required to complete quests/events

Rudo



General info:

- Rudo's burly bonuses are geared towards **reducing the number of rounds of a battle** as he provides both an **increase** to a party's **critical hit chances** (the highest increase of any champion) and a **decrease in the overall break chances**, *but only for early rounds*
- This will be most useful when paired with crit-build hero types that **hit hard and keep the battle short**, thereby **keeping repair costs down**
- He also makes a natural questing partner for heroes with high critical damage bonus but limited natural critical chance bonuses

Max-rank innate:

Total Mayhem (*lasts 3 rounds*)

- +50% critical hit chance
- -100% break chance

Recommended use-cases:

- Most effective paired with crit-based heroes, even those with low natural critical hit chance
- Keeping repair costs down during shorter battles

Polonia



General info:

- While other champs are *generally* only adding meaningful value under specific circumstances, Polonia is **arguably the most valuable champion** on a roster as she's all about the booty - ie, she **increases loot obtained from any quest**
- She also increases a party's defense and evasion, which is notable because the amount of extra loot she brings back **depends in part on the length of a battle**
- Her ability can be maximized by a) **increasing the rate of questing** using heroes with rest-reduction skills and stamina drinks / gems to keep her awake 24/7 and/or b) by **increasing the amount of loot** she steals by pairing her with tricksters (see [here](#) for a closer look at how to optimize her ability)

Max-rank innate:

Captain's Share

- 50% chance to steal "super valuable" items
- +25% defense
- +10% evasion

Recommended use-cases:

- Pair with low-damage, high-survivability heroes to increase loot from quests all day, every day

Donovan



General info:

- Donovan provides amongst the most **significant boosts** to a party in a way that can be **tailored according to hero type** (he boosts attack when paired with spellcasters, HP with fighters, and evasion & critical hit chances with rogues)
- This is useful for completing **more challenging quest areas** or difficulties than a party could otherwise do on their own
- Given the dynamic nature of his ability, a range of different **unique party compositions** can be paired with Donovan to maximize this benefit, for example to adapt to and overcome class-specific debuffs applied by Tower mini-bosses
- Note that Donovan is considered as a spellcaster and always provides the +14% attack bonus to a party

Max-rank innate:

Philosopher's Stone

- +14% attack per blue hero
- +10% HP per red hero
- +7% critical hit chance and evasion per green hero

Recommended use-cases:

- Defeating more difficult quest areas and bosses
- Tailored buffing of unique party compositions

Hemma



General info:

- Hemma is unique amongst the champions in that she is the only one to **de-buff a party** (draining HP over time) **as well as boost it** (increases starting HP and attack over time)
- In many cases she can actually **lower the chances of success** for a party (unlike the other champs that are pure buffs to your heroes)
- She should particularly be **avoided for longer battles** as the constant HP drain can be a major issue
- She can most safely be used to **solo low-tier dungeon bosses**
- If deciding to risk parties of heroes, she is most effective when added to **full teams that would have won the quest easily** - the upside is that she'll end the battle sooner
- **Note:** As of 9.0, Hemma's innate changed so that her ATK does not scale with the heroes' HP; while this nerfed using her with high HP "battery" heroes it made her slightly less lethal to others

Max-rank innate:

Consume Essence

- *Each turn:* -7% HP from each hero, +8 HP to herself, +12% per hero to her attack
- +25% HP

Recommended use-cases:

- Handle with care; avoid using for long battles
- Low-tier dungeon boss duty
- Add to **overkill** teams to reduce rounds and breaks

Familiar Selection

Champion	Recommended Familiars	Rationale
Argon	Tyrant / Mermaid	<ul style="list-style-type: none"> Optimal familiar choice is going to be highly situational, based on the rank/level of champion, quest area in question, and the kind of heroes partied with them; use the quest simulator to really assess your situation
Lilu	Tyrant / Mermaid	
Sia	Cyclops / Tyrant / Mermaid	<ul style="list-style-type: none"> Champion survivability has been prioritized for these recommendations If a champion is struggling in terms of their survivability with regular questing, go for the extra DEF & HP from Tyrant (for any champ) or for buffs to evasion & HP with Cyclops (for champs with natural evasion)
Yami	Cyclops / Tyrant / Mermaid	
Rudo	Tyrant / Mermaid	<ul style="list-style-type: none"> If survivability is not a major concern, then Mermaid presents a good middle ground by providing both DEF and ATK As no champion provides high crit damage, there would be diminishing returns from Harpy despite the higher ATK vs Mermaid
Polonia	Cyclops / Tyrant	
Donovan	Tyrant / Mermaid	<ul style="list-style-type: none"> As adding ATK to Polonia is unlikely to be beneficial it makes sense to focus exclusively on boosting survival in her case Unless the familiar has a particular affinity, opulent enchants will provide the biggest stat increase; as familiars don't break repair/replace costs are nil Spirit selection for familiars can follow a similar logic: mammoth or lizards when focusing on survivability alone, bear when taking a middle road
Hemma	Tyrant / Mermaid	

Appendix: Departed Special Champions

Special Champion Roles

Avatar: The Last Airbender Crossover (Nov 2-29, 2021)



Aang, Avatar

General info:

- Aang provides heroes with a healthy **boost to both attack and defense**, surpassing even Argon at max rank
- He can help complete **more challenging quest areas or difficulties** and could be particularly helpful during the Nov ToT and LCOG events
- A spellcaster in terms of threat rating, Aang will benefit from the company of a tank hero (ideally one that can equip an icepick in case he traps himself in an iceberg again)
- Master of all elements, the avatar **collects elemental enchantments** while questing, with greater numbers and higher values in higher tier & difficulty areas

Max-rank innate:

Avatar's Wrath

- +50% attack
- +50% defense
- Gains "lots" of elements from quests

Recommended use-cases:

- Defeating more difficult quest areas and bosses
- Collecting elements to increase the value of items sold in shop

Special Champion Roles

Avatar: The Last Airbender Crossover (Nov 2-29, 2021)



Sokka, Water Tribe Warrior

General info:

- The meat and sarcasm guy provides heroes with a decent **boost to attack and HP** that can be an especially nice complement to non-evasion damage-dealers
- A fighter in terms of threat rating, Sokka can serve as a party tank; just support him with enough firepower as he'll be squishier than the likes of Argon and Rudo for a while to start
- The **boost to XP gained** makes him a great partner for **levelling heroes**
- While not quite matching her productivity, Sokka can also be used as a '**secondary Sia**' in terms of component collection and will be almost as useful as her in collecting gold bars in the Nov LCOG

Max-rank innate:

The Perfect Plan

- +30% attack and HP
- +75% components/quest
- +100% XP earned

Recommended use-cases:

- Tanking for high-damage blues & reds
- Rapid hero levelling
- Component collection