

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. They can also be equipped with **familiars** to provide a little more customizability and increase their relative contribution
- 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**, particularly for events
- Despite being nerfed in the latest dungeon (Cinderlake Volcano) **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 queisting rotations**, being partied up with other heroes or sent solo to farm **bosses of low-tier quest areas**
- As of 9.4, however, they now also have a **specific element** that can be used to take down elemental barriers for some of the game's toughest bosses

Argon



General info:

- Element: Light ☀️
- 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:

- Element: Water💧
- 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:

- Element: Air 
- 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:

- Element: Dark 🌑
- 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:

- Element: Fire🔥
- 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:

- Element: Water💧
- 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 quest loot**
- 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)
- As of **T12 and Cinderlake Volcano**, Polonia has been significantly nerfed; not only does T11/T12 gear not show up in the steal slot, community-gathered data has shown her to **block those valuable drops** from appearing in **any** slot. The impact in Epsilon Tower and the new LCOG levels is TBD

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
- Stick to Peak and Temple; not worth running Volcano

Donovan



General info:

- Element: Fire🔥
- 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:

- Element: Dark 🌙
- 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)
- When Hemma's innate changed in the 9.0 update (so that her ATK no longer scales with the heroes' HP) she became slightly less lethal; however, using high HP "battery" heroes with her also became less useful
- In general, she should particularly be **avoided for longer battles** as the constant HP drain can be a major issue
- 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

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

Ashley



General info:

- Element: Earth 🌿
- Once levelled sufficiently, Ashley provides a decent **boost** to the attack and defense to any party, which is useful for completing **more challenging quests** or difficulties than a party could otherwise do on their own
- This is particularly helpful for **bosses**, where her bonuses are doubled and surpass even Argon's buff
- In addition to the improved attack and defense, Ashley also **reduces questing time**; while this effect is less than Yami's, it can still be useful for increasing the overall rate of questing

Max-rank innate:










Bushido Force

- +25% bonus attack and defense
- +20% faster quest time
- Bonuses are doubled against bosses

Recommended use-cases:

- Defeating difficult quest areas, especially bosses
- Decreasing time required to complete quests/events

Familiar Selection

Champion	Familiar to Boost Barrier Damage	Recommended in General	Recommended Familiar Spirits	Comments and Rationale
Argon 	n/a	Crushtacean	Mammoth / Walrus / Lizard	<p>General</p> <ul style="list-style-type: none"> Champion survivability is prioritized for these recommendations, to maximize the number of quests a champ can run per day (less time resting) At earlier levels, optimal familiar choice is situational and the quest simulator will help you assess your own set up; Tyrant and the Opulent Golem are consistently good. However, once your champs can equip t12, the combined strength of the DEF and HP boosts from crustacean is hard to beat. <p>Enchants</p> <ul style="list-style-type: none"> If depending on barrier breaking from your champ, consider matching familiar affinity enchantments with the champion's natural element <p>Spirits</p> <ul style="list-style-type: none"> For spirits, consider your goal for each champ If focusing on survivability alone, mammoth, walrus or lizards can work but are situational <ul style="list-style-type: none"> Mammoth adds threat to draw aggro Walrus buffs HP in a way that scales based on starting HP Lizard buffs HP in a way that is rewarding over longer battles If focusing on attack and survival, bear is a good all-around choice
Lilu 	Mermaid > Toadwitch > Yeti		Bear	
Sia 	Harpy		Bear / Lizard	
Yami 	Tyrant		Bear / Lizard	
Rudo 	Crushtacean		Mammoth / Walrus / Lizard	
Polonia 	Mermaid > Toadwitch > Yeti		Walrus / Lizard	
Donovan 	Crushtacean		Bear	
Hemma 	Tyrant		Bear	
Ashley 	n/a		Mammoth / Walrus / Lizard	

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