

# 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 and being able to **break barriers** corresponding to their own natural element
- 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**

# 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 
- With her steal-based innate, Polonia is easily the most valuable champion on a roster **until** a player is primarily selling T11/12 items
- She 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**, making party survivability and limiting potency key
- 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's steals have been significantly nerfed; realistically, they should no longer be described as "super valuable items" as they're capped at T10
- While her **value in a late-game roster is diminished** when only stealing T10s, she does still buff the tier of items dropping in non-steal slots, so at that point she can be used with nearly equal impact with or without tricksters (ie, the only difference being the number of discount fodder [T10] items she brings back)

## 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
- Temple and Peak easy are both sufficient for stealing T10 items; venture to harder quests (if your team can manage it) in the hopes of landing some T11/12 in the non-steal slots as well

# 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 to her teammates; 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 the lives of one's heroes, she is most effective when added to **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

# Champion Familiar Selection

Champion	Familiar to Boost Barrier Damage (ie, if not using T12 elements for heroes)	Recommended in General (Especially if using T12 elements for heroes)	Recommended Familiar Spirits	Comments and Rationale
<b>Argon</b> 	n/a	Crushtacean	T12: Tarrasque/Phoenix Pre-T12: Mammoth/Walrus/Lizard	<p><b>General</b> (<i>Easy button = Crushtacean</i>)</p> <ul style="list-style-type: none"> <li><b>Champion survivability</b> is prioritized for these recommendations, to maximize the number of quests a champ can run per day (less time spent resting)</li> <li>At earlier levels, optimal familiar choice is <b>situational</b> and the <a href="#">quest simulator</a> 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 <b>crushtacean</b> are too hard to beat</li> </ul> <p><b>Enchants</b> (<i>Easy button = Inferno</i>)</p> <ul style="list-style-type: none"> <li>With the introduction of <b>T12 enchants</b> in update 9.5, the <b>increased elemental scores</b> mean <b>barriers are significantly easier to break</b>; if using T12 enchants on heroes, the additional barrier break potential from champs may be outweighed further by the benefit of just running crushtacean on everyone</li> <li>Nonetheless, if you're depending on <b>barrier breaking</b> from your champ, consider matching <b>familiar affinity enchantments</b> with the champion's natural element</li> <li>If running crushtacean for the sheer added survivability, maximize that value with the highest tier/quality fire element you can (remember they don't break!)</li> </ul> <p><b>Spirits</b> (<i>Easy button = Tarrasque</i>)</p> <ul style="list-style-type: none"> <li>For <b>spirits</b>, consider your goal for each champ <ul style="list-style-type: none"> <li>As no T12 spirits add threat, <b>Mammoth</b> remains the best way to draw agro</li> <li><b>Phoenix</b> buffs base HP and adds HP regen that is rewarding with evasion and/or over long battles</li> <li><b>Tarrasque</b> adds a great boost to DEF, which is sorely needed in later dungeons</li> <li><b>Kraken</b> adds ATK for champs with high DPS potential (but consider their relative contribution to the heroes they quest with - survivability may help them more)</li> <li>Pre-T12, <b>Walrus</b> and <b>Lizard</b> provide good survivability (base HP, or regen, respectively) while <b>Bear</b> delivers an all-around blend of HP and attack (a combination that does not exist with T12)</li> <li>Champs have such low crit damage potential that survivability should add greater value than Carbundle or Chimera</li> </ul> </li> </ul>
<b>Lilu</b> 	Mermaid > Toadwitch > Yeti		T12: Kraken/Tarrasque/Phoenix Pre-T12: Bear	
<b>Sia</b> 	Harpy		T12: Tarrasque/Phoenix Pre-T12: Bear/Lizard	
<b>Yami</b> 	Tyrant		T12: Tarrasque/Phoenix Pre-T12: Bear/Lizard	
<b>Rudo</b> 	Crushtacean		T12: Tarrasque/Phoenix Pre-T12: Mammoth/Walrus/Lizard	
<b>Polonia</b> 	Mermaid > Toadwitch > Yeti		T12: Tarrasque/Phoenix Pre-T12: Walrus/Lizard	
<b>Donovan</b> 	Crushtacean		T12: Kraken/Tarrasque/Phoenix Pre-T12: Bear	
<b>Hemma</b> 	Tyrant		T12: Kraken/Tarrasque/Phoenix Pre-T12: Bear	
<b>Ashley</b> 	Mushgoon		T12: Tarrasque/Phoenix Pre-T12: Mammoth/Walrus/Lizard	

## Appendix: Temporary Guest Champions

*\*These champs are not a permanent part of your roster, though it's possible they will return; when available, you can see how long they will be around on their champ profile screen*

# Reinhold

*The King is Here (Jul 26-30, 2022)*



## Reinhold, The King

### General info:

- Element: Gold 🌞
- Well, the day has come. The King is strapping on his hero boots and is ready to hit the dungeons.
- Reinhold was introduced as a *champion* for the 10.2 Update with an **accelerated track to hire and rank-up**
- It's important to remember that Reinhold lives a comfortable life and is generally used to relying on other champions for protection; thus, as a member of your party, he is particularly *squishy* and provides little to nothing by way of pure stats
- However, he does have some value through boosting attack, defense, and HP up to 30% each.
- Most importantly, he has a Polonia/Tamas-like skill of collecting extra items from quests. In his case, Reinhold **brings home an extra slot of unusual loot (eg, paid and op/lux BPs)** from each quest (notably not capped at T10), which scaled in tier with the dungeon and in number with his skill rank (but not the length of fight like Polonia's skill)
- The King benefits from the company of a tank hero and a DPS unit or two (as he offers little himself)

### Max-rank innate:

#### Wealth of the World

- +30% attack
- +30% defense
- +30% HP
- Finds "lots" of "unusual" items from quests, IF he survives

### Recommended use-cases:

- Defeating more difficult quest areas and bosses
- Collecting valuable loot
- Remember he needs both tank and DPS support

# Tamas

*April Fools' (Apr 1-4, 2022)*



## Tamas, Leather Guy

### General info:

- Element: Earth 
- This is no joke, dude. Our favourite herb-loving NPC is a part-time champion now!
- Tamas was introduced as a *champion* for the 2022 April Fools' Day weekend with an especially **accelerated track to hire and rank-up**
- His appearance coincided with the first appearance of the **Epsilon Tower** in ToT and was a welcome boon to rosters that were not quite capable of meeting the new challenge
- Boosting a **random amount of up to +200% per attack for the party** proved to be exceptionally powerful and, once levelled and ranked, he provided his own decent attack to a party as well
- Making Tamas even more of an awesome dude, he also **brings home an extra slot of leather-based loot** from each quest (similar to a Polonia steal slot, but not capped at T10!), which scaled in tier with the dungeon and in number with his skill rank (but not the length of fight like Polonia's skill)
- A spellcaster in terms of threat rating, Tamas benefits from the company of a tank hero and serves as a true DPS unit
- Come back soon, dude!

### Max-rank innate:

#### Ultimate Leatherworker

- Up to +200% attack (random)
- Gains "lots" of leather items from quests

### Recommended use-cases:

- Defeating more difficult quest areas and bosses (introduced for the first Epsilon Tower)
- Collecting valuable leather-based loot

# Aang

*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

# Sokka

*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