











## Dragon Champions Tier List (17 October 2019; ver 1.0.5)

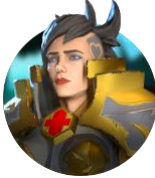





### Tier 1 – Top 5 Clans Champions & Top 5 Order Champions







Tier	Tags	Character	Comments	Farm / Source
1	Clans Orc Tactic Warrior Traveler	 <b>Hardorc</b>	Best support in game. De-Buff – Bleed or Ability Block Buff – Cheat Death, Regen, +Damage Cleanse ally Debuffs	<u>Shop</u> : Stars
1	Clans Pride Tactic Warrior	 <b>Hera</b>	High damage. Gives self dodge and allies invisibility. <u>Leadership</u> : Pride allies gain dodge and extra buff at round start based on class (tanks: taunt; healer/tacticians: invis; Warrior +damage)	<u>Mission</u> : O 4-12 C 4-6 D 2-6 <u>Shop</u> : Guild
1	Clans Demon Damager Ranger Headhunter	 <b>Kaira</b>	Can cause ability block or daze. Invis to non tanks, counterattack to tanks, turn meter to all allies. Bonus buffs to Venomate.	<u>Mission</u> : O 8-3 C 8-9 D 4-12 <u>Shop</u> : Guild
1	Order Panda Tank	 <b>Kin Li</b>	Taunter with passive self-heal every turn. Needs Patriarch Qi to be leader (or not Tier 1). <u>Leadership</u> : Pandas gain bonus max health and self-heal on critical hits.	<u>Mission</u> : O 4-3 C 4-12 <u>Shop</u> : Guild
1	Order Elf Damager Mage Traveler	 <b>Nightiel</b>	High damage. Ability block. All ally damage increase. Passively removes debuffs from self and Solius & removes buff from enemy. <u>Leadership</u> : elves gain accuracy and self heal on critical hits and fatal blows.	<u>Mission</u> : C 8-12 D 4-3 <u>Shop</u> : Market (dracoins)
1	Order Panda Healer	 <b>Patriarch Qi</b>	Applies shields and minor heals. <u>Leadership</u> : Ally heals also apply shields & Attacks from Order allies restore shields. Tier 1 if in leader OR if paired with Kin Li. Else Tier 2.	<u>Mission</u> : O 7-3 D 3-3 <u>Shop</u> : Market (dracoins)

<b>1</b>	Clans Pride Healer	 <b>Renara</b>	Only resurrect. Whole-team heal. Tons of Regen.	??
<b>1</b>	Clans Pride Tank	 <b>Salvador</b>	Best pure tank. Low damage. Slow. Self shield on basic.	<u>Mission:</u> O 5-3 C 3-9 <u>Shop:</u> Arena
<b>1</b>	Order Elf Tactic Rogue Headhunter	 <b>Thalanne</b>	Inflicts daze, heal block, buff immunity. Bonus turn meter when debuffing. <u>Leadership:</u> Elves gain crit chance and turn meter on critical hits.	??
<b>1</b>	Order Demon Healer Traveler	 <b>Xantara</b>	Healing (team or self) every single turn. Reduces cooldown on self and one ally every turn.	<u>Mission:</u> C 7-3 D 3-9 <u>Shop:</u> Market (dracoins)





## Tier 2 – Still great Champions, just not the best







Tier	Tags	Character	Comments	Farm / Source
<b>2</b>	Order Panda Damager Mage Gladiator	 <b>Ember</b>	High chance to burn. Bonus damage to burning. Stuns. Passive self-heal for each burning enemy.	??
<b>2</b>	Order Human Damager Mage Dragonslayer	 <b>Freezard</b>	Mediocre damage. Good additional utility. Passive Cheat Death. Passive Buff: Snorry	<u>Mission:</u> O 8-6 C 7-12 <u>Shop:</u> Market (dracoins)
<b>2</b>	Clans Goblin Tactic Rogue Traveller	 <b>General Murdock</b>	Mediocre damage, but great utility. Bonus damage vs Order; extra bonus vs elves. Tier 3 if not in leader slot. <u>Leadership:</u> Goblins gain assist and turn meter on critical hits	??

2	Clans Orc Damager Mage	 <b>Korkhrim</b>	Borderline Tier 1 at max gear. Very debuff reliant but high natural potency (bonus potency on orc team).	<u>Mission:</u> O 4-6 C 5-3 D 1-6 <u>Shop:</u> Tower, Market (dracoins)  Complete all daily quests.
2	Order Human Tank	 <b>Little Batty</b>	Can remove enemy buffs. Can reduce enemy turn meter. Passive Cheat Death.	<u>Event:</u> <i>Practice Time</i> (common) <i>Battle Time</i> (common) <i>Investment Time</i> (common)
2	Order Demon Tank Gladiator	 <b>Megawheel</b>	Tank with reasonable damage. Bonus damage on demon team.	<u>Mission:</u> O 8-9 C 8-3 D 3-12 <u>Shop:</u> Market (dracoins)
2	Clans Orc Damager Mage Dragonslayer	 <b>Mor'Doom</b>	Summons. High damage, significant debuffs, remove enemy buffs. Bonus tenacity and potency on Demon team.	??
2	Clans Orc Damager Ranger Traveler	 <b>Rantha</b>	Beginner Character. Tier 2 only because her single target damage increases as enemy count goes down else tier 3. <u>Leadership:</u> Bonus damage to Clans; Life Steal to Orcs; Crit damage to Goblins; Tenacity to Pride	<u>Mission:</u> O 3-3 C 1-12 <u>Shop:</u> Guild, Market (dracoins)  Early game Achievement rewards
2	Clans Pride Damager Warrior Gladiator	 <b>Revol</b>	Very high damage, applies bleed. Bonus damage for bleeding enemies. <u>Leadership:</u> Pride allies gain bonus max health.	<u>Mission:</u> C 7-6 D 3-6 <u>Shop:</u> Market (dracoins)
2	Order Panda Tactic Rogue	 <b>Rin the Unseen</b>	AoE & Counter Attack. Bonus damage on panda team.	??


2	Clans Demon Damager Mage Dragonslayer	 <b>Shadar</b>	High damage. Restores turn meter to all allies. Damage increase on demon team. <u>Leadership</u> : demons gain life steal and when debuffing enemies also apply slow.	??
2	Order Human Tactic Warrior Dragonslayer	 <b>Snorry</b>	AoE Bleed. Self crit & speed buff. Bonus magic armor & tenacity when not in Berserk – applies to Freezard also.	<u>Mission</u> : O 5-12 C 5-6 <u>Shop</u> : Tower
2	Order Human Healer	 <b>Solius</b>	Best paired with Nightiel. Heals and Buffs allies <u>Leadership</u> : Bonus damage to Order, counterattack to humans, crit chance to elves, potency to pandas	??
2	Clans Orc Tank Dragonslayer	 <b>Tromgar</b>	Counterattack with taunt. Stance change causes taunt (even when going to offensive). Cleanse own debuffs. <u>Leadership</u> : Tenacity & Potency to orcs; allied orcs heal when an orc debuffs enemy	<u>Mission</u> : C 7-9 D 4-6 <u>Shop</u> : Market (dracoins)
2	Clans Demon Tactic Rogue Headhunter	 <b>Venomate</b>	Needs Kaira as ally. Poisons. Buffs allies. Bonus damage vs poisoned enemies (Kaira receives same bonus).	<u>Mission</u> : O 7-12 D 2-12 <u>Shop</u> : Tower
2	Order Elf Damager Ranger Headhunter	 <b>Wonder Lula</b>	Invisibility to self and allied non-tanks. Bonus damage vs demon team.	??






### Tier 3 – OK to put resources in while finding better Champions

Tier	Tags	Character	Comments	Farm / Source
3	Order Elf Healer	 <b>Alyria</b>	Beginner character. Okay whole-team heal. Bonus Magic Damage/Heal on elf team.	<u>Mission:</u> O 2-3 C 2-9 <u>Shop:</u> Guild, Market (dracoins)
3	Order Human Tank Dragonslayer	 <b>Darian</b>	Beginner character. Generic taunter. <u>Leadership:</u> Bonus Armor	<u>Mission:</u> O 1-6 C 2-12 <u>Shop:</u> Guild
3	Order Human Damager Warrior Gladiator	 <b>Eric Shieldbreaker</b>	Decent damage, minor utility. Bonus damage on human team.	<u>Mission:</u> O 4-9 C 5-9 D 1-3 <u>Shop:</u> Guild
3	Order Panda Damager Ranger Traveler	 <b>Fao</b>	Beginner Character. Needs crit chance from runes to be effective. Bonus damage on Panda team.	<u>Mission:</u> O 2-6 C 3-3 <u>Shop:</u> Tower
3	Clans Goblin Damager Ranger	 <b>Major Shott</b>	OK damage, strong utility (Blind and Heal Block on all enemies). <u>Leadership:</u> Goblins gain bonus damage vs team with Order Champions & Goblins increase enemy cooldowns on crits.	<u>Mission:</u> O 7-6 C 5-12 <u>Shop:</u> Market (dracoins)
3	Order Panda Damager Warrior Gladiator	 <b>Master Duo</b>	Beginner Character. Okay damage. High survivability. Near useless passive (only when last living ally).	<u>Mission:</u> O 2-9 C 2-3 <u>Shop:</u> Arena
3	Clans Orc Healer Gladiator	 <b>Mortha</b>	Beginner character. No whole-team heal. Bonus magic damage/heal on orc team. Currently only farmable Clans Healer.	<u>Mission:</u> O 3-12 C 1-6 <u>Shop:</u> Market (dracoins), Tower 1 <sup>st</sup> Wins in Act 1&2 Clans Campaign



3	Clans Goblin Damager Warrior	 <b>Old Loor</b>	Must waste turn on self buff. Slow. Bonus damage vs dazed enemies. Bonus damage vs elf team.	<u>Mission:</u> C 3-6 D 2-3 <u>Shop:</u> Guild, Market (dracoins)
3	Clans Demon Damager Warrior Traveler	 <b>Puncherface</b>	Fast. Mediocre damage. Gives all enemies taunt.	<u>Mission:</u> O 6-12 D 1-12 <u>Shop:</u> Tower
3	Order Elf Healer	 <b>Senjiel</b>	Basic causes burning. Can extend regen effects. Tier 2 on team with lots of regen. Bonus magic damage/heal for each regen stack on allies.	<u>Mission:</u> O 7-9 C 6-6 D 1-9 <u>Shop:</u> Arena
3	Clans Goblin Damager Ranger Dragonslayer	 <b>Sergeant Pigwald</b>	Low Damage without spending every 3rd turn buffing. Bonus damage to low health enemy. Bonus damage on goblin team	<u>Mission:</u> O 5-6 C 4-9 <u>Shop:</u> Market (dracoins)
3	Order Panda Damager Warrior	 <b>Shao Lin</b>	Best vs single target. Bonus accuracy on panda team	<u>Mission:</u> O 6-3 C 6-9 <u>Shop:</u> Market (dracoins)
3	Clans Goblin Healer	 <b>Thanessa</b>	One healing ability. Calls multiple assists. Poisons. Bonus magic damage/healing on Goblin team (Amara gains same bonus).	??



#### Tier 4 – Try to avoid, only use if no other options available

Tier	Tags	Character	Comments	Farm / Source
4	Clans Goblin Damager Mage Headhunter	 <b>Amara</b>	Low damage. Burns Bonus damage vs burning/poisoned. Bonus turn meter for burning/poisoned enemies (Thanessa gains same bonus).	<u>Mission:</u> O 8-12 C 8-6 D 4-9 <u>Shop:</u> Market (dracoins)

4	Clans Pride Damager Ranger Gladiator	 <b>Borey</b>	High damage; requires Kaggie to get full potential. Gives self and Kaggie buffs. Bonus damage on pride team.	??
4	Order Demon Tactic Rogue	 <b>Buff</b>	Random buffs/debuffs to allies/enemies. RNG reliant. <u>Leadership</u> : Demons gain speed, tenacity, and chance to decrease target turn meter	??
4	Clans Pride Damager Mage Dragonslayer	 <b>Kaggie</b>	Beginner Character. Low damage. Passive Buff: Borey (and self if Borey is ally)	<u>Mission</u> : O 3-9 C 1-3 <u>Shop</u> : Arena <u>Event</u> : <i>Rise of Kaggie</i> (legendary, personal – 25x possible)
4	Order Elf Tank	 <b>Kelrian</b>	Best vs magic damage or against debuffs. Bonus magic armor on elf team	<u>Mission</u> : O 5-9 C 4-3 <u>Shop</u> : Market (dracoins)
4	Clans Orc Damager Warrior Gladiator	 <b>Maar</b>	Requires extremely high crit chance; self-buff skips damage turn. Bonus damage at lower health	<u>Mission</u> : O 6-6 C 6-12 <u>Shop</u> : Arena

### Tier 1 – Trash, don't waste your resources

Tier	Tags	Character	Comments	Farm / Source
5	Clans Goblin Tank Headhunter	 <b>ATOM</b>	Beginner Character. Unreliable taunt. Terrible damage even for a tank.	<u>Mission</u> : O 3-6 C 1-9 <u>Shop</u> : Tower, Market (dracoins) <u>Event</u> : <i>Creating ATOM</i> (legendary, personal – 50x possible)
5	Order Human Damager Ranger Traveler	 <b>Robin Bad</b>	Low damage and insignificant abilities. RNG dependent. Bonus chance to counterattack on human team.	<u>Mission</u> : C 3-12 D 2-9 <u>Shop</u> : Tower, Market (dracoins)

<p><b>5</b></p>	<p>Order Elf Damager Warrior Headhunter</p>	 <p><b>Sharp</b></p>	<p>Beginner Character. Low damage.</p>	<p><u>Mission:</u> O 1-9 C 2-6 <u>Shop:</u> Arena</p>
<p><b>5</b></p>	<p>Clans Pride Tactic Rogue Headhunter</p>	 <p><b>Vorian the Trickster</b></p>	<p>Reasonable damage. Reliant on inflicting and removing poison.</p>	<p><u>Mission:</u> O 6-9 C 6-3 <u>Shop:</u> Arena</p>











## Resource Spending Recommendations

### Dracoins:

Energy Refreshes – at a minimum do 3x 50 Dracoin purchases of 120 energy & 20 autobattle tickets  
If willing to spend a little (e.g. Monthly subscription) do the 3x 100 Dracoin purchases as well.  
\*Do not buy hero stones from the market.\*







### Guild Shop (Unity Emeralds): [available after lvl 20]

 **Kaira** /  **Kin Li** /  **Hera**  
 **Rantha**  
 **Alyria** /  **Darian** /  **Eric Shieldbreaker** /  **Old Loor**









### Arena Shop (Gladiator Rubies): [available after lvl 25]

 **Salvador** – tier 1 hero

\*Don't spend rubies on any others unless you have a specific reason to do so or Salvador is 7-star\*  
\*Consider continuing to purchase Salvador after 7-star to get Star Shop currency for Hardorc\*

 **Master Duo** /  **Senjiel**  
 **Kaggie** /  **Maar**  
 **Sharp** /  **Vorian the Trickster** (just don't)

### Tower Shop (Mystery Sapphires): [available after lvl 35]

 **Korkhrim** /  **Mortha** (only farmable Clan Healer currently)  
 **Venomate** /  **Snorry**  
 **Fao** /  **Puncherface**  
 **ATOM** /  **Robin Bad** (just don't)

### Stars Shop (Star Stones): [available after any champion is 7-star]

 **Hardorc** – tier 1 and only champion solely available in Stars Shop