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Idle champions best dps formation

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The more champions placed in an appropriate slot, the more buff you can get. Compounded with "Feast or Famine" upgrade (extra buff from tagged slots adjacent to Shaka, regardless of being filled correctly or not) and a choice whether to add tagged slots or reroll the random slots, he requires to fiddle with your formation every mission reset to get the most optimal buff, if not the maximum, and not rely on saved formations. Demonic Spiders: Certain Variants have enemies that have hit-based HP or can instantly kill units, or sometimes both. Armored enemies. These not only require a number of individual hits to go down, said hits will only register if they deal over a certain amount of damage threshold. This means that you cannot rely on your buffers to grind them down at higher levels, as only your DPS will be able to do so, turning a slow-attacking but powerful DPS into a liability. The variant Durable Deep is especially bad with this where every enemy in the level has armored hit-based HP. The Specters in The Haunted Jungle variant. Not only do they need to take a good number of individual hits before going down, they'll also One-Hit Kill your entire front-most row should it reach your party before disappearing, and more than one can appear at a time. The Liar's Night event "Pirate's Night" has the drunken sailor who appears in every non-boss area with one of four abilities. Three of them aren't that bad, but the fourth is a cannon similar to the Pirate Captain's (takes certain amount of individual hits, One-Hit Kill on whoever it shoots) except that it targets a random champion instead of the front-most one, making it even more frustrating if it takes out your primary attacker. Game-Breaker: Before a much-needed nerf, Barrowin was this. Her Blessed Hammer ability stacked multiplicatively with each other and could stack up to four timesnote which means that if one stack gave a 7x buff for example, four stacks would multiply a character's damage by 7^4 = 2401x, and by using a Difficult, but Awesome swapping trick she could stack hammers and boost a Splash Damage DPS (usually Strix) to ridiculously high damage, then allow said DPS to nuke the enemies. Most of the community agrees that any champion that reliably speeds up runs (Deekin, Shandie, Sentry, Briv, Melf) is considered this, as having shorter early game runs allows one to farm for favor far more efficiently. Goddamned Bats: Ranged enemies will usually be able to get a shot off in many cases before going down. Those who can target champions behind the front lines such as the skull-throwing flying monkeys in "Flying Monkey Skulls of Doom" are even more irritating. Reviving Enemies such as all undead in "March of the Undead" and "The Relentless Undead" variants and all Modrons in "The Neverending March" variant. If killed, they stay stunned for a short while before they get back up at full health and resume their attack. The only good news is that a revived mook counts towards level completion/has a second chance to drop level completion items. The Nightmare Fuel flaming scarecrows in the "Nightmare Fuel" Liar's Night variant. They appear in every non-boss level, move fast, have segmented health each but don't hurt too much, and what makes them irritating is that one more is added after each encounter with the Masked Man, and you have to fight him around four times per 50 levels while making it to level 125. Thus, you get huge hordes of segmented-health enemies doing chip damage to your tanks in front. Zombie Avren in the "The Clone War" Liar's Night variant. He has segmented hit-based health and once that goes down he revives after a few seconds, and his attack hits at range and can attack any party member. When it hits them, it doesn't hurt too much, but it does increase their attack delay, prolonging the levels further. He also appears in every stage that isn't a boss stage. Doppelganger Vlahnya in the Feast of the Moon variant "Siren's Song". It appears in every non-boss area, stuns random characters while dealing low damage, has four hit-based HP and said hit-based HP can only be damaged by Vlahnya, meaning that Vlahnya has to personally hit it four times. Once it reverts back to a Doppelganger, it's easily dealt with. In the Festival of Fools variant "Persistent Foolishness", some of the Drunken Fools have a large amount of hit-based health and prevent your Champions from attacking normal enemies while they're present. They're not much of a threat, but they grind gameplay to a halt while you deal with them, especially if you don't finish one off before another spawns. Goddamned Boss: Some of the special bosses have abilities that temporarily stun your heroes, which can get extremely irritating but isn't too dangerous otherwise. Examples include the Huge Queen Spider at the end of The Silken Swamp. Nanny Pu'pu in the Grand Revel will summon a tanky Flesh Golem while she sits at the back casting long-range projectiles, and she has segmented health meaning that she needs to receive around 50 individual hits. If the golem is destroyed, she immediately re-summons it. Make sure you have characters that can target her instead of the Golem, or the fight will take a while at higher levels. The event boss of The Running is a Shielded Core Boss that requires you kill off a number of her minions before you can actually damage her. Meanwhile, she'll be mostly uninterrupted in attacking your characters. What makes this really annoying is that there's a pause in between waves of minions, which only serves to prolong the fight if you can destroy said minions with great ease. The Dual Boss of Flameskull Trenzia and her Flesh Golem in "Hopelessly Lost". Every time Trenzia attacks, she electrifies the floor which hurts all your Champions for rather low damage, but also heals the Flesh Golem by a lot. Depending on who your champs target, this can get very annoying quickly as you need Trenzia to go down first, and she has Armored Hit-based health to boot. The Golem has hit-based health meaning that even after Trenzia goes down, it will take a fair amount of hits before it goes down too. Memetic Loser: Delina, for being a low-tier scrappy. She's outclassed by Hitch, who shares her spot but also provides buffs. Even after a Balance Buff, she's still weak as a DPS champion. Arkhan and Jarlaxle used to be considered this before their Balance Buffs, being heavily outclassed by champions in their spot. The Mad Wizard adventure has the eponymous villain, since the freeplay is extremely good for gem farming runs and that you also fight him three times every 50 levelsnote Two of them are fakes. As such, the mad wizard has become sort of a punching bag in the eyes of the community. Rescued from the Scrappy Heap: Arkhan. Before a massive overhaul, he was considered one of the worst characters because Nayeli, Gromma and Evelyn could act as better tanks, and his attack damage wasn't all too good. After the overhaul, the HP mechanics for tanking changed, and Arkhan gained a new ability called Usurped Power, which allowed him to "steal" buffs affecting adjacent characters while boosting said buffs on himself. All this allowed him to become a much better attacker and tank, and he's now considered the best DPS character in certain situations thanks to Usurped Power. Zorbu was considered rather lackluster as a 12-slot event champion because he had a great ability in Hunter's Pack that didn't affect himself (even if he had the Dexterity to qualify), and his damage was only so-so. After a Balance Buff, he's no longer this as Hunter's Pack affects him, and the other Fleetswake champion in Black Viper has great DPS, extremely high Dexterity to benefit from it and an ability that lets her benefit from it even more. The Year 1 Champion Update only made him even better, replacing his Favored Enemy with a more useful Lifelong Enemies buff. Jarlaxle. His Gold Find multiplier was pathetic compared to Stoki's, Ishi's and Paultin's, and his abilities were counter-intuitive (one required no champion ahead of him, and another required champions near him). After a Balance Buff, his Master of Piracy allowed his Gold Find to shoot through the roof, his basic attack became a Kill Streak attack, and his damage became solid thanks to Master of Disguise. That One Boss: Bosses with huge amounts of Armored health such as Frost Giant Wrendor in the Festival Of Fools. Not only do they need several individual hits to go down, the attack needs to deal damage over a threshold otherwise it does nothing. This in turn combined with the enrage timer will easily cause the boss to start plowing through your tanks. Dragon bosses in general, such as the Bronze Dragon boss of the Dragondown event and the Red Dragon boss of Midsummer. These not only have segmented or even armored health, but have several attacks that either hurt a lot on groups of characters or stun. The Pirate Captain boss in "The Lost Heir of Omu" on higher levels. The Pirate Captain is a standard fare boss, but stands there invulnerable until the cannon he comes in with is destroyed. Said cannon takes 30 individual hits to be destroyed, and will One-Hit Kill the front-most champion it shoots. Should that occur because you don't have Strix's Death Ward up or a way to stun the cannon, your DPS will be brought down by a significant margin which will then make the pirate captain who attacks you after that a lot tougher. It's even worse in the "Not Very Charming" variant where you're barred from using characters with 15 or higher charisma, that means you cannot use Ishi or Birdsong whose very fast attack speed and double hit would be effective, or Strix whose Death Ward would be invaluable. The Devourer boss of Midwinter's event, mostly because every 10 seconds (8 in the "More Like the Scream Team" variant) it'll One-Hit Kill one of your champions while healing itself to full, thus greatly decreasing any damage bonuses from them or even making things unwinnable if the champ is your main attacker. Even worse, in the "Utterly Devoured" variant, any champion killed by this is gone for the rest of the adventure. The best way to deal with it is to overlevel your heroes to the point where they can One-Hit Kill it before anyone goes down, since it thankfully has regular HP unlike the cannon. The Adolescent Kraken boss of the Fleetswake event at higher levels is a brutal DPS and attack rate check. The Kraken itself doesn't attack, but it has segmented health (taking 1 damage per hit) and comes with Sea Spawn that continually enter the battle as well as respawning tentacles. Each of the tentacles are very annoying, Stunning Tentacles will stun any heroes hit, Smashing Tentacles hurt a lot, and the worst are the Vampiric Tentacles that will heal the boss for a few HP-segments should they hit. If your characters cannot kill the tentacles and minions quickly, the boss will essentially be able to heal a good bit more than you can damage it. Bailiearyl Tavebent and the Huge Spider Queen in the Brightswords event are a brutal Dual Boss. Both have segmented health, the Spider Queen who is already a Goddamned Boss by itself can stun champions with her webs, and their hordes of minions make it hard to get a hit in on either of them. The Stone Juggernaut in the Tomb of the Nine Gods requires you to have an attacker or two that deals good damage at a fast rate, since it has armored hit-based HP while it keeps advancing towards you and can't be stunned, and deals massive damage to the champ it's attacking. Acererak and the Soulmonger. Firstly, there's several targets such as Acererak, the Soulmonger, the soulmonger tentacles, and the random undead dwarves entering the screen. Acererak himself has armored hit-based HP meaning that you need a champ to hit him over a damage threshold in order to even deal a single point of damage, he needs to be hit several times from them, can stun party members, and has a lightning attack that either deals a set amount of damage or a percent of a character's Max HP, whichever is more. The Soulmonger takes 1 damage from everything and has tentacles that will respawn and hit your characters often. That One Level: The Tomb of the Nine Gods, unsurprisingly. You need to beat level 250, and several boss encounters such as the Stone Juggernaut, the three Hags with extremely damaging lightning attacks, or Acererak and the Soulmonger are difficult and/or long, requiring sufficiently leveled characters to beat. The "The Soulmonger Calls" variant is worse, where you need to beat level 275 where all characters have 50% their max HP and any character who dies is gone for the whole adventure. The "Azaka's Procession" variant is even worse, where you need to beat level 300 with your center slot being taken up by Azaka's dead body. Certain level Variants can be a massive pain, especially those that either force you with Arbitrary Mission Restrictions that prevent you from using your strongest buffers, those with Demonic Spiders, or those that force you to take unavoidable extra damage. Tier-Induced Scrappy: Barrowin was considered a high-tier scrappy for a very long while thanks to her Blessed Hammer being capable of stacking multiplicatively on another character, giving that character ridiculously high damage for their next attack. After the nerf, she dropped down to the opposite end of the spectrum, being considered one of the lower-tier characters. Delina is considered a low-tier scrappy because she shares a position slot with the much more useful Hitch, who is not only free (obtainable by signing up for the newsletter) but also provides the entire team with extremely useful buffs. As such, she's Overshadowed by Awesome thanks to him. Even after a Balance Buff, she's still considered a poor choice as DPS. Pre-rebalance Arkhan was also considered one of the two worst characters alongside Delina, being inefficient as a tank or damager. After the rebalance that gave him an ability to steal others' Status Buffs, he's now on the opposite end of the trope, being one of the best DPS units in the entire game. Rosie Beestinger is considered to be one of the worst DPS characters in the game, mainly because her damage is far lower than several other DPS characters. Several DPS champions in general fall into this. Besides the aforementioned Delina and Rosie, there are other pure-DPS champions whose damage isn't enough to justify their use — and since a party usually only needs one DPS champion, those with lower overall DPS tend to be thrown to the wayside. Almost everyone in Asharra's seat (Seat 6) except for Asharra herself, Krull, and (sometimes) Shandie counts. Asharra is a core champion (meaning you get her from the beginning) whose DPS can outclass almost every other DPS in the game with her Bond ability, Krull is a massive debuffer that can help both beating a campaign and acquiring gold and divine favor, and Shandie is a mid-end buffer with game speed increase ability (that can basically act as a free potion of speed) that is indispensable in farming the in-game currency. Every other champions in this seats can feel like B+ champions in the S+ seat, even if they are decent buffers like Reya or DPS like Krond, and almost every player will use the aforementioned three champions almost exclusively, barring any campaign or patron restriction. Switch to DesktopMobile Version TVTropes is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License. Permissions beyond the scope of this license may be available from thestaff@tvtropes.org.

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