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NAME: Apothecary FACTION: High Elves RARITY: Rare ROLE: Support AFFINITY: Magic RANK: S USABILITY: Early-Mid-Late Game TOMES: 10 (A2 A3) Summon over 800 legendary heroes from 15 factions to battle bosses like fearsome dragons and colossal demons. Explore dungeons, enjoy turn-based multiplayer action, and master tactics to free
Teleria in this epic role-playing game! Tactical battles await in this turn-based dark fantasy role-playing game, where you can summon hundreds of Champions from 15 playable factions. Fight the forces of the dark lord Siroth with your legendary band of immortal warriors. Train them for battle, craft the perfect strategy, and assemble the greatest
raiding party ever seen. Epic clashes await in online modes like the multiplayer Arena, where you can put your team of Champions against others in strategic RPG battles. Experiment with over 5 years of free content updates and a
community that grows bigger every day, join millions of players in the war to liberate Teleria from Siroth and his legions. Become a hero of legend! Enjoy deep RPG features | Collect powerful ChampionsSummon 800+ warriors from 15 factions in this tactical role-playing game. Call upon orcs, knights, elves, and more dark fantasy creatures to defeat
any threat that stands in your way. Strategic turn-based RPG gameplay Equip your Champions with amazing artifacts to aid them in battle. Rank them up to unleash devastating skills, AOE attacks, magic powers and more as you lead them in battle. Rank them up to unleash devastating skills, AOE attacks, magic powers and more as you lead them in battle. Rank them up to unleash devastating skills, AOE attacks, magic powers and more as you lead them in battle.
Vanquish challenging bosses in dangerous dungeons for loot, XP, and special Champion drops. Then, in classic turn-based RPG style, fight them again for more powerful gear! Feel the visceral 3D artworkBeautiful, fully-rendered 3D heroes offer stunning detail down to the cracks in their armor. Marvel at a vivid fantasy world with thousands of unique
skill and attack animations. Join forces with your ClanTeam up with fellow players and take on challenges like the fearsome Demon Lord with Clans! Battle other Clans in special tournaments and show them that they're out of your league. Face the multiplayer PvP ArenaGo head-to-head with other players in fierce turn-based combat to unlock special
gear. Rise through the ranks and become an Arena legend. Develop and manage your Bastion Upgrade your own personal fortress to manage your Shards and the story campaign. Clear our massive PvE Campaign map Experience epic dark fantasy done right through 12
spectacular RPG locations spread over a sprawling, fully-voiced story campaign. Heed your heroic duty and conquer the forces of Darkness. Dive into a deep fantasy worldLearn about Teleria's heroes and villains with our growing collection of Champion bios. Then, check out our animated limited series, RAID: Call of the Arbiter, on YouTube! Please
note:Items are available for purchase in this fantasy MMO role-playing game. Some paid items may not be refundable depending on the type of item.RAID Official Website: Support: raid.support@plarium.comOur RPG Community: Policy: of Use: top grossing role playingSafety starts with understanding how developers collect and share your data.
Data privacy and security practices may vary based on your use, region, and age. The developer provided this information and may update it over time. This app may share these data types with third parties and 6 others Data is encrypted in transitYou can
request that data be deletedRatings and reviews are verifiedinfo outlineRatings and reviews are verifiedinfo o
certainly has more resources to manage than other games I've played, so I've certainly made some mistakes, but overall, it's a fun use of 45 to 180 minutes per day. It would be nice if pop-up ads for pay to win items didn't show up constantly every time, though 36 people found this review helpfulDid you find this helpful? Flag inappropriateShow
review historyI would rate 5 stars. but the pop-ups to spend hundreds of dollars every single time I go to the main screen is annoying, your game has reviews is because it's on every reward app. it's not actually a good
game1 person found this review helpfulDid you find this helpfulDid you 
account progress is locked behind PvP success. This means the company can continue to add more powerful champions, new rarity levels, and different types of gear that require credit cards which will literally halt your progress unless you get lucky or get paying. Power creep and corporate greed are squeezing this game and the players for every
last penny, while Plarium sees nothing wrong. The game is in maintenance/whale farming mode4 people found this review helpfulDid you find this helpfulPid you find this helpfulPid you find this helpfulPid you find this helpfulDid you find this hel
for those who want to accelerate their progress. We're constantly striving to improve the player experience and appreciate your feedback. New in 10.46.0: FEATURES: Factions Wars Hard Mode: explore a more challenging version of this classic game mode and earn greater rewards. Tainted Crypt Keepers: face off against new, more powerful Bosses
in Factions Wars Hard Mode.- 8 new Relics added.- The initial size and the expanded maximum size of the Reserve Vault are expanded.- Champion rebalance- Other game enhancements and fixes.flagFlag as inappropriate "Forget everything you know about mobile games" is the repetitive slogan shouted across too many sponsored videos on YouTube.
It's not simply a catchy marketing gimmick, but rather a cult-like chant by developer Plarium Games, where they hope that if enough people repeat the hollowed words they could fundamentally warp reality. Because let's face it: the only way Raid: Shadow Legends could ever be mistaken for any kind of fun would be if users literally forgot everything
else about mobile gaming. Raid: Shadow Legends is a freemium turn-based RPG with a gacha system for collecting hundreds of distinct
characters. There's a single-player mode with a predictable, mediocre story, and while its artistic presentation is overall quite nice for a mobile game, the illusion of choice is littered across the screen. Campaign, Dungeons, Faction Wars,
and other options are available in Game Modes, but each of these are incredibly shallow. Although so many of the YouTube sponsors declare the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the most complex PC games, most of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of the game to be ambitious and up to par with some of
mundane, repetitive chore that is Raid: Shadow Legends. Via: bluestacks.com Most players will start the game with a "gift" of resources which come from the referral codes provided by whichever YouTube sponsor gave them this first free hit. With those resources which come from the referral codes provided by whichever YouTube sponsor gave them this first free hit. With those resources a player can boost a character up to far exceed the requirements of the first few areas,
making the first hours of gameplay feel easy since nothing is really a challenge. At all times, Raid: Shadow Legends is pestering its players to spend real money. This is not an exaggeration, it often feels as though transitioning from virtually any screen causes a prompt to appear to purchase a Level 10 Pack, A Gem Pack, a Warrior Pack, or countless
other real money purchases. At times this kicks into overdrive, and four or five prompts appear, one right after closing the one that came before. Worse still is the developer's inclusion of a countdown timer on each of these prompts that are supposed to indicate that this is a limited time offer, as if these parasites would ever reject a player's money.
Via: reddit.com (u/elliedaywalker) Now, we are not so naïve as to state that a mobile game developer should not monetize their game. Every business needs to generate revenue to justify their costs or soon the entire operation will fold. With that said, consumers have been subjected to the worst, most manipulative monetization methods in the video
game industry over the past few years, and Raid: Shadow Legends embodies the worst characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all, because these purchases directly provide a spike to the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the overall power level of your characteristics of all the your characteristics of 
weapon, because for some reason that costs in-game currency? Break out the MasterCard! Are you dissatisfied with your rank in Arena against the teams boosted by other players and their credit cards? Then spend more money, or forever stay in the lowest ranks of "competitive" play, you filthy, poor casual Ultimately, the problem is not that Raid:
Shadow Legends hounds its users for money at every moment, it is that spending money is the only way to compete with other players. Fortnite raked in nearly $2 billion in 2019, conferring no competitive advantage to any of its players, so it's clearly not an impossible task. It's easy to dump on Raid: Shadow Legends because the developer's greed is
immense and their sponsorship of YouTube content creators widespread, but they are not doing anything original with their predatory monetization model or Raid: Shadow Legends. Via: reddit.com (u/AbsentmindedAsshole) There, players are also hounded every
other screen to spend ridiculous sums of money to improve their Captain America, or better gear their Yondu, all of which confer real advantages to both the Arena game mode and cooperative end-game raids. At least in that game there is some semblance of an end game, which is more than we can say for Raid: Shadow Legends, but in essence they
both strive to rip as much money as possible away from their users. The fact is that the mobile gaming market is ballooning at a rate that few expected. 2019 saw revenues for mobile gaming dwarf the individual revenue for console and PC gaming, so there is profit to be made. Ultimately, it falls to consumers to cast a critical eye on the endless
propaganda that has invaded the internet, and now, our favorite YouTube content creators that have taken money to promote Raid: Shadow Legends, but that's not the correct course of action. Content creators have been learning the hard way over the past year that
YouTube is not their friend, and it has become increasingly difficult to be monetized on the platform. The reality is that anyone who takes sponsorship money to promote Raid: Shadow Legends is just trying to keep the lights on, and they always disclose that "This video is brough to you by...", or something to that effect. In the same way that few, if
any of your favorite podcasters actually use Hello Fresh, MeUndies, or Squarespace, odds are that none of these YouTubers are genuinely excited to play this travesty of a game. Like Dave Chappelle says, his favorite thing happens to always be whoever paid him most recently. What a coincidence. At the end of the day, there is always someone trying
to make the consumer part ways with their hard earned money, and with interned adds and sponsorship around every virtual corner, we as consumers need to squint hard and see what really lies beneath that glossy coat of paint. Raid: Shadow Legends is absolute trash in every sense of the word, but no one should be surprised after taking even a
cursory glance. NEXT: Help Fight The Coronavirus Using Only Your Gaming PC There are more than 300 heroes in RAID Shadow Legends so you will have a tough choice which ones you want to level up and use and it's impossible to do that with all of them unless you really spend a fortune on the game. I have here a tier list of all heroes that will
show you how they perform in the different game modes and a total rating that's calculated to show you how viable a hero is and if it's worth using and maxing in RAID Shadow Legends. I also update this tier list every few weeks to adapt the ratings with balance changes and also insert new heroes to keep this list as much up to date as possible.
AllClash As App See less ads, faster loading + offline mode with our lightweight web app. Conclusion I hope this long tier list of the relevant heroes you don't really need to progress in the game. A gacha mechanism in the turn-based strategic
RPG game Raid: Shadow Legends collects dozens of characters, or Champions, as they are known in the game. In its single-player version, the game offers a weak and predictable plot saved by a fantastic graphical display. A mix that is somewhat unusual for mobile games. Raid Shadow Legends by Plarium Global LTD was made available on February
26. With headquarters in Herzliva, Israel, Plarium also has offices in the United States, the United Kingdom, Russia, and Ukraine. They concentrate on creating social, web-based, and mobile entertainment, often with MMO roots. Before Raid Shadow Legends, they released games like Throne: Kingdom at War, Stormfall, Total Domination, Soldiers,
Inc., Vikings: War of Clans, Terminator Genisys: Future War, and Sparta: War of Empires. Prior to the release of Raid: Shadow Legends, titles like "Soldiers" and "Stormfall" had the most rapid growth rates and most lucrative commercial success throughout their respective years of release. However, beyond all predictions, Raid: Shadow Legends
grew to become the biggest Plarium game, achieving more than 10 million downloads a year after its release. That makes it one of the community reacted negatively when the game was released, its overall rating is steadily improving.
 The reason why the game's Metascore is constantly fluctuating is that the community has different opinions about it: Those that play the game regularly gives it a rating of 1. Because of the strong marketing for Raid Shadow Legends, some players
have begun creating sarcastic memes about the game. In fact, one of the most searched terms related to the game is "raid shadow legends meme." Raid Shadow Legends' gameplay is quite similar to those of other previous games of its type. A player is in charge of a group of four Champions, each equipped with at least two active skills. The playing
order is determined by the character's pace. The players then choose which abilities will be deployed and when to use their advantages and foes' disadvantages in an attempt to win the battle is ultimately what matters. Therefore, it is significant to
note that as the player advances through the game, a certain amount of content will eventually become playable on auto-play. This essentially means that the player will reach a point where he doesn't need to do anything to win battles if they have the appropriate squad and enough power. Four distinct ways of equipping and enhancing all Champions
are available. That is their rank, level, talents, and ability, all of which have the potential to make a difference. And that is where Raid Shadow Legends is practically identical to some of the other games. It is the combined effect of the graphics with
the game atmosphere they help to create. It's important to note that Raid Shadow Legends doesn't really add anything new to the Gacha mobile genre when discussing the ambiance. Players must gather as many champions as possible and employ them in various game modes to receive multiple rewards, which helps enhance the collected roster.
When it comes to the Champions, most are only available through summoning, and summon chances are comparable to those in other games. This means that players depend on luck and cannot plan their growth. While some Champions can be acquired through events, Fusion, or daily logins, the final strength of your squad will ultimately depend on
RNG, which can be highly upsetting. It is crucial to note that there can be an infinite number of summons if you are prepared to spend enough money, which indicates that this is a pay-to-win game, plain and simple. Of course, more summons means more possibilities for receiving coveted Champions. Raid Shadow Legends has incredible graphics. In
this game, all models look like Tolkien-based artwork, in contrast to the majority of popular Gachas, where all models are Anima-based. In Raid Shadow Legends, a knight is a knight in the truest sense of that word. The same holds true for every other race or class. Models may be seen from all sides, and they are so exquisite that you will simply stand
and gaze at some Champions, admiring their appearance without moving. Furthermore, all characters have their unique actions animated in battles, which looks fantastic. And if this doesn't trigger you, wait until you see how incredibly terrifying bosses are when using their appearance without moving. Furthermore, all characters have their unique actions animated in battles, which looks fantastic. And if this doesn't trigger you, wait until you see how incredibly terrifying bosses are when using their appearance without moving.
compatible with any respectable mobile device. The minimum requirements on mobile devices are: OS: Android 5.1 Processor: Apple A9(64-bit) RAM: 2 GB Overall, do not expect the game to use more than 100 MB of the device's memory during normal gameplay
(combat modes are slightly more demanding, though). The entire game of Raid Shadow Legends is a pay-to-win affair. Although This should not imply that it cannot be played for free, but free-to-play players must participate for at least a year to assemble a good team. Even then, they will be far behind those purchasing Offers and Packs. And the cost
of those things is absurdly high. For the record, free-to-play players only occasionally receive certain items, such as Sacred Shards, when they meet challenging prerequisites and after months of continuous logging in. Overall, Raid Shadow Legends is a very pricey game unfavorable to free-to-play users. Despite intrusive and pushy advertising, Raid
Shadow Legends won the hearts of its users. Raid Shadow Legends earned itself as one of the top 5 Hero Collector games with over 10 million installations and an average rating of 4. This game will endure for a long time thanks to its stunning and fantastic models and straightforward but engaging gameplay. Unfortunately, the pay-to-win element
will turn off many players, which is the primary problem when discussing the game's negative aspects. Raid Shadow Legends, however, is the Plarium's golden egg, which will be tenderly raised in the future. Yet, feel free to give Raid Shadow Legends a shot if you want to experience the timeless Tolkien atmosphere, and you adore Gacha games.
Download Raid: Shadow Legends for: Android Gacha Games iOS RPG Find all the champions you need by browsing through this list, or using the filters that are at your disposal below. If you are looking for a compiled list of the best champions, you can have a look at our up to date tier list! RAID: Shadow Legends currently has more than 300 list of the best champions.
champions that are split between 13 factions. Each faction has its own story, and each champion has its own utility. Each champion then has a rating in each location
the game provides. Those ratings should be used as indication, since a very good champion alone is never as good as 5 medium champions with abilities having high synergy. Harry Slater Published: May 1, 2025 Raid: Shadow Legends What are the best champions in the Raid tier list? With so many characters to choose from, it can be mind-boggling
choosing your ideal hero in Raid: Shadow Legends. If you're wondering where your new pull rests within our Raid: Shadow Legends tier list, we're here to help. To make things simpler, we've split up all the game's factions, so you can navigate each of them with ease. Our tips and tricks don't end with our tier list, though. Be sure to check out
our Raid: Shadow Legends guide and Raid promo codes while you're here. Here is the Raid Shadow Legends tier list: Tier Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends tier list: Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends Banner Lord tier list: Raid: Shadow Legends Banner Lord tier list: Raid: Shadow Legends Banner Lord tier list: Tier Raid: Shadow Legends Banner Lord tier list: Raid: Shadow Lege
Mourner, Alaz, Baron, Black Knight, Lugan, Lord Champfort, Minaya, Quintus the Triumphant, Night Queen Krixia A Archmage Hellmut, Baron, Lord Champfort, Minaya, Quintus the Stone, Giscard the Sigiled, Helior, Lady Annabelle, Septimus, Staltus, Timit, Taras B Arndulf, Black Knight, Chancellor Yasmin, Chronicler
Adelyn, Cillian the Lucky, Dagger, Eolfrig, Misericord, Oathbound, Ronda, Sigmund the Highshield, Sir Armitage, Timit the Fool, Warcaster C Alaric the Hooded, Azure, Chevalier, Hordin, Knight-Errant, Lady Quilen, Lordly Legionary, Masked Fearmonger, Myrmidon, Riscarm, Rowan, Seneschal, Valerie D Archer, Axeman, Bombardier, Cataphract,
Commander, Conquerer, Courtier, Crossbowman, Grandmaster, Halberdier, Preserver, Quaestor, Stellade, Frontline Warrior, Word Bearer, Richtoff the Bold, Ronda, Septimus, Sethallia, Ursala the Mourner Raid: Shadow Legends High Elf tier list:
Tier Raid: Shadow Legends character S Wallmaster Othorion A Fyna Blade of Aravia, Ithos, Lyssandra, Royal Guard, Royal Gua
Ilysinya, Lonatharil, Pyxniel, Reliquary Tender, Selinia Nightcloak, Shirimani, Skeuramis, Strategos Islin, Vergis C Basileus Roanas, Elfquard, Elhain, Exemplar, Fencer, Hyria, Interceptor, Jinglehunter, Luthiea, Marksman, Medicus, Prosecutor, Thenasil, Arbiter, Belanor, Battlesage, Deliana D Adjudicator, Aristocrat, Avenger, Jaeger, Magister Raid:
Shadow Legends Sacred Order tier list: Tier Raid: Shadow Legends character S Cardiel, Deacon Armstrong, Maud, Sir Nicholas, Venus A Abbess, Falmond, Gliseah, Godseeker Aniri, Inquisitor Shamael, Martyr, Mordecai, Roshcard, Siegfrund the Nephilim, Vitrius, Wixwell B Anchorite, Aothar, Armiger, Astralon, Athel, Archbishop Pinthroy, Bivald,
Cupidus, Cardinal, Carlinia, Carlini
Tallia D Crusader, Drillmaster, Draconis, Harrier, Headsman, Intercessor, Judicator, Justiciar, Lamellar, Maiden, Militia, Novitiate, Pentinent, Pilgrim, Preacher, Renouncer, Sanctum Protector, Sergeant, Sister Militant, Solaris, Witness, Yeoman E Battle Sister, Knecht, Vigilante, Lightsworn, Juliana, Hope, Aothar Raid: Shadow Legends Barbarian tier
list: Tier Raid: Shadow Legends character S Scyl of the Drakes, Tuhanarak, Ursuga Warcaller, Valkyrie, R. Nergigante Archer, Warmaiden A Alika, Altan, Armina, Atur, Fahrakin the Fat, Kantra the Cyclone, Marked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Sentinel, Sikara, Skytouched Shaman, Soulbond Bowyer, Styles Shaman, Soulbond Bowyer, Turvold, Valla, Zephyr Sniper B Aina, Anointed, Baroth the Bloodsoaked, Shaman, Soulbond Bowyer, Shaman, Soulbond Bowyer, Shaman, Soulbond Bowyer, Shaman, Shaman
Haarken Greatblade, High Khatun, Kallia, Teshada, Yakarl the Scourge, Jetni The Giant, Elder Skarg, Dune Lord Greggor, Woad-Painted, Warmaiden, C Maeve, Ragemonger, Scrapper, Sikara, Skirmisher, Trugorr D Crusher, Dervish, Dunestrider, Hill Nomad, Outlander, Outrider, Ox, Ritualist, Slayer, Spiritwalker E Bully, Head Taker, Pit Fighter,
Sandbow Raid: Shadow Legends Ogryn-Tribe tier list: Tier Raid: Shadow Legends character S Bellower, Big 'Un, Ghrush the Mangler, Graazar Irongut, Gizmak The Terrible, Kougar Death Bell, Maneater, Skullcrusher, Uugo A Cagebreaker, Grimskin, Gurgoh the Augur, Gurptuk Moss-Beard, Ignatius, Klodd Beastfeeder, Shamrock, Siegehulk,
Towering Titan, War Mother B Drokgul the Gaunt, Galkut, Grunch Killjoy, Ogryn Jailer, Prundar, Shatterbones C Furystoker, Mycolus, Occult Brawler, Pounder, Rocktooth, Siegebreaker, Stoneskin, Wagonbane D Flesheater, Fortress Goon, Magmablood, Ruffstone, Lumberer, Geargrinder Raid: Shadow Legends Lizardman tier list: Tier Raid: Shadow Lizardman tier list: Tier Raid: Shadow Lizardman tier list: Tier Raid: Shadow Lizardman tier list: Tier Raid: Sh
Muckstalker, Skink, Skullsworn, Slitherbrute D Flinger, Slasher, Skinner Raid: Shadow Legends Skinwalker tier list: Tier Raid: Shadow Legends Skinwalker tier list: Tier Raid: Shadow Legends Skinwalker, Flesh-Tearer, Shadow Legends Skinwalker, Skink, Skullsworn, Slitherbrute D Flinger, Slasher, Skinker, Flesh-Tearer, Shadow Legends Skinwalker, Flesh-Tearer, Shadow Legends Skinwalker, Skinker, Skin
Fleshmonger, Gnalhorn, Gnarlhorn, Grappler, Hoforees the Tusked, Reinbeast, Ursine Icecrusher, Ursine Ironhide, Warchief, Yaga the Insatiable C Panthera, Ripper, Snorting Thug, Taurus D Bloodhorn Raid: Shadow Legends Orc tier list: Tier Raid: Shadow Legends Creating Thug, Taurus D Bloodhorn Raid: Shadow Legends Creating Thug, Taurus D Bloo
Angar, Galek, Iron Brago, Old Hermit Jorrg, Robar, Sandlashed Survivor, Tuhak the Wanderer, Vrask, Zargala B Bonekeeper, Grohak the Bloodied, Chopper, Deathchanter, Ironclad, King Garog, Nogdar The Headhunter, Seer, Shaman, Teela Goremane, Ultimate Galek, Veteran C Bloodfeather, Pigsticker, Raider, Ripperfist, Terrorbeast, Torturehelm D
Goremask, Huntress, Spikehead, Totem, Treefeller, Twinclaw Disciple, Wyvernbane, Warchanter Raid: Shadow Legends Demonspawn tier list: Tier Raid: Shadow Legends Demonspawn ti
Vasal of the Seal, Wythir the Crowned B Achak the Wendarin, Akoth the Seared, Alure, Cruetraxa, Duhr the Hungerer, Fellhound, Lord Shazar, Mortu-Macaab, Nazana, Peydma, Skimfos the Consumed, Tarshon, Umbral Enchantress, Urticata C Abyssal, Diabolist, Erinyes, Excruciator, Hellborn Spite, Hellgazer, Hound Spawn, Gorlos Hellmaw, Inithwe
Bloodtwin, Infernal Baroness, Marquess, Marque
Nethril, Rotos the Lost Groom, Saito, Seeker A Bloodgorged, Doomscreech, Drowned Bloatwraith, Frozen Banshee, Catacomb Councilor, Corpse Collector, Corpulent Cadaver, Crypt-King Graal
Dark Athel, Dark Elhain, Defiled Sinner, Elegaius, Grinner, Husk, Lich, Little Miss Annie, Temptress, Skartorsis, Suzerain Katonn C Bone Knight, Gravechill Killer, Hexia, Karam, Rotting Mage, Sorceress, Wretch, Dead Crusader D Amarantine Skeleton, Arbalester, Ghoulish Ranger, Hollow, Stitched Beast Raid: Shadow Legends Dark Elf tier list: Tier
Raid: Shadow Legends character S Blind Seer, Coldheart, Foli, Ghostborn, Kael, Lanakis the Chosen, Lydia the Deathsiren, Madame Serris, Rae, Zavia, Mithrala Lifebane, Spirithost, Visix the Unbowed, Vizier Ovelis, Warden B
Captain Temila, Delver, Eviscerator, Hexweaver, Judge, Mystic Hand, Queen Eva, Retainer, Ruel the Huntmaster C Harvester, Paragon, Steel Bowyer, Wanderer Raid: Shadow Legends Knight Revenant tier list: Tier Raid: Shadow Legends Character S Doompriest, Miscreated Monster, Rector Drath, Sinesha, Skullcrown, Soulless A Bystophus, Crypt
Witch, Deathless, Executioner, Golden Reaper, Hegemon, Pestilus, Renegade, Sepulcher Sentinel, Tomb Lord, Wurlim Frostking, Ashwalker B Coffin Smasher, Crimson Slayer, Gladiator, Guardian, Kytis, Narma the Returned, Necrohunter, Pitiless One, Thea the Tomb Angel, Theurgist, Versulf the Grim, Whisper C Acolyte, Arcanist, Bergoth the
Malformed, Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Dwarf tier list: Tier Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Dwarf tier list: Tier Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Dwarf tier list: Tier Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Faceless, Magus, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Pharsalas Gravedirt D - Raid: Shadow Legends Centurion, Daywalker, Daywalke
Dilgol, Gala Longbraids, Geomancer, Hurndig, Kurzad Deepheart, Mountain King, Rock Breaker B Avir the Alchemage, Cudgeler, Fodbor The Bard, Grumbler, Runic Warder, Stout Axeman, Underpriest Brogni C Boltsmith, Bulwark, Hatchet Slinger, Madman, Master Butcher, Samar Gemcursed, Icebound Prospector D Beast Wrestler, Dolor
Lorekeeper, Flailer, Gloril Brutebane, Honor Guard, Painsmith, Perforator Raid: Shadow Legends Shadowkin tier list: Tier Raid: Shadow Legends Character S Genbo the Dishonored, Genzin, Lady Kimi A Hotatsu, Jintoro, Toragi The Frog, Umetogi, Riho Bonespear, Kyoku B Burangiri, Chani, Chonoru, Fenshi, Oboro, Sachi, Itinerant C Fanatic, Gory,
Lifetaker, Nobel, Odachi, Vagabond, Yoshi the Drunkard D Assassin, Bloodmask, Conscript, Infiltrator, Marauder Raid: Shadow Legends Sylvan Watchers tier list: Tier Raid: Shadow Legends Sylvan
Shadowbow Tirlac, Myciliac Priest Orn, Enda Moonbeam, Kellan the Shrike, Ailil, Mistrider Daithi, Duedan the Runic, Nia, Locwain C Margraye Greenhawk, Cormac the Highpeak, D Pathfinder Cait Is there a Raid: Shadow Legends Discord server, This is a great place to speak with other players,
trade tips, and team up in-game. Here's how to join the Raid: Shadow Legends Discord server: Boot up Discord server link Accept the invitation And there you have it - our Raid: Shadow Legends on
PC. We keep a regularly updated list of the very best gacha games on iOS and Android if you need some recommendations. You can also check out our list of the best Steam Deck games, and the best gacha game available on mobile, PC, and MAC. Players assemble
and lead a team of champions through various adventures and challenges. Checkout the Raid Shadow Legends Overview Section to know what's new in 2025 as the game adds new content and improvements for a more immersive and challenging experience. Raid Shadow Legends Overview Champions Raid Shadow Legends now features a roster of
over 900 champions, each bringing unique skills, roles, and strategic depth to the game. To build a successful team, players must strategically combine champions of different affinities and roles to counter opponents and optimize performance across various game modes. Rarity: Champions come in six rarities (Mythical, Legendary, Epic, Rare,
Uncommon, and Common). Mythical champions are like 2-in-1 Legendary champions are like 2-in-1 Legendary champions are the rarest and often possess the most powerful abilities, while Common champions are like 2-in-1 Legendary champions are the rarest and often possess the most powerful abilities, while Common champions are like 2-in-1 Legendary champions are the rarest and often possess the most powerful abilities, while Common champions are the rarest and often possess the most powerful abilities.
game's four affinities (Magic, Void, Spirit, and Force) form a rock-paper-scissors system. Magic trumps Spirit, Spirit beats Force, and Force overpowers Magic. Void, being neutral, is versatile but has no specific strengths or weaknesses against other affinities. Choosing the right affinity in battles can make the difference between victory and defeat.
Roles: Champions are categorized into four roles: Attack, Defense, Support, and HP. Attack champions excel at dealing, buffs, and debuffs, and debuffs, and the champions rely on their health for sustainability and protect their team by mitigating ally damage to
themselves. Champion Ascension: Ascension enhances champions by unlocking new skills, upgrading existing ones, boosting base stats, and opening up accessory slots. For example, ascending a champion like Arbiter not only increases her stats but also unlocks more powerful support abilities, making her indispensable in both PvE and PvP content.
Champion Awakening: This unlocks a champion's true potential, making them a stat boost, and allowing them to learn a new champion blessing. To awaken a champion, you can do this in the Soul of Altar using either Perfect Soul or Split Soul. These souls are obtained by summoning them using Soulstones
(Mortal, Immortal, Eternal). The champion awakening is only available for Rare, Epic, Legendary, and Mythical champions. You choose a Blessings from a specific Divinity (Light, Dark, War, Chaos, Harmony) to specialize your champion for specific content, like boosting
damage or improving survivability. Only one Blessing can be active at a time. Awakening is a must-do before Blessing skill. Faction Unity: With the introduction of faction leaders, faction unity champion posses an additional Aura that
grants benefits similar to normal Aura but benefiting to his/her own faction allies. Apart from that, they also unlock an addition to the game's roster with the Sylvan Watchers faction. These fae-like champions bring unique
abilities and the new Taunt buff, adding depth and fresh strategic options to the gameplay. PvE Content 12 Campaign Stages: Engage in a captivating storyline through 12 campaign stages. Each stage offers unique enemies and environments, with four difficulty levels: Normal, Hard, Brutal, and Nightmare, progressively increasing the challenge and
rewards for players. 4 Artifact Dungeon Bosses: Conquer formidable bosses such as the Fire Knight, Spider, Ice Golem, and Dragon. These bosses guard valuable artifact sets and accessories that are crucial for enhancing your champions' power and strategy. Hard Mode Dungeons: For players seeking the ultimate test, Hard Mode Dungeons present
more difficult versions of the standard dungeons. They offer higher drop rates for Mythical artifacts, providing the most dedicated players with superior rewards and greater challenges. 4 Dungeon Keeps: Farm potions in the Arcane, Spirit, Force, and Magic Keeps. These potions are crucial for ascending your champions, unlocking or upgrading their
skills, enhancing their base stats, and opening accessory slots according to their affinities. This boosts their overall abilities and effectiveness in battle. Minotaur's Labyrinth: Navigate through the Minotaur's Labyrinth to collect mastery scrolls enable you to unlock and customize new skills for your champions, tailoring their abilities to fit in the mastery scrolls.
specific roles and strategies within your team. Faction Wars: In this thrilling strategic showdown, Factions go head-to-head in an epic battle to reclaim their Crypts from the clutches of demonic Crypt features 21 challenging stages, including formidable
boss battles on Stages 7, 14, and 21, where evolving Crypt Keepers demand adaptive strategies. Crypts open randomly for 24 hours within a 7-day cycle, requiring players can attempt stages without losing keys on defeat, earning Glyphs to
enhance Artifacts, crafting materials like Bloodstones and Soulstones, and stars for performance-based rewards. Unique one-time rewards, rare drops, and the chance to unlock Lydia the Deathsiren by earning 3 stars on every stage across all Factions add depth and excitement to this high-stakes battle for honor and glory. Demon Lord Clan Boss:
Collaborate with your clan to defeat powerful Clan Bosses. These battles provide valuable daily rewards, including shards (Ancient, Void, Sacred), skill tomes (Legendary, Epic, Rare), XP brews, ascension potions, silver, and unique artifact sets like the Immortal and Cruel sets. With five difficulty levels (Normal, Hard, Brutal, Nightmare, and Ultra-
Nightmare) higher difficulties offer better rewards and require optimized strategies and teamwork. Hydra Clan Boss: Assemble a team of 6 champions to face off against a fearsome four-headed Hydra. Strike down one head, and another vicious one will rise in its place (with 2 different heads at the bench). Unlike the daily Demon Lord, the Hydra
battle resets weekly, giving you time to strategize and unleash devastating manual attacks to dominate the Hydra Clash against rival clans. Conquer the weekly Hydra and claim exclusive rewards: the Stoneskin and Protection artifact sets. These sets are perfect for bolstering your team's resilience, making them unstoppable forces in the high ranks
of the Arena. Chimera Clan Boss: The Chimera Clan Bosses" Game Mode, it pits 5 Champions against a metamorphic foe with four Forms: Ultimate, Ram, Lion, and Viper. Each Form has unique skills: Ram targets specific
Champions, Lion shreds defenses, and Viper inflicts Poison. The Chimera cycles through these Forms every 5 turns, frequently returning to its powerful Ultimate Form, ensuring tension across the 65-turn fight. With four 28-day Rotations, the Affinity of the Forms changes weekly, keeping strategies dynamic. Players earn Chimera Chests based on
individual damage dealt, with double rewards if the Clan defeats the Chimera. Weekly resets (Thursday-Friday UTC) refresh the challenge and provide 2 free Chimera Keys. The "Free Regroup" option allows team adjustments mid-battle without penalty. Collaboration is key, as all Clan Members contribute to depleting the Chimera's HP pool,
unlocking higher difficulties (Easy, Normal, Hard, Brutal, Nightmare, Ultra-Nightmare, Ultra-Nightmare, Ultra-Nightmare, Ultra-Nightmare, Unique to each Form and tiered by difficulty) grants instant rewards, while finishing all 27 Trials empowers the Ultimate Form. The Chimera offers endless opportunities for strategy, teamwork, and progression. Doom
Tower: Ascend through 120 floors, conquer 12 bosses, and claim legendary rewards like champion shards, skill tomes, and energy refills. Uncover 12 optional secret rooms that hold fragments to summon unique champions! With Normal and Hard difficulties, the Doom Tower caters to both new and veteran players. Beginners can test their mettle,
while experienced raiders can push themselves further for even greater rewards. Artifact Ascension Dungeons: Face off against the Sand Devil's Necropolis and Phantom Shogun in new dungeons dedicated to farming resources necessary for ascending artifacts and accessories. Collect necessary resources and upgrade your gear to stay ahead of the
competition. Awakening Dungeon: Battle the Iron Twins Fortress to collect valuable resources: Mortal Soul Essence, and Eternal Essence, an
off against four different variations of the Iron Twins throughout the week, with Void affinities appearing every Sunday. Cursed City: This month-long challenge throws you into a sprawling metropolis with 4 district features fearsome foes and unique twists: some require a team brimming with Awakened champions,
while others demand specific factions or champion roles. Conquer these mini-boss infested areas and claim exclusive rewards - the Supersonic and Merciless artifact sets, obtainable only within the Cursed City walls. PvP Content PvP in Raid Shadow Legends is dynamic and offers multiple avenues for players to test their teams against others! There
are 3 types of Arenas where you can battle against other players' team champion setup! There is Classic Arena, Tag Team Arena (3v3), and Live Arena. Classic Arena thall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses in the Great Hall, which apply permanent states are crucial for upgrading bonuses are crucial for upgrading bonuses.
boosts to your champions based on their affinity. In addition, it helps player to farm important materials to craft unique artifact sets in the forge to conquer late game content! Success in the Classic Arena, this mode involves battles where you must
win two out of three matches against another player's teams. Winning in Tag Team Arena rewards Gold Bars, which can be exchanged for valuable resources such as Skill Tomes, Champion Fragments, and Forge Materials. This mode requires careful planning and resource management to succeed across multiple rounds of combat. Live Arena PvP:
This real-time mode lets players engage in head-to-head battles, adding a dynamic and strategic layer to PvP. In addition to earning exclusive rewards, victories in Live Arena contribute points to upgrade Area Bonuses in the Great Hall. These bonuses enhance champions' stats across all affinities, providing an edge in late-game content like the Hydra
Clan Boss, Cursed City, Sand Devil, and Phantom Shogun challenges. Siege: A brand-new game mode that blends PvP with CvC, you'll be diving into the action by setting up your defenses around key structures like the Stronghold, Mana Shrine,
Defense Tower, Post, and Magic Tower during the prep phase. When the battle phase kicks off, it's time to unleash your inner strategist. Work with your clanmates to decide which location to target, taking into account each member's strengths and weaknesses. Your goal? Minimize losses and maximize your chances of demolishing all the crucial
enemy buildings. And here's the best part: at the end of the clash, the victorious clan and summon new champions Regular Events and Updates: Participate in seasonal events like the Festival of Creation and summon new champions
through special events like the Extra Legendary Summon. Raid: Shadow Legends continually evolves with frequent updates that introduce new content, champions, and balance adjustments to keep the gameplay fresh and engaging. Top 10 Do's and Don'ts for RAID Beginners By following the guidelines below, you will avoid making most of the
common mistakes that beginners made. Do's Do dailies to earn the rewards. Invest in upgrading the champion's equipment who can farm stages to level up your food Purchase the Gem Mine to earn gems to unlock Sparring Pit upgrades and Market slots. Get a 6 Star Champion as early as possible as it will help you greatly in all battles! Do not spread
yourself too thin by leveling up multiple champion Fusion event. Buy all the Mystery Shards from Market and save them for Champion Fusion event. Buy all Uncommon and Common Champions from Market
and use them as fodder instead of using Mystery Shards to save them for Champion Fusion Event. In early-mid game, focus on leveling up and booking champions who can help you unlock specific areas further. Don't ever sacrifice
your Void affinity champions, Epic-Legendary rarity champions unless there's really a good reason for it such as leveling up Skills on a Champion wou have duplicates of. The reason is, that it's difficult to get Void, Epics, and Legendary rarity champions unless there's really a good reason for it such as leveling up Skills on a Champion wou have duplicates of. The reason is, that it's difficult to get Void, Epics, and Legendary rarity champions unless there's really a good reason for it such as leveling up Skills on a Champion would be useful for a particular champion 
some point. If you found yourself some duplicate champions, allocate them into Faction Guardians to get bonus stats! Don't invest heavily into your Common and Uncommon Champions early in the game. They generally won't be able to perform as well as you need them to be. However, there are some exceptions to specific champions such as
Armiger, Shieldguard, Outlaw Monk and Saurus. Do not keep energy overcapped when possible as this prevents energy from regenerating. Do not fight arena teams you are pretty sure you will lose. Do not fight the wrong difficulty clan bosses to avoid wasting keys. Do not join
a clan that is way above your account progression as you may not reap the best clan boss rewards. Do not mindlessly adhering to content creators' recommendations, as they might exaggerate the capabilities of specific champions. This could lead you to succumb to FOMO (fear of missing out), relentlessly pursuing fusion champions instead of
focusing on leveling up your existing champions to accelerate your account's progress. Instead, make your own judgment and assess how their advice aligns with your account's needs and your own experiences. How to progress quickly in Raid Shadow Legends? Equip your starting champion with LifeSteal set and Speed Set for better survivability
Get this champion to 6* and level up to Level 60 so he can help you clear all Campaign modes and farm Champion fodders. Get the basic masteries all level up to help boost this champion efficiency in clearing maps. Repeat Step 1-3 for 2 more champions who can assist you in clearing Clan Boss, Dungeon and Arena. With 3 6* Level 60 champions,
start clearing Minotaur Stage 13 to get Giant Slayer or Warmaster mastery. Once you have done this, you can deal high damage to bosses in Dungeon and Clan Boss to reap better rewards. Repeat Step 4-5 for the remaining 2 champions so you can perform more efficiently in Dungeon, Clan Boss and Arena. Once your 5 core champions is made, you
can blaze through all the content in-game in less than 2 months. All of this process will take approximately less than 6 months to complete as a F2P (Free to Play Player) It will be even faster in-game. Raid Shadow Legends Articles Raid Shadow Legends Beginner
Articles Raid Shadow Legends News Raid Shadow Legends Frequently Asked Questions (FAQ) What's the best starting champion? Kael (Clan Boss, Campaign farmer, AoE Attacker) Elhain (Campaign Farmer, AoE
Attacker) Galek (Fast Arena Attacker) ~ Not Recommended What are the 1* or 2* Champions worth keeping? What are the best farmable Rare champions? Diabolist (Great in speeding up team members and increase turn meter) Executioner (For Campaign Farming and Arena Defense.) Templar Valerie (For Arena Defense) Rocktooth (For Spirit Keep
Dungeon. Apply Healing Reduction debuff against high defense enemies.) Warmaiden (For Force Keep Dungeon. Apply Decrease Defense debuff against high defense enemies.) What are the best Arena champions for F2P (Free to Play)
players? High Khatun (Speed Aura, Increase Speed. 1st champion to start turn) Berserker (Attacker. 3rd/4th champion to start turn) Warmaiden (Decrease Defense. 2nd champion turn) Warmaiden (Decrease Defense. 2nd champion t
Relickeeper (Attacker. 3rd/4th champion to finish up remaining enemies) What are the best champion for campaign farming? What are the best Healer Champion in Raid Shadow Legends? Apothecary Bad-el-Kazar Doompriest Vrask Does getting 3 Stars in Campaign rewards remains the same regardless of
the stars earned at end of the level. Do aura stat increase effect total or base stat? Aura stat only applies to the Champion's base stats. This same applies for clan Boss Counter Attack Team setup? Brutal (160 Speed) = Team Speed = 161 \sim 169 /
171 \sim 179 Nightmare (170 Speed) = Team Speed 171 \sim 179 Ultra Nightmare (190 Speed) = Team Speed 191 \sim 199 (Free to Play): Spent between $10 \square 30 per month Bass: Spent between $30 \sim 100 per month Dolphin: Spent between $100 \square 300 per month G Squid:
Spent between $300~500 per month Whale: Spent between $5000 per month Whale: Spent between $5000 per month Cthulhu: Spent above $5000 per month You're welcome to leave your feedback in the Raid Shadow Legends Comments have been relocated to this page to ensure the main homepage remains fast and
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