

Community Blueprint to Save Raid: Shadow Legends (2025)

Mythics Are Locked Behind RNG and Paywalls

Mythic Champions were supposed to be exciting champions, but most players feel they'll never own one without absurd luck or spending real money. Even a dedicated end game player might only get about one Mythic per year on average, which is crazy given how game-changing they are. Mythicals sit behind pricey "Primal Shards," making them effectively paywalled for the average player. This feels unfair – long-time players who grind daily still can't reliably obtain the coolest new champs, undermining the motivation to play.

Proposed Fix: Give the community a fair shot at Mythics through gameplay. Introduce a changed pity system for Primal Shards (e.g. guarantee a Mythic after a reasonable number of summons) and offer Mythic fragments via difficult achievements and events (not just \$\$\$ packs). For instance, add Mythical champion fragments as dungeon rewards so over time, active players can work toward a Mythical without pure RNG. Also, consider rotating past Mythical into easier-to-get fragment fusions once they're older. The goal is to shift Mythicals from a "whale-only" novelty to an achievable milestone for committed players. Give everyone hope that if they play smart and stay active, they *will* eventually get that Mythic – not just by swiping a credit card.

Relics Broke PvP Balance

Relic items (with gemstone slots) were added in late 2024 – granting huge stat boosts and unique effects. While they add depth, many players feel Relics have thrown PvP balance out of whack. Being unable to see what Relics an enemy team has equipped "makes PvP more of a crapshoot" because you can't plan around hidden bonuses. Relics can grant massive shields, turn-meter tricks, or crowd-control reflects – and some are so strong they "will define the arena meta" going forward. The worst part? Only top-tier players (or spenders) tend to acquire the best Relics quickly, so whales got even more ways to stomp everyone else. For regular players, Arena fights now feel random and unwinnable at times, thanks to surprise Relic effects that no one can anticipate.

Proposed Fix: First, bring transparency and balance to Relics. Show the opponent's Relics in PvP pre-battle, just like we see gear sets – no more guessing games. This at least lets us strategize instead of being blindsided. Second, tune down the overpowered Relics (especially those S-tier ones) so they aren't game-breaking. Plarium could introduce counters or limitations – for example, maybe restrict one Relic per team in Arena, or create a separate Arena queue where Relics don't work at all for players who want classic competition. Finally, make Relics more accessible so they're not a whale-only toy: add ways to earn decent Relics from events or lower-tier content so mid-level clans can catch up. With

these changes, Relics can be a fun new layer of strategy rather than a PvP death sentence for anyone without them.

The Kraken Gap (Whales vs. Low-Spenders)

Raid has always had “whales,” but in 2025 the power gap between mega-spenders (“Krakens”) and the rest of us has become oceanic. In high-end clan wars or Arena, success often comes down to whether your side has enough whales with maxed-out, full Mythicals to counter the enemy’s whales. If you’re a low-spender or F2P, forget it – you feel irrelevant when a single Kraken’s roster can wipe out teams of normal players. This gap kills the competitive fun: many players see content like Platinum Arena, Hydra comps, or Clan Siege as out-of-reach unless they spend heavily. New or casual players especially feel there’s no path to catch up, leading to discouragement and quitters.

Proposed Fix: Even the playing field without punishing the top players. Implement more tiered leagues or brackets that naturally separate whales from newbies – e.g. matchmaking clan wars and Arena by total team power or account strength, so low-spend players fight peers instead of getting steamrolled. Another idea is to add diminishing returns on stacking power: for example, limit how many Mythics or +4 empowered champions can be on one defense team, forcing even top spenders to use more varied (and beatable) setups. Moreover, introduce meaningful catch-up mechanics for newcomers: resource gifts, fast-track missions that award powerful champs, or special tournaments restricted to non-spenders/low-spenders so they have something competitive they can win. The goal is to keep whales engaged (they can battle each other at the top) while ensuring the average player still has fair fights and a sense of progression in competitions.

Too Many Chores, Not Enough Fun (Daily Grind Overload)

Long-time players are drowning in daily tasks – Raid has added so many game modes that keeping up feels like a full-time job. Many players lamented that after all the new content of the past couple years they simply “do not have enough time” to do it all anymore. Faction Wars, Doom Tower, Hydra, Iron Twins, Daily Quests, Advanced Quests, Arena, Tag Arena, Clan Boss, now Live Arena... the list keeps growing. It’s overwhelming and exhausting, especially if you have a real job or family. The game that used to be a fun hobby now greets you with a checklist of chores and FOMO if you skip anything. This overload is causing burnout – players feel punished for not logging in 24/7, and new modes like Live Arena (intended to be fun) end up described as “horrible” because they feel like just another obligation.

Proposed Fix: Let players breathe. The devs should streamline and prioritize quality over quantity of daily content. For example, not every mode needs to be run every single day – implement a rotating schedule or weekly caps. Maybe Clan Boss and Hydra could alternate days, or give us “Skip Tokens” to auto-clear a trivial task (like trivial Doom Tower floors or repetitive Faction War stages) so we’re not manually grinding stuff we’ve beaten dozens of times. Consolidate some of the quests/missions so we aren’t duplicating effort (why separate

daily and advanced quests when both just require playing a lot?). Also, trim down the requirement to finish everything: make some modes truly optional for decent rewards rather than mandatory for progression. The key is to reduce the feeling of obligation. Players should be able to log in and choose activities they enjoy – not feel like they must punch a timecard and clear tedious tasks. By cutting the chore list, you'd restore fun and prevent burnout, keeping people playing longer.

Sandbagging and Matchmaking Woes in PvP (Siege, CvC, Clash)

Raid's competitive clan modes – whether the new Clan Siege, classic Clan vs Clan tournaments, or even Live Arena – are being undermined by sandbagging and matchmaking exploits. Example: the recent Siege format actually encourages clans to kick their weaker members because of how attack opportunities (scrolls) are allocated. Clans discovered that by removing up to their 10 “weakest” PvP players, all the attack scrolls get reallocated to the top 20 members, maximizing their attacks. This design pits clan leaders against their own community – it penalizes clans for having casual players, which is completely backwards. In Clan vs Clan (CvC), many clans engage in “sandbagging” strategies like intentionally scoring low on non-personal-reward CvCs, or even using a dummy “ghost clan” to drop their ranking, so that when the big Personal Rewards CvC comes, they get matched with an easy opponent. It's gotten to the point where top clans purposefully lose matches to derank and avoid facing other top clans, because the system incentivizes it. All of this ruins the spirit of competition – matches become about who abuses the system better, and regular players in mid-tier clans get very inconsistent, frustrating matchmaking (either a total cakewalk or an unwinnable matchup, nothing in between).

Proposed Fix: It's time to overhaul PvP matchmaking and rewards to remove the incentives for sandbagging. Plarium can adjust Siege so that having a full clan is always beneficial – for instance, don't take away attack scrolls when more members are present, or ensure kicked members' scrolls don't magically boost others. In CvC, matchmaking should rely on stable metrics (like clan power or activity over a longer period) rather than just the previous score, so throwing a match doesn't guarantee an easy win next time. Implement a penalty or cooldown for clan hopping around CvC: clans using ghost clan tricks should find it much harder to exploit (e.g., require members to be in clan for X days before qualifying for personal rewards). Also, consider more tier-based reward brackets: if clans know they'll face similarly ranked opponents in a season, they're less likely to yo-yo their score on purpose. In Live Arena ensure matchmaking pairs you with similar power and make win-trading or intentional losing less effective. By closing these loopholes, PvP can become about genuine competition again – clans will fight to win, not to rig the system, and that will be more fun for everyone.

Silver Costs and Economy Burnout

Silver, Raid's primary in-game currency, has become a massive pain point. Everything we do seems to demand millions of silver – leveling artifacts, swapping gear, artifact rework events – yet the silver (from farming dungeons, selling gear) hasn't kept up. Players often

find themselves with a crippling silver shortage that forces them to halt progression. The cost to remove or replace gear is especially brutal: it discourages experimentation because every swap is a big silver hit. As a Reddit post pointed out, the silver cost to unequip a 6-star item is roughly equivalent to 32 energy worth of Spider runs. The result: people hoard silver and avoid trying new builds, leaving many champions unused and the gameplay experience feeling stagnant. It's an economy that makes players feel poor and frustrated, leading to burnout at all levels of play (there is even a public petition to remove gear removal costs to combat this burnout on change.org).

Proposed Fix: The economy needs a tune-up. remove gear swapping fees – let us tinker with our champs without draining our bank. Other popular gacha games have recognized this so Raid could implement a permanent cut to the cost by, say, 50-75%. This would instantly make theory-crafting and team-building more appealing. Next, address artifact upgrade costs: maybe halve the upgrade silver cost, or introduce more events that discount upgrade costs. Also, boost silver income where possible – for instance, buff campaign and dungeon silver drops, or add a decent silver reward into daily/weekly quests that scales with level. Another idea: let players sell unwanted items like potions or low-tier glyphs for a bit of silver to recoup value. By easing the silver crunch, players can actually use the hundreds of artifacts they farm (instead of selling everything) and feel excited to build new champs. Ultimately, a healthier silver economy means happier players who stick around rather than burning out when they hit a financial wall.

Not Enough Books or Soulstones (Resource Scarcity)

Building a new legendary champion is a labor of love – and *lots* of scarce resources. Two of the most painful bottlenecks are skill books and awakening soulstones, especially for top-tier champs. Legendary Skill Tomes are so rare that many players have dozens of legendaries they simply can't fully upgrade. Now with Mythicals entering the fray (which use even *more* exclusive Mythic Tomes), the book shortage is killing enthusiasm for new champs; what's the point of pulling a cool legendary/Mythic if you know you'll never max its skills for peak performance? Soulstones and awakening present a similar issue: getting the right souls to awaken your champions (and unlock powerful Blessings) is an extremely slow, luck-based grind. Calculations show it could take 6-8 months of farming just to fully awaken one legendary to 6-star reddit.com – and that's assuming you're doing top-difficulty Iron Twins and Hydra diligently. In reality, 99% of players will quit or move on before they ever max-awaken a champ with the current system. This scarcity makes progression feel throttled; it's disheartening to know that even after a year of effort, you might still be missing books for your favorite legendary or chasing that last star of awakening on your key Arena nuker.

Proposed Fix: Time to loosen the bottlenecks on these vital resources. For skill tomes, introduce more ways to earn them regularly: add Legendary book rewards to repeat legacy content and make more events and tournaments drop books for lower thresholds, and consider a book crafting system – e.g. trade in 10 rare books for 1 epic book, or 5 epics for 1 legendary, so at least excess lower books convert upwards. For soulstones/awakening, a pity system or guaranteed reward would go a long way. Perhaps every X Iron Twins runs, you get a token that can be redeemed for a 4-star soul of your choice. Or implement a way

to target farm a specific champion's soul (even if it's slow, at least it's progress) rather than pure gacha. The Soul Merchant could refresh with better deals, or allow us to trade multiple unwanted souls for one we need (a soul exchange system with fair rates). By making books and souls a bit more attainable, Raid would empower players to actually max out and enjoy the champions they've collected, which is the whole point of the game. It feels amazing to fully book a legendary or finally get that 6★ awakening – if the game gives more of those moments to the average player, they'll be more invested and willing to stick around.

Fusion Overload and Poor Reward Scaling

Champion Fusions used to be a special event every couple of months – now they're so frequent and demanding that players are feeling extreme fatigue. In recent fusions, the requirements went through the roof as players burn over 6000 energy and are still short of the dungeon points required, basically meaning you had to complete every single event and tournament (or rank top in one) to not fall behind. There is zero margin for error or real life – miss a day, and your fusion is doomed. This rapid-fire, high-pressure cycle is causing burnout, especially when fusions come back-to-back. Many in the community skip fusions now not because they want to, but because they're "beyond ridiculous" to complete for anyone but end-game spenders. To make it worse, the rewards often don't scale with the effort: we might go all-in on a fusion and end up with a pretty mediocre champion. Or we grind a new dungeon boss for hours and get basically the same old rewards (or a slightly better artifact that costs twice as much to upgrade). This imbalance – massive effort for meager payoff – leaves a sour taste. Long-time players notice that newer content hasn't adjusted the rewards in older areas too; for example, the energy and silver costs have increased (more content to do, higher gear ranks to upgrade) but things like Clan Boss and Arena chest rewards remain largely the same, making end-game progression feel unrewarding.

Proposed Fix: Scale back the grind and respect players' time. For fusions, maybe space them out more (not every month). When fusions do occur, include fallback options: e.g. include extra fragment sources or lower point thresholds so it's not all-or-nothing. Plarium could allow, say, collecting 160 fragments when only 100 are needed, so missing one tournament doesn't kill your chances. Also, make at least some fusions more accessible to F2P – perhaps alternate between hardcore fusions and easier "fragment events" for slightly weaker (but still useful) epics or legendaries, so people can take a break. Next, address the reward scaling: If we're expected to beat tougher content (like Chimera, Hydra, event dungeon), the loot should improve accordingly. Update the drop tables to include things like Mythic tomes or higher rarity glyphs, or simply buff the quantity of rewards at higher difficulties (more silver, more forge mats, etc.). It feels bad to put in end-game level effort for mid-game level rewards. Even small touches, like adding a guaranteed legendary tome at the end of a month-long fusion event, or giving a bonus sacred shard for fully completing a hard dungeon tournament, would make the grind feel worth it. The game needs to reward the effort we're putting in, or players will ask "why bother?" and disengage. By reducing grind overload and boosting rewards to match effort, Raid can make progression feel satisfying again instead of like a pointless slog.

Losing the Fun of Team-Building and Strategy

Perhaps the saddest thing I heard from veteran players: “I used to love building champions... now I don’t even bother.” With all the issues above – scarce resources, high costs, oppressive meta – the creative fun of Raid has taken a hit. Players feel forced into using the same few overpowered champs and builds because experimenting is too expensive or risky. One forum user put it well: the “fun of this game is supposed to be building your characters,” but because of gear cost and other barriers, most of their champions “will only ever be built once”. That’s a huge loss of depth. In the past, a lot of us enjoyed theory-crafting: trying quirky team compositions for Faction Wars, or off-meta champs in Arena just to test ideas. Now, between the heavy grind and the dominant strategies (e.g. you *must* use certain meta champs for Hydra or Arena or you’re just wasting your time), it feels like there’s no room for strategic play or personal flair. Even mid-game players are afraid to invest in a fun new epic, because what if that epic isn’t “S-tier”? They can’t afford the books and gear to find out. Creativity is stifled, and with it, much of the joy and personal connection to our rosters has faded.

Proposed Fix: Revive the sandbox aspect of Raid. The earlier fixes (more resources, lower costs) will go a long way: if it’s cheaper and easier to build champs, players will naturally experiment more. Beyond that, Plarium can design content to encourage diverse teams. For example, special tournaments or challenge events could spotlight less-used factions or rarities (imagine a tournament where using Rare champions gives bonus points, encouraging creative rare-based teams). They could also add a “training grounds” mode – a no-cost playground where you can test any champ with maxed stats (on loan) in a trial battle, just for fun and learning, with no resource cost. This would let players toy with builds and combos before committing real resources. Importantly, balance the champions and content so that one or two strategies don’t dominate everything. If every new dungeon needs exactly the same team, that’s a design issue – mix it up so different approaches can work. When players start feeling that spark of “hey, maybe I can make *this* odd team work,” and they have the means to attempt it, the fun will flood back. Raid is at its best when we’re theory-crafting and celebrating our unique team builds, not all copy-pasting the one comp that the top YouTuber said is viable. Give us the freedom (and resources) to play our way, and the game will feel new again.

Conclusion: Rallying for a Better Raid

We’re voicing all these frustrations not because we hate the game, but because we truly love it and believe it can improve. Raid: Shadow Legends still has one of the most passionate communities out there – a group of players who want to have fun and see the game thrive. The issues above are real and pressing, but they’re also fixable if the developers are willing to listen and make bold, player-friendly changes. It’s time to put the community first. We urge Plarium to take this blueprint to heart: make Mythicals attainable, balance the Relics, mind the gap between spenders and F2P, cut down the tedious grind, fix PvP matchmaking, ease up the economy, hand out those books and souls, pace the fusions, and let us get creative again. Do this, and you’ll rekindle the excitement and loyalty of your player base overnight.

Raid can absolutely be saved in 2025. The game has amazing core gameplay and an awesome collection of champions – it just needs a course-correction to restore the fun. Let's bring back the days when we jumped into Raid excited to test a new team, not dreading a laundry list of chores. We believe in this game and its potential. Now it's up to the developers to believe in the players and make the right changes. Listen to the community's feedback, and let's work together to make Raid great again. The passion is still here; the ball is in your court, Plarium – **please don't let us down!**