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Sign in to edit Dungeon Crusher: Soul Hunters is a fun Idle Game. You hire heroes, progress through the stages, then Reset. Every Reset, you gain Souls. These Souls boost your Damage or you can use them to buy useful Artifacts or Level the Artifacts you already have. Then you repeat this system. Click. Kill Monsters. Hire. Progress. Reset. It also
doesn't have a lot of tutorials and explanations. This is problematic because if you don't know what you're doing, you can slowly dig yourself into a tough hole that is hard to get out of. So this Guide is here to help you get started! There's more to the game than just shown
here, so take your time and read the Wiki. There's a lot of useful information here! Heroes: First thing you need to learn about heroes is this-Set your leveling to MAX. Not 1x, 10x, 25x, 100x, or Next. Max. It'll save you a lot of effort. Second thing, there are 3 aspects to every hero. They have a Level, a Rarity, and an Equipment rating. When you first
unlock a hero, that's called "Hiring". You hire heroes using gold from killing monsters in the game. Every hero has a Rarity they go up (Common to Uncommon, or Legendary to Mythic). Most of the tiers have more than one level
(Starting at Legendary, they have 10 levels per). An Equipment rating is represented by stars on your hero's portrait. Yellow Stars represent levels 1-4, blue stars represent levels per). An Equipment rating is represented by stars on your hero's portrait. Yellow Stars represented by stars on your hero's portrait. Yellow Stars represented by stars on your hero's portrait.
So don't send him to the mines. Ever. Finally, the key to progressing in this game is found in a Hero's Rarity increase their level cap, which increasing their DMG bonuses. Focus on one hero at a time, especially in the Early Game (Stages 1-2300ish).
Dark Ritual: While it was mentioned in #1, it's important to understand what Dark Ritual (DR) is, how to get it, and when to use it. DR is a key function of the game. As you progress through the levels, you collect "Potential Souls" from Specters (A type of Monster). You cannot spend this type of Soul, nor does it give you any bonuses. On the hero
page, they appear as 'gray' numbers above your hero hire options. There are two ways to turn these into regular (Blue) Souls. The first is to do a "Bright Ritual," but this is not recommended unless it is part of a Daily Quest. Using a Bright Ritual instantly adds those Potential Souls into your regular soul collection without resetting your current stage
You can invest with them immediately. The other route is to use DR, which resets your stage back towards the beginning, along with resetting all your heroes. Although you will have dropped, you'll go through the levels again. Each (Blue) Soul you get will give you a +10% bonus to the damage of your heroes (aka DPS). How to get DR? There is a hero
with a skull-like face called Brath. Get him to lvl 125 and it will unlock the skill DR (found in the book of skills). Use DR when you slow down on killing monsters. Use DR when you slow down on killing monsters. Use DR when you slow down on killing monsters.
be used to BUY and LEVEL artifacts. More on this later. They boost your heroes damage by 10% per soul (DPS). Early game, this boost can be valuable. They can be used to research Science for your clan. There are two artifacts that help with getting more souls. The Soul Reaper and the Lamp of Specters. You want these right away, especially since
the cost of artifacts go up for every one you buy. The "Rarity" Trick (AKA "How to Properly Fight the Daily Boss."): You'll hear this talked about a lot. There is an option to fight a Daily Boss. It's free the first time, 50 potions for the third, etc. It resets daily when the game resets. When you beat the Daily Boss, you get a 'Free'
Rarity upgrade. The problem is that the game randomly picks 3 of your Hired Heroes to give you as options for who you can give 1x Rarity Upgrade to. Meaning that you pick 1 hero out of 3 to receive it (not all 3 get it). The game will pick 3 of your weakest heroes to give it to. The trick to this lies in the specifics of 'Hired' Heroes. In order to
CONTROL who gets the Free Rarity upgrade, all you have to do is the following... Use Dark Ritual, only Hire (Spend Gold on) 3 heroes + your main clicker hero, then fight the Daily Boss. The usual recommendation is you hire Feralheart or Ena as your first. Make sure one of the 3 heroes you hire is the one you want to invest rarities into. When you go
to fight that Daily Boss, you hit the icon, pause for a second and double-check your win percentage. It should say "Victory Chance > 99%" before you hit enter. Once you defeat the Daily Boss, you will be given 3 hero options and they should be the 3 heroes you hired. Feralheart or Ena? If you haven't hit Stage 400, then your first order of business is
to decide the following: Feralheart or Ena? Some players recommend Feral as the first hero to focus on. In order to obtain Feral, click on the box icon with the ribbon, second tab from the left with the Helmets, and scroll down the page. These are the gem heroes and EVENTUALLY you'll want to get all of them. For now, buy Feral. Ena is a starter
hero, so you don't have to buy her. Feral will get you to Stage 400 faster than Ena. That being said, after you hit stage 400, Feral becomes a hero who acts as a stepping stone. Ena has long-term investment. She will provide you more benefits than Feral overall. There are other hero possibilities, but these two are the
most common choices. How does Feral or Ena get you to Stage 666, Joining a Clan, Crafting, Midas Trick, GalX and Rarity upgrades, Artifacts. Brought to you by: Lord Valhalla ('Omicron Prime') Paradox Clan Edited by:
Deuces ('Omicron Prime') Slayerz Clan Community content is available under CC-BY-SA unless otherwise noted. Note: This is Work in Progression in Dungeon Crusher. It covers key strategies for early game development, common mistakes to avoid, efficient use
of Dark Ritual, best practices for managing the Altar, optimal artifact selection, and PvP strategies. Additionally, it provides insights on currency management, ranking heroes, and contributing to clan upgrades. Whether you're a new player or looking to refine your gameplay, this guide will help maximize your efficiency and success. Early Game[]
Purchase the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Reaper artifact to further increase earnings. Acquire Feralheart early from the shop. He will be your strongest DPS until you obtain a dragon or Sun Zi. Prioritize completing Daily Quests. Important: You can control the Daily Boss and Mystic
Chests/Vaults (Clan Arena) hero rarity rewards by limiting the number of heroes you hire to three. The three lowest-rated heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will then be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If your Daily Boss win chance is not ">99%", you risk losing heroes will her be available for a rarity increase. If you risk losing heroes will her be available for a
and persists through Dark Ritual resets. Mines benefit from 'Time Travel,' so fill them with any spare heroes, as they are needed in the Clan Mine. On mobile, you can watch up to five ads per day. The best use is for free 'Time Travel,' which, when combined with daily quests, provides a
significant amount of free bottle. Watching an ad for any purpose counts toward the daily five-view limit. Always keep at least 125 emerald and 80 bottle available for quests. The system reimburses these upon quest completion. Early Mistakes[] Wasting currency on unnecessary timer resets. Using the "Next" hire option too soon. This upgrades a hero
from level 200 to 1,000 (or their max level if below 1,000). However, heroes receive a ×4 damage boost every 25 levels after 200. After level 1,000, "Next" functions identically to "25." Spending Shards on rarity upgrades too early. Prioritize purchasing Sun Zi for 550 emerald, and always reserve 125 emerald for daily quests. The 20 emerald upgrade
is acceptable but should only be used for your main DPS hero. Upgrading hero levels from the hero page instead of the hero list. Clicking too quickly on the hero page may accidentally trigger a emerald or bottle rarity upgrade after reaching max level. Upgrading from the hero list prevents this mistake. Using bottle for Heroes Rarity upgrades instead
of increasing rarity through daily quests and Mystic Chests/Vaults rewards from the Clan Arena. Having more than three heroes before claiming the ravidy upgrade to a suboptimal hero. Overlooking the ability to adjust the number of levels purchased on
the artifact page. Dark Ritual[] When to Use Dark Ritual[] When all of your Heroes have reached their maximum level. If progression slows down (e.g., regular enemies take more than five seconds to defeat). When you're unable to defeat a dungeon Boss. In general, use Dark Ritual[] When all of your Heroes have reached their maximum level. If progression slows down (e.g., regular enemies take more than five seconds to defeat).
of the Altar unlocks at floor 400. Avoid sacrificing heroes obtained through hero shards until reaching version 2, which unlocks at floor 1500. Which characters should be sent to the Altar?[] Heroes with known reincarnations. Low-damage heroes with low rarity in exchange for hero shards. Heroes obtained through hero shards with excess shards
available (indicated by green text under their icon in the Altar window). Which characters should NOT be sent to the Altar?[] Promotional or shop-exclusive heroes – they cannot be reacquired. Heroes obtained through hero shards with no excess shards available (indicated by green text under their icon in the Altar window). Heroes already reincarnated
into their best forms. Your strongest DPS hero. What happens to Hero Rarity?[] All gear is destroyed, granting bonus hero shard packs. What Happens to Hero Rarity?[] All gild and soul used for ranking will be lost. For every 10 gild spent, you receive a hero shard
pack. It's recommended to reset hero rank before using the Altar, as 10 gild is usually more valuable than a single hero shard pack. To reset ranks: Scroll to the bottom of the Heroes Tab. Select "Ranks." Click on a hero with a rank under its portrait. Choose "Reset" (cost: 2 soul). Artifacts[] Each Artifact purchased has an increasing cumulative cost, so
acquiring optimal Artifacts early maximizes their benefits. You can refresh an Artifact by deselecting an option. Artifacts bought with heart does not increase the cost of those purchased with soul, and vice versa. There are six "Bloody" Artifacts, which
require heart to purchase. Once all six are acquired, only soul Artifacts will remain available. Which Artifacts are Best?[] Early Choices[] soul Lamp of Specters: Increases the chance of encountering specters (ghost mobs that yield soul). soul Soul Reaper: Boosts soul earnings from specters (great synergy with the Lamp). Great Later On[] soul Amulet
of Power: Enhances the base bonus of +50% DPS per gild for ranked heroes by 2% each level. soul Graceful Dagger: Boosts critical damage (key for PvP and boss fights). soul Spatial Portal: Raises the restart level after using Dark Ritual, accelerating resets and boosting soul gains. Skipped levels cannot be looted and do not count toward progression-
based events. Helps bypass low-value rewards and reach max level 500 boss, restart at 499 or lower. Consider the Pocket Teleportation Device, which allows
you to skip 20 floors. Default starting level: 1 (or 21 if using the Pocket Teleportation Device). Example: To restart at floor 499, upgrade the Spatial Portal to level 478. PvP[] soul Graceful Dagger: Increases critical hit chance (+10% at max level). heart Bloody Katar: Boosts critical hit chance
(+5% at max level). Amulets of: Extends skill duration (+60s at max level). Recommended for PvP skills: Arrow Shower, War Cry, Primal Frenzy, Succubus Blood. soul Strong Hand: Increases DPC (+2000% at max level). Not Recommended in Current Meta soul Mimic: Increases Treasure
Chest spawn rate but reduces overall loot. High-level Treasure Chests have too much HP for little gold reward. soul Key of daemons: Boosts Treasure Chest HP, making them harder to break. soul Cursed Amulet: Lowers opponents' critical hit chance in PvP but offers minimal impact. Neutral Choices[] * Each increases DPS by 15% per upgrade level.
Upgrades cost 1.02 soul or heart (10% DPS boost), with a max level of 10M. Other Artifacts should be prioritized first. By the time these are maxed, their DPS bonuses. Currency[] What to Buy[] Hero Souls[] Purchase Soul Totem first—only 50 soul, and it's a great investment. Focus on
high-value Artifacts (see list above). Shards[] Get Feralheart from the Shop—he frequently appears in Daily Boss Reward choices. Dal'ek is less useful until you have the other two mech heroes. Grimbeorn has early-game utility but is mainly used for mining after obtaining a dragon. Sun Zi is a strong pick due to his powerful buffs. Pack of Hero Shards
- Best to buy after reaching floor 1500, as rewards scale up. Bottles[] Use them to refresh daily quest when needed. Time travel if required for a daily quest (on the app version, watch an ad to get a bottle refund). Reset Daily Boss - A single reset for 50 bottle is sustainable (you can refund it through a daily quest). What Not to Buy[] Too many timer
resets. Artifacts that hinder progress, like Key of Daemons and Mimic. EQUIPMENT & RARITY[] Who to upgrade?[] Early game most players decide to focus on either Ena Hawkeye or Nushkilan as their first hero at maximum rarity, Galactic X. Ena is easy to buy straight away after performing Dark Ritual, while Nushkilan takes a bit of work to be
able to buy for the rarity trick. If deciding to go Nushkilan it's a good choice to get Feralheart and get him to rarity "Legendary II" as he will then be strong enough for you to unlock the Altar at level 400, often needed to get hold of Nushkilan. Once you have the first hero at max rarity you'll want to focus on a hero with bonus in Siege, by this time
 advisable not to destroy high level gear or invest heavily in these Heroes considering the needless consumption of materials used to craft the item, high value of premium currencies, and significant time required to obtain it. Gilds[] Combine 1 gild and 10 soul to increase a hero's rank by 1. The Ranks window is located at the bottom of the hero list
Reset ranks gained through World Map progression on lower-tier heroes to reclaim gild, then reinvest it into higher-tier heroes. New players should keep their total gild (both used and unused) below 150 to efficiently farm Bugles by sacrificing heroes at a rate of 1 hero shard pack per 10 gild. Exceed 150 gild only when searching for Siege Bosses.
PvP[] Always engage a PvP battle with DPS skills ready to be activated. PvP is mainly about critical damage, as such the artifacts Amule.
of Arrow Shower, Amulet of War Cry, Amulet of Primal Frenzy will make the related skills last 1min30 at max level, which allows you to chain up to 5 PvP battles. The artifact Distorters of Time reduces your skills cooldown by 75% at max level, which allows you to chain up to 5 PvP battles. The artifact Distorters of Time reduces your skills cooldown by 75% at max level. This reduces Arrow Shower and War Cry's cooldowns to 2min30, Primal Frenzy and Succubus Blood's
cooldowns to 15min. More in-depth tips on the PvP page Clan[] Upgrading Science follows a 5-hour limit timer. Each upgrades can be made until it fully depletes. Players can reset this timer instantly by
spending 200 bottle, though this is generally not recommended due to the high cost—except when trying to achieve a high score in Weekly Events. When upgrading a science points. The first option provides a base amount, the second option grants 5 times that
amount, and the third option grants 25 times the base amount. Regardless of which option is chosen, every upgrade only adds 30 minutes to the timer, making the highest option particularly valuable. The first option is always available for gold, while the second and third options may appear randomly and require either bottle, soul, or gold
Additionally, upgrading a science skill will refresh the availability of the second and third options for all science points should first check all available upgrades and prioritize the one that provides the most points. Since each upgrade refreshes all options, it is
essential to reassess choices after every purchase. For lower-level players in a high-level clan, upgrades that cost soul are often the best option, as farming enough gold for upgrades may not be feasible. Certain factors can significantly boost science point gains. Hiring both Tikola Nesla and Albert increases science points by 75%, making them
valuable allies. Additionally, when playing via the app, players can watch an advertisement to receive a free science upgrade instead of spending bottle, soul, or gold. By strategically selecting upgrades, taking advantage of available bonuses, and carefully considering whether to reset the timer, players can efficiently progress in science and
contribute to their clan's advancements. Next on Reading List[] Advanced Gameplans[] Index of other topics Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the
quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. STOP - Read Tips and Strategy before
continuing. This guide assumes you have read and have a general understanding of everything in Tips And Strategy and are familiar with the following pages: Heroes , Rarity tiers , Map Levels. Super Basic Summary: This guide is meant to be an example and suggestion of how to optimize your progression, focusing on targeted hero rarities and what
you need to get through the early game and into the late game to minimize waste from bad rarity selections gained through daily bosses. Daily bosses are linear in progression - and do not reset. This means theoretically there can be a point where you are no longer able to kill a daily boss and gain a rarity. This guide is meant to help you avoid that
and always be able to make either an informed, or optimal choice with your rarity progressions. Please know that there are a lot of people that disagree with my hero suggestions and progression list. That's fine. You do you. It's meant as a guide - a suggestion - not a strict letter of the law playlist. If you can understand what I am saying, you can dive
through he DPS charts and make your own plan towards getting your targeted rarities and end game hero progressions. To start with, understand that this game is all about your team roster are: What level am I trying to reach At what map level can I afford them? What is their base
damage? How high do I want to push their rarity? Scenario: You want to reach level 1,500 in order unlock your second alter (for better shard packs and Altar rewards). You will need a hero that can push somewhere around 1.5e307 dps to reach the level while killing every monster at the end of the run within 1 second and be able to reliably kill bossess
within the time limit. Example Solution 1: All In! You look at the charts, and decide to take your Feralheart to level 500 without any advanced heroes. You see that you have to get Feralheart to Galactic 1 in order to do this off rarity upgrades.
Feralheart can reach 1500 at Eternal 1, but requires you to find an additional e59 in DPS on that character from artifacts, souls, gilds and gear upgrades over the course of your game. Example Solution 2: Transition to Final Hero Again, we look at the charts and see that Sun Zi has a base DPS of e76. From base damage
alone he can reach 1500 at Eternal 1 (E314) at 40 rarity upgrades. I know from personal experience he can reach it at Godlike 1 (e267) with gear and gilding bonuses for 30 rarity upgrades. This requires me to use at least one starter hero at Legendary 1 to reach level 400 and earn the 3.5E81 gold to hire him. The Three Phases of the Game[] The
above example revolves around acquiring targeted rarity upgrades on your highest DPS hero (or chosen hero) every time you complete a daily boss or mythic chest. The fewer heroes are laid out there are three phases
of the game: Starter Heroes Transition Heroes End Game Heroes starter Heroes are the heroes you start your RUN with. Not necessarily the heroes are heroes you can gold purchase by killing a monster with just clicks. By the time you unlock all of the click damage upgrades (Mighty Glove
/ Bloody Glove / Gracefull Dagger) you are able to click and kill a level 60 or below monster with arrow storm for an initial gold investment. Meaning every hero (or combination of heroes) can reach level 400, you can unlock and acquire transition
heroes. Transition Heroes:[] The transition hero is the hero you use to reach level 1,500. At 1,500 you begin to aquire the shards necessary to begin unlocking End game heroes. Transition Heroes are from McCliff or later. McCliff can be acquired using shards gained from the level 400 altar. This is where people tend to target their rarity upgrades to
reach 1500 to farm high level shards. End Game Heroes: [] End Game Heroes are those that can reach level 1,500 with zero or very few rarity upgrades. This consists from Prenax The Deceiver, and higher. Most notably Almmaharret who is the last hero that can be unlocked using a blank soul recipe without requiring a previous stack of intermediary
hero shards. With their massive base DPS's they are capable of pushing five hundred to a thousand more levels at equal rarity than any starter or transition hero. The most consistent source of shards will eventually be daily quest and
packs purchased for gems (or daily quests that ask you to purchase packs of shards for gems). So understanding how the mines work and putting together a mining squad will be important to push from an End Game hero to a Final Hero. What High Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks something like this: Have Spatial Portal set high Level Play Looks Like[] High end play typically looks like the like this li
from level 499 and upward. Hire the starter hero "Map Jump" by clicking various levels to continue leveling the starter hero in order to purchase the end game hero, let the game run until it can overcome the Daily Boss health total. Complete Daily
Bosses, open mythic chests. Purchase remaining heroes, max all other heroes, max all other heroes, let the run continue to max level. PVP if wanted / needed. Wash Rinse Repeat. Note: This means most "high" level players only ever purchase two heroes during daily runs. It will be their extreme rarity Starter Hero (usually Feralheart, sometimes a Common grade Midas)
and finally their highest DPS hero. What? A Common Midas as your Starter and Transition Hero?[] The fastest way to start a new run is to use Midas and a high level special portal. Midas can be of ANY rarity and this trick will still work. The following is an Almmarett example: Have Spacial Portal set to level 901 Use gold from Magic Bag to purchase
50 levels on your avatar hero (unlocking arrow storm) Go back to level 55-60 and use arrow storm to kill a monster Have auto advance selected so you return to level 901 Increase Midas Level to 100, activate Midas Touch Wait 30 seconds - purchase Almmahrett. This is what end game players do. It cuts out an hour or more of raw low level grinding
or significantly reduces the number of "map" clicks and scrolling required to unlock their end level heroes. The special portal can be set higher or lower to target other specific break points. This is the most efficient method of starting a run. Alternatively, this can be used to instantly "Max" your over rarity starter hero to get DPS up. Though this
means you now have two heroes in your roster taking up rarity space. This does require you to have unlocked a Final Hero in the first place. Using this method also means the effective DPS of any rarity increases to lower level heroes is obsolete. This will be an important concept to keep in mind when selecting and choosing how for to take your
starter hero during early gameplay. What End Game Heroes Mean[] End game heroes change your entire roster. Unless the hero directly contributes to 'reaching' the end game hero, increasing rarity on them is a waste of resources and effort. For optimized gameplay this leads to two major strategies: "Starter Hero: All In!"[] Use a starter hero and
increase rarity to reach level 1,500 Ignore transition Heroes, useful for global bonuses Unlock final Hero and either Map Jump or Midas Trick to acquire target rarities on end game Plan - level progressions with dramatically "Jump" every 10 rarities (every 4-6 days). Low Chance of "wasting" rarities. Cons: If using the
midas trick - Without Galactic X - if using both Midas and a Starter Hero you will use up two slots during upgrades, meaning it could get dicey transitioning to Space Lord / Soul Eater at VERY VERY late game, due to progressive Daily Boss HP increases. Can be solved by throwing a PVP match with heroes you don't want upgraded. Recommended
Heroes to go all in With: Feralheart (Sub Optimal) - Easy to use - starts with +2 Rarity. Cannot be sacrificed later for shard packs. DPS Caps around e450 with gilds. No Global Support Skills Gormmash (2nd Best) - Feralheart But better. An Additional e20 in DPS over Feral (100 map levels) at equal rarity. One global support skill. Can be sacrificed at
altar after final hero purchased for massive shard packs. Transition Teams![] The transition teams strategy is how the game is "meant" to be played. You grab a hero and gradually increase and spread out your final hero dps until you can unlock the next
shard hero and begin again. Eventually you are forced into using the Midas trick to ensure enough slots are available for targeted rarity upgrades. Pro's and Cons (+) You feel like you are forced into using the Midas trick to ensure enough slots are available for targeted rarity upgrades. Pro's and Cons (+) You feel like you are forced into using the Midas trick to ensure enough slots are available for targeted rarity upgrades.
upgrades spread out over 4 or more heroes You will have to use the Midas Trick to transition to end game heroes (eventually). If going this route, I highly recommend only increasing rarity as necessary, and then in batches of 10, just enough to reach the next rarity rank (Where the level bonuses become the bulk of DPS gain). Do not put any starter
hero above legendary 1. Any starter Hero at Legendary 1, gilded (with Amulet of Power) and with gear upgrades can unlock any transition Options: Justice / Albert / Angmarth - All three of these guys can hit 1500 at Godlike 1. Easy heroes to
transition into, though there are better options from McCliff and Later. McCliff and Later. McCliff and Later. McCliff and Later. WcCliff and Later. WcCliff and Later. WcCliff and Later. McCliff and Late
McCliff with proper questing and crafting. Lower DPS - cannot be sacrificed later for shards once an end game hero card is acquired. Needed later for the mines. Sir Zeliek - Free Hero for playing the game 15 days consecutively. Lower DPS than Sun Zi, but is a "Free" hero and can help if you only play casually. Other shard heroes ARE available
through the level 400 altar. If you are patient you can wait for those to unlock before targeting rarities. The number of shards required for those heroes is higher than the ones mentioned above. You will be trading your time for a higher Base DPS. Please do your own research to see what is worthwhile for you (Hero Shards) Final Thoughts[] However
you choose to do it, the point of starting the game is first to race to 400, then to 1,500, and finally unlocking Almmaharret to enter the end game. Some final thoughs: Base DPS and Rarity level are the only relevant factors in raw DPS at the
next tier hero card). Understand this when making your decision. The premium Shop Heroes with 800%'s are an exception. Farming shards is a matter of putting every hero you can into the mines without ruining daily quests. Two star gear on "safe" heroes and using the Altar on them will give 10 additional shards per sacrifice. Farming for loot drop
is essential for gilds / hearts / gear. Gear is essential for shards. Until you have an end game hero, do not set your portal any higher than level 1 gear drops (Level 1 loot stops at 1000). Avoid brute force crafting. Use the gear you find. Everyone eventually uses the Midas trick to transition to late game heroes. PLAN your hero upgrades so you can
always manipulate rarity to the desired target hero. Note: This is Work in Progress This page serves as a comprehensive guide for players looking to optimize their progression in Dungeon Crusher. It covers key strategies for early game development, common mistakes to avoid, efficient use of Dark Ritual, best practices for managing the Altar,
optimal artifact selection, and PvP strategies. Additionally, it provides insights on currency management, ranking heroes, and contributing to clan upgrades. Whether you're a new player or looking to refine your gameplay, this guide will help maximize your efficiency and success. Early Game[] Purchase the Soul Totem from the shop as soon as
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Dark Ritual[] When all of your Heroes have reached their maximum level. If progression slows down (e.g., regular enemies take more than five seconds to defeat a dungeon Boss. In general, use Dark Ritual frequently during active play to maintain efficiency. Altar[] Version 1 of the Altar unlocks at floor 400. Avoid
sacrificing heroes obtained through hero shards until reaching version 2, which unlocks at floor 1500. Which characters should be sent to the Altar?[] Heroes obtained through hero shards with excess shards available (indicated by green text under
their icon in the Altar window). Which characters should NOT be sent to the Altar?[] Promotional or shop-exclusive heroes - they cannot be reacquired. Heroes obtained through hero shards with no excess shards available (indicated by red text under their icon in the Altar window). Heroes already reincarnated into their best forms. Your strongest
DPS hero. What happens to Hero Gear?[] All gear is destroyed, granting bonus hero shard packs. What Happens to Hero Ranking?[] All gild and soul used for ranking will be lost. For every 10 gild spent, you receive a hero shard packs. What Happens to Hero Ranking?[] All gild and soul used for ranking will be lost. For every 10 gild spent, you receive a hero shard packs. What Happens to Hero Ranking?[] All gild and soul used for ranking will be lost.
rank before using the Altar, as 10 gild is usually more valuable than a single hero shard pack. To reset ranks: Scroll to the bottom of the Heroes Tab. Select "Ranks." Click on a hero with a rank under its portrait. Choose "Reset" (cost: 2 soul). Artifacts early
maximizes their benefits. You can refresh an Artifact by deselecting an option. Artifacts bought with heart does not increase the cost of those purchased with soul, and vice versa. There are six "Bloody" Artifacts, which require heart to purchase. Once all six
are acquired, only soul Artifacts will remain available. Which Artifacts are Best?[] Early Choices[] soul Lamp of Specters (great synergy with the Lamp). Great Later On[] soul Amulet of Power: Enhances the base bonus of
+50% DPS per gild for ranked heroes by 2% each level. soul Graceful Dagger: Boosts critical damage (key for PvP and boss fights). soul Spatial Portal: Raises the restart level after using Dark Ritual, accelerating resets and boosting soul gains. Skipped levels cannot be looted and do not count toward progression-based events. Helps bypass low-value
rewards and reach max level faster. More resets mean increased loot opportunities, benefiting active players. During events, restart at 499 or lower. Consider the Pocket Teleportation Device, which allows you to skip 20 floors. Default starting
level: 1 (or 21 if using the Pocket Teleportation Device). Example: To restart at floor 499, upgrade the Spatial Portal to level 478. PvP[] soul Graceful Dagger: Increases critical hit chance (+5% at max level). Amulets of :
Extends skill duration (+60s at max level). Recommended for PvP skills: Arrow Shower, War Cry, Primal Frenzy, Succubus Blood. soul Strong Hand: Increases DPC (+2000% at max level). Not Recommended in Current Meta soul Mimic: Increases Treasure Chest spawn rate but reduces
overall loot. High-level Treasure Chests have too much HP for little gold reward. soul Key of daemons: Boosts Treasure Chest HP, making them harder to break. soul Cursed Amulet: Lowers opponents' critical hit chance in PvP but offers minimal impact. Neutral Choices[] * Each increases DPS by 15% per upgrade level. Upgrades cost 1.02 soul or
heart (10% DPS boost), with a max level of 10M. Other Artifacts should be prioritized first. By the time these are maxed, their DPS contribution will likely be insignificant compared to overall DPS bonuses. Currency[] What to Buy[] Hero Souls[] Purchase Soul Totem first—only 50 soul, and it's a great investment. Focus on high-value Artifacts (see list
above). Shards[] Get Feralheart from the Shop—he frequently appears in Daily Boss Reward choices. Dal'ek is less useful until you have the other two mech heroes. Grimbeorn has early-game utility but is mainly used for mining after obtaining a dragon. Sun Zi is a strong pick due to his powerful buffs. Pack of Hero Shards - Best to buy after reaching
floor 1500, as rewards scale up. Bottles[] Use them to refresh daily quests when needed. Time travel if required for a daily quest (on the app version, watch an ad to get a bottle refund). Reset Daily Boss - A single reset for 50 bottle is sustainable (you can refund it through a daily quest). What Not to Buy[] Too many timer resets. Artifacts that hinder
progress, like Key of Daemons and Mimic. EQUIPMENT & RARITY[] Who to upgrade?[] Early game most players decide to focus on either Ena Hawkeye or Nushkilan as their first hero at maximum rarity, Galactic X. Ena is easy to buy straight away after performing Dark Ritual, while Nushkilan takes a bit of work to be able to buy for the rarity trick.
If deciding to go Nushkilan it's a good choice to get Feralheart and get him to rarity "Legendary II" as he will then be strong enough for you to unlock the Altar at level 400, often needed to get hold of Nushkilan. Once you have the first hero at max rarity you'll want to focus on a hero with bonus in Siege, by this time you'll most likely have collected
one of the heroes achievable at 4 million siege points in a single week. Who not to upgrade?[] Low damage, low tier basic Heroes that will be destroyed but yield additional bonus Shards. With this in mind it's advisable not to destroy high
level gear or invest heavily in these Heroes considering the needless consumption of materials used to craft the item, high value of premium currencies, and significant time required to obtain it. Gilds[] Combine 1 gild and 10 soul to increase a hero's rank by 1. The Ranks window is located at the bottom of the hero list. Reset ranks gained through
World Map progression on lower-tier heroes to reclaim gild, then reinvest it into higher-tier heroes. New players should keep their total gild (both used and unused) below 150 to efficiently farm Bugles by sacrificing heroes at a rate of 1 hero shard pack per 10 gild. Exceed 150 gild only when searching for Siege Bosses. PvP[] Always engage a PvP
battle with DPS skills ready to be activated. PvP is mainly about critical damage, as such the artifact Graceful Dagger is a gamechanger. Don't bother with the non-arena PvP battles. You may nonetheless do it if you are about to Dark Ritual, but potentially disabling a Hero is not worth the small reward. The artifacts Amulet of Arrow Shower, Amulet of
War Cry, Amulet of Primal Frenzy will make the related skills last 1min30 at max level, which allows you to chain up to 5 PvP battles. The artifact Distorters of Time reduces your skills cooldowns to 15min. More in
depth tips on the PvP page Clan[] Upgrading Science follows a 5-hour limit timer, which counts down constantly. However, if the timer exceeds 5 hours, no further upgrades can be made until it fully depletes. Players can reset this timer instantly by spending 200 bottle, though this is
generally not recommended due to the high cost—except when trying to achieve a high score in Weekly Events. When upgrading a science skill, players are presented with three buttons, each granting a different amount of science points. The first option provides a base amount, the second option grants 5 times that amount, and the third option
grants 25 times the base amount. Regardless of which option is chosen, every upgrade only adds 30 minutes to the timer, making the highest option particularly valuable. The first option is always available for gold, while the second and third options may appear randomly and require either bottle, soul, or gold. Additionally, upgrading a science skill
 will refresh the availability of the second and third options for all science skills in the clan, not just the one being upgrades and prioritize the most points. Since each upgrade refreshes all options, it is essential to reassess choices after
every purchase. For lower-level players in a high-level clan, upgrades that cost soul are often the best option, as farming enough gold for upgrades may not be feasible. Certain factors can significantly boost science points by 75%, making them valuable allies. Additionally, when
playing via the app, players can watch an advertisement to receive a free science upgrade instead of spending bottle, soul, or gold. By strategically selecting upgrades, taking advantage of available bonuses, and carefully considering whether to reset the timer, players can watch an advertisement to receive a free science upgrade instead of spending bottle, soul, or gold. By strategically selecting upgrades, taking advantage of available bonuses, and carefully considering whether to reset the timer, players can watch an advertisement to receive a free science upgrade instead of spending bottle, soul, or gold. By strategically selecting upgrades, taking advantage of available bonuses, and carefully considering upgrades.
Next on Reading List[] Advanced Gameplans[] Index of other topics Note: This is Work in Progress Heroes are the primary source of DPS (damage per second) in Dungeon Crusher, primarily affecting progression on the World Map. They serve as the game's characters and can be recruited through various methods, including bottle, emerald, void,
Hero Shards, or in-game purchases with real-world currency. Heroes attack automatically, except for the first hero—the player character—who only upgrades base click damage. While DPS is the main factor in the World Map, Heroes atso play a crucial role in Sieges and the League, where their individual attributes—such as Health, Attack, Defense,
Wisdom, and Agility—are actively utilized. Currently, there are 360 heroes available in the game. Leveling Heroes are level up a hero by clicking the "Upgrade" button that allows leveling up a hero by 1, 10, 25, or 100 levels, as well as Next or Max.
Next levels the hero to the next ability unlock, which is at level 1000 after level 200 (or the level cap, if lower). This costs gold. Max levels the hero as much as possible based on the available gold. Leveling up a hero increases its DPS for World Map progression but does not affect attributes used in Sieges or League. Additionally, each level-up
increases the cost of the next level by 7%, nearly doubling the cost every 10 levels. Level Bonuses[] Almost every 10 levels. These bonuses increase a hero's DPS
for World Map progression but do not impact attributes used in Sieges, League, or Dragon Draft. While they help keep early ones in effectiveness. Hero Rarity and Level Cap[] Hero rarity determines the maximum level a hero can reach and
significantly boosts their DPS and attributes. Higher rarity levels unlock greater power, making heroes more effective in battles. Rarity can be increased through various methods, including defeating the Daily Boss, opening Mystic Chests and Mystic Vaults, spending resources like emerald and bottle, or using Star Elixirs. Each rarity tier raises a
hero's level cap, max gilds, and overall strength, playing a key role in progression. For a detailed breakdown of rarity levels and their effects, see Heroes Rarity. Gilded Heroes[] Each gild grants a +0.1% stats bonus and a stackable +50% DPS bonus. The DPS bonus can be further increased with the Amulet of Power artifact. To gild a hero, it costs 1
gild and 10 soul for each gilding. This allows players to increase the hero's effectiveness, strengthening them in battle. Rarity determines the maximum gilds a hero can hold. A detailed view of Gilded Heroes can be accessed by clicking the Ranks button at the bottom of the Hero list. Hero Stats[] Each hero has five stats: Health, Attack, Defense,
Wisdom, and Agility. These attributes do not affect performance in the World Map but are essential in Sieges, League, and Dragon Draft. In Sieges and League, stats can be improved. Health (HP) - Determines how much damage
a hero can take before being defeated. Attack - One of the offensive stats. If highlighted, the hero's damage is based on their Wisdom stat. Wisdom-based attacks are
blocked by Wisdom. Agility - One of the offensive stats, If highlighted, the hero's damage is based on their Agility striking first. Hero Stars[] Heroes gain stars by completing full sets of equipment, which are applied all at once rather than individually. Each star increases
5.8E+11 0 0 0 0.5 0 King Midas 2.2E+12 0 3 0 0 193 Galas, Frost Gigant 5.4E+13 0 0 3x 0 0 Helazar, Dead Lord 4.8E+14 0 0 0 0 0 Rakka Fireheart 2.4E+22 10 0 0 0 0 Brath the Merciless 3.6E+16 44 0 0 0 0 Darthu 4.6E+17 10 0 0 0 0 Rakka Fireheart 2.4E+22 10 0 0 0 0 Rakka Fireheart 2.4E+22 10 0 0 0 0 Darthu 4.6E+17 10 0 0 0 0 Rakka Fireheart 2.4E+22 10 0 0 0 0 Darthu 4.6E+17 10 0 0 0 0 Darthu 4.6E+17 10 0 0 0 0 Rakka Fireheart 2.4E+22 10 0 0 0 0 Darthu 4.6E+17 10 0 0 0 Darthu 4.6E+17 10 0 0 0 Darthu 4.6E+17 10 D
7.2E+24 56.25 0 0 0 0 Dakkot, the Falling Star 3.8E+27 25 0 0 0.5 0 Heroes Obtainable Through Souls[] Hero Name Icon Base Costgold Global DPS(%) soul Bonus(%) Feralheart 1000 0 Dal'ek 1.4E+22 0 Grimbeorn 8.5E+25 0 Djinbo 2.1E+28 50
Sun Zi 3.5E+81 0 Heroes Obtainable Through Shop Packs[] Hero Name Icon Base Cost gold Global DPS (%) Science Point Bonus (%) Global DPS (%) Science Point Bonus (%) Global DPS (%) Science Point Bonus (%) Siege Health Bonus (%) Sie
0 0 0 Aurora, Angel of Hope 1.7E+47 0 0 0 0 0 50 100 0 Aurora's Gift Halo of Eternal Conflict Raziel, Angel of Despair 4.2E+73 0 0 0 0 0 100 100 0 Eternal Conflict Zeus the Thunderer 5.0E+96 0 0 0 0 0 100 100 0 Zeus's Gift Blessing of the
Gods Lord of Mictlan 1.0E+142 0 0 0 0 0 100 100 100 0 Gift of the Gods Inpu, Keeper of the Gods 
Cost Base DPS Evolves from Sir Abe Junior ""My father was right: rushing into battle is very dangerous, but so funny!" 50gold Unknown Abe Tod ""Fire never dies alone" 50gold Unknown Tom, Gatekeeper Isolda, Gatekeeper ""Even the most delicate women
could wield a weapon to protect their land." 1,000gold Unknown Tom, Gatekeeper Bianca "Sugkum has two girlfriends: his Axe and Bianca." 100Kgold Unknown Nedes the Thief Angel Eyes Stan Ulla, the Unrelenting
 ""Ulla was never an agreeable girl. Her tongue tells tales of rebellion."" 2,500Kgold Unknown Nedes the Thief Angel Eyes Stan Gormmash ""The times they are a-changing."" 54,000Bgold Unknown Galas, Frost Gigant Shenlong ""Your blows must flow from one to the next in an endless succession to overwhelm a superior foe."" 4,050Tgold Unknown
Sun Wukong Sicri ""There's magic in her dragon blood." 15,000Dgold 166@ SicriNushkilanKatelah Katelah 
understand human beings - if they don't want to be killed, why they are made of flesh?"" 15,000Dgold 166@ SicriNushkilanKalethah Heroes Obtainable Through Purchases or Voids[] Hero Name Icon Base Cost gold Science Point Bonus (%) Siege Health Bonus (%) Event Point Bonus (%)
Gift Set Whisper 1.5E+14 0 0 0 0 Spirit Connection Ghost 8.6E+25 0 0 0 0 Spirit Connection Ufir, Angel of Eternal Conflict Raziel, Angel of Despair 4.2E+73 75 100 0 Raziel's Gift Halo of Eternal Conflict Eltor, Angel of Balance 3.4E+82 100 100 0
Surgrazoth the Defiler 5.0E+444 0 100 20 Surgrazoth's Gift Curse of the Demons Kozeentch's Gift Curse of the Demons Kozeen
of the East Ao Kuang 1.0E+1525 0 0 20 Ao Kuang's Gift Seal of the North Hel 1.0E+1325 0 0 20 Ymir's Gift Seal of the North Note: This is Work in Progress This page serves as a comprehensive guide for players looking to optimize their
progression in Dungeon Crusher. It covers key strategies for early game development, common mistakes to avoid, efficient use of Dark Ritual, best practices for managing the Altar, optimal artifact selection, and PvP strategies. Additionally, it provides insights on currency management, ranking heroes, and contributing to clan upgrades. Whether
you're a new player or looking to refine your gameplay, this guide will help maximize your efficiency and success. Early Game[] Purchase the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains. Invest soul into the Soul Totem from the shop as soon as possible to boost soul gains.
until you obtain a dragon or Sun Zi. Prioritize completing Daily Quests. Important: You can control the Daily Boss and Mystic Chests/Vaults (Clan Arena) hero rarity increase. If your Daily Boss win chance is not ">99%", you risk
losing heroes until your next Dark Ritual. Spend your currency wisely to maximize progression. Loot bag capacity is infinite and persists through Dark Ritual resets. Mines benefit from 'Time Travel,' so fill them with any spare heroes. However, avoid placing essential skill and buffer heroes, as they are needed in the Clan Mine. On mobile, you can
watch up to five ads per day. The best use is for free 'Time Travel,' which, when combined with daily quests, provides a significant amount of free bottle. Watching an ad for any purpose counts toward the daily five-view limit. Always keep at least 125 emerald and 80 bottle available for quests. The system reimburses these upon quest completion.
Early Mistakes[] Wasting currency on unnecessary timer resets. Using the "Next" hire option too soon. This upgrades a hero from level 200 to 1,000 (or their max level if below 1,000). However, heroes receive a ×4 damage boost every 25 levels after 200. After level 1,000, "Next" functions identically to "25." Spending Shards on rarity upgrades too
early. Prioritize purchasing Sun Zi for 550 emerald, and always reserve 125 emerald for daily quests. The 20 emerald upgrade is acceptable but should only be used for your main DPS hero. Upgrading hero levels from the hero page instead of the her
upgrade after reaching max level. Upgrading from the hero list prevents this mistake. Using bottle for Heroes Rarity upgrades instead of increasing rarity through daily quests and Mystic Chests/Vaults rewards from the Clan Arena. Having more than three heroes before claiming the reward from the Daily Boss or Mystic Chests/Vaults, which causes
the rarity upgrade to be randomly assigned to a suboptimal hero. Overlooking the ability to adjust the number of levels purchased on the artifact page. Dark Ritual[] When to Use Dark Ritual[] When all of your Heroes have reached their maximum level. If progression slows down (e.g., regular enemies take more than five seconds to defeat). When
you're unable to defeat a dungeon Boss. In general, use Dark Ritual frequently during active play to maintain efficiency. Altar[] Version 1 of the Altar unlocks at floor 1500. Which characters should be sent to the Altar?[] Heroes with known
reincarnations. Low-damage heroes with low rarity in exchange for hero shards. Heroes obtained through hero shards with excess shards available (indicated by green text under their icon in the Altar window). Which characters should NOT be sent to the Altar?[] Promotional or shop-exclusive heroes - they cannot be reacquired. Heroes obtained
through hero shards with no excess shards available (indicated by red text under their icon in the Altar window). Heroes already reincarnated into their best forms. Your strongest DPS hero. What happens to Hero Rarity?[] All gear is destroyed, granting bonus hero
shard packs. What Happens to Hero Ranking?[] All gild and soul used for ranking will be lost. For every 10 gild spent, you receive a hero shard pack. It's recommended to reset ranks: Scroll to the bottom of the Heroes Tab. Select "Ranks." Click
on a hero with a rank under its portrait. Choose "Reset" (cost: 2 soul). Artifacts [] Each Artifact purchased has an increasing cumulative cost, so acquiring optimal Artifacts bought with soul and those bought with heart have separate cumulative costs.
Purchasing an Artifact with heart does not increase the cost of those purchased with soul, and vice versa. There are six "Bloody" Artifacts will remain available. Which Artifacts are Best?[] Early Choices[] soul Lamp of Specters: Increases the chance of encountering
specters (ghost mobs that yield soul). soul Soul Reaper: Boosts soul earnings from specters (great synergy with the Lamp). Great Later On[] soul Amulet of Power: Enhances the base bonus of +50% DPS per gild for ranked heroes by 2% each level. soul Graceful Dagger: Boosts critical damage (key for PvP and boss fights). soul Spatial Portal: Raises
the restart level after using Dark Ritual, accelerating resets and boosting soul gains. Skipped levels cannot be looted and do not count toward progression-based events. Helps bypass low-value rewards and reach max level faster. More resets mean increased loot opportunities, benefiting active players. During events, restarting at level 500 skips the
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level 500 boss but keeps later bosses (600, 700, etc.). To fight the 500 boss, restart at 499 or lower. Consider the Pocket Teleportation Device, which allows you to skip 20 floors. Default starting level: 1 (or 21 if using the Pocket Teleportation Device, which allows you to skip 20 floors. Default starting level: 1 (or 21 if using the Pocket Teleportation Device, which allows you to skip 20 floors. Default starting level: 1 (or 21 if using the Pocket Teleportation Device).

+2000% at max level). heart Bloody Glove: Increases DPC (+2000% at max level) cursed Amulet: Lowers opponents' critical hit chance in PvP but offers minimal in a significant compared to overall DPS bonuses. Currency[] What to Buy[] Hero So eroes. Grimbeorn has early-game utility but is mainly used for mining after obtain ad to get a bottle refund). Reset Daily Boss - A single reset for 50 bottle is sust Jushkilan as their first hero at maximum rarity, Galactic X. Ena is easy to buy stra). Not Recommended in Current Meta soul Mimic: Increases Trenpact. Neutral Choices[] * Each increases DPS by 15% per upgrauls[] Purchase Soul Totem first—only 50 soul, and it's a great in ning a dragon. Sun Zi is a strong pick due to his powerful buffs. ainable (you can refund it through a daily quest). What Not to Baight away after performing Dark Ritual, while Nushkilan takes a	asure Chest spawn rate but reduces overall loot. High ade level. Upgrades cost 1.02 soul or heart (10% DPS vestment. Focus on high-value Artifacts (see list above Pack of Hero Shards – Best to buy after reaching floouy[] Too many timer resets. Artifacts that hinder progability of work to be able to buy for the rarity trick. If definition of the same content of the	-level Treasure Chests have too much HP for little gold reward boost), with a max level of 10M. Other Artifacts should be prious). Shards[] Get Feralheart from the Shop—he frequently apper 1500, as rewards scale up. Bottles[] Use them to refresh daily ress, like Key of Daemons and Mimic. EQUIPMENT & RARITY exiding to go Nushkilan it's a good choice to get Feralheart and	ars in Daily Boss Reward choices. Dal'ek is less useful until you have the other two mech y quests when needed. Time travel if required for a daily quest (on the app version, watch [] Who to upgrade?[] Early game most players decide to focus on either Ena Hawkeye or d get him to rarity "Legendary II" as he will then be strong enough for you to unlock the
Itar for Shards. Altar considerations:[] Gear/Rarity/Grading of a Hero used durin ignificant time required to obtain it. Gilds[] Combine 1 gild and 10 soul to increasinused) below 150 to efficiently farm Bugles by sacrificing heroes at a rate of 1 heron-arena PvP battles. You may nonetheless do it if you are about to Dark Ritual, If Time reduces your skills cooldown by 75% at max level. This reduces Arrow Shown constantly. However, if the timer exceeds 5 hours, no further upgrades can resented with three buttons, each granting a different amount of science points.	g Altar will be destroyed but yield additional bonus Shards. With see a hero's rank by 1. The Ranks window is located at the bottomero shard pack per 10 gild. Exceed 150 gild only when searching but potentially disabling a Hero is not worth the small reward. Tower and War Cry's cooldowns to 2min30, Primal Frenzy and Sube made until it fully depletes. Players can reset this timer instathe first option provides a base amount, the second option gran	th this in mind it's advisable not to destroy high level go not the hero list. Reset ranks gained through World May g for Siege Bosses. PvP[] Always engage a PvP battle value of the artifacts Amulet of Arrow Shower, Amulet of War Caccubus Blood's cooldowns to 15min. More in-depth tightly by spending 200 bottle, though this is generally mats 5 times that amount, and the third option grants 25	ear or invest heavily in these Heroes considering the needless lap progression on lower-tier heroes to reclaim gild, then reinvith DPS skills ready to be activated. PvP is mainly about critically, Amulet of Primal Frenzy will make the related skills last 1 is on the PvP page Clan[] Upgrading Science[] Upgrading scient recommended due to the high cost—except when trying to a times the base amount. Regardless of which option is chosen,	reek. Who not to upgrade?[] Low damage, low tier basic Heroes that will grind through the consumption of materials used to craft the item, high value of premium currencies, and vest it into higher-tier heroes. New players should keep their total gild (both used and cal damage, as such the artifact Graceful Dagger is a gamechanger. Don't bother with the min30 at max level, which allows you to chain up to 5 PvP battles. The artifact Distorters note follows a 5-hour limit timer. Each upgrade adds 30 minutes to this timer, which counts achieve a high score in Weekly Events. When upgrading a science skill, players are, every upgrade only adds 30 minutes to the timer, making the highest option particularly
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Click on a hero with a rank under its portrait. Choose "Reset" (cost: 2 soul). Artifacturchasing an Artifact with heart does not increase the cost of those purchased we pecters (ghost mobs that yield soul). Soul Soul Reaper: Boosts soul earnings from the restart level after using Dark Ritual, accelerating resets and boosting soul gainevel 500 boss but keeps later bosses (600, 700, etc.). To fight the 500 boss, restart acceases critical damage (+750% at max level). Soul Katar: Boosts critical hit chat +2000% at max level). heart Bloody Glove: Increases DPC (+2000% at max level) cursed Amulet: Lowers opponents' critical hit chance in PvP but offers minimal in	cts[] Each Artifact purchased has an increasing cumulative cost, with soul, and vice versa. There are six "Bloody" Artifacts, which is specters (great synergy with the Lamp). Great Later On[] soul in the soul levels cannot be looted and do not count toward propert at 499 or lower. Consider the Pocket Teleportation Device, whence (+10% at max level). heart Bloody Katar: Boosts critical hit is Not Recommended in Current Meta soul Mimic: Increases Trepact. Neutral Choices[] * Each increases DPS by 15% per upgra	require heart to purchase. Once all six are acquired, of Amulet of Power: Enhances the base bonus of +50% Engression-based events. Helps bypass low-value reward ich allows you to skip 20 floors. Default starting level chance (+5% at max level). Amulets of: Extends skill easure Chest spawn rate but reduces overall loot. High adde level. Upgrades cost 1.02 soul or heart (10% DPS)	benefits. You can refresh an Artifact by deselecting an option. nly soul Artifacts will remain available. Which Artifacts are Be PS per gild for ranked heroes by 2% each level. soul Graceful ds and reach max level faster. More resets mean increased loo 1 (or 21 if using the Pocket Teleportation Device). Example: To duration (+60s at max level). Recommended for PvP skills: Ar -level Treasure Chests have too much HP for little gold reward boost), with a max level of 10M. Other Artifacts should be prio	Artifacts bought with soul and those bought with heart have separate cumulative costs. st?[] Early Choices[] soul Lamp of Specters: Increases the chance of encountering Dagger: Boosts critical damage (key for PvP and boss fights). soul Spatial Portal: Raises to opportunities, benefiting active players. During events, restarting at level 500 skips the To restart at floor 499, upgrade the Spatial Portal to level 478. PvP[] soul Graceful Dagger: row Shower, War Cry, Primal Frenzy, Succubus Blood. soul Strong Hand: Increases DPC d. soul Key of daemons: Boosts Treasure Chest HP, making them harder to break. soul critized first. By the time these are maxed, their DPS contribution will likely be
eroes. Grimbeorn has early-game utility but is mainly used for mining after obtain ad to get a bottle refund). Reset Daily Boss – A single reset for 50 bottle is sust Jushkilan as their first hero at maximum rarity, Galactic X. Ena is easy to buy straiter at level 400, often needed to get hold of Nushkilan. Once you have the first haltar for Shards. Altar considerations:[] Gear/Rarity/Grading of a Hero used durin ignificant time required to obtain it. Gilds[] Combine 1 gild and 10 soul to increasinused) below 150 to efficiently farm Bugles by sacrificing heroes at a rate of 1 heroes.	ning a dragon. Sun Zi is a strong pick due to his powerful buffs. ainable (you can refund it through a daily quest). What Not to Baight away after performing Dark Ritual, while Nushkilan takes a nero at max rarity you'll want to focus on a hero with bonus in Sig Altar will be destroyed but yield additional bonus Shards. With see a hero's rank by 1. The Ranks window is located at the bottomero shard pack per 10 gild. Exceed 150 gild only when searching	Pack of Hero Shards – Best to buy after reaching floor uy[] Too many timer resets. Artifacts that hinder progrability of work to be able to buy for the rarity trick. If delege, by this time you'll most likely have collected one in this in mind it's advisable not to destroy high level go not the hero list. Reset ranks gained through World May for Siege Bosses. PvP[] Always engage a PvP battle v	r 1500, as rewards scale up. Bottles[] Use them to refresh daily ress, like Key of Daemons and Mimic. EQUIPMENT & RARITY exciding to go Nushkilan it's a good choice to get Feralheart and of the heroes achievable at 4 million siege points in a single we gear or invest heavily in these Heroes considering the needless lap progression on lower-tier heroes to reclaim gild, then reinvith DPS skills ready to be activated. PvP is mainly about critical progression on the second control of the control of the second control of the control of the control of the second control of the control of th	ars in Daily Boss Reward choices. Dal'ek is less useful until you have the other two mech y quests when needed. Time travel if required for a daily quest (on the app version, watch [] Who to upgrade?[] Early game most players decide to focus on either Ena Hawkeye or d get him to rarity "Legendary II" as he will then be strong enough for you to unlock the eek. Who not to upgrade?[] Low damage, low tier basic Heroes that will grind through the consumption of materials used to craft the item, high value of premium currencies, and vest it into higher-tier heroes. New players should keep their total gild (both used and cal damage, as such the artifact Graceful Dagger is a gamechanger. Don't bother with the min 30 at max level, which allows you to chain up to 5 PvP battles. The artifact Distorters
f Time reduces your skills cooldown by 75% at max level. This reduces Arrow Sho own constantly. However, if the timer exceeds 5 hours, no further upgrades can resented with three buttons, each granting a different amount of science points. aluable. The first option is always available for gold, while the second and third cience points should first check all available upgrades and prioritize the one that	ower and War Cry's cooldowns to 2min30, Primal Frenzy and Sube made until it fully depletes. Players can reset this timer insta. The first option provides a base amount, the second option gran options may appear randomly and require either bottle, soul, or a provides the most points. Since each upgrade refreshes all opticisola Nesla and Albert increases science points by 75%, making	accubus Blood's cooldowns to 15min. More in-depth tip intly by spending 200 bottle, though this is generally notes 5 times that amount, and the third option grants 25 gold. Additionally, upgrading a science skill will refressions, it is essential to reassess choices after every pure them valuable allies. Additionally, when playing via the	os on the PvP page Clan[] Upgrading Science[] Upgrading scie of recommended due to the high cost—except when trying to a times the base amount. Regardless of which option is chosen, the availability of the second and third options for all science hase. For lower-level players in a high-level clan, upgrades the eapp, players can watch an advertisement to receive a free science.	min 30 at max level, which allows you to chain up to 5 PVP battles. The artifact Distorters not follows a 5-hour limit timer. Each upgrade adds 30 minutes to this timer, which counts achieve a high score in Weekly Events. When upgrading a science skill, players are, every upgrade only adds 30 minutes to the timer, making the highest option particularly e skills in the clan, not just the one being upgraded. Players looking to maximize their at cost soul are often the best option, as farming enough gold for upgrades may not be sience upgrade instead of spending bottle, soul, or gold. By strategically selecting

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