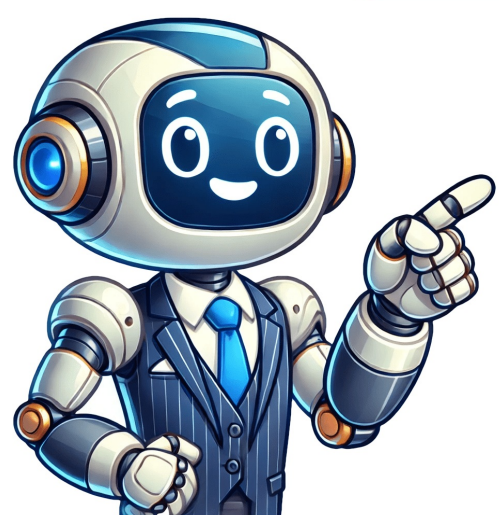


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Sign in to edit Dungeon Crusher: Soul Hunters is a fun Idle Game. You hire heroes, progress through the stages, then Reset. Every Reset, you gain Souls. These Souls boost your Damage or you can use them to buy useful Artifacts or Level the Artifacts 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! This Guide will focus on the essentials you need to know in order to get started! There's more to the game than just what's 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. This can range from Common to Galactic. Increase a hero's Rarity will increase their Max Level for every Tier of 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 5-8. Some heroes have skills associated with them. It's worth it to know who does what and at what level. Brath gives you the skill that lets you use Dark Ritual (Reset) at lvl 125. So do not send him the mines. Ever. Finally, the key to progressing in the game is known as a Hero's Rarity. Unlocking new heroes will allow you to progress in small steps, but raising a single Hero's Rarity increase their level cap, which increasing their DMG bonuses. Focus on one hero at a time, especially the Early Game (Stages 1-200ish). 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 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's 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's 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 your heroes have died (do not spend potions to revive them). Use DR when you want to do the "Rarity" Trick. Souls: Souls are very useful for a variety of reasons. First, they can 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 Gift 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 second, 100 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 this game randomly picks a few quests for you to give you an option for you can give it. Your Rarity upgrade is Meaning that if you click 1 hero out of 3 to receive an artifact, you'll get it. The trick to this lies in the specific of "Hired" Heroes. In order to CONTRIBUTE to the Free Rarity upgrade, all you have to do is the following... Use Dark Ritual. Only Hire (Spend gold on) 3 heroes + you gain clicker on) 3 heroes + you gain clicker on) 3 heroes. 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 rarity 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 benefits. So she's a 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 400? By increasing their Rarity. See #4. Nush Daily Quest, Arena, Bottle, Gems, Time Travel (TV)-Mobile Ads + Mines, Stage 666, Joining a Clan, Crafting, Midas Trick, GaX 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 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 resources, and advanced tips for maximizing your efficiency and success. 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Altar considerations[] Gear/Rarity/Grading of a Hero used during Altar will be destroyed but yield additional bonus Shards. With this in mind it's advisable not to dest up 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 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[] Upgrading science follows a 5-hour limit timer. Each upgrade adds 30 minutes to this 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 upgraded. Players looking to maximize their 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. 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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. Da'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 Nushklian as their first hero at maximum rarity. Galactic X. Ena is easy to buy straight away after performing Dark Ritual, while Nushklian takes a bit of work to be able to buy for the rarity trick. If deciding to go Nushklian 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 Nushklian. 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 grind through the Altar for Shards. Altar considerations[] Gear/Rarity/Grading of a Hero used during Altar 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 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[] Upgrading science follows a 5-hour limit timer. Each upgrade adds 30 minutes to this 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 upgraded. Players looking to maximize their 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

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