

# Crypting Guides

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# Basic Guidelines for Crypting

## General Principles

1. Increase the level and star bonus of Carter as fast as you can.
2. Advance the gear on Carter as much as possible
3. These are important for advancing crypting efficiency and optimization of Tar.
4. Clan Chests are the lifeblood of cost effective advancement
5. Use Hero talents in Archeology for crypt cost and efficiency first

The chests produced by your crypting greatly benefit the entire clan. With a full clan constantly finishing crypts, everyone benefits mutually! Your clanmates work hard to keep you stocked with chests, so always make sure you are doing your part.

Carter's level/star bonus and equipment are the key to efficient crypt exploration.

Crypt exploration efficiency increases the exploration progress that each march makes. You only want to be crypting levels that you can clear in one go.

Exploration cost bonus decreases the amount of tar necessary to fully explore a crypt. The more efficient Carter is at exploring crypts, the less tar is spent and the faster you can clear a crypt in one go.

If you have the Thunder Drum artifact, use that on Carter to increase his march speed to/from crypts.

When crypting, Carter should wear Tomb Raider gear at its maximum level, with the maximum level gems and enchantments for Crypt exploration efficiency. You can get Amber (Gem for Crypt Exploration Efficiency) from right-facing Rare crypts. Left-facing Rare Crypts contain gems for tar production and tar capacity.

Only upgrade to Omniscience gear, if the bonuses exceed that of your Tomb Raider gear. Also it's important to note that Omniscience gear does NOT affect your Tar production/capacity, but Tomb Raider gear does.

If you do send Carter to fight (e.g., Arachne for leveling-up), remember to change his gear to something else, so you don't reduce the durability of his gear.

## Bonus for taking extra tar

Takes more tar on a march than the base amount required to explore the crypt. It grants you a 10% bonus to exploration efficiency. The game first divides the amount of Tar you bring with you by the base amount required for exploring the crypt, and adds the 10% efficiency bonus to every

“strike” performed. Only after that does the game apply the exploration efficiency bonuses for technologies, talents, titles, etc.

ONLY MARCH ON CRYPTS YOU CAN CLEAR 100% in one shot. Crypt the next level only when you are testing Carter crypt efficiency. We don't need you to impress anyone by bringing lvl 25 chests if you need to use 70K tar to get it. First it's wasting your tar, second, it is better for clan members to get 5 lvl 20 chests than only one 25. Plus if you are out of tar then you'll bring nothing and you don't want that.

Do not rush things. It is no use to try to get godlike equipment if you are crypting lvl 15. Waste of time and resources.

Try to clear 100% level by level. By doing that you'll get better and more materials to clear the next one.

## Carter's Standard Equipment (Tomb Raider)

Tomb Raider equipment has buffs for crypt exploration efficiency and tar production and is purchased with silver.

- Shadow-Warped Dagger (2.28M silver)
- Sealed Shadow Medallion (2.82M)
- Hunter's Enchanted Hood (3.49M)
- Cursed Claw Coat (3.49M)
- Boots of the Dark Hunt (3.49M)
- All-Seeing Eye of the Master (3.49M).

As with all gear, you can craft various qualities depending on the quality of materials you have available. All of the Tomb Raider equipment carries the same range in boosts (from +3% crypt exploration efficiency and +1% tar production for grey/poor to +50% crypt efficiency and +30% tar production for yellow/godlike) and all have a durability of 30. However the Shadow-Warped Dagger and Sealed Shadow Medallion are about 2/3 the cost of the other pieces of equipment. Because Carter can wear any gear in any of the 3 slots available to him, you will pay less silver to create the Dagger than the other types of gear, with no restrictions on its use or reduction in its durability. The drawback is each item requires a different set of materials.

# Crypting Equipment

## Carter’s Standard Equipment (Tomb Raider)

Tomb Raider equipment has buffs for crypt exploration efficiency and tar production. It's built with materials that can be found in specific common crypts, or several epic crypts. Once you have the required materials, you also pay silver to craft them. The cost in silver changes slightly with every increase in Guardsmen level. The most expensive become cheaper, and the cheapest increase in price. If silver is a concern you should check the costs before beginning to craft.

Following is a list of items you can craft (with costs for G6):

- Shadow-Warped Dagger      2.28M silver
- Sealed Shadow Medallion    2.82M
- Hunter’s Enchanted Hood    3.49M
- Cursed Claw Coat            3.49M
- Boots of the Dark Hunt       3.49M
- All-Seeing Eye of the Master 3.49M

As with all gear, you can craft various qualities depending on the quality of materials you have available. All of the Tomb Raider equipment carries the same range in boosts and all have a durability of 30. However, if you're G6, the Shadow-Warped Dagger and Sealed Shadow Medallion are about 2/3 the cost of the other pieces of equipment. Because Carter can wear any gear in any of the 3 slots available to him, you will pay less silver to create the Dagger than the other types of gear, with no restrictions on use or durability. The drawback is that you would need a ton of the same materials to make 3 Daggers, so unless you want to crypt cobra pyramids (Cobra chests contain Enchanted Leather), lava islands (Fire chests contain Spectral Paint and Golem Core), and lighthouse islets (Forgotten chests, Thorium Ore) all day every day for a long long time, you will likely craft some different items for Carter.

## Tomb Raider Gear

Crypt Exploratio n Efficiency	3%	5%	8%	12%	18%	26%	36%	50%
Tar Capacity	1%	2%	3%	5%	8%	13%	20%	30%
Tar Production	1%	2%	3%	5%	8%	13%	20%	30%
Durability	30	30	30	30	30	30	30	30

## Omniscience Gear

Crypt Exploration Efficiency	12%	18%	26%	36%	50%	65%	83%	107%
Epic Crypt Exploration Efficiency	12%	18%	26%	36%	50%	65%	83%	107%
Crypt March Speed	3%	6%	10%	15%	22%	30%	40%	55%
Crypt March Range	3%	6%	10%	15%	22%	30%	40%	55%
Durability	30	30	30	30	30	30	30	30

**NOTE:** Blue Tomb Raider gear gives same crypting efficiency as the lowest tier Omniscience gear. Godlike Tomb Raider gear is equivalent to the efficiency of purple Omniscience, and Godlike Omniscience gives more than double the efficiency of Godlike Tomb Raider. Omniscience also offers an extra boost for epic crypt exploration efficiency, as well as boosts for crypt march speed and range. Obviously, you should try to make the switch from Tomb Raider to Omniscient gear as soon as you are able.

## Carter's Unique Equipment - Omniscience

Purchased using Master Coins, which are only obtained by destroying Cursed Citadels on the world map. The materials required can also only be found in epic crypts – there are no common crypt options.

Because of these two factors, it is much harder to get than standard gear, but it offers expanded buffs, for crypt exploration efficiency, epic crypt exploration efficiency, crypt march speed and crypt march range.

Costs in Master Coins (for G6 - prices change slightly for each Guardsman level): Ancient Atlas of Dungeons (23.5K), Hood of the All-Seeing Eye (26.8K), Boots of the Hidden Path (36.9K), Eternal Light Pendant (87.1K), Fearless Explorer's Cloak(97.2K), Dagger of Imminent Death (101K Master Coins).

Again, the buffs for each piece of equipment seem to be the same, so if all else is equal it would make sense to make 3 Atlases and wear those, instead of trying to create a pretty little outfit of the various types of equipment. Again though, you do have to obtain enough materials to craft them. Look to see which items you are the closest to obtaining, and focus your efforts on epic crypts that contain the materials needed to build them.

## Crypting Gems for Carter's Gear

Amber (Gem for Crypt Exploration Efficiency) is found in right-facing Rare crypts. Carter should always have Amber in his gear. Left-facing Rare Crypts contain gems for tar production and tar capacity, which are city economic bonuses and do not increase crypting efficiency.

## Enchantment for Carter's Gear

The Pioneer enchantment is the only one that Carter should wear into the field. The other enchantments related to tar production and capacity, and as with the gems are of no real use to Carter when crypting.