

# AFK Guide for Crusaders Quest

## 1. Introduction and motivation

So, as one of veteran players (playing for straight +4 years), I'd grown rather bored and annoyed by playing the same things over and over again (since resources are a must). It all started when I first discovered Hikari and her ability to clear PvE when you put LS on 6\* weapon (SBW didn't exist yet). Then came Faust and D'Art teams. Shasha and May combos were brilliant in Colosseum. Dizzy and Hong-Ran came to boost damage. And Ferris boi is our greatest AFK healer.

I've wanted to make a guide or something in Reddit since leewhat made a [video](#) with double D'Art and Twillie to clear FoS10 (now is FoS6, basically last Soltar). So in this guide, I'm going to compile most AFK teams for FoS, Colosseum, Challenge and whatever there is, as well as 'honorable' mentions to AFKable heroes. Please, look forward to it!

Made by [Alexwlv](#) and huge thanks to [leewhat](#), [TrueLecter](#), [kamakiller](#), as well as reddit community for helping and reviewing it!

## 2.1. AFKable heroes

Unfortunately, the greatest heroes such as those used in Colosseum and Challenge are Secret Heroes, meaning they are either Limited (available seasonally through Event Contracts) or Collab (have been available in past events and may not appear in the future). Also note that you might always adapt your teams with the best heroes you have, since stronger teams (like Triple D'Artagnan and Shasha-May combo) clears most maps and are the most efficient ones.

I'll organize it in a kinda-of Tier List, so you can know how useful they are and what they do~

**[Hero]** - Hero's (short) name. Always consider it 6★

























**[Type]** - White means F2P; Gold means Contract Only; Purple means Secret/Limited/Collab



































**[Class]** - Warrior; Paladin; Archer; Hunter; Wizard; Priest

**[Role]** - A means Attack and its main purpose is dealing damage. Activation conditions might be needed; D means Defense and its role is to provide Healing, Shields, Buffs or simply Tank; F means Function and I'll refer it for 3-Chain generation or miscellaneous uses.

[Rating] - 1★ means Irrelevant, probably because its too weak; 2★ means Intermediate and it has decent DPS/Autobuffs or specific uses, such as in Bread Dungeon; 3★ means Important and it goes for strong/meta heroes, besides having several uses.

[Modus Operandi] - Brief description of its uses or relevant notes

Hero	Type	Class	Role	Rating	Modus Operandi
Echidna			A	3★	3-C activates Physical/Neutral Damage
Shasha			A/F	3★	Auto Magic Damage; Combo with May can proc 3-C (if critical hit)
Twillie			D	3★	Only tank that does not require block use
Johnny			A	3★	3-C activates Physical Damage
Goblin Slayer			A	3★	Blocking hits activates Physical Damage
May			D/F	3★	Physical Damage, temporary Tank and 3-C generation (if receive critical hit)
Genevie			A	3★	3-C activates Magical Damage
Hong-Ran			A	3★	3-C activates Magical Damage
D'Artagnan			A	3★	Healing activates Physical Damage (LS doesn't count as healing)
Leona			A/F	3★	Autoattack activates skill (3-C) dealing HP% damage
Dizzy			A	3★	3-C activates Magical Damage
Ferris			D	3★	Healing/Shield/DR upon taking damage
Monte Cristo			A	2★	Leader's 3-C activates Neutral Damage
Koxinga			A	2★	Evasion triggers Magical Damage
Sien			A	2★	Auto Physical Damage
Isis			A	2★	Allies taking hits triggers Physical Damage
Blake			A	2★	Death triggers Resurrect/Neutral Damage

Weiss			A	2★	3-C activates Magical Damage
Hector			A/D	2★	Taking hits activates Physical Damage
Yuna			A/D	2★	3-C activates buffs
Gon			A	2★	3-C activates Physical Damage
Hikari			A	2★	Autoattack deals Magical Damage
Kaguya			A	2★	Autoattack deals Magical Damage
Chiron			A	2★	Deals Physical Damage (only works if foe is in melee range!)
Ram			A	2★	Auto Magical Damage (every 15s)
Seiren			D	2★	Auto Shield Generation
I-No			A/D	2★	3-C activates Healing/Magical Damage
Lionel			A	1★	Taking hits deals Physical Damage
Uzimant			A	1★	Autoattack deals Physical Damage
Omega			A	1★	Autoattack heals/deals Physical Damage
Millia Rage			A/F	1★	3-C activates Magical Damage and buffs Critical Chance/Accuracy
Captain			D	1★	3-C grants immunity for 5 hits (May-Shasha makes unviable)
Faust			D	1★	Allies Autoattacks triggers Healing
Noel			D	1★	Tanks 50% Damage

## 2.2. Champions and Equipments

### Equipments

Throughout this guide, consider all heroes with their SBW. There are two things worth to mention here: Healing Sigil Set and 3★ Classic Rings.

D'Artagnan becomes independent when possessing a Healing Set and thus, you can take full advantage of a triple D'Artagnan team and not depend of healing to proc her passive. Go for Banoub's Will and Crude Ring set, as it heals 2k/s. After that, comes Perpetual Motion Machine and Gujarat's Magnifying Glass set that heals only 1k/s. The Rusty Bolt is not worth much, although it still works the same and other Healing Sets (but making D'Artagnan way less durable).

The first rings were only ranked from 1 - 3★, named Classic rings. These rings are not obtainable anymore, but it's worth mentioning the Hade's Blessing, which provides a maximum of 13% critical chance. It's also possible to mix life steal in there. Shasha makes use of critical chance, so to proc May's 3-C. And such, it's almost a must to have 2x 20% CC and desirable to have 2x 5% CC Sigils with 13% CC ring (maximum of 90.25%). This obsession is due to wanting Shasha to proc Dizzy/Hong-Ran asap before the AI can react in Colosseum (or even the player in Arena) ~~but this got fixed~~. Or simply making Shasha-May combo more effective.

## **Champions**

Here I'll mention most used Champions in AFK teams. This doesn't mean that you should exactly go for specific Champion, but having it will surely make some maps viable or cleared faster. Note that since I'm talking about AFKable maps and teams, we are only looking into their Passives (which most are only unlocked upon reaching Lv. 7).

### **Hanee Baram**

Hanee provides 40% increased attack speed and 15% movement speed. This is specially useful for Leona since she'll be a 3-Chain generator in most cases. Many heroes also benefits from increased aspd, such as Kaguya and Hong-Ran.

### **Ibelin**

Ibelin is specially useful in D'Artagnan formations. Ibelin provides extra 20% critical chance and every critical hit will deal 10% of her attack power to all enemies instantly. This works wonders with multi-hit heroes like D'Artagnan, as shown [here \(El Thanos\)](#) and [here \(Manacar\)](#).

### **Aindel**

Aindel is only in for Life Steal. For heroes like Shasha that needs as much as critical chance as possible, having a LS ring is a big hindrance. And thus, having Aindel providing LS for your whole team while wearing CC or Damage rings might be desirable.

### **Remi**

Her only purpose is to provide additional magic damage and Resistance Penetration against monster bosses.

#### **Kurenai**

Her only purpose is to provide additional physical damage and Armor Penetration against monster bosses.

#### **Frantz**

Frantz boosts critical damage and attack power (slightly, if any). Useful if your damage dealer has high critical chance.

### **3.1. PvE (Story Maps)**

Most maps can be cleared with ease. Players focus on maps that provides Popo with higher chance of dropping Colosseum Tickets. During Farming Events, maps with maximum cost (30 Meat) will also be chosen.

Since you'll always want

#### **Cold Despair, Blazing Hope (6-30H)**

The flamethrowers deal a considerable amount of damage. Having Seiren or Ferris here make it like taking candy from demons.

Hero	Hero	Hero	Champion
D'Artagnan	D'Artagnan	Faust	Ibelin
Kaguya	-	-	Hanee Baram

#### **Journey's Dawn (7-3-8H)**

D'Artagnan with Healing Sigil Set combo'd with Ibelin is the team here. You'll find many variations from that, either using Faust or Ferris (to replace Healing Set) or using Seiren to provide shield.

Hero	Hero	Hero	Champion
<a href="#">D'Artagnan</a> (Healing Sigil Set)	<a href="#">D'Artagnan</a>	<a href="#">D'Artagnan</a>	Ibelin
<a href="#">D'Artagnan</a>	<a href="#">Faust</a>	<a href="#">Shasha</a>	Ibelin
<a href="#">Ferris</a>	<a href="#">Isis</a>	-	Ibelin

## Season 2 maps

Maps from **Ep1, Ch2 (City)** requires you to touch supply boxes and as such, not viable for AFKing. **Ep1, Ch3 (Sewers)** provides a lot of evasion to foes and thus, slowing clearing time by too much. **Ep2, Ch1 (Upper Floor)** have a Qte that requires you to tap and lift the wall, while dealing poison damage. **Ep2, Ch2 (Lower Floor)** have Aliens that abducts your hero and you have to tap it to be released, otherwise it dies.

There are basically 3 teams that may be used to clear these maps that does not require Qte/tapping. You may make combinations yourself out of these teams.

Hero	Hero	Hero	Champion
Dizzy	May	Shasha	Remi/Frantz
Hong-Ran	May	Shasha	Aindel/Hanee Baram
D'Artagnan (Healing Sigil Set)	D'Artagnan	Ferris	Ibelin
D'Artagnan (Healing Sigil Set)	D'Artagnan	D'Artagnan	Ibelin

## 3.2. Challenge Maps

### Challenge 1 - Goblin Battlegrounds



Up to now, only Challenge 1 can be cleared with AFK teams. A small reminder that it still requires the player to tap the Doors, as to keep going or leave.

Hero	Hero	Hero	Champion	Clear Time
Hong-Ran	Ferris	May	Frantz	<a href="#">3:10</a>
Leona	Hong-Ran	Ferris	Hanee Baram	<a href="#">2:36</a>

## 3.3. Fortress of Souls

Since the first levels are easy, using 2 and 1★ heroes will be more than enough. Let's focus on levels 4, 5 and 6. Up to now, there aren't many teams viable to clear FoRS and since you're not allowed to repeat heroes, you may want to choose your AFK teams wisely.

### March of Darkness (FoS4) and Looming Darkness (FoS5)

Both have same level of difficulty, requiring 1 or 2 damage dealers and one support to clear the level. Down below are some examples that works. Also, you might have noticed that Soltar in FoS5 has [suicide tendencies](#). Ferris can solo that ￣\_(ツ)\_／

Hero	Hero	Hero	Champion
Hikari	Seiren	-	Remi
Leona	Noel	-	Ibelin
Kaguya	-	-	Hanee Baram
<a href="#">Blake</a>	-	-	Ibelin

### Lord of Souls (FoS6)

Soltar's near death pillars deal huge amounts of damage. As such, having a hero that provides shields is essential for the team to survive. Ferris is our boi here. Alternative is simply wearing a Resurrection Ring on your tankiest hero.

Hero	Hero	Hero	Champion
D'Artagnan (Healing Sigil Set)	D'Artagnan	Ferris	
Kaguya	Leona	Ferris	
D'Artagnan (Healing Sigil Set)	D'Artagnan	Twillie (Resurrection Ring)	

### The Gates, The Dark Hall and The Wall (FoRS7, 8, 9)

The first three levels of FoRS works nearly the same and as such, double D'Artagnan with Ferris will work just fine. You need over 1.1k Armor Penetration for it to work smoothly though.

Disclaimer: The Wall (FoRS9) may result in fail, as Dorothy dispell breaks the team.

Hero	Hero	Hero	Champion
D'Artagnan (Healing Sigil Set)	D'Artagnan	Ferris	Ibelin

### March of Darkness (FoRS10)

There aren't many AFK teams that can deal with Rael. Actually, it's not (that) easy to clear Rael with conventional teams. Changing Twillie for Ferris is always an acceptable adaptation.

Reminder: unless you have doubles of your AFK heroes, you'll be forced to clean only one of FoRS maps.

Hero	Hero	Hero	Champion
<a href="#">Leona</a>	<a href="#">Leona</a>	<a href="#">Twillie</a>	<a href="#">Hanee Baram</a>
Leona	Hong-Ran	Ferris	Hanee Baram

### 3.4. Colosseum

In Colosseum, there are essentially two sets of enemies: pre-Master and Master. You wanna use AFK teams only in Pre-master (Bronze/Silver/Gold Leagues) as the AI teams don't usually pose a threat. Most of your enemies will be SBWless, low inherit and non-meta heroes. As you go up, the chances of finding meta heroes will raise.

Master League enemies are totally different from even Gold Leagues, as you are already aware. Most teams have meta tanks/supports (such as Twillie, Caeneus and Ferris) and thus, you won't be able to kill them easily. Most teams are also made of meta damage dealers (such as Echidna, Rem, Magnus, Hong-Ran to name a few), able to melt your team in few seconds. For that reason, I recommend restricting Colosseum AFK only to pre-Master as well as checking if your enemies are not meta teams.

The only team able to efficiently clear Master's meta teams is Ferris, Shasha and Goblin Slayer (considering Goblin Slayer is using Apen Set and is high inherit). You want to avoid Rem with Ferris/Priestess teams, as Rem poses a risk of surviving and one-shoting your team.

Hero	Hero	Hero
Monte Cristo	Shasha	May (must be Leader)
Dizzy	May	Shasha
Hong-Ran	May	Shasha
Johnny	May	Shasha
Dizzy	Ferris	May
Ferris	Shasha	Goblin Slayer



### 3.5. Dungeon Maps

#### Ancient Training Grounds, Time Acceleration Magic & Goblin's Secret Storage

Here, most teams work just like in PvE maps. May/Shasha combo with a 3-C chaser works pretty fast. Triple D'Artagnan (with one Healing Sigil Set) will also work pretty smoothly here. Or just use Kaguya. Anyways, it's pretty easy and simple.


#### Chilly Bread Storage

Bread Dungeon is annoying as it (almost) provides damage immunity, requiring you to use correct chains to damage Chocolat. But there's some ways you can cheat this. Feel free to adapt it to be convenient to you.

Hero	Hero	Hero	Champion
<a href="#">Johnny</a>	<a href="#">May</a>	<a href="#">Shasha</a>	<a href="#">Ibelin</a>
Leona	Hong-Ran	Twillie	Frantz

#### Witch Race

As you know, Witch Race restricts Archers and Wizards. And as you've already seen , there aren't many decent heroes left. As you have to be immune to traps, deal magic and physical damage and walk fast enough to win, there aren't many teams.

Hero	Hero	Hero	Average Time
Twillie	Shasha	Sien	0:35
May	Shasha	Weiss	0:45
May	Shasha	Echidna	0:50
<a href="#">Any</a> 	<a href="#">Faust</a>	<a href="#">Rugal</a>	0:55