



Contents

Use the damn tabs on your left to navigate. If not Ctrl + F. Best viewed on PC. Goal of this FAQ is to give all the answers in as short text as possible. If you want further details you can refer to the Further Reading Content Links and Credits below.

Further Reading Content:

 Eversoul Information Source Redux

 Eversoul - Artifact Priority/ Keepsakes - Update currently in progress.

Credits

- [Prydwen](#)
- [Jaetch](#)

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What makes you qualified to write this?

Played the damn game since launch, still playing daily.

Update Log:

16 Feb - Doc creation

22 Feb - Swapped back to Paged format. Added Coupon 101 section.

8 Mar - Whaling 101 added.

12 Mar - SPEED 101 added. Players with stronger computers to capture frame data may contact me if they have a better experiment.

14 Apr - added Roadmap 101.

May 2025 - well, I got a large portion of this FAQ incorporated into Prydwen's beginner guide. This FAQ will still be updated if there's any new bits to add, or if I think I can rework the grammar here and there.

Eversoul as a Game

Who is Eversoul?

That's lore spoilers, that is.

Where is Eversoul?

Servers are in Asia Pacific (Asia), NA/ EU, and Korea.

What is Eversoul?

TL;DR – Idle Game, Auto Battler, Dupe/ Ascension System, Waifu Simulator. PvP/ Raid/ 5v5 PvE format.

Why is Eversoul?

- **Robust Beginner System** – Game gives you most of what you need to get started.
- **Progress at your own pace** – majority of content is permanently available outside of raids/ events
- **Level Sync** – Eversoul has a Level Sync system where set souls will copy the lowest level of the highest leveled 5 souls in your roster. Slots will be unlocked over time via battlefront clears and idle loot, allowing you to expand your roster. This lets you field a variety of units for various contents.
- **Generous Gacha Resources** – Dailies/ Weeklies/ Events/ Raids give a sizable amount of free pulls, dupes, resources, etc over time. How much you get is dependent on how much you interact with the game – We'll be talking about the bare minimum players should reach to get the most free stuff out of the game later.
- **Reasonable depth of play** – Aside from Levels and Stat checks, positioning and timing of skills are also key. You will running into plenty of content where the enemies have much higher levels, ascensions, and even artifacts at later levels.
- **Cute Waifus** – Self explanatory. No R18+ though, but you can date them.

How is Eversoul?

Fun enough that I am writing this FAQ/ guide for you. Moving on.


Is it too late/ now a good time to start?

If it's an anniversary, now is a good time to start. If not, it's still not too late to start - you will be placed in a more beginner friendly pvp bracket and you can progress the game at your own pace.

Roadmap 101

Do we have any idea what to expect in the future?

Devs will announce a 3-month Roadmap every quarter. You can review the roadmap via the links below:

Slides:  3Q 2025 Roadmap.pdf

Prydwen Summary:

<https://blog.prydwen.gg/2025/06/28/eversoul-q3-2025-roadmap-2-5-anniversary-stream-summary/>

Summary of Roadmap:

- New Unit release schedule
- Event Schedule (and featured unit banner schedule)
- Raid schedule
- Story release schedule
- QOL updates/ etc.

What about beyond that?

Typically you have to wait for the roadmap to be announced, which should be screened about 1 week from the last new unit release banner ending.

However, new banner aside, we can typically make educated guesses from past reruns:

- Angel/ Demon banners usually rerun **6 months** from their release banner. If they have a tower of origin released/ tower of origin climbing event, we can expect a rerun banner.
- Chaotic Souls (at least the 3 released so far, excluding collabs) usually rerun **9 months** from their release banner.
- A new event this year can expect a rerun the following year. By that logic, we can also expect the following reruns in time:
 - DAL Collab (Tohka, Kurumi)
 - Christmas 2024 (Larimar, Renee, Flynn)
 - New Year 2025 (CCath, Edith, Jade)
 - Side Story Event - Unrecorded Future (Rose (Prominence), Chloe)
 - Side Story Event (Honglan (Peerless), Soonie)
 - Side Story Event (Jiho (Mir), Kanna)
 - Maid Event 2025 (Melfice, Bryce, Linzy (Thanatos))
 - Summer Event 2025 (Nia (?), Dominique, Mephistopheles (Dawn), Sakuyo (Inferno))
- All event rerun banners will rerun for a week the following year alongside rerun events.

Coupon 101

Are there any active coupon codes at the moment?

As of this day and time (2 July 2025):

CELEBRATE2HALF - Everstone x 2,500

DEMONNIA0710 - Pick-Up Summon Ticket x 10

SUMMERSOUL0710 - Artifact Summon Ticket x 20

THXSAVIOR0628 - Targeted Summon Ticket x 10

These codes are valid until 7 August 2025.

How do I claim my coupons?

For Android, Settings > Account > Redeem Coupon Code.

For iOS: <https://coupon.kakaogames.com/eversoul/en/>

Beginner and Rerolling 101

Do I need to reroll in Eversoul?

Not necessarily, but it helps a lot.

Rerolling **helps mainly to secure your main carry in early game**. Every soul can be obtained eventually one way or another, and it's hard to guarantee dupes of more than one soul at any time.

How do I reroll in Eversoul?

This is the short and dirty version. If you want more details, refer to [Prydwen](#). If you want Video format, refer to [Jaetch's video](#). If you want a picture, go ask in 4chan or Discord for the latest version.

For everyone else:

1. **Goal – get enough dupes for your starting DPS (that's going to be your main carry).**
2. Download and Install the Game.
3. Upon being prompted, create a Guest Account (or link it.)
4. Go through the tutorial.
5. Do your infinite reroll (More on that later.)
6. Complete up to Battlefront 2-1. > Events unlocked.
7. Go to Event > Pick Up Choice Summon. Choose carry of Choice. If an Angel/ Demon/ Chaotic Soul is featured, you may skip this step.
8. Go to Hall of Fame > Ruler/ Explorer/ Collector > Rewards > Claim All.
9. Go to Pickup Banner of choice. Roll as many dupes as you can (about 190 rolls).
10. Enough dupes? Carry on with the game. If not, see step 11.
11. Not enough dupes? Settings > Account > Withdraw (It's instant). Repeat from step 3.

What Unit should I choose from the Infinite Summon?

Aside from a copy of carry of choice, the most recommended options are:

1. **Wheri:** Fairy Type Support Soul. Can be a solo healer or defensive support if you have other Support units on the team. Has strong healing and defensive buffs but lacks a cleanse until level 181. Good all-round pick, might not feel impactful until later in the game.
2. **Onyx:** Beast Type Support Soul that can heal, buff and cleanse, but only if there are no Angel, Demon or Chaotic Souls in your party. Very powerful beginner support, lower priority if you want any Angel/ Demon/ Chaotic souls in your main team.
3. **Beleth:** Human Type Support Soul with strong AOE Heals, cleanses, and both offensive and defensive buffs. Has an annoying tendency to teleport to the lowest hp ally, which might accidentally get her killed, but fantastic all-round support otherwise.
4. **Daphne:** Best tank in the game. Has a Resist Death passive that will keep her alive for up to 8/ 12 seconds once per fight. Will buy your team time to get skills off and win battles. Only tank that can function even at low ascensions. Obtainable from 2023 Selection chest so might be lower priority pick.

Eversoul – Step by Step Beginner Guide and FAQ – Updated 14 Sep 2025

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It takes way too long to pick a unit on the infinite summon banner, can I skip that step?

Depends on your priorities and how often you roll. 1 epic isn't going to make or break your run, but it will make your early game progression much easier, so you might as well sink a bit of time into it.

You can skip this step or widen your net to include other options besides the 4 recommended (even a dupe of your carry works). In the long term, you will get every unit eventually.

What carry do I choose?

You can pick whichever carry you want (if it's available on the starter choice pickup banner selection or featured as a pickup banner) but the most common three are:

Aki: Human-type Assassin Striker. Focuses on dealing critical hits and going after highest attack targets, which are usually high value kill targets. Easy to raise and upgrade, will carry for majority of early – late game PvE, will fall off during bossing/ raid content.

Otoha: Undead-type Single Target Striker. Will receive a massive stat buff and immediately execute any low hp targets once her passive is activated. Typically aims for lowest hp targets. Fairly expensive to raise, but very strong option for early to late game PvE. See little use in Raids.

Edith: Fairy-type Single Target Striker. Focuses on getting buffs to unlock empowered skills, can deliver guaranteed critical hits. Will have an easier time getting past common walls (ie. Petra Prim) that Aki and Otoha might struggle with, but overall similar performance (PvE) to the other 2 options. Will likely see raid use for the moment. **HIGHLY RECOMMEND.**

What about <Insert New Pickup Banner here>?

New Units: have to be tested first. Most of the time, assume that they are catering towards late game players.

Banner Rerun: Usually a safe skip more of the time, but if the unit is very powerful, it might be worth rerolling for instead of the above 3 options. Good options include Linzy (Thanatos), Mephistopheles (Dawn), or Hanul. Chaotic Souls are usually worth rerolling if the banner is active because it's hard to get copies outside of their pickup (and Erika's Alchemy pulls are expensive).

Regardless of which banner is up, always check with the community first before you go for them.

Insert Screenshot Do I reroll?

The only criteria for keeping a reroll is dupe count majority of the time. Most of the **older souls are given free nowadays (at least at one copy)**, and most souls want dupes to function well.

Regular Souls – Need 8 dupes to reach Origin. You get 4 copies guaranteed if you finish 300 rolls. If you get 3 to 4 unguaranteed copies you are good to go. If you get 6 or more, instant keep.

Angel/ Demon/ Chaotic Souls – Need 14 dupes to reach Origin. You get 5 dupes guaranteed if you finish 300 rolls. If you get 7 or more you are usually good to go.

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Why Origin Ascension?

Origin Ascension gives your carry a level cap of 240. **All skill levels for your souls are fully unlocked at level 201.** Origin will be seen as the baseline for most of the game since it also unlocks your level cap further, soul links, and other ascension reward milestones.

Once you have unlocked Level Sync 201 however, Eternal+ Ascension is an acceptable compromise.

How do I build a team now?

[Go to Team Building 101.](#)

Ascension 101

Which soul should I be ascending?

Just Rerolled: Auto ascend what you can, focus on your main carry. **Do NOT feed dupes to your main carry to ascend to Legend.**

Just started: Whichever soul has enough dupes to reach Origin, to unlock 201+ level sync for the whole roster. You don't have the luxury to be picky unless you are a big whale.

Already have 5 or more souls at Origin: Depends on what you need. You can try to prioritise support units or raid-specific DPS souls, or additional tanks for Elite Battles on Battlefront/ Depths. If it's not urgent, it's okay to hold on to the dupes and fodder until you do another big rolling session/ get more dupes and get more options.

Is the auto ascend button safe to use?

Yes, it actually knows what it's doing and stops at Epic+. Go ahead and use it, especially after a big rolling session.

I need so much fodder to ascend my souls! Should I use Epic+ units that I am never going to use as fodder?

Generally not a good idea unless you are a big spender and have many, many rolls to spend.

Pros for using epics to ascend:

1. Faster ascension (assuming you have enough dupes to sack)
2. You will eventually get the dupes back.
3. Certain souls are not doing much in your current roster anyway.

Cons:

1. Every soul will eventually have a use, either for specific raid or challenge content.
2. Origin milestones are +5 to level cap
3. Origin milestones can unlock soul links for specific souls = more stats
4. Ascending souls to Origin also grants Mission rewards for ascending X number of souls.
5. Whether you will get the souls back is dependent on how often you roll + RNG.
6. Said certain souls usually require an ascension threshold to be usable and you are setting yourself back from reaching it.
7. **Most Important: Souls occasionally get buffed via a balance patch that attempts to bring them up to modern standards.** It's often good to have a unit fully ascended to put in the ice box.

Team Building 101

The following section is a follow up from Beginner and Rerolling 101. The following discussions assume you are building Baby's first team, and have the following:

- **1 carry (rerolled for dupes, ascended)**
- **1 infinite support selection**
- **and are completing beginner missions.**

**If you don't have the above, go back to Beginner and Rerolling 101.
For team building in Arena or Raids, go to Arena 101 or Raids 101.**

What should be my starting team?

For now, just use your carry + 1 to 2 tank + supports.

Your team will be further fleshed out as you summon more souls + finish beginner missions + beginner log in rewards (1 free soul a day). Refer to Progression 101 to have an idea of what souls you have access to.

The basis team skeleton comprises:

- 1 Main carry (Will use their ult to end the fight most of the time)
- 1 to 2 tanks
- 1 to 2 Healer
- At least 1 to 2 Offensive Supports/ DPS (usually compressed with the Healer role)

You should be adopting the habit of **reading the skills of your units so that you know the goals of your team** (aside from killing the enemy) and adapting your team to meet those conditions.

Team building comprises:

1. Meeting the conditions for your carry to win you the fight
2. Adapting to the conditions imposed by the enemy team (if any).

Hence, there is no perfect team and you will constantly be making adjustments as needed. That being said, your 1st well built team will be sufficient to push all the way to Battlefront chapter 9 before you have to git gud.

Helpful Reading: <https://www.prydwen.gg/eversoul/guides/team-building>

I don't have a tank (Daphne), should I use the Selector to get her now?

You get Chloe early on from clearing the story, she can function as a tank until you gacha into Daphne or Day 12. If you are tank checked and walled, you can consider getting Daphne later. For now, don't have to rush into it. You only need to start worrying about a proper team around chapter 8, your carry will be doing all of the work until then.

I don't have a healer, do I use the Selector?

You get Clara from clearing the story, so no. Wait for the gacha to give you another option.

So what do I use the Selector for then?

No right or wrong answer, but we recommend only using the Selector after you have exhausted all other means. It's best saved for when you are building towards your few Origin Souls.

How should I be leveling my team?

You can keep everyone evenly leveled and your carry about 20 levels higher (how high or low you want this gap to go depends on you). Aim for specific level thresholds - 21, 41, 61, 81, 101, 121, 141, 161, 181, 201, etc as these levels will increase your unit's skill level. You should also level your other souls if **they are struggling to keep up with your carry and survive fights** - your carry will struggle to clear solo after some point.

Beyond 201, you will get a stat spike up until 251. Until every one of your 5 souls can break past level 201, just focus on your carry. **Once you are past that, it's usually better to level everything evenly instead.**

My soul is stuck at level 120. How do I increase their level further?

If your soul is still stuck at Epic+ ascension, chances are that you will want to throw them into the Level Sync and **level another unit with a much higher ascension**. Your roster's level sync is tied to the lowest level of your main 5 souls, so if you have 2 Origin Souls, 2 Legendary+ Souls and an Epic+ Soul leveled, **your sync cap is still 120**.

One trick you can try is to level L+ fodder instead to get an easy level cap of 160, which will be sufficient for the 1st few weeks of gameplay.

Level Sync 101

Who should I put in my Level Sync?

Units you aren't leveling that you want to use - Supports, harder to ascend units like Yuria/ Eve, etc.

Should I spend everstone to open up more slots?

You get more leaves of life from pushing battlefront/ idle loot. You will open every slot given time.

My soul is stuck at level 121. How do I increase their level further?

If your soul is still stuck at Epic+ ascension, chances are that you will want to throw them into the Level Sync and **level another unit with a much higher ascension**. Your roster's level sync is tied to the lowest level of your main 5 souls, so if you have 2 Origin Souls, 2 Legendary+ Souls and an Epic+ Soul leveled, **your sync cap is still 120**.

One trick you can try is to level L+ fodder instead to get an easy level cap of 160, which will be sufficient for the 1st few weeks of gameplay.

Who should I be leveling as the main 5 for my level sync?

Ideally, whoever you can ascend to Origin, and ideally 1 of each faction to minimise fodder locking. Those units don't necessarily have to be meta, they just need to help you unlock level 201+ for your whole roster so that all skills get unlocked.

Progression 101

Where do I go from there?

Play the game. Here's a checklist:

1. **Is your main carry origin yet?**
2. **Have you built a team?**
3. **Have you finished your beginner missions?**
4. **Have you unlocked game content?**

Where do I get enough everstones to get to 300 mileage on my banner?

- **Goal: get enough Everstones (that's your game currency) to roll your pickup banner for more dupes to finish your carry's ascension to Origin.**
- **Battlefront.** Besides increasing your idle loot gain, Battlefront also increases your account level (for Zodiacs), unlocks content and gives you free everstones, resources and rewards for finishing certain milestones.
- **Gate Breakthrough.** Gives mana crystals, everstones and other resources. Unlimited Gate and Faction Gates. Faction gates will give more rewards but require you to field all 5 units of a specific faction.
- **Tower of Origin.** Unlocks at 8-35, gives mana crystals and everstones. Requires you to field a specific soul, and will give you a copy (no artifacts, no keepsakes) if you don't have one.
- **Labyrinth** – Unlocks every 2 days, pits you in a roguelike dungeon where you fight enemies, collect treasure to upgrade your team and eventually fight a boss. Gives out free resources and everstones for clearing and can be swept every 2 days once you finish killing the boss without using a revival potion. Scales up to Level 9, with each higher level giving better rewards.
- **Hall of Memories** – Unlocks every week, you go through a story dungeon with enemies and treasure. Gives out free resources, gacha tickets and everstones for clearing and can be swept weekly once cleared once. Scales up to Level 9, with each higher level giving better rewards.
- **Battlefront (Challenge Mode)** - a much harder form of Battlefront featuring specific anomalies in stages, a level cap, and souls equipped with their artifacts and ultimate skills. There's some good rewards in there but expect to be roster checked.
- **Decoy Operations** - one of the few sources of Mana Crystals. If you can clear a level without a hire, it can be swept daily. Scales up to Stage 25 - try to clear as high as you can.
- **Event** – Events are a source of valuable resources, pulls, everstones, etc. which are available to all players. You should always try to finish what you can.
- **Beginner Missions:** Self explanatory. See next page for what rewards you can get from those.

I finished ascending my main DPS to Origin, should I keep going?

TL;DR – it's ok to reach the nearest milestone and stop. Eg. If you are at 200 rolls and reached Origin Ascension, consider stopping there. If you are at 230 rolls, go for 250 and stop. You get the idea.

- You can transcend your soul up to 5 times after reaching Origin Ascension to get a stat boost.
- Every transgression consumes 1 Epic+ dupe of that unit and increases base stats by 4%.
- The stat boost is nice to have but not the end all,
- and you will occasionally roll into dupes of your DPS even after the pick up banner expires.

What if I get walled?

1. **Look at your positioning/ enemy lineup/ enemy positioning.** Consider what might be dangerous to your team and how you may be able to counter/ mitigate it.
2. **Look at Winning Teams** - The positioning might give you a valuable clue to clearing the stage.
3. **Chill and push somewhere else** – if you are stuck on battlefield, push gates or tower of origin, or even the ongoing featured event for resources.
4. **Hire a soul from your friend** – Eversoul has a hire system where players can “hire” souls owned by players in your friend list. Try making friends with a high level account and borrow their souls – a very high leveled hire is typically an instant win button. You can hire up to 5 times a day and each hire will be consumed upon winning a battle.
5. **Chill and wait for Idle Loot** – self-explanatory. Waiting for reset also resets your hires so you are never permanently stuck at a level.

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What rewards can I get from beginner missions?

Rewards typically include resources, tickets for pulls, and copies of Souls. Notable ones include:

- **Story Clear/ Various Missions –**
 - o 2 copies of Linzy, 1 each of Chloe, Clara, Rebecca, Seeha and Mephistopheles.
 - o **Spending at least \$1 will give you a copy of Talia.**

- **Grow Up Missions**
 - o Origin Ascension Mephistopheles - from Main Story Chapter 3 clear mission.
 - o 4x 2023 Epic Soul Selection Chest - selectors that allow you to pick any soul (excluding Angel/Demon/Chaotic) released in 2023, from Mephistopheles to Otoha.
 - o 1x Epic Soul Summon Ticket for Beast/Human/Fairy/Undead Souls.
 - o 2x Legendary+ Rare Soul Selector - Easy fodder to instantly push an Epic Soul from Legendary+ to Eternal+ of your choice.

- **New Savior Attendance Pass**
 - o All 20 souls released in 2023:
 - o **Angel/Demon Souls** - Lizelotte (Day 6), Claudia (Day 10), Yuria (Day 16), Edith (Day 18), Eve (Day 20).
 - o **Notable Regular Souls** - Jiho (Day 1), Honglan (Day 3), Aki (Day 5), Garnet (Day 7), Naomi (Day 11), Daphne (Day 12), Otoha (Day 19).
 - o **Other Regular Souls** - Velanna (Day 2), Erika (Day 4), Manon (Day 8), Xiaolian (Day 9), Melfice (Day 13), Bryce (Day 14), Lute (Day 15), Eileen (Day 17).
 - o **You can pay money to get a 2nd copy of every unit on that pass.**

What should I get from the 2023 Epic Soul Selection Chests?

If you don't have Daphne yet, use 1 to get your first copy. Afterwards, you can save these for when you need dupes to unlock Origin.

Okay, I got my main DPS to Origin. Where do I go from there?

1. **Everstones** - save for pickup banners. You typically want 56700 minimum for regular souls and 98700 for Angel, Demon or Chaos Banners.
2. **Normal Summon Tickets/ Friendship Points** - spend these when you have the chance. You need dupes and fodder for progression.
3. **Keep pushing content and finishing missions** on the beginner banner. Your team should start resembling a proper party by now.
4. **5 Origin Souls + Expand your Level Sync.** You will want to be working on 5 main souls (besides your main starting carry, and the free Origin Ascension Mephi) to eventually unlock level 265+ cap for the rest of the roster. Every Origin soul unlocked will also further increase your level cap by +5.
5. **Expand your town** – finishing part time jobs > buy loot buildings > get more idle loot > get stat building > souls get stronger.
6. **Dating system** – Go for outings 3 to 4 times a day > unlock love stories > get tickets > get a nice skin. Souls will also start to get bonus stats beyond Bond level 11.
7. **Make friends** – trade expeditions with them > get friendship points > get free pulls > get dupes and fodder.
8. **Join a guild** - participating in the Guild Raid will give you everstones and coins to buy Keepsakes. **A well leveled guild will also confer small loot buffs.**
9. **Ascend every soul to Origin if you can** > unlocks rewards from missions, unlock soul link, unlock higher level cap, **prepare for Multi Team Content (more on that later)**
10. **Finish the following (not in order):**
 - a. 30F on every Tower of Origin
 - b. Level 9 Labyrinth
 - c. Level 9 Hall of Memories
 - d. Battlefront
 - e. 60F on every tower of origin
 - f. Unlimited Gates
 - g. Faction Gates
 - h. Unlimited Depths
 - i. Faction Depths
 - j. Battlefront (Challenge Mode)
 - k. Stage 25 in Decoy Operations

Chapter 19-5 requires me to have two teams, am I bricked?

You can get by with a hire to carry 1 of the teams for now and slowly progress. We advise preparing as many units as possible (ideally at least 1 to 2 more tanks at Eternal+ or higher aside from Daphne) as it will soon become 3 teams at 24-5. You can check what teams to build on community servers.

So I should start building my 2nd and 3rd teams immediately?

Only if you are rolling a lot and progressing very fast. We typically expect progression to slow down by Battlefront Ch 19-5 (1st 2 teams) and come to a crawl by Ch 24-5 (1st 3 teams map). The endeavor will be very roster intensive.

Should I spend diamonds for the quick hunt?

Early on, no. The amount you obtain from Quick Hunt is dependent on your progress in Battlefront, along with your town loot boosts/ zodiac boosts. You can start considering it if you are at high stages of battlefront and have fleshed out your Zodiacs and Towns.

Artifacts 101

What artifacts should I put on my wishlist?

TL;DR it boils down to whatever souls you are using the most: typically it will be your DPS + 2 other supports/ tanks you use often. A good stopping point is typically Legend+.

Should I spend Everstones to upgrade my artifacts?

Only if you are a big spender - if you are F2P or a dolphin, only use Artifact Tickets for this.


I reached L+ on my artifact, who should I work on next?

Depends on what content you are prioritising + existing roster. Supports are usually safe.

Is there an Artifact tier list I can refer to?

Most artifact tier lists are geared towards Raids and are quite volatile, following the flavor of the month. Newly released souls typically see priority spike early on before dropping after a while. I would just go ahead and ask on Community Server (Be sure to state clearly what you intend to make the updates for.

Helpful Reading:

 [Eversoul - Artifact Priority/ Keepsakes](#)

Gacha 101

Why save my Everstones?

Due to the emphasis on dupes (for ascension) and how the mileage system works, going high on a specific pickup banner will give you far more benefit than rolling small amounts each on separate banners.

Mileage also does not carry over between pick up banners.

What Banners should I be saving up for?

Every Pickup banner follows the same system -

- the featured unit is on rate up at 1.6% (Epic pull rates are at 4%)
- There is a mileage system up to 300 rolls giving out 30 free pulls and up to 4 /5 copies of the featured unit. **There is no Epic pity system on the pickup banner unlike the normal summon banners.**
- Every 100 rolls after that will guarantee a free copy of the featured unit.

Typically F2P players save up for Angel, Demon and Chaotic Soul banners as:

- Angel and Demon Soul pull rates are usually much lower compared to regular units
- Chaotic Souls cannot be obtained from regular summoning methods aside from Erika's Alchemy Banner
- These souls require far more dupes to ascend to Origin (14 copies compared with the 8)
- Regular souls, even the new ones, can eventually spook you one way or another. It is far more likely that you will origin those within a set period of time compared to ADC souls.

Can I at least spend 80 pulls for new souls for the Town/ Collection?

Entirely up to you.

- unless you are constantly buying the event passes for the special buildings, you will eventually have more than enough Souls for daily part time jobs.
- Collecting a copy of the unit early also allows you to build bonds with them for the skin, resources, and stats.
- Certain units can also still function at low rarities.
- Some events (the recent Rose and Honglan (Peerless) events give a copy of the soul for free.

That being said, it is a game, so follow your own heart. Have fun with it.

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How many Everstones should I be saving?

As much as possible. It's 56700 everstones for 300 pulls and 98700 for 500. On average it takes about 500 pulls to get any ADC soul to Origin. Regular souls will at least hit Eternal+ in 300 rolls.

Pickup banners also DO NOT have the same Epic Pity system as Normal summons, so you should be saving more just in case.

Should I save my Normal Summon Tickets/ Friendship Points/ Epic Memory Shards?

Early on, your progression is heavily tied to your roster growth, so these items should be spent when available. You need fodder and dupes to ascend your units.

Once your roster is fleshed out and you are waiting for specific new units, it might be beneficial to hoard these in the hopes of scoring said new units.

What should I put in my Targeted Summons Wishlist?

Units you definitely want to grow early on, like your strong supports, another potential DPS carry for your teams, Daphne, and a 2nd tank like Chloe. Later on, you might want to place units you are close to ascending instead.

Special slot uses will likely be Yuria, Eve or Larimar. Your Rare slot should go to the faction that will need the most dupes (either has the most units with dupes to at least reach Eternal+/ Origin, or units you want to focus on).

What should I use my Type Tickets on?

Type tickets do not have Epic Soul pity like Normal Summon tickets, so you should be aiming for the fodder instead of the epics. If the roster you are currently working on is quite Human heavy for instance, you might want to roll for more human fodder to alleviate this.

What should I be summoning with my Erika Alchemy Tickets?

Erika Alchemy is typically used to roll for copies of Angel/ Demon/ Chaotic souls outside of their respective pick up banners. Early on, Yuria/ Eve are typically safe bets, but you may want to roll for your first copy of Catherine Radiance as a potential buffer so that you can purchase her copies from the awakening shop.

Should I be using Everstones on the Erika Alchemy Tickets?

Early on, no. The drops there are mostly resource packs, tickets, etc. They are also far more expensive than the usual summons.

You will likely be only using tickets for rolling on Erika Alchemy.

Eversoul – Step by Step Beginner Guide and FAQ – Updated 14 Sep 2025

Disclaimer: **English Reading Comprehension required.**

Should I be rolling for <Insert Soul Here>? Is <Insert Soul Here> good?

If you are asking us immediately after the soul's release, give the players time to test the units. Typically it will take at least a weekend before you get a concrete answer.


How does each summon work?

Here's a handy table that breaks it down for you:

| | Normal Summons | Friendship Summons | Pickup Summons | Type Summons | Targeted Summons | Erika's Alchemy |
|----------------------------------|-----------------------------------|--------------------------------|--|--|---|-----------------------------------|
| Pool Update for new souls | Immediate | Immediate | Immediate * | Immediate | 6 weeks after release | 3 weeks after release |
| Summon Pool | All souls except Chaotic Souls | All souls except Chaotic Souls | All souls except Chaotic Souls, unless the featured unit is Chaotic. | All souls except Chaotic Souls | All souls except Chaotic Souls | All souls |
| Featured Soul Selection | None | None | None | All souls of that faction (follows a set schedule) | 6 selectable souls, including 1 Angel/ Demon soul and 1 rare soul | 1 selectable soul |
| Pity | 30 pulls | None | Mileage System | None | 30 pulls | 70 pulls |
| Rates | 4% Epic rate | 4% Epic rate (??) | 4% Epic rate; including 1.6% featured unit pull rate. | 4% Epic rate | 4% Epic rate; only selected souls | 2% Epic rate, only selected soul. |
| Currency | Normal Summon Tickets/ Everstones | Friendship Points | Pickup Summon Ticket/ Everstones | Type Summon Tickets | Targeted Summon Tickets | Erika Alchemy Tickets/ Everstones |

Keepsakes 101

Required Watching:

 [Eversoul Keepsakes Guide: The Never-ending Grind](#)

Disclaimer: If you asked the following questions below, you didn't watch the video.

Do I buy the Anniversary Keepsakes from the Antique Shop?

1st Anniversary Set: **Buy ASAP.** You will want to buy the 1st Anniversary attack set (3000 everstones) – these give you a lot of free stats early on and are much cheaper to upgrade. This set is universal and you will be using them even in late game.

1.5 Anniversary Set: **Buy later.** (3000 everstones) Not as universal as the 1st or 2nd anniversary set, but as an INT Speed Set, this will be used by EVERY INT Support in game and in some cases, several INT DPS.

2nd Anniversary Set: **Buy when available (it's not in the shop yet).** See 1st Anniversary Set.

Should I buy the 1st Anniversary Set instead of rushing to 300 rolls on my Starting Pickup banner?

Prioritise the banner first - the banner will expire, the set will not.

What keepsakes do I choose from the Eternal Keepsake Selector Chest?

You can consider saving those for when you finally start getting set keepsakes to finish sets, but a Speed INT set is also not wrong. Do not get a DPS set for your carry, you can get the Anniversary Set from the Antique Shop.

Do I upgrade my keepsakes?

Realistically you will want to upgrade only the 1st Anniversary set early game, if a beginner mission asks for it, only do it for the mission requirement if it's urgent (read: it's not).

Beyond that Upgrades and upgrade materials should be reserved for Eternal+ Keepsakes with set bonuses. You can technically upgrade weaker keepsakes and refund any exp used by feeding it to another keepsake, but you will waste gold.

How do I upgrade my Keepsakes to Origin/ Origin+1?

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Disclaimer: English Reading Comprehension required.

Origin Molds will be available via loot drops, guild shop and evil soul shop after you clear Battlefront Chapter 20-2. Origin +1 Molds will become available after Battlefront Ch 25-1. Keep in mind that you can only upgrade Eternal+ keepsakes to Origin via this method.

Keepsake upgrade path:

Eternal+ Keepsake > **Origin Mold** > Origin Keepsake > **Enhancement Lvl 10 + Origin+1 Mold** > Origin+1 Keepsake.

Where do I get more Keepsake Exp Materials?

Mainly Idle Loot, but you can also buy them from shop (not recommended until ultra late game). It's not a contest so just wait it out.

What keepsake sets should I be equipping onto my souls?

Typically (all 4 pc):

DPS: Crit Damage, Attack


Supports: Speed, HP

Tanks: HP, DEF, Speed, Evasion

You should be looking at their skill kit to get a good idea of their ideal sets.

Required Reading:

<https://www.prydwen.gg/eversoul/characters/>


 Eversoul Information Source

How many of each set should I be getting?

The easy answer is "As many as you can", since keepsake and roster requirements change according to content.

Early on, you will want to stock up on as many full sets as possible - Attack/ Cdmg for DPS, Speed for Support, DEF/ HP if needed to survive.

Helpful Reading:

 Eversoul - Artifact Priority/ Keepsakes

How exactly does “Speed” work?

TL;DR: You act faster so you do more actions within a set period of time + gain more mana.

This is best explained in a video format, but I’ll break it down.

In short, Speed affects several things:

1. Action Speed (Time taken to finish the animation time of a Normal attack or a Sub skill)
2. Action Interval Speed (timing delay between actions, where they will stay in an idle stance. By default it’s about 0.8 seconds.)
3. Movement Speed (Unit moving until they reach an appropriate target)

Move on to the next section (SPEED 101) for the breakdown.

Why do so many Souls need Speed keepsakes?

Simply put, being able to rotate through their skills quicker allows them to:

1. Gain mana so main skills get cast faster/ more often
2. Use their skills more often so valuable heals/ buffs/ debuffs have more uptime
3. Use their skills faster so you kill the enemy before they kill you.

Speed 101

WARNING: MATH AHEAD.

How exactly does “Speed” work?

TL;DR: You act faster so you do more actions within a set period of time + gain more mana.

In detail, Speed affects several things:

1. Action Speed (Time taken to finish the animation time of a Normal attack or a Sub skill)
2. Action Interval Speed (timing delay between actions, where they will stay in an idle stance. By default it’s about 0.5 seconds.)
3. Movement Speed (Unit moving until they reach an appropriate target)

The best way to illustrate points 1 and 2 is with the Combat Sim. **Jiho’s main at Lvl 3 grants her 50% bonus speed for 15 seconds.**

Link to test video: <https://www.youtube.com/watch?v=Ualgj-IeGzQ>

Full Rotation (NA > S1 > NA > S2 > NA > NA)

Note: Jiho Main at start of fight canceled 1 NA. Actual Rotation: NA > NA > S1 > NA > S2 > NA

All timings are taken in Milliseconds, I do not have the benefit of frame data. Please allow an error margin of about 30 ms for human error.

Rotation

| | Start time (ms) | End time (ms) | Total Timing (ms) | Coefficient | Rotations Total |
|----------------|-----------------|---------------|-------------------|-------------|-----------------|
| Jiho no Speed | 0 | 20530 | 20530 | 1.00 | 8.77 |
| Jiho 10% Speed | 0 | 18310 | 18310 | 0.89 | 9.83 |
| Jiho 50% Speed | 0 | 13890 | 13890 | 0.68 | 12.96 |

Normal Attack

| | Start time (ms) | End time (ms) | Animation Time | Coefficient |
|----------------|-----------------|---------------|----------------|-------------|
| Jiho no Speed | 0 | 2350 | 2350 | 1.00 |
| Jiho 10% Speed | 0 | 2070 | 2070 | 0.88 |
| Jiho 50% Speed | 0 | 1620 | 1620 | 0.69 |

Lag Time

| | Start time (ms) | End time (ms) | Animation Time | Coefficient |
|----------------|-----------------|---------------|----------------|-------------|
| Jiho no Speed | 2350 | 3240 | 890 | 1.00 |
| Jiho 10% Speed | 2070 | 2900 | 830 | 0.93 |
| Jiho 50% Speed | 1620 | 2150 | 530 | 0.60 |

S1

| | Start time (ms) | End time (ms) | Animation Time | Coefficient |
|----------------|-----------------|---------------|----------------|-------------|
| Jiho no Speed | 3240 | 6610 | 3370 | 1.00 |
| Jiho 10% Speed | 2900 | 5970 | 3070 | 0.91 |
| Jiho 50% Speed | 2150 | 4340 | 2190 | 0.65 |

S2

| | Start time (ms) | End time (ms) | Animation Time | Coefficient |
|----------------|-----------------|---------------|----------------|-------------|
| Jiho no Speed | 10990 | 13850 | 2860 | 1.00 |
| Jiho 10% Speed | 9830 | 12420 | 2590 | 0.91 |
| Jiho 50% Speed | 7150 | 9020 | 1870 | 0.65 |

What about Movement Speed?

It's a bit difficult to test Movement Speed mainly because of various factors, but the easiest way to see it illustrated is to go into battlefront practice room with and then add Honglan (she has -23 speed aura) to your team afterwards. You can then test by the positioning afterwards.

More often than not, the team with lower speed will end up being pinned to less space compared to the other team.

Potentials 101

What are Potentials?

Bonus stats that you can roll for individual souls. Each soul has 4 slots in total, each slot unlocking at Bond 10, Legendary+ Ascension and Origin +5 Ascension.

Each slot has 3 lines of stats, and you can only obtain one line of a specific stat per slot.

What Potentials should I be aiming for on my Souls?

It's not an exact science at this point of time, but typically:

- DPS: Attack %/ Attack (Level), Crit Damage, Anti-Faction Damage (Anti Beast for Human Souls, etc)
- Support/ Tank: Resistances, HP%/ DEF%

Prydwen now has build info for every soul if you check the character pages/ character builds page.

Town 101

What should I be buying from the Town Shop?

Priorities (in order):

1. Buildings that increase Idle Loot Gain over time
2. Part Time Job buildings that increase Town Coin gain over time.
3. Stat Buildings to increase individual soul strength.
4. Ash of Progress for Town Levels
5. Gifts for Bond
6. Town Buildings/ Tiles to make your town look pretty.

Should I visit towns to do my daily Expeditions or should I just sweep?

Just sweep. Your life will be a lot easier and you would only be missing out on a little bit of free resources.

Outing, Bond System 101

Why bother with Love Stories/ Outings/ Talking to my Souls?

- Free Normal Summon Tickets
- Free Skin to make your souls look pretty
- Free stats over the long term (from bond levels)
- Free resources over the long term (from outings, event chests, etc)
- You are playing a waifu game, you should be owning it.

Who should I be dating?

Idk, follow your heart. If that fails, follow your 2nd brain. If you want an objective opinion, your carry is usually the safest option, you are bound to use them all the time.

Eventually you will be dating everyone anyway.

Occasionally I've been receiving Evertalk Messages and chests - what are the requirements?

Typically it is True Ending achieved + devs deciding if the character matches the day. Typically correlates to specific holidays IRL. Notable holidays include:

Disclaimer: Devs might not trigger the event. This is based on 2024/ recent 2025 event records.

Love Day (14 Feb): Every soul with a love story (as of 2025, 61 chests total)

Merchant Day (3 March): Jade, Weiss, Eileen, Naomi, Manon, Dominique, Prim. (7 chests total)

Flora Day (15 April): Tasha, Aki, Dora, Kanna, Wheri, Hazel, Nicole (7 chests total)

Martial Arts Day (4 May): Lizelotte, Linzy, Haru, Edith, Sakuyo, Renee (6 chests total)

Appreciation Day (15 June): Seeha, Jiho, Mica, Daphne, Flynn (5 chests total)

Reunion Day (6 July): Miriam, Talia, Catherine, Naiah, Nini, Bryce, Larimar (7 chests total)

Songha Festival (25 Aug): Xiaolian, Garnet, Honglan

Full Moon Day (14 Sep): Beleth, Cherrie, Clara, Sigrid, Hanul

Memory Day (30 Oct): Melfice, Chloe, Velanna, Otoha, Petra

Knowledge Day (8 Nov): Claire, Eve, Erika, Joanne, Vivienne

Eve's Day (24 Dec): Every soul with a love story (as of Feb 2025, 61 chests total)

Even if you don't have the character at true ending, you should trigger the message if you rush the true ending.

Shops 101

What should I be buying from the shops?

Early on:

- **General Shop (Daily)** - Mana Crystals/ Class Enhance Circuits (only if you have the gold for it!)
- **Release Shop (Weekly)** - Soul's Memory (Epic)
- **Labyrinth Shop (Monthly)** - Soul's Memory (Epic), Soul's Memory (Adrienne), Mana Crystals
- **Town Shop (Daily)** - see above.
- **Raid Shop (Daily)** - ignore this until you reach at least Battlefront 16-17, then buy mainly Eternal+ Keepsakes with good set bonuses if you can complete the set (Crit Dmg, Speed, etc). You may buy the molds if they are available and you need them.
- **Arena Shop (Monthly)** - Soul's Memory (Epic), Soul's Memory (Ayame)
- **Artifact Shop (Daily)** - Artifact Stones/ Advanced Artifact Stones, occasionally Artifact Memories if they offer the ones you are working on.
- **Evil Soul Shop (Weekly)** - ignore this until you can buy Origin and Origin +1 molds (Battlefront 20-2 and 25-1 respectively), then only buy them when needed and available.
- **Alliance Shop (Monthly)** - Main Enhance Circuits, Enhance Circuits (Warrior, Ranger, Striker, Caster depending on who you are using most)
- **Awakening Shop (One time purchase, only after you unlock the first copy of each respective soul)** - these typically take priority over their respective currency purchases (Release shards, Laby Coins, Arena Coins) **if you can ascend them to Origin.** (L+ for Catherine). Otherwise ignore these.
- **Antique Shop (One time purchase):** 1st Anni Set, 1.5 Anni Set recommended. The special houses require paid gems.

Adrienne and Ayame are both so expensive, should I still be buying them monthly?

Both are quite good units to have even at low ascension, and you can easily upgrade their Artifacts by clearing their Towers of Origin up to 30F. If you need the coins to buy something else, like a Chaotic soul, I would prioritise that over Adrienne and Ayame but both are decent long term projects that have seen buffs from balance patches.

At most I would suggest getting the 1st copies and then slowly building them over time when you can afford to.

Zodiac 101

What Zodiacs should I prioritise?

Players should make at least 2 presets - 1 focusing on Loot Gains and 1 focusing on stat gains. You can swap between the 2 when you are clearing content and just before you claim Idle Loot for the day. It costs nothing to swap between presets.

Loot: Aries, Cancer, Pisces for Mana Crystals, Mana Dust, and Gold respectively. Prioritise whichever you need more at the moment, but late game and going up to level 200, it will likely be Mana Crystals. You will need Account Level 90 to max out all 3.

Stats: Focus mainly on the stats of your Main Roster early on. Priority is typically DPS > Support = Tank (ie. if your main carry is Aki, focus on Human/ DEX Zodiacs). Odds are that you will be creating multiple presets for raid content later on - it takes at least Account Level 385 to max out every stat Zodiac at once!

Can I get away with just leveling Resource Zodiacs early in the game?

Many older players have managed without presets (it's a fairly recent addition) so you should be able to.

Arena 101

WIP - will be extended soon.

Should I bother with PvP in Eversoul?

Simple answer - best to think of it as bonus rewards/ content and not the end all.

Arena is dependent on how often you farm and how efficiently you can farm points, while Champions Arena is more roster dependent and depends on your knowledge of the game to form defensive cores.

Newer players are often bunched together in similar brackets so there is a good chance you can maintain at least T50 to get some decent gem and arena coin income.

PvP in Eversoul favors the attacking side as they can usually plan and build teams to counter your defenses. P2W players will usually have the advantage but you might be able to sneak higher placements if your opponent is lazy, stupid, or both.

How much should I bother with PvP in Eversoul?

However much time you can afford - you can just clear 5 Arena fights daily for the coins and ignore Champion's Arena and still get by - the rewards only spike past T10 and it takes a LOT of effort and P2W to maintain, depending on who is in your bracket.

What is the best team for PvP?

Typically what works in Battlefront will work in PvP, except you do not have access to your ultimate.

There is no truly unbeatable PvP defense comp as attackers have the advantage, and there is no truly unstoppable PvP attack comp as you will be tailoring comps to beat defenses.

If you want an easy time, you can try aiming for enemy comps with similar but much weaker teams.

Raids 101

Why should I bother with Raid?

Again, think of it as bonus content.

- Engages with Different mechanics - timing skills for maximum dps over a period of time as opposed to rushing them out.
- A lot of units become extremely viable in Raid which will diversify your roster investment (yes, I am using capitalism to convince you)
- Raids give a sizable amount of your monthly Eversoul income and free resources.
- Once you are done with Battlefront, Gates, Challenge Mode, Hall of Memories, Labyrinth, Towers of Origin, and Depths it's pretty much the only content you can look forward to.

Realistically, Casual players can technically get by with auto/ semi auto play and get the bulk of the rewards. Upgrades only get greatly increased with ranking which requires time, P2W or joining a ranker guild. **How much you engage with raids is basically how much you want to sandbox and create your own fun.**

What units should I focus on if I want to Raid?

Depends on the boss. At this point of time we rotate between each guild raid boss and evil soul subjugation at least once a quarter or more, and each world boss at least twice a quarter. Each boss has their own unique mechanics and as such has their own unique meta that gets changed with each new release.

As such, Supports are usually the safest option to work on as they tend to see close to universal use across content. There are some DPS units that currently see cross-content play due to the strength of their kit as well, but expect them to fall behind newer releases eventually.

You can refer to [Prydwen's team database](#) to check publicly available comps.

What Teams should I be using for Raid?

Depends on the boss. You can refer to [Prydwen's team database](#), Youtube, or [Arca](#) to check publicly available comps. Your guild might also have some proprietary comps that they do not publicise.

I don't have X unit for the Raid, am I boned?

Depends on the boss. (yes, expect to see this quote a lot in raids)

There are plenty of viable substitutes and you can always default to using an older comp/ aiming for a lower ESS boss level.

WHALING 101

Is this game P2W?

That's basically almost every gacha game model.

Do I need to be P2W to get the most out of this game?

No. There are plenty of players who are F2P and have cleared most if not all content. It takes mainly TIME, patience, paying attention to what pickup banners you are going after, and putting in the elbow grease to push as high as you can.

The game is very generous and does pile on the free resources, units and pulls with the assumption that you interact with the game and achieve specific milestones. What you get is quite dependent on how much effort you put in.

Ok, let's say I want to make life a bit easier for myself. What purchases would be the best value?

Regular Rotation:

- **Manon/ Sharrinne Subscription packs (30 days)** - confers a small amount of everstones daily, along with other small QOL features (eg: love story resets are free, shops can be reset for free once a day, 1 extra Quick Hunt, 1 6 hr omni resource pack). (3300 everstones/ 9950 everstones over 30 days respectively)
- **Event Pass** - Gives everstones, tickets, and a special Part-Time Job building that will buff a specific soul. These part time job buildings also offer a special part time job that grants specific resources, and they will gradually help to speed up your account progression. Depending on the building, you might want to go for it or skip. Check with community servers on that.
- **Soul Pass** - Gives a good amount of resources and a decent amount of Everstones.

One Time Purchases:

- **Achievement Passes (Battlefront/ ESS)** - Grants an INSANE amount of everstones, assuming you have cleared up to a specific milestone specified by the pass. These packs are one time purchase and will typically good for hitting milestones on your pickup banners. Use judiciously.
- **New Savior Attendance Pass** - Gives a 2nd copy of every character you received over the 20 days. These include a copy of Yuria and Eve, which are insane value copies locked behind very expensive packs/ special occasions. The additional stats are somewhat negligible in the long term, but it puts you one step closer to ascension milestones (Origin Ascension), which are notable power spikes.