



# Blade Idle Mega Guide

Please find on the following link, the [updated version](#) of the guide

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If this helps you out, please consider Venmoing me: **@DMForNudes**

All earnings will go towards boosting the Discord Server

[Guide Changelog](#)

## Useful Links:

[Unofficial Community Discord](#)

[Naver](#)

[Yeena's Datamining hub](#)

[Pavel's calculator & Excel guide format](#)

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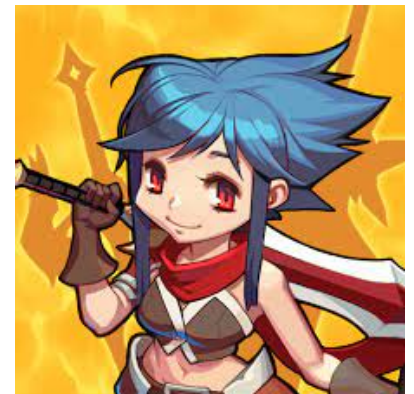
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## I'm a beginner, what should I do? TLDR Progression

-We still recommend new starting players to go over the whole guide.

**Hako** : \*updated as of 01/18/2023\* - The early progression pathing is being reworked by my new alt as I go through it and experience the difference due to our recent Guide quest update.

Farm the stage that you can do the fastest, ideally  $\leq 15$  seconds or less in order to maximize your farming. (if you only offline farm, the clear time doesn't matter so just push as high possible)

Save your Enhance Stones early on!)

**Important to note that the purpose of this TLDR guide is for early players to get to stage 15-50 asap in order to unlock raids which will be the last daily ticket you unlock allowing you to start stacking them immediately due to tickets being our main timegate for progression down the road.**

1. Summon L3 (Legendary Grade 3) weapon and legendary armors (armors can be any grades you end up getting).
2. Farm stage 2-50 until obtaining costumes and maxed relics\* (no point to push higher due to getting higher clear time without the 4th skill slot opened, the drops aren't all that much better in the low stages)

***\*When doing relics you can keep the God relics at lvl 59 so when you clear stage 4-25 later, you can use the tickets you get as rewards.***

3. Farm 2-50 until lvl 800 to unlock 4th skill slot and Phantom blade
4. Push stages to unlock Razor skin
5. Pull M3 sword - work on dungeon stages and farm from there till lvl 1300 for God skills.
6. Pull for G4 weapon and M4 armors, push for Hero of Paladin
7. Push 8-20 for Insignia and 8-50 for PVP & Doppelganger (continue to farm 7-50)
8. Summon G3 weapon & Armors (Makes sure to unlock owned effects for G4 & G3 weapons)
9. Push your dungeons as high as you can and work towards your emblem and insignias while the merging rate is still high, complete a few pvp to unlock the early ranks for bonuses.
10. Continue pushing stages and ensuring you maintain 15s and under clear time for farming while working through skins challenges and new pets.
11. God Weapon Grade 2 (G3 armors can still last you)
12. Legendary / Mythical accessories (Merged towards Myths ideally then use your accessory boxes from summon)
13. Pull G1 weapon and G2 armors (This was the bare minimum for me to pass Ego 1 with lvl 3500 wearing ; lv 250 G1 - 200 G2 glove, 50 G2 Armor - 100 G2 Helm)
14. Ego - clear first stage (if you have spare weapons you can feed them to Ego)
15. When you've cleared 15-50, complete a few raids 1 to fill low grade slots (purples and below)
16. Head to the raid market and attempt to buy the missing figures to fill the rest of your slots (no need to buy high end figures costing millions of diamonds), save the rest of your tickets till raid 3
17. Pull G1 armors

17. Ego - clear 2nd stage (if somehow still can't beat, work on accessories)
  18. Accessories and Weapon summon to upgrade Ego
  19. The goal will be to max your Sword Ego in order to unlock Heaven gears.
- From there on, upgrades will come through various contents in the game as you progress.  
You may refer to Qleaf's compiled data (Now managed by Renoga) for stats used to clear Skins and Pets.

For more information about stats and skill requirements to farm stages, please refer to the data Yeena has compiled for everyone with the help of all the community.

Farm the stage that you can do the fastest, ideally  $\leq 15$  seconds and under (by having Drop rate % on you in the Level tab) - If you're getting any higher, you may want to consider farming your lower stage available or making adjustment in your setup to achieve ( if you're farming offline, none of this applies and you should just push to farm higher)

Save your Enhance Stones early on!

## FAQ

I have disposable income, what should I spend real money on?

The ad package is the best purchase by far, it gives permanent buffs and you don't have to watch ads every day. The special value pass also provides a nice early stream of diamonds and option roll dice for the very lost cost as opposed to other diamond packages.

After that Monthly dungeon package > 6 passes > Monthly Gold/EXP package > Ego Packs > others

How is damage calculated? WTF is Option Atk%?

Damage in the game is calculated as follows:

Base Attack Amount x Attack Modifier 1 x Attack Modifier 2 x Attack Modifier 3 x Etc...

This means that different sources of Atk Upgrade %s scale MULTIPLICATIVE, and the same sources scale ADDITIVELY. Every source of atk % modifiers multiply the same way, there is no "special" type of modifier.

Due to this, it's advisable to increase the Atk Upgrade % modifiers that you have the LEAST of relative to the others. For most people, this will be Option Atk% and Super Crit %.

Let's paint a picture. Let's say I have 100 base attack, 10000% Increase ATK and 150% Upgrade Option ATK.

In this case, my Final Damage is  $100 * 10000\% * 150\% = 15000$

If I increase my Option Attack by 50%, my Final Damage is now  
 $100 * 10000\% * 200\% = 20000$

I would have to increase my Increase Attack % by 3334% to achieve the same increase in overall damage!

$100 * 13334\% * 150\% = 20000$

## Which stats do I level?

Most of your level ups should be invested into ATK. You can do DEF, PEN, or ACU if needed on later stages. It only costs 300 gems to reset so don't sweat it too much. Early game you will only need to level up in the Growth tab HP/DEF to meet the task/quest for the diamonds reward.

## HP or defense? Which is better?

Doesn't really matter. HP may be slightly better early game but both become equally important down the road.

## I'm stuck on a stage, what should I do?

If you're running out of time, invest in attack power or pull a better weapon.

If you're dying, invest in HP / defense or pull better armor/helm.

## What's the difference between a costume and a skin?

Skins are earned through a specific mission in your inventory tab as you progress, and can be upgraded. Most of their stats are Equipped Effects.

Costumes are bought with gems or earned from events. They provide Owned Effects.

## Which diamond costume do I buy first?

Rudolph>Student>Teacher>Cat>Medieval Queen> Blue

ocean/Pumpkin/Dragonlayer/Chic order doesn't really matter as you'll likely have

bought them all before actively sweeping most of your tickets. Don't forget to buy the weapon costumes too.

Some people will tend to go for teacher first before student to capitalize on the EXP gain which is also a valid option. One or the order shouldn't have as much of an impact on progression due to how quickly you would be obtaining the costumes.

As for either Chic or Dragon slayer, it doesn't really matter which one first because by the time you will start doing stacked ticket sweeps, you will already have all the costumes..

## Which free coin costume do I buy first?

With the recent update, **Red Hood** will become the first priority followed by **Dinosaur** (for stage drop%). The next ones should be **Guan Yu** (to attempt 6\*ing pets asap), followed by **Black Tiger** (need a crapton of dice later on for option rolls) and **Ninetails** last by that time should be able to farm decent grade accessories.

## What are Owned Effects/Equipped Effects?

Owned Effects don't have to be equipped, they are always enabled. Notable examples are costumes, weapon costumes, and the bottom effect on skins.

Equipped Effects have to be worn to be active, and are generally obtained through rollable options which use dice materials.

## What is PEN?

PEN or Penetration is a stat required to hit through monsters defenses, mostly provided by your equipped gloves. It isn't required until stage 5-50. There is no need to have PEN higher than the stage's PEN requirement, as excess will do nothing.

## What is ACU?

ACU or Accuracy is a stat required to hit monsters. If you meet the ACU requirement, you will hit 100% of the time. Otherwise, you will miss the mobs sometimes. Again, there's no benefit to having ACU above the stage requirement.

## What is [Ego](#)?

Ego is another layer of upgrade that has been recently added improving further your stats growth with various bonuses as you obtain higher Ego grades through challenges and as you upgrade your Ego within your inventory by feeding it **God** weapons.

## What to spend Free Coins on?

Save up for a costume package.

Assuming you've obtained all costumes via free coins, insignia package is worth 60k free coins once you've reached high insignia levels. You can stack the insignias in your mail and claim them whenever needed.

## What do I do with Mileage?

In most cases it would be better recommended to save on those until you reach much higher Insignia levels where the merging rate for insignia fragments becomes much lower making it harder to merge. Buying the insignia fragments will allow you to save on resources to further upgrade.

## What to do with pet souls?

DON'T merge them until much later. Just use the ones you get to upgrade your current pets.

## What's a super / hyper crit?

After you roll a crit you roll a second time for a super crit, which does even more damage than a normal crit. For example, with 50% crit chance and 50% super crit chance, you'd get super crits 25% of the time. Hyper crit is the same concept, but after super crits.

## How do I get 100% crit?

Growth 30% + Weapon 20% (G4 & G3 owned effect) + Skin 10% (challenge & advancement skins owned effect) + Relic 20% + Insignia 20% (Level 20) = 100%

## How do I get 100% super crit?

Growth 30% + Weapon 20% (G2 & G1) + Skin 10% (Holiness & Legend) + Insignia 40% (Level 5 & 15) = 100%

## How do I get 100% Hyper crit?

Growth 30% + Skin 40% (God skin #2,3,4 & 6) + Insignia 30% (Level 31, 35, 40, 45 & 50) = 100%

# Growth

Focus on leveling up Attack, leveling up HP and DEF as you clear stages to get the diamonds for certain milestones. Currently we know that the maximum level for defense is 2000.

You will want to max out Crit Rate and Crit Damage once you unlock those and have decently high ATK, and the same for Super Crit Rate and Super Crit Damage. Currently the maximum level for Crit Rate, Super Crit Rate and Hyper Crit Rate is 400 while Crit Damage, Super Crit Damage and Hyper Crit Damage is 1500.

Once your Attack is high enough, you'll also unlock Pen, Acu, and Hyper Crits. At the time of writing this, upgrading Hyper stats is very expensive, so it may be advisable to just focus on ACU and PEN first.

## What should be prioritized in growth?

Attack at Level 3-4k > Crit rate maxed > super crit rate maxed > crit dmg 1k > super crit dmg 1k > PEN/ACU as needed > attack to 10k > hyper crit rate maxed > hyper crit dmg (some will balance h.crit rate and h.crit dmg due to their excessive cost) though generally more useful when you're at least 50% h.crit rate, in the meantime use h.crit dmg on EXP level during this time and focus gold towards next step > ATK 15k > crit dmg maxed > s.crit dmg maxed > h.crit dmg maxed

\*HP/DEF as needed (defense isn't really as expensive to level and can be done fairly quickly once you can farm gold at a decent rate daily).

The reason for "Crit rate > super crit rate > crit dmg > super crit dmg" is simply, you want to crit / scrit as often as possible. Crit Dmg over scrit dmg cause you will crit more often than scrit, and crit dmg scales scrit anyways.

# Level Up

This section of your character is very flexible, as you can reset any investment into a single stat for 300 diamonds.



As a general guide, level up ATK and the needed amount of PEN/ACU when when pushing, then dump the rest of your Stat Points into Drop Rates and Gold/EXP boosts.

When afk farming, you may also still max Stage drop rate at the cost of some ATK but only if you are still able to obtain proper clear time, ideally  $\leq 15$  seconds.

When Skill Atk and Upgrade final atk are unlocked, they should be prioritized. You can move points from ATK in order to max those and leave them as is whenever you're resetting stats between pushing or farming.

When Pushing or Dungeoning, move farming stats into Def as needed.





## Skill

There are 2 categories of skills, active and passive.

Active skills are equipped and have a cooldown associated, whereas passive skills are always active and provide a passive boost to your character. You'll receive skill books to upgrade your skills as you clear stages. This will increase the skill's damage, change the appearance of the skill, lower the skill cooldown, and in certain cases change the effect or animation of the skill slightly.

Recommended Stage Pushing Skills;

Piercing Blade, Rain of Sword, Gravity Hole / Phantom Blade, Space Field & Summon Tornado

Recommended PVP Skills:

Piercing Blade, Rain of Sword, Phantom Blade, Space Field & Summon Tornado

Recommended Farming Skills:

Chain Dash, Charge Boom, Summon Tornado, Space Field & Reckless Blast/Rain of swords

\*The skill setup is reliant on the stage you're farming and monster spawns, ensure to test your setup before going full idle farming.

Recommended Enchant Dungeon Skills:

Summon Tornado, Space Field, Phantom Blade/High level chain dash, Rain of Sword & Piercing Blade

Recommended Pet Dungeon Skills:

Charge Boom/Gravity hole, Summon Tornado, Space Field, Rain of Sword & Piercing Blade

Recommended Treasure Dungeon Skills:

Chain Dash, Charge Boom, Reckless Blast/Gravity Hole, Space Field & Summon Tornado

Recommended Emblem Dungeon Skills:

Summon Tornado, Gravity hole, Space Field, Rain of Sword & Piercing Blade

Recommended Insignia Dungeon Skills:

Summon Tornado, Gravity Hole/Phantom Blade, Space Field, Rain of Sword & Piercing Blade

Recommended Breakthrough Dungeon Skills:

Summon Tornado, Blasting Wheel, Space Field, Rain of Sword & Piercing Blade

Recommended Raid Skills:

Summon Tornado, Space Field, Phantom Blade, Rain of Swords & Piercing Blade

Recommended Upgrade Skin/Ego challenges Skills:

Space Field, Rain of Sword, Piercing Blade ; the other two should be a mix between Summon Tornado/Gravity hole/Phantom Blade depending on the boss and your overall setup at that time.

## Skin Upgrade

Clearing these bosses will unlock a certain skin that is equippable in the "[Skins](#)" tab of the Equipment menu TODO, which provides stat benefits and allows you to roll a set of options on them. You can click "Challenge" on a grayed out Skin to see the unlock requirements.

The answer to how to clear these is always the same, get stronger offensively and defensively!

# Emblem

Emblems are another piece of gear that boosts various stats. To unlock one, you simply need the required amount of emblem marks.

Note that it's advised to not sweep the emblem dungeon until you can sweep enough to unlock the next medal, as doing so beforehand provides no benefits.



# Insignia (current max level; 150)

Insignias are yet another piece of gear that boosts various stats.

You upgrade the 6 minor insignias on the outside first (the order to upgrade doesn't matter as much), and then you can increase the inner Ancient insignia to the next level. The outside Insignias always provide a boost of the same stat, whereas the inner one changes every time you upgrade it.

The outer insignias upgrade at a 100% rate simply by using the required number of insignia stones, which increase as you progress. The inner Ancient Insignia requires a certain amount of Ancient Insignia Fragments to upgrade, increasing in number as you progress.



To create an Ancient Insignia Fragment, you Merge regular insignia stones to craft one at a certain %, which decreases as you progress. The %s get increasingly terrible as you progress, so plan accordingly if you plan on spending \$, as the value of Ancient Insignia fragments go up the lower the % of crafting.

## [Link to Insignia levels & effects from the datamine](#)

## Equipment

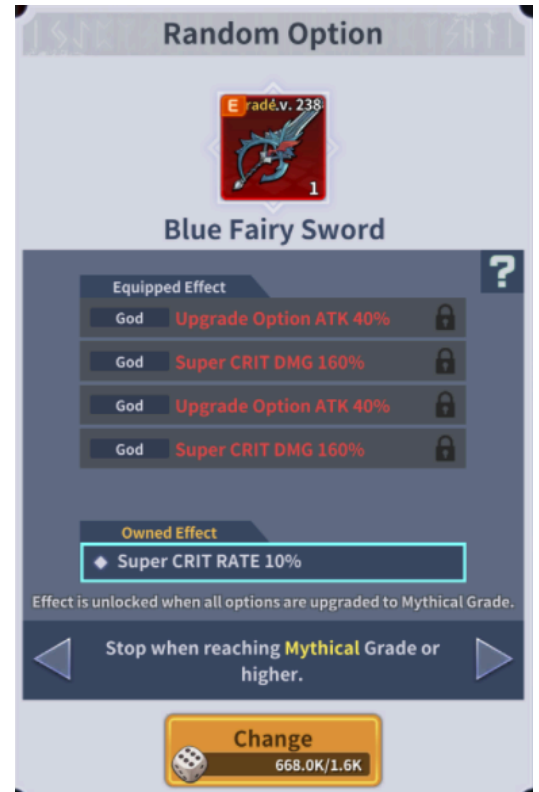
Equipment provides you with various stats. You can merge 5 of the same one to receive one of 1 higher grade. You can own 0 of an equipment and still equip it, as long as you've unlocked it before. Equipment can be upgraded using Enhance Stones, which are found in the Enchant Stone Dungeon and through stage chest drops. Equipment also has a total upgrade level that will increase your stats for that piece of equipment, but it isn't advised to go for it until later in your progression.

## Weapon

This will be your primary form of damage, providing you with both a hefty amount of base attack, and Increase Atk% which will be your highest damage modifier. See ["How is damage calculated?"](#)

Your primary goal here long term will be to get each of the 4 **God** grade weapons to level 200. **God** grade weapons have options available, and when you roll a **Mythical+** on each, you get an owned effect on each. See [Options](#) for the best options to roll on **God** weapons. Before reaching **God** weapons, it is advisable to spend as little enhance stones as possible.

**God** weapons also take a certain amount of other weapons to upgrade at certain intervals, with G1 being EXTREMELY expensive, so be prepared! For that reason, it is also advisable to NOT MERGE your weapons to unlock G1 and rely on the summon level rewards starting at level 12 instead for unlocking, as you'll need plenty for upgrading it and you'll be slowing your progression overall.



God 1 Weapon Requirements for Upgrade (Shoutout to Chibusan#6770):

| G1 Sword upgrade materials |    |    |    |    |
|----------------------------|----|----|----|----|
| Level                      | G4 | G3 | G2 | G1 |
| Lv. 50-100                 | 3  | 2  | 1  |    |
| Lv. 100-150                |    | 3  | 2  | 1  |
| Lv. 150-200                |    |    | 3  | 2  |
| Lv. 200-250                |    |    |    | 3  |
| Total:                     | 3  | 5  | 6  | 6  |

### If G1 slots take so many mats, to merge or not to merge God weapons???

It is indeed still fine to merge god weapons up until G2 and save any additional weapons for G1's slot once you've obtained it through pity.

You might question why? Reason is simply to allow yourself to progress further through stages/dungeons allowing yourself to unlock a higher volume of farmable daily materials such as insignia shard, enhancement stone, dice, gold, exp.

Of course you may feel free to save all your weapons and try to summon or pity all Gweapons and attempt to unlock all G1 slots at once.

## Gloves, Armor, and Helmet

These will be your primary sources of PEN, HP, and DEF respectively. God gloves, armors and helm will cap at level 250, while mythical and under will cap at level 200.

Once reaching level 200 on God gears, you will be able to unlock all the option slots at once with the required materials. When opening gear slots, owned effects becomes available and you will be able to max level your gears to level 250

Please refer to the [Option](#) section for their option slot tier.

| Grade | Type   | Effect | Value |
|-------|--------|--------|-------|
| 4     | Armor  | HP     | 700%  |
| 3     | Armor  | HP     | 1000% |
| 2     | Armor  | HP     | 1200% |
| 1     | Armor  | HP     | 1500% |
| 4     | Glove  | PEN    | 1000  |
| 3     | Glove  | PEN    | 1200  |
| 2     | Glove  | PEN    | 1500  |
| 1     | Glove  | PEN    | 2000  |
| 4     | Helmet | DEF    | 400%  |
| 3     | Helmet | DEF    | 700%  |
| 2     | Helmet | DEF    | 900%  |
| 1     | Helmet | DEF    | 1200% |

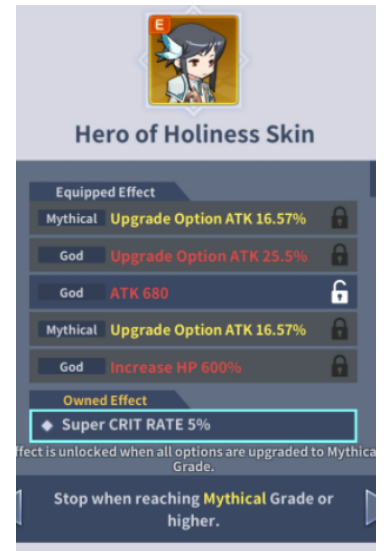


## Skin

Skins are another piece of gear that provides various bonuses, while also altering the look of your character when equipped. They contain passive states, and also Options. See [Options](#) for the best to roll on Skins.

Skins have Owned Effects that boost various stats when you roll Mythic+ on every option. It's advisable to aim for this, especially when moving on from an old skin since the rolled effects don't matter.

Note that when you equip a costume, it will visually override your equipped skin.



| Skin                         | ClearTime (Fixed) | Enemy Type      | Pen Breakpoint | ACU Breakpoint |
|------------------------------|-------------------|-----------------|----------------|----------------|
| Hero of Challenge            | 45                | Knight (Sword)  | /              | /              |
| Hero of Advancement          | 45                | Knight (Bow)    | /              | /              |
| Hero of Razor                | 45                | Knight (Shield) | /              | /              |
| Hero of Paladin              | 45                | Knight (Sword)  | 2,300          | 600            |
| Hero of Holiness             | 45                | Knight (Bow)    | 6,000          | 2,400          |
| Hero of Legend               | 45                | Knight (Shield) | 12,000         | 5,500          |
| Mythical Hero                | 45                | Knight (Sword)  | 35,750         | 19,000         |
| Messenger of God             | 45                | Knight (Bow)    | 45,750         | 27,700         |
| Goddess of Justice           | 45                | Knight (Shield) | 54,700         | 35,000         |
| Bystander of Fate            | 45                | Knight (Sword)  | 61,900         | 37,900         |
| Celestial Guardian           | 45                | Knight (Bow)    | 70,900         | 41,400         |
| Back Blood Priest            | 45                | Knight (Shield) | 100,100        | 61,300         |
| The First Creator            | 45                | Knight (Sword)  | 127,800        | 91,600         |
| Proclaimer of the Apocalypse | 45                | Knight (Bow)    | 155,200        | 120,400        |

## Accessory

Accessories are another set of gear that will be your primary focus near the end game! They will take a TON of diamonds to make a great end game setup, and will provide amazing bonuses and boosts in various areas. Upon using copies to upgrade your accessories providing

them yellow stars you can further improve their stats by Transcending them (turns a yellow star red) which will require enhancement stones.

As a rule of thumb..

- **Rings** provide the highest value and percentages for accessory defense %
- **Earrings** provide the highest value and percentages for accessory attack %
- **Hairpins** provide the highest value and percentages for accessory health %

Since accessories provide such a high % Accessory modifier for their main stats, it's advisable to spread out your accessories between Accessory Def, Accessory HP, and Accessory Attack to reduce diminishing returns.

Currently most people agree that **Magic** and **Rare** rarity accessories are not the wisest ones to invest heavily in. For those that haven't unlocked accessory summoning yet, you can merge your accessories to obtain **Epics** to be able to push a bit.

**01/16/2023 EDIT:** With how fast new accounts can progress due to the sheer amount of rewards you may obtain from guide quests, by the time you reach and clear 13-24 to summon accessories, you should have well more than 1 mil stacked in diamonds to dump into accessory summoning. Do so and merge every single accessories until you obtain **Legendary** / **Mythical**, you should have enough boxes to for 3\* myth slime slime.

IE: by the time my newest alt cleared 13-24, I was already sitting on 1.6mil ready to go.



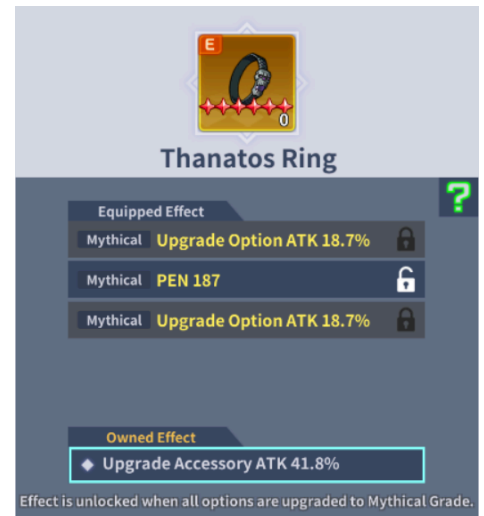
The goal is to get to your **Mythical** and transition eventually to **God** accessories whenever you can. Before then, it is advisable to limit upgrading and transcending your **Epic** and **Legendary** and to merge to try to get access to **Mythical** asap for a much bigger boost in damage and limit wasting too much materials. Transcending to 3 red stars **legendary** at the very least, should be more than sufficient to help you push up to certain stages until you need to come back to it later when you're gradually going through Ego upgrades and other contents.



In terms of upgrading accessories..

- **Merging** will turn 4 accessories of the same grade into either another one of the same grade, or a higher grade
- **Upgrading** will consume X amount of the same accessory to increase the star level of an accessory. At 1, 3, and 6 stars, a slot to roll options will be unlocked. See [Options](#) for which ones to roll.
- **Transcending** will consume Enhance Stone to upgrade a star of an accessory from yellow to red. This will greatly boost the stats of the accessory at a steep cost!

Mythical and God rarity also contain owned effects when you roll Mythical+ on every option. See below for the various owned effects.



The following is the general Mythical / God accessories that should be aimed and used. The number stated is based upon the position of the accessory from top left to bottom right within its own grade.

In example:



For a more offensive set used often during farming and general content;

- Rings: 4/5-7-8 (#4 will yield more ACU but #5 has higher ATK and PEN at the cost of ACU)
- Earrings: 4-5-8
- Hairpins: 4/5-6-8

For a more defensive setup if you feel you're struggling to survive certain stage mainly used for pushing stages.

- Rings: 3-7-8

- Earrings: 4-5-8
- Hairpins: 2-6-8

## Accessory Owned Effects

| Grade    | Accessory  | Ability               | Value   |
|----------|------------|-----------------------|---------|
| Mythical | Ring 1     | Upgrade Accessory ATK | 41.80%  |
| Mythical | Ring 2     | Upgrade Accessory HP  | 100.80% |
| Mythical | Ring 3     | Upgrade Accessory DEF | 104.00% |
| Mythical | Ring 4     | Upgrade Accessory ATK | 53.20%  |
| Mythical | Ring 5     | Upgrade Accessory ATK | 57.00%  |
| Mythical | Ring 6     | Upgrade Accessory HP  | 134.40% |
| Mythical | Ring 7     | Upgrade Accessory DEF | 144.00% |
| Mythical | Ring 8     | Upgrade Accessory ATK | 76.00%  |
| Mythical | Earrings 1 | Upgrade Accessory ATK | 41.80%  |
| Mythical | Earrings 2 | Upgrade Accessory HP  | 100.80% |
| Mythical | Earrings 3 | Upgrade Accessory DEF | 104.00% |
| Mythical | Earrings 4 | Upgrade Accessory ATK | 53.20%  |
| Mythical | Earrings 5 | Upgrade Accessory ATK | 57.00%  |
| Mythical | Earrings 6 | Upgrade Accessory HP  | 134.40% |
| Mythical | Earrings 7 | Upgrade Accessory DEF | 144.00% |
| Mythical | Earrings 8 | Upgrade Accessory ATK | 76.00%  |
| Mythical | Hairpin 1  | Upgrade Accessory ATK | 41.80%  |
| Mythical | Hairpin 2  | Upgrade Accessory HP  | 100.80% |
| Mythical | Hairpin 3  | Upgrade Accessory DEF | 104.00% |
| Mythical | Hairpin 4  | Upgrade Accessory ATK | 53.20%  |
| Mythical | Hairpin 5  | Upgrade Accessory ATK | 57.00%  |
| Mythical | Hairpin 6  | Upgrade Accessory HP  | 134.40% |
| Mythical | Hairpin 7  | Upgrade Accessory DEF | 144.00% |
| Mythical | Hairpin 8  | Upgrade Accessory ATK | 76.00%  |
| God      | Ring 1     | Upgrade Accessory ATK | 104.50% |
| God      | Ring 2     | Upgrade Accessory HP  | 252.00% |
| God      | Ring 3     | Upgrade Accessory DEF | 260.00% |
| God      | Ring 4     | Upgrade Accessory ATK | 133.00% |
| God      | Ring 5     | Upgrade Accessory ATK | 142.50% |
| God      | Ring 6     | Upgrade Accessory HP  | 336.00% |
| God      | Ring 7     | Upgrade Accessory DEF | 360.00% |
| God      | Ring 8     | Upgrade Accessory ATK | 190.00% |
| God      | Earrings 1 | Upgrade Accessory ATK | 104.50% |
| God      | Earrings 2 | Upgrade Accessory HP  | 252.00% |
| God      | Earrings 3 | Upgrade Accessory DEF | 260.00% |
| God      | Earrings 4 | Upgrade Accessory ATK | 133.00% |
| God      | Earrings 5 | Upgrade Accessory ATK | 142.50% |
| God      | Earrings 6 | Upgrade Accessory HP  | 336.00% |
| God      | Earrings 7 | Upgrade Accessory DEF | 360.00% |
| God      | Earrings 8 | Upgrade Accessory ATK | 190.00% |
| God      | Hairpin 1  | Upgrade Accessory ATK | 104.50% |
| God      | Hairpin 2  | Upgrade Accessory HP  | 252.00% |
| God      | Hairpin 3  | Upgrade Accessory DEF | 260.00% |
| God      | Hairpin 4  | Upgrade Accessory ATK | 133.00% |
| God      | Hairpin 5  | Upgrade Accessory ATK | 142.50% |
| God      | Hairpin 6  | Upgrade Accessory HP  | 336.00% |
| God      | Hairpin 7  | Upgrade Accessory DEF | 360.00% |
| God      | Hairpin 8  | Upgrade Accessory ATK | 190.00% |

# Costume

Costumes provide various permanent, stacking effects that apply to your character just for owning them. They are a key diamond investment and you'll want to own all of them as early as possible. Make sure you save your purple coins to purchase the various costume packages in the shop!

Oh, and you can wear them for Fashion Idle too!

Which diamond costumes to go first?

Student > Teacher > Cat > Medieval Queen > Chic costume > Dragon Slayer. Do not forget to obtain the weapon costumes also.

As for Free coins costumes (Costume Package in shop)?

With the recent update, **Red Hood** will become the first priority followed by **Dinosaur**. The next ones should be **Guan Yu** (to attempt 6\*ing pets asap), **Ninetails** by that time should be able to farm decent grade accessories, ending with **Black Tiger** (need a crapton of dice later on for option rolls).

# Options

Options are additional stats that you can gamble for on your Skin, Weapon, Pets, and Accessories. Rolling for options uses option stones, which can be gained in the Enchant Stone dungeon and stage chest drops. You can "Lock" an option to prevent it from being changed when you click "Change," but as you lock the cost of doing an option change goes up. Therefore, to maximize your chances of getting great options, it's typically advised to wait until you are able to roll several at once.

Certain items will also unlock an "owned effect" once you roll **Mythical** rarity or higher for every option. If so, it will be indicated on the option change screen.

Click the "?" ingame to see the odds for specific rarities of options.

## General Tier List

| Celestials                          |  |   |   |  |
|-------------------------------------|--|---|---|--|
| Recommended Options (04.02.2023):   |  |   |   |  |
| Item / Slot                         | Tier SSS   | Tier SS   | Tier S  | Tier SSS   |
| Weapon / Gauntlets / Armor / Helmet | Upgrade Option Attack  | Super Critical Damage (SSS for God Armor/Helmet/Gauntlet)<br>Super Option Attack<br>Upgrade Option Attack | Super Critical Damage (SS for God Armor/Helmet/Gauntlet)<br>Super Option Attack | Best options for endgame. Only roll (min/max) them if all of your items have at least Tier S options.<br><b>Tier SS + S</b><br>S and SS are fine for early- and mid-game. Just keep the first option you get in order to <b>save dice</b> for the endgame. |
| Skin                                | Super Option Attack<br>Gold & Exp (up to ~70-50)                     | Upgrade Option Attack<br>Critical Damage<br>Super Option Attack<br>Gold & Exp                             | Upgrade Option Attack<br>Critical Damage<br>PEN & ACU                           |  |
| Ego Weapon & Armor                  | Upgrade Option Attack<br>Super Option Attack                         | Upgrade Option Attack<br>Super Option Attack  |   |  |
| Monster Figure                      | Upgrade Option Attack  | Upgrade Option Attack   |   |  |
| Master Figure                       | PEN & ACU<br>Upgrade Option Attack                                   | Cheapest PEN/ACU, if you need it  |   |  |
| Costume Figure                      | Super Option Attack  | Super Option Attack<br>Upgrade Option Attack  | Upgrade Option Attack   |  |
| Accessory ATT%                      | Super Option Attack  | Upgrade Option Attack<br>Critical Damage  | Upgrade Option Attack<br>Critical Damage  |  |
| Accessory DEF%                      | Super Option Attack  | PEN & ACU   | PEN & ACU   |  |
| Accessory HP%                       | Super Option Attack  | Upgrade Option Attack<br>Critical Damage  | Upgrade Option Attack<br>Critical Damage  |  |
| Pets                                | Super Critical Damage  | Upgrade & Super Option Attack<br>Super Critical Damage  | Upgrade & Super Option Attack   |  |
| Seals                               | Seals 2+3 → Super Option Attack<br>Seals 1+4 → Upgrade Option Attack | Super Option Attack<br>Upgrade Option Attack  |   |  |

Thank you Pavel for compiling the details in a more visible manner for everyone.

- If the picture is too small you find the original version at [Pavel's sheet for options](#).

## Supplies

Various types of chests that you get from clearing stages will be listed here, containing various types of loot.

You can open these right away, there's no advantage to saving them.

Be on the lookout for jackpot chests, which contain a massive amount of diamonds!



Chest Drop Rates by Stage: (I've removed the actual image as the image was actually too small for people to see)

Please refer to Yeena's datamined info under the section Bonanza ChestContet.

 Bladeldle Data

## Summon

This is where you'll go to turn all of your hard earned gems into loot, tears, and joy. Mainly tears probably.

Here are the summon rates for weapon and armor at each summon level, within each grade:

[Weapon/Armor Detailed Grade Summon Rate]

※ For each Magic/Rare/Heroic/Legendary/Mythic/God-level sub-level, the probability is divided as follows.

※ In the level 11~15 section, the probability of detailed grades is different only for God grades.

| 레벨 1~10                  |       |        |
|--------------------------|-------|--------|
| 장비등급                     | 내부 등급 | 소환 확률  |
| 매직/레이어<br>Magic/<br>Rare | 8     | 20%    |
|                          | 7     | 17.85% |
|                          | 6     | 15.7%  |
|                          | 5     | 13.55% |
|                          | 4     | 11.4%  |
| 영웅<br>Epic               | 3     | 9.25%  |
|                          | 2     | 7.1%   |
|                          | 1     | 5.15%  |
|                          | 8     | 24%    |
|                          | 7     | 19.5%  |
| 전설<br>Legend             | 6     | 17%    |
|                          | 5     | 14.5%  |
|                          | 4     | 8%     |
|                          | 3     | 8%     |
|                          | 2     | 5%     |
| 신화<br>Myth               | 1     | 4%     |
|                          | 4     | 45%    |
|                          | 3     | 40%    |
| God갓                     | 2     | 10%    |
|                          | 1     | 5%     |
|                          | 4     | 40%    |
| God갓                     | 3     | 30%    |
|                          | 2     | 20%    |
|                          | 1     | 10%    |
| God갓                     | 4     | 80%    |
|                          | 3     | 20%    |

| 레벨 11    |       |        |
|----------|-------|--------|
| 장비등급     | 내부 등급 | 소환 확률  |
| 갓<br>God | 4     | 78.75% |
|          | 3     | 20%    |
|          | 2     | 1.25%  |
|          | 1     | 0%     |

Summon lvl 11

| 레벨 12    |       |         |
|----------|-------|---------|
| 장비등급     | 내부 등급 | 소환 확률   |
| 갓<br>God | 4     | 75.875% |
|          | 3     | 22%     |
|          | 2     | 1.875%  |
|          | 1     | 0.25%   |

Summon lvl 12

| 레벨 13    |       |        |
|----------|-------|--------|
| 장비등급     | 내부 등급 | 소환 확률  |
| 갓<br>God | 4     | 71.25% |
|          | 3     | 25%    |
|          | 2     | 2.5%   |
|          | 1     | 1.25%  |

Summon lvl 13

| 레벨 14    |       |         |
|----------|-------|---------|
| 장비등급     | 내부 등급 | 소환 확률   |
| 갓<br>God | 4     | 66.875% |
|          | 3     | 27.5%   |
|          | 2     | 3.75%   |
|          | 1     | 1.875%  |

Summon lvl 14

| 레벨 15    |       |       |
|----------|-------|-------|
| 장비등급     | 내부 등급 | 소환 확률 |
| 갓<br>God | 4     | 62.5% |
|          | 3     | 30%   |
|          | 2     | 5%    |
|          | 1     | 2.5%  |

Summon lvl 15

Of note is that at certain summon amounts, you are awarded with an item. Click the "?" of the summon section to learn more.

NEVER summon weapons or armor using the 1 time summon option.

See the respective section of each summon in this guide for more info on those items.

## Pet

Think of pets as 5 items that you equip in order to boost various stats. Each type of pet among the 3 has a specialty.

**Animal:** Used for Damage

**Undead:** Used for Defense (very situational, but meh overall aside for the god pet)

**Beast:** Used for ACU

Pets can be upgraded using pet souls, which are obtained in the Pet Dungeon. This will increase their star level and boost their states.

Pets have options that unlock at 1, 3, and 6 stars, and Special Party Effects that activate when they are in your loadout with one or more other pets as indicated.

For pet loadouts in general, use the strongest Damage pets you can while fulfilling ACU requirements for Dungeon and Pushing. For farming, especially early on, use as many EXP/Gold boosting synergies (pet party effect) as you can while still maintaining a very high clear speed for your selected farming stage ( $\leq 15$  Seconds is ideal).

Pet souls can be merged with 3 others of the same rarity to produce another pet soul of the same rarity, or a higher rarity pet soul. It's advised to fully upgrade pets before using pet souls to merge.

**This being said**, it is more recommended to wait until turtle is unlocked before sweeping as once you've obtained turtle and sweep, you will have a chance to obtain any of the purple pets even if they are not unlocked allowing you to obtain more souls to upgrade them when you do unlock them. Before then, you may get both pigs to 3\* in order to obtain their party effect and keep your tickets till turtle.

For a reference of stats used to clear Turtle pet stage see on discord:

[Hako's turtle pet stage clear](#)



# Relic

Relics provide a variety of stat bonuses, and are obtained through the Relic Summon and stage chest drops. Relics are leveled up using duplicates, and **max out at level 60 (level 80 for ancient relics)**. Once you max out a relic, you will no longer summon any more of that relic and you will be refunded the additional relics that you have for that specific relic.

Some players choose to max out the EXP and Gold relics earlier than typically suggested in their progression, and that's totally fine.

Relics are the only summon without any summon bonuses at certain summon amounts.



# PVP

Before starting off, it must be told how important it is to start stacking on PVP tickets from the shop's common tab, **buy them all everyday.**

In PVP you fight bot controlled clones of 3 other players. Generally it seems the matchmaking faces you off against places that are roughly around your rank, give or take 100.

As you gain certain amounts of points, you'll unlock a new PVP tier which provides diamonds and big stat boosts (upgrade courage atk%). Click the magnifying glass on each tier to learn about what stats they give you.

The general strategy for PVP is to use your last 5 skills and only use your precious PVP tickets when you have enough to comfortably reach the next tier, since you want to fight when you're as strong as possible. ACU and PEN are useless in PVP.

PVP Point acquisition:



| Score ups and downs |  |                                |                                   |
|---------------------|--|--------------------------------|-----------------------------------|
| rank                | 0 ~ 1,100 points<br>(Unranked ~ Diamond 3) | 1,101~5,000<br>(Dia 3 ~ Elite) | 5,001 - Max<br>(Elite - Frontier) |
| First place         | 10   | 8                              | 8                                 |
| 2nd place           | 8  | 5                              | 5                                 |
| 3rd place           | 5  | 3                              | 3                                 |
| 4th place           | 3  | 2                              | -2                                |

## Dungeon

Dungeons are one time challenges that you can do for specific rewards. Clearing a dungeon will grant a one time reward and then increase the Chapter of that dungeon, making it more difficult and offering better rewards.

### General Rewards of each Dungeon:

**Enchant Stone Dungeon:** Enhance Stones and Option Stones

**Pet Dungeon:** Pets, and Pet Souls

**Treasure Dungeon:** Diamonds, Enhance Stones, Option Stones, Free Coins

**Emblem Dungeon:** Emblem Marks

**Insignia Dungeon:** Insignia Fragments

**Breakthrough Dungeon:** Stage Chests, Breakthrough Chests

You can “Sweep” a dungeon to get the indicated sweep reward for the dungeon. The more you progress through the chapters and floors of a dungeon, the higher the Sweep reward gets, which generally makes waiting to Sweep the better option. While there is no black and white “best time to sweep,” most of the time you want to keep your sweep tickets until they can help you with some milestone or significant amount of progress, since you want to get the maximum value out of the scarce tickets. Some general guidelines you can keep in mind for when to sweep are:

**Enchant Stone Dungeon:** Sweep when you need the enhance stones to upgrade something, or when you need option stones. Only use enough sweeps for what you need to enhance or upgrade.

**Pet Dungeon:** Sweep when you need the accuracy upgrades to progress. Once you unlock your first **Legendary** Pet, you can start sweeping to upgrade your current ones to progress or hold off until unlocking the first **mythical** pet.



**Emblem Dungeon:** Sweep only when you can unlock the next emblem. This one is pretty black and white.

**Insignia Dungeon:** Sweep when you have a good chance at unlocking the next Ancient Insignia.

Also, keep in mind that upgrading your Insignia will result in unlocking better sweep rewards across multiple dungeons..

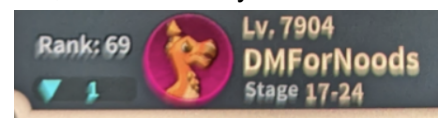
The Breakthrough Dungeon has a daily claim with a reward that is based on your highest cleared level. See [Skills](#) for the recommended skill setup for each dungeon.

## Stage

Stages are where you'll be spending most of your time in Blade idle.

Advancing in stages has various benefits:

- More diamonds daily everyday based on your max stage reached
- Bursts of Diamonds from various chests that contain more loot, and the ability to unlock accessory summons and accessory chest drops
- A better rank next to your name for the shiny epeen. Nice.



However, note that at any given time, the game allows you to farm 3 stages total, which are the 3 x.25 and x.50 stages below your max stage, where x represents the chapters closest to your max stage. Since we want to maximize our farming, and farming/idling is what you'll be doing most of the time, make sure you're able to clear your chosen farming stage at a good pace of < 20 seconds, ideally <=15!

If you go offline, the game will farm your MIDDLE stage out of the 3 available farming stages. Offline farming clears that stage at about 1.5 - 2 times per minute, and yields less rewards overall than staying online.

Supply Type Drop Rates by Stage:

Please refer to Yeena's datamine information as it was updated and too big to screenshot into the guide.

[+ Bladeldle Data](#)

## Ego (Sword & Armor\*)

Upon clearing stage 14-50, you will be unlocking the Ego Upgrade tab which you can challenge the ego dungeon/boss in order to unlock the respective Ego grade.

**\*Armor Ego follows the same concept as Sword Ego for its upgrade however you must max your Sword Ego in order to proceed with unlocking Armor Ego**



When the Ego boss is defeated, you will find under your inventory, the tab for Ego which you will be able to upgrade it by feeding **God** weapons/armors to earn bonus stats. Once the Ego has been maxed, you will unlock the challenge for the next Ego grade and repeat the same process up to **God** Ego - keep in mind that further Ego grades have a higher upgrade cap to max meaning more **God** weapons/armors required to be fed.



Fighting Ego will still require a certain amount of stats in order to defeat it so be prepared.

| Dungeon             | ClearTime (Fixed) | Recommended Stage | Pen Breakpoint | ACU Breakpoint |
|---------------------|-------------------|-------------------|----------------|----------------|
| Sword Ego Dungeon 1 | 45                | 14-50             | 27,000         | 12,000         |
| Sword Ego Dungeon 2 | 45                | 16-50             | 32,000         | 16,000         |
| Sword Ego Dungeon 3 | 45                | 19-50             | 39,500         | 22,200         |
| Sword Ego Dungeon 4 | 45                | 23-50             | 49,500         | 31,000         |
| Sword Ego Dungeon 5 | 45                | 27-50             | 57,400         | 36,100         |
| Armor Ego Dungeon 1 | 45                | 31-50             | 64600          | 38900          |
| Armor Ego Dungeon 2 | 45                | 35-50             | 71800          | 41800          |
| Armor Ego Dungeon 3 | 45                | 39-50             | 79000          | 44600          |
| Armor Ego Dungeon 4 | 45                | 43-50             | 86200          | 47500          |
| Armor Ego Dungeon 5 | 45                | 47-50             | -              | -              |

### With Ego now into play, do I focus it, G1 sword, armors, accessories???

Getting your first Ego will be well worth going through as you're opening the door to a new multiplier - Upgrade Ego ATK% (later HP% , DEF% + extra PEN).

After sampling with multiple F2P'ers, the first Ego should be defeatable with (lowest setup I've managed to find so far) a lv 200+ G3 sword, lv 200+ G3 glove, Lv 100 G2 armor, Lv 50 G3 helm at around level 7000 with **Legendary** accessories transcend to 3\* - bear in mind, I have not investigated the players' option rolls .

**Note:** The setup to defeat your first Ego may vary as you can be fine to defeat it with different armors, gloves and helm if your G1 or even accessories have much more investment.

Going forward, you will need to upgrade yourself through various places to prepare for your next Ego fights.

Getting your Ego2 unlocked asap will be quite favorable being it's a new multiplier you've unlocked as opposed to maxing your last G1 slot right away (assuming its already decently high

by then), also being able to roll God option atk on 1 ego option slot is **almost** as strong as 2 God option atk on a G1.

You will require to summon a fair amount of accessories and start going from your **Legendary** accessories towards **Mythical** and **God** (see [Accessory](#) section for more insight).

You will of course need to summon weapons again to max out your Ego (which will boost your damage also) in order to unlock the next Ego dungeon.

As far as summoning armor goes with slots now being available at level 200. That will be at your discretion based upon your needs, ideally unlocking gloves for more PEN but we all know how summoning armor goes - cough.

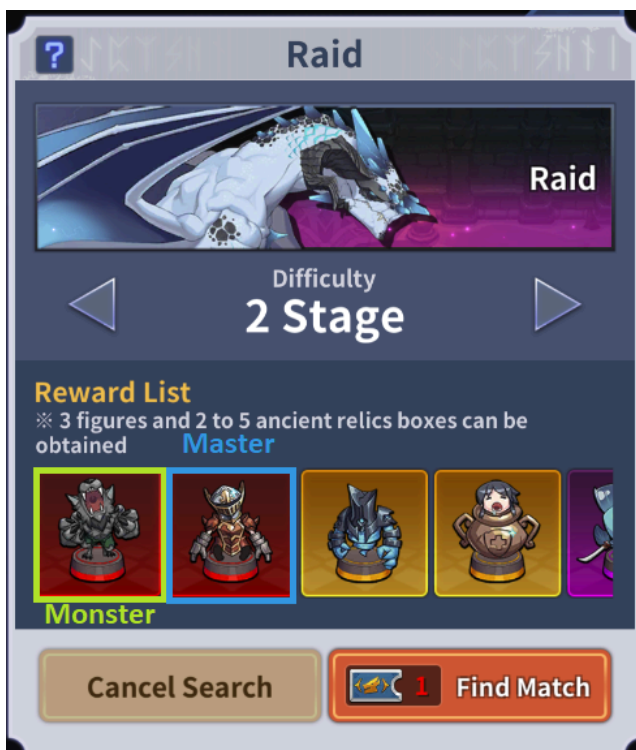
All this being said, I will do what I can to keep an eye on the playerbase's progression with Ego and will likely update this section on a need basis.

## Raids/Trophy/Ancient relics

Raids are unlocked upon clearing stage 15-50 however will unlock the first stage which may drop up to **Mythical** figures and up to **God** ancient relic chests.

In order to unlock the second stage, you will be required to clear 20-50, which then the second raid may drop up to **God** figures and the same ancient relic chests.

Trophies come in two varieties, Monster & Master; each providing different values within their options to roll for which will be shown below..



You will come to notice that upon obtaining a figure, it will have a certain number of Blue dots ranging from 1-4.

Those will show you how many options slots are unlock and ready to roll on. Unfortunately the numbers of slots are completely random when dropped from raids.

We will get into options in a moment further in the discussion below.

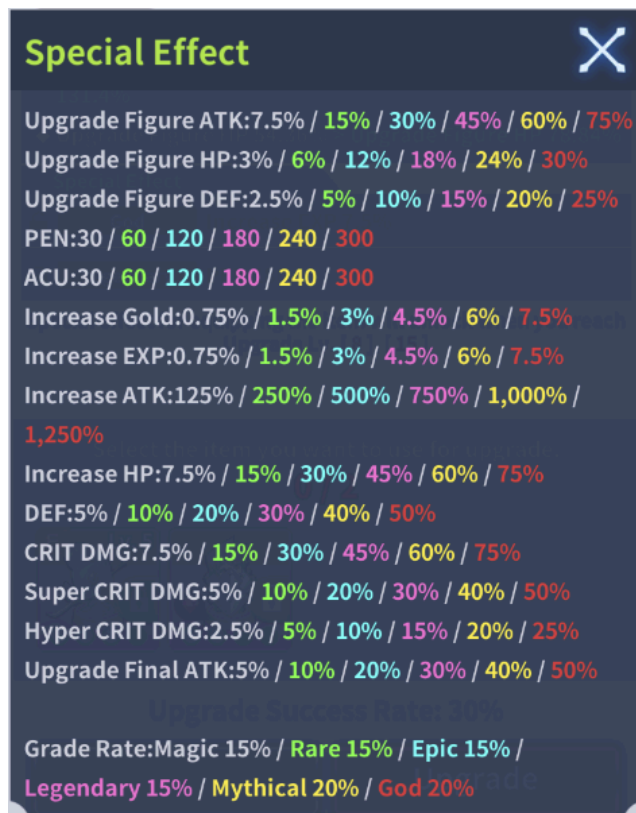
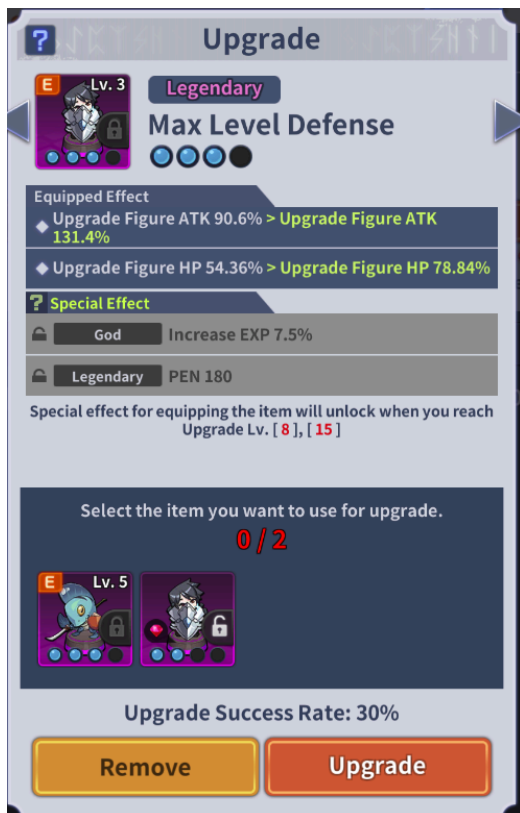
Not only do figures introduce new multipliers into the game making them very worth going for. When dropped from raids, they also come with two random Special effects that are only obtained once the figure has been upgraded to level 8 & 15.

Upgrades are done via feeding copies of figures the **same grade** (can be either Monster or Master).



of

Do note that the higher the upgrade, the more figures is required and the success rate will also gradually reduce. ↓



**Note:** which special effect to go for? Well if RNG is in your favor; Upgrade Figure ATK% should be the main focus but in general most of the ATK focused rolls are still viable options (except Increase atk% as the value is too low). It's already hard enough just to get a 4 slot God xD...

Should you ever upgrade your figure and later come across a better figure that has better effects and more slots. You may transfer the current levels to the new figure without sacrificing the used figure.

However this doesn't transfer option rolls that you've initially rolled for. →



Now let's go over options that are available for both Monster and Master figures. As we are gearing ourselves towards endgame content let's have a look at the God figures as example;

### Random Option



**Loser's Howl**

#### Option Details ✕

Increase ATK: 575% / **862.5%** / 1,725% / 2,875% / 4,025% / 5,750%

PEN: 68 / **101** / 203 / 338 / 473 / 675

ACU: 68 / **101** / 203 / 338 / 473 / 675

Super CRIT DMG: 10% / **15%** / 30% / 50% / 70% / 100%

ATK SPD: 1.25% / **1.88%** / 3.75% / 6.25% / 8.75% / 12.5%

Increase HP: 17.5% / **26.25%** / 52.5% / 87.5% / 122.5% / 175%

DEF: 17.5% / **26.25%** / 52.5% / 87.5% / 122.5% / 175%


Upgrade Option ATK: 4.5% / **6.75%** / 13.5% / 22.5% / 31.5% / 45%

Increase Gold: 0.63% / **0.94%** / 1.88% / 3.13% / 4.38% / 6.25%

Increase EXP: 0.63% / **0.94%** / 1.88% / 3.13% / 4.38% / 6.25%

Grade: Rare: Magic 100% / Power 25% / Fire 21% / Lightning 10%

### Random Option



**Ironclad Defense**

#### Option Details ✕

Increase ATK: 287.5% / **431.25%** / 862.5% / 1,437.5% / 2,012.5% / 2,875%

PEN: 101 / **152** / 304 / 506 / 709 / 1,013

ACU: 101 / **152** / 304 / 506 / 709 / 1,013

Super CRIT DMG: 5% / **7.5%** / 15% / 25% / 35% / 50%

ATK SPD: 1.25% / **1.88%** / 3.75% / 6.25% / 8.75% / 12.5%

Increase HP: 26.25% / **39.38%** / 78.75% / 131.25% / 183.75% / 262.5%

DEF: 26.25% / **39.38%** / 78.75% / 131.25% / 183.75% / 262.5%

Upgrade Option ATK: 2.25% / **3.38%** / 6.75% / 11.25% / 15.75% / 22.5%

Increase Gold: 1% / **1.5%** / 3% / 5% / 7% / 10%

Increase EXP: 1% / **1.5%** / 3% / 5% / 7% / 10%

Grade: Rare: Magic 100% / Power 25% / Fire 21% / Lightning 10%



As we can see a Monster figures will generally provide more offensive stats such as Option ATK%, Scrit DMG & Increase ATK%

Whereas Master figures will yield better defense stats AND also much better PEN/ACU.

Now here's the many many questions that are asked to me; What options do I roll for? Please refer to the [Options](#) tiers but keep in mind, those tier lists are always subject to change based on the game's future updates and player's progression.

## Ancient Relics

As mentioned earlier, upon completing a raid will drop ancient relic chest such as these in example;



Which are mainly used to upgrade your ancient relics for stats boost just like we used to do with the regular relics before. I'll see you all for the wave of complaints for failing the lvl 59 X times. :D

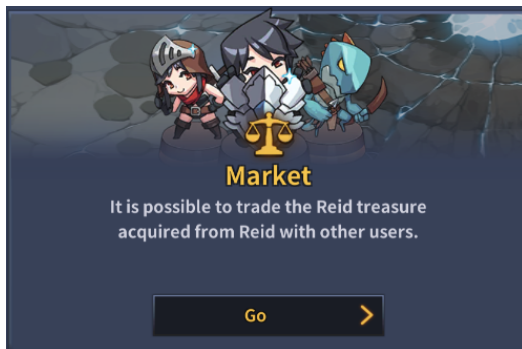
Summoned Relic      Ancient Relic

? You can obtain Ancient Relic through Raid.

|   |   |                                      |
|---|---|--------------------------------------|
|  | Lv. 9 Mystic Beast's Claws<br>CRIT DMG +150<br>CRIT DMG +300                    | Level Up<br>0/1<br>Success Rate: 20% |
|  | Lv. 19 Devil's Horn<br>Super CRIT DMG +357<br>Super CRIT DMG +498               | Level Up<br>0/1<br>Success Rate: 17% |
|  | Lv. 11 Armored Dragon's Scale<br>Hyper CRIT DMG +3.17%<br>Hyper CRIT DMG +3.33% | Level Up<br>0/1<br>Success Rate: 90% |
|  | Lv. 16 Thunder Dragon's Orb<br>Gold +4%<br>Gold +4.17%                          | Level Up<br>0/1<br>Success Rate: 90% |
|  | Lv. 13 Blood Crystal<br>EXP +3.5%   | Level Up                             |

Growth    Inventory    Shop    Summon    Pet    Relic

## Raid Market



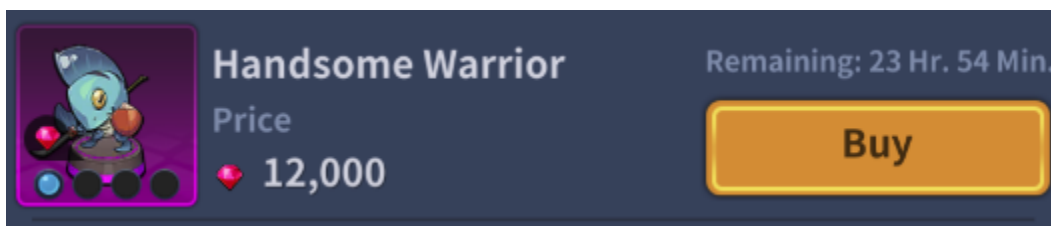
Should you have figures that you wish to buy or sell; is the place you would go; or simply to window shop because you realize you're too poor on diamonds to buy anything.

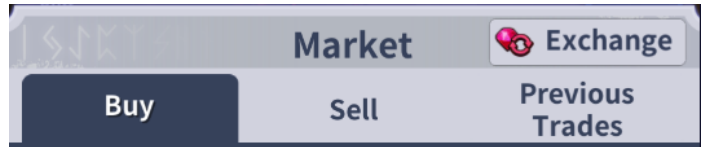
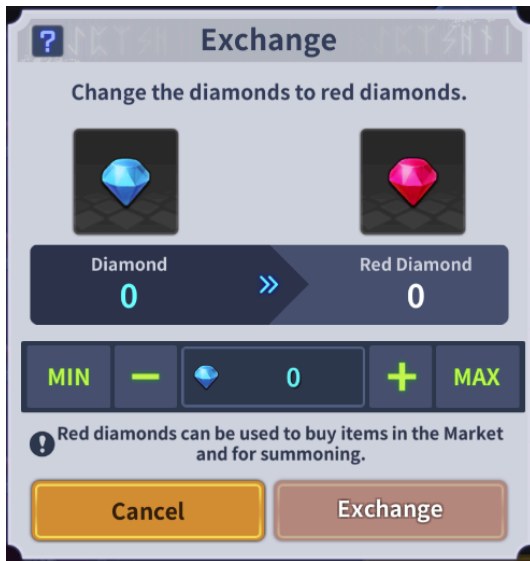
I also like to think of it as the Flipper's Battlefield (looking at certain people).

This being said, purchasing figures is rather straightforward, look for the one you're interested in and pay the value in red diamonds.

But what are red diamonds? You've seen it at the top of your game's UI?

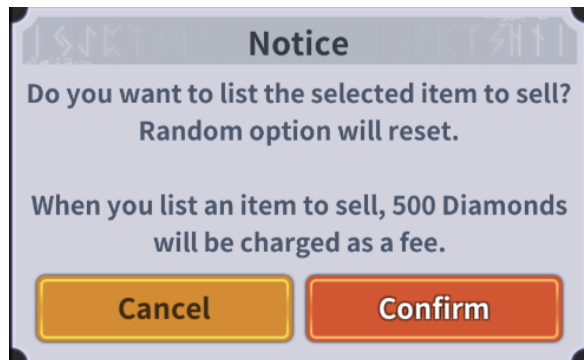
Well simply it is the currency that you will convert regular diamonds into red diamonds in order to purchase said figure or you may use them for summoning just as usual but through the red diamond tab.





Now as for selling a figure; simply head to the Sell tab and select a figure you wish to sell into the market which will be valid for 24 hours or will be returned to your inventory.

Do note however that in order to sell a figure, you will be required to pay a **listing fee** of 500 diamonds per figure listed.



Upon selling a figure; you will receive the listed diamond price minus a 5% transaction fee.

You may also directly sell your figure without listing it in the market to obtain blue diamonds; Simply select the Sell tab and you will notice a Sell Now icon right above your figures. Through it you will be able to select which figure to sell.

**\*Important note about buying figures:** option rolls are reset upon purchasing, so do not be enticed to purchase only because the figure has good option roll but more if the the figure has good special effects.

# Guide Changelog

## 2023 change log:

01/20

- Updated option roll section. - Hako

01/16

- Edit on Accessory section - Hako

01/12

- **Added disclaimers about guide being in revision - Hako**

## 2022 change log;

12/28

- Updated option roll section. - Hako

10/28

- Updated option roll section. - Hako

10/15

- Updated option roll section. - Hako

9/12

- Minor text change to insignia and added image instead of text for option rolls - Hako

9/01

- Minor text update in PVP section - Hako

8/07

- Updated Skin upgrade challenge requirement details for new skins - Hako

7/14

- Adjusted insignia section and added link to Yeena's datamine - Hako

7/06

- Updated costume section to reflect addition of Red Hood costume - Hako

7/05

- Updated pet section - Hako

6/29

- Updated skill recommendations for Skin/Ego - Hako

**6/25**

- Added link to
- Aura's emblem calculator - Hako

**6/23**

- Updated skills and FAQ section for purchasable packs - Hako

**6/20**

- Updated pathing guide in the TLDR - Hako

**6/17**

- Updated name for Relic dungeon to Treasure dungeon as per update - Hako

**6/08**

- Overhauled option tier list - Noods

**6/07**

- Added Ego option tier list - Hako

**6/01**

- Updated skin PEN/ACU requirements - Hako
- Added armor owned effects information - Hako
- Added recommended raid skills - Hako
- Added extra commentary on accessory section - Hako
- Updated glove option tier list - Hako
- Updated option rolls for figures - Hako
- Updated Raid/Figure/Relics section including Market - Hako
- Minor changes in text within Ego section - Hako
- Adjusted Growth recommendation for ATK from 4-5k to 3-4k

**5/27**

- Updated ACU requirement for Paladin skin challenge - Hako

**5/21**

- Updated info on where to get all crits to 100% in FAQ - Hako

**5/20**

- Updated TDLR pathing - Hako
- Update Ego section - Hako

**5/18**

- Updated glove/armor/helm section to include new level cap info and options slots - Hako

**5/14**

- Updated Growth level priority with new cap update - Hako
- Updated equipment slots option tiers - Hako
- In-progress Ego section - Hako

#### **5/7**

- Added text to accessory guide - Hako

#### **5/5**

- Updated Level up section - Hako

#### **5/4**

- Added changelog - Noods

#### **5/3**

- updated the TLDR summon pathing - Hako
- updated FAQ - Hako
- updated Growth - Hako
- updated Skills - Hako
- updated weapon section with the question that kept popping up to merge god weapons or not - Hako
- updated accessory guide - Hako

## **Credits/Shoutouts/Awesome People**

Yeena for all the datamined info!

Hakotron!

Theo!

Des!

DailyNoob!

Donkey!

zeppx!

Naver Community!

Community Discord!

# //TODO + Ideas:

F2P specific section / advice  
Whale specific section / advice