

# Bladebound

Do not level grace too quickly as this determines the difficulty of Shattered Maze etc. rule of thumb: don't advance from grace chosen IV until 2-3m power, don't leave blessed II till ca 7m power (or until you can beat all 3 bf in less than 30s unboosted and you can beat sm final boss within the first day)

Parts function opens with first grace level and campaign easy 25, medium 6

Best gear is physical with Steel Puppet S Gear Sentinel, also Bomb sentinel For Monster Hunt, use Sentinel with AOE damage (i.e. bomb, not puppet) Max skill level of S gear is 50.

Elements only matter from S gear onwards. Physical > water and light > nature > ice/fire > dark nature good in monster hunt but sucks in boss fortress

Boost the Boss killer in Beast Fortress.

Fusion of two maxed A gears costs 4m gold. Salvage skill materials before fusing gear!

to start the game over: settings → revoke consent

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Last update: **2023/05/29 11:53**

