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## Fire emblem echoes forging guide

This website uses cookies to enhance your experience. We assume that's okay with you, but you can give up if you want. Cookie settingsACCEPTPrivacy & Cookies Policy Aran uses a fake Steel Spear called Moldy Onions. This spear tattoo player allowed the player to give better power and critical hit potential to give more than a regular Steel Lance, as well as a unique bright pink color. Forge (Japanese: 中器中中練slah refinery) is a store service introduced in the fire emblem: Path of Radiance, which allows players to customize and develop weapons. Although usually very expensive, forging a gun provides significant increases for his statistics, adapted to the needs and tastes of the player, and making it more dangerous than before. Fake weapons can be given a unique name by the player. From the Overview Shadow Dragon, higher challenges are also common for fake weapons to appear in the hands of enemies. At the highest challenges, their fake gun player has even higher stat increases allowed to make with their own weapons. The player can't get the hands of any enemy fake weapons. If the fake enemy weapon is given to the player as a drop, then he will carry two copies of that weapon: the fake weapon they used to fight and the non-counterfeit weapon that the player received when defeated. Radiance Road forging a Thin Sword on the Path of Radiance. Fire Emblem: Radiance Road includes creating new weapons from scratch using one of several stock weapon variants as a template for tattooing. The player does not need to provide their pre-existing weapons. The Forge service is available at the base as one of four shops on the Clothes menu and is operated by merchant caravan member Daniel. Only one fake weapon can be created on the head of a visit to the base at the beginning of the department; due to this limitation, only 22 counterfeit weapons can be created per game. Unique in this game and its sequel, the player is allowed to choose a new color for fake physical weapons that are reflected in his battle model. In addition to dropping weapons only in original colors (black option), there are 7 colors to choose from (white, yellow, green, blue, purple, red and pink). Tomes doesn't have a combat model in Path of Radiance, so there are no color options. Colors can only be applied if the player chooses to give the weapon a name. The name of the fake guns is listed as green. Mechanical This section is marked as stinging. Please help improve the page by adding information. If the Japanese version is fake for a weapon 0 crit with non-zero basic crit (Slim Sword, Slim Lance, or Thunder), it wraps around the value and gives the weapon 255 crit, effectively the user has an unusual error that gives them the chance of a perfect critical hit in battle. All localizations of the Path to The Ignation correct this error. Malleable weapons The player can create These are weapons based on twenty basic weapons. The Silver Axe Tattoo on The Hot Dawn, The Hot Dawn. Fire Emblem forging system: Radiant Dawn is mostly the same as Radiance Road, again revolving around the creation of new weapons based on several stock weapon types. The player does not need to provide their pre-existing weapons. The Forge service is available at the base as one of four shops on the Shop menu and is operated by Daniel, as is the the way of Radiance. Unlike Radiance Road, as long as the player has funds for them, there is no limit to how many weapons can be faked at a time. As with Radiance Road, the player is allowed to choose a new color for the weapon reflected in the combat model. In addition to dropping only the original colors (gray option) weapon, there are 11 colors to choose from (black, white, purple, blue, tea, green, lime, yellow, orange, red and pink). The name of the fake guns is listed as green. When forging a Mechanical weapon, statistics can be both increased and reduced by inns (1, 1 weight, 5 hits, 3 krit), and both the maximum increase and the minimum reduction can be 5 increases per stat. Regardless of whether increases have increased or decreased, the price of forges is increased with each added increase. The minimum forge cost is the value of the full endurance weapon. The least malleable power and weight is 1 and the least imitation crit is 0. Added Forge stat changes and prices at Radiant Dawn Cost Stat change Added Stat change Weight Crit +10% +/-1 +/-3 +40% +/-2 +/-2 +/-2 +/-10 +/-6 +90% +/-3 +/-3 +/-15 +/-/-9 +160% +/-4 +/-4 +/-20 +/-12 +250% +/-5 +/-5 +/-5 +/-25 +/-25 +/-15 For example. Player +4 mighty, -5 weighted fake javelin (worth 600G), and +15 hits. Basic forging fee 600G, can increase costs (600 × 160%) = 960G, weight reduction costs (600 × 250%) = 1,500G and hit increase costs (600 × 90%) = 540G. The total cost for this gun forging (600 + 960 + 1,500 + 540) = 3,600G. Coin bonus If the player currently has at least one coin in his hand (in the inventory or storage of a unit), Daniel asks if he wants to use it on this tattoo. If the player chooses to use one, they are asked to draw one of the five random face down cards, potentially adding more stat bonuses to the weapon. Radiant Dawn Chance Card Chance Card forge card 25% Arrow + 10 hit 20% Vine This won't help you ... Forgive me. (No bonus) 15% Sword+1% Can Be Axe+2 10% Wings+5 crit 5% RavenNo gets bonusPlayer 4 Coins 4% Three Arrow+20 hit can be 3% Knight+1%, +5 crit can be 3% Soldier+1, +10 hit 2% Twin Swords+3 might 2% Six Wings+10 crit 1% Goddess+1 might, +10 hit, +4 crit Malleable weapons and availability Player can create fake weapons based on these 21 basic weapons. Also, forge has a large number of points in the game, which is not available at all, When Daniel isn't present with the current party. All Part 2, merchant caravan ike Part 3 (Part 6, ike All Micaiah's episodes are set before re-joining Section 3 foreword and Part 1. Because it does not exist, 12 and 13), because the merchant caravan does not travel with the Micaiah party Part 3 Part 9, because the merchant caravan Part 4 (Prologue and Sections 1, 3 and 4) is not with the Crimean army Ike and Micaiah divisions, because the merchant caravan is divided by three sides and this section of travel with Daniel Tibarn and Elinco and Ela Forging points is marked as a sting. Please help improve the page by adding information. In the Japanese version of Radiant Dawn, fake weapons revolve around the collection of tattoo points obtained by slinging old weapons to Jorge. This system was completely removed in international versions of the game. Gives a certain amount of forge points depending on weapons levels. The amount of points earned does not change with a loss of stamina. Wpn Wins Lv Points E 1 D 5 C 10 B 25 A 50 S 100 SS 200 Shadow Dragon and Shadow Dragon A Silver Bow Tattoo Emblem New Mystery. Fire Emblem forging system: Shadow Dragon and Emblem New Mystery allow players to change almost every weapon they already have, instead of just being locked in a smaller pool than the pre-selected fake weapon. Forge Shadow Dragon is made available to the player in Chapter 4 and is accessible to both the New Mystery in Chapter 1, and the arsenal and the arsenal within

the episode. Only one gun can be beaten per episode. The name of the fake weapons is listed in light blue. When a Mechanical weapon is beaten, statistics can be both increased and reduced in one-point inns from each stat. Regardless of whether increases have increased or decreased, the price of forges is increased with each added increase. The minimum forge cost is 50% of the weapon's full endurance value, which must be paid even if no statistics are changed. The least imitable power is hit and crit 0, while the minimum imitable weight is 1. The single stat with crit maximum imitation limit cannot be increased by a maximum of over 50. A total of 10 points, 10 weights, 50 hits and 30 javelins can be added or removed from a weapon. In terms of cost, 1 power point is 1 weight, 5 points hit and 3 point crit eesit. The following table is available in two forms: a simplified form that shows stat/cost increases for hit and cryion, with inns of 5 and 3 respectively, and a complete form that deals entirely with inns of 1. Stat changes and prices added on Shadow Dragon and New Mystery Cost Stat change Might Weight\* Hit Crit +50% +/1 +/1 +/5 +/3 +150% +/2 +/2 +/2 +/6 +300% +/3 +/3 +/3 +/3 +/1 5 +/9 +500% +/4 +/20 +/12 +750% +750% +/5 +/25 +/15 +15 +1050% +/6 + +30+/18 +1400% +/7 +/35 +/21 +1800% +/8 +/8 +/40 +/24 +2250% +/9 +/9 +/45 +/9 -2 7 +2750% +/10 +/10 +/50 +/30 For example: A Wing Spindle (worth 1,120G) is beaten to add +15 crit and +2. Basic forging fee 560G, crit increase costs (1,120 × 750%) = 8,400G and can increase costs (1,120 × 150%) = 1,680G. The total cost for forging this weapon (560 + 8,400 + 1,680) = is 10,640G. Forge stat alterations and prices in Shadow Dragon and New Mystery Stat alteration Cost added Might Weight\* Hit Crit +/1 +50% +50% +10% +16.5% +/2 +150% +150% +20% +33.25% +/3 +300% +300% +30% +50% +/4 +500% +500% +40% +83.25% +/5 +750% +750% +50% +116.5% +/6 +1050% +1050% +70% +150% +/7 +1400% +1400% +90% +200% +/8 +1800% +1800% +110% +250% +/9 +2250% +2250% +130% +300% +/10 +2750% +2750% +150% +366.5% +/11 -- -- +180% +433.25% +/12 -- -- +210% +500% +/13 -- -- +240% +583.25% +/14 -- -- +270% +666.5% +/15 -- -- +300% +750% +/16 -- -- +340% +850% +/17 -- -- +380% +950% +/18 -- -- +420% +1050% +/19 -- -- +460% +1166.5% +/20 -- -- +500% +1283.25% +/21 -- -- +550% +1400% +/22 -- -- +600% +1533.25% +/23 -- -- +650% +1666.5% +/24 -- -- +700% +1800% +/25 -- -- +750% +1950% +/26 -- -- +810% +2100% +/27 -- -- +870% +2250% +/28 -- -- +930% +2416.5% +/29 -- -- +990% +2583.25% +/30 -- -- +1050% +2750% +/31 -- -- +1120% -- +/32 -- -- +1190% -- +/33 -- -- +1260% -- +/34 -- -- +1330% -- +/35 -- -- +1400% -- +/36 -- -- +1480% -- +/37 -- -- +1560% -- +/38 -- -- +1640% -- +/39 -- -- +1720% -- +/40 -- -- +1800% -- +/41 -- -- +1890% -- +/42 -- -- +1980% -- +/43 -- -- +2070% -- +/44 -- -- +2160% -- +/45 -- -- +2250% -- +/46 -- -- + % 2350 -- +/47 -- -- +2450% -- +/48 -- -- +2550% -- +/49 -- -- +2650% -- +/50 -- -- +2750% -- For example: A Bolganone tome (worth 1,690G) can be +6, -3 weights are beaten to add +19 hits and +11 crit. The basic tattoo fee is 845G. It can increase costs (1,690G × 1050%) = 17,745G. Weight reduction costs (1,690G × 300%) = 5,070G. Hit increase costs (1,690G × 460%) = 7,774G. Crit increase costs (1,690G × 433.25%) = 7,323G. The total cost for forging this weapon (845G + 17,745 + 5,070 + 7,774 + 7,323) = 38,757G. There are unforgivable weapons, weapons that cannot be imitated. As a general rule, weapons that cannot be sold or sold under 0 are never allowed to be forged. These weapons include: Awakening a Blessed Lance Tattoo Awakening. This section is marked as stinging. Please help improve the page by adding information. Fire Emblem Awakening tattoo system is similar to the Nintendo DS era, allowing the player to customize any pre-existing weapons he already has. The Forge service is available in any arsenal on the world map, and as long as the player has funds for them, there is no limit to how many weapons can be faked at a time. The name of the fake weapons is listed in light blue. When starting a mechanical forge, the player is given a Selects 8 points and the statistics they want to separate those points from. Each stat increases by a certain amount (1, 5 hits, 3 crit) per added point, and only a top five points can be spent for a single stat. More points are separated, the more expensive the forge will be. The player is not required to spend all eight points and is allowed to spend less than eight points. As with Nintendo DS games, there are unforgivable weapons, weapons that cannot be faked. As a general rule, weapons that cannot be sold or sold under 0 are never allowed to be forged. These weapons include: Fates Forging has been completely revised to Fire Emblem Fates. Instead of specifically changing the statistics of a single weapon, the tattoo now revolves around combining the folds of the same weapon, along with resources, to produce a weapon with advanced statistics all around it. The tattoo is now made not only in the player's My Castle private Smithy building, but in an ordinary arsenal. The ability to imitate certain weapons is locked depending on the player's current campaign. While Birthright is playing campaign, the player can only fake hoshidan weapon types (katana, naginata, clubs, yumi, shuriken, parchment) and when playing Conquest campaign, only Nohrian weapon (sword, spear, axe, bow, dagger, tomes) can be fake. In the campaign for revelation, the weapons of both countries may be fake. To imitate a mechanical weapon, the player requires two things: a second copy of this weapon and the type of ore that this weapon is. After these are provided, fake weapons are produced. Fake weapons are marked with a rank that shows the level of tattoos and how much their statistics have increased by basic weapon; and the together forgery of basic weapons will produce a +1-ranked weapon, bringing together two +1 weapons will produce a +2-ranked weapon, et cetera. The highest rank of imitation a weapon can reach is +7. All twelve types of weapons are associated with a source of ore, and to mimic a weapon, the player requires a set of ore that equally matches the resulting forge rank; for example, owing a +1 weapon requires a matching ore, and beating a +4 weapon requires four of the ore. It is possible to get a discount on the required ore depending on the player's army currently running Smithy: the unit responsible will reduce the number of ores required to beat a matching weapon of its class of specialist weapons (e.g. a Songstress discount lances and naginata), although at least one piece of the ore is always required. Because higher-ranking fake weapons can only be created from other fake weapons, as the rank increases, the number of materials needed to emulate it exponentially enough to require 128 original weapons and a total of 247 minerals at the end of reaching the +7 rank increases. [1] All stat earnings are pre-adjusted with each forge rank and cannot be customized except for the re-forging of the weapon. There are two sets of stats A second set for weapons that cannot cause critical strike/sword skills that take into account the standard and absence of crit set for the majority of weapons. Stat gains added with each forge rank include: Normal weapons Non-critical weapons Forge ranks and stat increases in Fates Rank Requirements Crit Smithy LV Ore +1 Lv1 ×1 +2 +0 +0 +2 Lv1 ×2 +2 +0 +3 Lv2 ×3 +2 +0 +2 +1 +1 +4 Lv2 ×4 +2 +2 +2 +2 +5 Lv3 ×5 +1+4 +3 +6 Lv3 ×6 +1 +5 +4 +7 Lv3 ×7 +1 +5 +5,5 Each rank maintains all stat gains and their own earnings of all previous ranks. Forge ranks and stat increases Fates Rank Requirements Might Hit Crit Smithy LV Ore +1 Lv1 ×1 +2 +0 -- +2 Lv1 ×2 +2 +2 -- +3 Lv2 ×3 +2 +3 -- +4 Lv2 × × <1> <1>+4 +2 +4 -- +5 Lv3 ×5 +1 +6 -- +6 Lv3 ×6 +1 +7 -- +7 Lv3 ×7 +1 +8 -- Each rank maintains all stat gains and own earnings of all previous ranks. Unforgivable weapons Unlike previous games, there are only ten weapons, especially those that are forbidden to tattoo. Technically speaking, all other weapons may be fake, but the game only provides one of these per game, because in practice there are some weapons such as S-rank weapons that cannot be faked. Unforgivable weapons include: Echoes: Valentia Shadows Fire Emblem Echoes tattoo system: Valentia Shadows revolves around taking pre-existing weapons and applying predetermined sets of advanced statistics to them, similar to Fates. However, this now requires collection and combining the floors of the same weapon together, and only money is necessary for counterfeiting. The blacksmiths, located in five locations on the tattoo world map, are made: on the Forest Village and Rigelian Village Alm route, on the Mountain Village and Sage's Hamlet Celica route, and on the Furia Harbor Act 6. Rigelian Village smithy also side quest unbreakable shield location, where the player trades four Dragon Scales in the other blacksmith to get a Dracoshield. Since valentia shadows are not the usual Fire Emblem gold currency Currency, the player pays for tattoos with common Silver Signs and rare Gold Signs. These coins are found in various places throughout the games, both left by the enemy and found in dungeons and chests, and have another purpose to spend tattoos on. If necessary, the Smithies offer two services to earn more points. The player can sell any item they own (except the Royal Sword, Dear Zofia, Falchion, Cell Keys, Milla's Turmwheels, Memory Prisms and Wheels) to buy a predetermined total mark (usually Silver Marks). If a fake gun is sold (excluding advanced weapons), the tattoo status is taken into account, and the player receives a mark for it (Total counterfeiting cost /2) in addition to the basic value of the weapon. Smithies also let the player convert the money they have, swapping one to get more of the other. Conversion rates include: Convert 500 Silver Markers to 1 Gold Mark 1 Gold Mark into 100 Silver Marks Mechanics This section is marked as a sting. Please help improve the page by adding information. Fake weapons are marked with a rank measured by stars (★) displayed under the gun's name, which indicates the current level of tattooing. The stat changes obtained from each rank of the tattoo are predetermined for each weapon, it has the rank that can be faked through it. In addition to the EvolutionAI Conventional forging, smithy can also develop some weapons to completely different weapons. This usually requires that a weapon is regularly counterfeited at least once before, depending on the evolved weapon. After a weapon evolves, the forge ranking of its previous form is reset to 0. Rusty items Forge can restore rusty items to a functional state. Each instance of a rusty item can only be converted to a specific weapon, which is predetermined when the player receives the item. As in previous games, there are unforgivable weapons, weapons that cannot be imitated. Unlike previous games, some Regalias can be fake like the Royal Sword. As a general rule, the beating of axes is never allowed, with the exception of the Rusty Axe. These weapons include: Three Houses Fire Emblem forging system: Three Houses revolve around taking pre-existing weapons and developing them into new weapons. All of them, with the exception of Regalia, have to have at least one evolution developed version of the weapon that receives predetermined sets of advanced statistics that fatefully give them. These advanced weapons are indicated by the '+' sign next to their name and cannot be forged again. Unlike other titles, the forge price is constant for every weapon and its possible evolution. The tattoo is carried out through the Market in the Day-Off preparation menu, at Garreg Mach Monastery and in Demirci, which is accessible during preparations after the completion of the Forge the Way mission in Section 5. Mechanical This section is marked as stinging. Please help improve the page by adding information. To imitate a weapon, the player requires three things: a copy of the changing resources with a gun, gold and weapon. After these are provided, fake weapons are produced. Evolution like Echoes, you can get completely different weapons depending on weapon resources and spent Gold. Weapon Evolution in Three Home First Weapon Requirements Advanced Weapon Materials Cost Professor Level Iron Sword Blacksmith (x6) 310 E+ Iron Sword + Blacksmith (x6) 360 D+ Steel Sword Black Sand Steel (x2) 590 C + Killing Edge Venomstone (x2) 2,000 C+ Venin Edge Steel Sword Blacksmith Stone (2,000 C+ Venin ×10) 550 D+ Steel Sword+ Blacksmith (x10) 560 B+ Silver Sword Arcane Crystal (x12) 640 C+ Levin Sword Silver Sword BlacksmithStone (x16) 850 B+ Silver Sword+ Wootz Steel (x4) 840 B+ Brave Sword Brave Sword Wootz Steel (x6) 1,260 B + Brave Sword + Killing Edge Black-Sand Steel (x4) C+ Killing Edge+ Black-Sand Steel (x6) 1,080 B+ Wo Dao Training Sword Blacksmithing Stone (x4) 160 E+ Training Sword+ Levin Sword Arcane Crystal (x 4) <3> <3>+4) 960 C+ Levin Sword+ Armorer Blacksmith Stone (x10) 870 D+ Armorslayer+ Rapier Smithing Stone (x10) 880 E + Ra Pier+ Iron Sword Agarthium (x4) 780 D+ Devil Sword Agarthium (x4) 780 D+ Devil Sword+ Wo Dao Black-Sand Steel (x10) 1,620 B+ Wo Dao+ Cursed Ashiya Sword Black-Sand Steel (x16) 3,000 B+ Cursed Ashiya Sword+ Zoltantz Steel Sword (x12) 3,000 A+ Sword Zoltan+ Venin Edge Venomstone(x4) 3,000 C+ Venin Edge+ Iron Spear Blacksmith (x6) 340 E+ Iron Spear+ Blacksmith Stone (x6) 360 D+ Steel Lance Black-ZimÇelik (x2) 670 C+ Killer Lance Venomstone (x2) 2,000 C+ Ven Lance Steel Lance Smithing Stone (x10) 550 D+ Steel Lance+ Smithing Stone (x10) 620 B+ Silver Lance+ Smithing Stone (x16) 940 B+ Silver Lance+ Wootz Steel (x4) 890 B+ Brave Lance Lance Wootz Steel (x6) 1,330 B+ Brave Lance+ Killer Lance Black-Sand Steel (x4) 1,010 C+ Killer Lance+ Training Lance Smithing Stone (x4) 170 E+ Training Lance+ Javelin Smithing Stone (x6) 420 D+ Javelin+ Wootz Steel (x2) 640 C+ Short Spear Short Spear Wootz Steel (x4) 960 C+ Short Spear+ Wootz Steel (x4) 960 B+ Spear Spear Wootz Steel (x4) 1. 440 C+ Spear+ Horse hunter Blacksmith Blacksmith (x10) 990 D+ Horse Hunter+ Blessed Lance Mythril (x4) 920 C+ Blessed Lance Lance+ Crescent Or Agarthium (x6) 3,000 B+ Crescent Sickle+ Lance Steel of Zoltan Wootz (x12) 3,000 A+ Zoltan+ Arrow + Arrow of Indra Arcane Crystal (x6) 3,000 C+ Indra+ Venin Lance Venstone (x4) 3,000 C+ Venin Lance+ Iron Axe Blacksmith Stone (x6) 360 E+ Iron Axe+ Blacksmith Stone (x6) 3 90 D+ Steel Axe Black Sand Steel (x2) 740 C+ Killer Axe Venomstone (x2) 2,000 C+ Venin Axe Steel Axe Blacksmith (x10) 590 D+ Steel Axe+ Blacksmith (x10) 700 B+ Silver Axe Arcane Kristal (x2) 770 B+ Axe Bolt Silver Axe Blacksmith (x16) 1,040 B+ Silver Axe+ Wootz Steel (x4) 960 B+ Brave Axe Axe Wootz Steel (x6) 1,440 B+ Brave Axe+ Killer Axe Black Sand Steel (x4) 1,120 C+ Killer Axe+ Training Axe Skit Stone (x4) 180 E+ Training Axe+ Bolt Arcane Crystal (x4) 1,150 B+ Bolt Axe+ Hand Axe Blacksmith stone (x6) 450 D+ El Axe+ Wootz Steel (x2) 700 C+ Short Axe Wootz Steel (x4) 1,050 C+ Short Axe+ Wootz Steel (x4 ) 1,020 B+ Tomahawk Tomahawk Wootz Steel (x4) 1,530 C+ Tomahawk+ Hammer Blacksmith (x10) 1,110 D+ Hammer+ Devil Axe Agarthium (x4) 780 D+ Devil Axe+ Axe zoltan Wootz Steel (x12) 3,000 A+ Axe zoltan+ Mace Smithing Stone (x6) 430 E+ Mace+ Venin Axe Venomstone (x4) 3,000 C+ Venin Axe+ Iron Spring Blacksmith Stone (x6) 340 E+ Iron Bow+ Blacksmith Stone (x6) 360 D+ Steel Spring Black-Sand Steel (x2) 670 C+ Killer Bow Venomstone (x2) 2,000 C+ Venin Spring Steel Blacksmithing Stone (x10) 550 D+ Steel Spring+ Blacksmithing Stone (x10) 620 B+ Silver Bow Arcane Crystal (x 2) 800 B+ Magic Bow Wootz Steel (x6) 860 C+ Longbow Silver Bow Blacksmithing Stone (x16) 940 B+ Silver Bow+ Steel (x4) 890 B+ Bold Spring Bold Bow Steel (x6) 1,330 B+ Brave Bow+ Killer Bow Black-Sand Steel (x4) 1,010 C+ Killer Bow+ Training Bow Blacksmith (x4) 210 E + Education Bow+ Magic Bow Arcane Crystal (x4) 1,200 B+ Magic Bow+ Longbow Wootz Steel (x4) 1,290 C+ Longbow + Mini Bow Blacksmithing Stone (x10) 410 D+ Mini Bow+ Blessed Bow Mythril (x4) 920 C+ Blessed Bow+ Zoltan Wootz Steel (x12) 3,00000 A+ Bow Zoltan+ Venin Bow Venomstone (x4) 3,000 C+ Venin Bow+ Iron Gloves Blacksmith Stone (x 6) 310 E+ Iron Gloves+ Blacksmith (x6) 360 D+ Steel Gloves Black Sand Steel (x2) 590 C+ Killer Knuckles Steel Gloves Blacksmith Stone (x10) 380 D+ Steel Gloves+ Blacksmithstone (x10) 520 B+ Silver Gloves Arcane Crystal (x4) 2,000 A+ Aura Knuckles Silver Gloves Smithing Stone (x16) 770 B+ Silver Gloves+ Wootz Steel (x20) 2,000 A+ Dragon Claws Training Gloves Smithing Stone (x4) 140 E+ Training Gloves+ Killer Knuckles Black-Sand Steel (x10) 3,000 B+ Killer Knuckles+ Dragon Claws Wootz Steel (x 10) 3,000 A + Dragon Claws + Aura Knuckles Arcane Crystal (x6) 3,000 A + Aura Knuckles + Rusty elements such as Very Echoes, forge can restore rusty elements to a functional state. Each instance of a rusty item can only be converted to a specific weapon, which is predetermined when the player receives the item. Unforgivable weapons Certain weapons cannot be imitated. As a general rule, the forging of weapons reinforced in the form of a non-saleable weapon or weapon is never allowed. Unforgivable weapons include: Repair Weapons can also be repaired using forges by spending gold and resources similar to the weapon repair of the Holy War Fortress Shecere. The cost of repairing a weapon is always the number of remaining uses regardless of the value of half a shop. Weapon repair Three Houses Weapon Materials Cost Iron Sword Blacksmith (x3) 455 Steel Sword Blacksmithing Stone (x3) 455 Silver Sword Blacksmithing Stone (x5) 705 Brave Sword Wootz Steel (x2) 1,050 Killing Edge Black-Sand Steel (x1) 775 Training Sword Blacksmithing Stone (x1) 130 Levin Sword Ar Cane Crystal (x1) 800 Armorslayer Smithing Stone (x3) 725 Rapier Smithing Stone (x3) 735 Devil Sword Agarthium (x1) 650 Wo Dao Black-Sand Steel (x3) 1,350 Cursed Ashiya Sword Black-Sand Steel (x5) 2,500 Sword Zoltan Wootz Steel (x4) 2,500 Vein Edge Venomstone (x1) 2,500 Thunderbrand Umbral Steel (x3) 2,500 Blutgang Umbral Steel (x3) Creator Umbral Steel 2,500 Swords (x2) Seiros Mythril 2,500 Swords (x3) 2,500 Sword Begaltari (x 500 Sword of Moralta Mythril (x3) 2.5005000 Mercurius Mythril (x10) 2,500 Iron Sword+ Blacksmith stone (x3) 390 Steel Sword+ Blacksmith (x5) 682 Silver Sword+ Blacksmith (x8) 1,0057 Brave Sword Wootz Steel (x3) 1,575 Killing Edge+ Black-Sand Steel (1212) x12 Training Sword + Smithing Stone (x2) 195 Levin Sword + Arcane Crystal (x 2) 1,200 Armorslayer + Smithing Stone (x5) 1,087 Rapier + Smithing Stone (x5) 1,102 Devil Sword+ Agarthium (x2) 975 Wo Dao + Black-Sand Steel (x3) 2,025 Cursed Sword+ Black Sand Steel (x5) Zoltan+ Wootz Steel 's 3,750 Sword (x6) 3,750 Venin Edge+ Venomstone (x2) 3,750 Supreme Creative Sword Umbral Steel (x3) 3,750 Athame Agarthium (x3) 2,500 Ridilli Ridilli (x3) 2,50 Dark0 Dark0 Dark0 Sword lum (x5) 2,500 Iron Lance Smithing Stone (x2) 280 Steel Lance Smithing Stone (x3) 455 Silver Lance Smithing Stone (x5)780 Brave Lance Wootz Steel (x2) 1,110 Killer Lance Black-Sand Steel (x1) 840 Training Lance Smithing Stone (x1) 140 Javelin Smithing Stone (x 2) 350 Short Spear Wootz Steel (x1) 800 Spear Wootz Steel (x2) 1,200 Horse hunter Blacksmithing Stone (x3) 825 Blessed Lance Mythril (x1) 770 Crescent OrAk Agarthium (x2) Zoltan Wootz Steel 2,500 Lance (x4) 2,500 Indra Arcane Crystals (x2) 2,500 Venin Lance Venomstone (x1) 1)2,500 Lance Ruin Umbral Steel (x3) 2,500 Lüin Umbral Steel (x3) 2,500 Areadbhar Umbral Steel (x2) 2,500 S Assal Mythril (x3) 2,500 Sariel Agarthium Threas (x3) 2,500 Gradivus Mythril (x10) 2,500 Iron Lance + Smithing Stone (x3) 420 Steel Spear+ Blacksmith (x5) 682 Silver Lance+ Smithing Stone (x8) 1,170 Brave Lance+ Wootz Steel (x3) 1,665 Killer Lance+ Black-Sand Steel (x2) 1,260 Training Lance+ Blacksmithstone (x2) 210 Javelin+ Blacksmith (x3) 525 Short Spear+ Smithing Stone (x2),200 Spear+ Wootz Steel (x3) 1,800 Horse hunter+ Blacksmith stones (x5) 1,237 Blessed Lance+ Mythril (x2) 1,150 Crescent Sickle+ Agarthium (x3) Zoltan+ Wootz Steel (x6) 3,750 Ok Indra+ Arcane Crystal (x3) 3,750 Ven Zezstone (x2) 3,750 Iron Axe Blacksmithing Stones (x2) 300 Steel Axe Blacksmithing Stone (x3) 490 Silver Axe Blacksmith (x5) 870 Brave Axe Wootz Steel (x2) 1,200 Killer Axe Black Sand Steel (x1) 930 Training Axe Smithing Stone (x1) 150 Bolt Axe Axe Axe Arcane Crystal (x1) 960 El Balta Li Demircitaş (x2) 375 Short Axe Wootz Steel (x1) 875 Tomahawk Wootz Steel (x2) 1,270 Hammer Blacksmithing Stone (x3) 925 Mace Blacksmithing Stone (x2) 360 Devil Axe Agarthium (x1) Zoltan 650 Axe Wootz Steel (x4) 2,500 Venin Axe Venomstone (x1) 2,500 Freikugel Umbral Steel (x3) 2,500 Crusher Umbral Steel (x3) 2 Ukonivasara Mythril,500 Axe (x3) 2,500 Aymr Agarthium (x3) 2,500 Hauteclere Mythril (x10) 2,500 Iron Axe+ Blacksmithstone (x3) 450 Steel Axe+ Blacksmith (x5) 735 Silver Axe+ Blacksmithing Stone (x8) 1,305 Brave Axe+ Wootz Steel (x3) 1,800 Killer Axe+ Black-Sand Steel (x2) 1,395 Training Axe+ Blacksmiths (x2) 225 Bolt Axe+ Arcane Crystal (x2) 1,440 El Axe+ Blacksmith (x3) 562 Short Axe+ Wootz Steel (x2) 1,312 Tomahawk+ Wootz Steel (x3) 1,912 Hammer+ Blacksmith stones (x5) 1,387 Mace+ Blacksmith Stones (x3) 540 Devil Axe+ Agarthium (x2) 975 Axe zoltan + Wootz Steel (x6) 3,750 Veli Axenin+ Veno Mstone (x2) 3,750 Iron Bow Blacksmithing Stones (x2) 280 Steel Bow Blacksmith (x3) 455 Silver Bow Blacksmith (x5) 780 Brave Bow Wootz Steel (x2) 1,170 Killer Bow Black Sand Steel (x1) 840 Training Yay Smithing Stone (x1) 175 Magic Bow Arcane Crystal (x1) 1,000 Longbow Wootz Steel (x1) 1,075 Mini Smithing Stone (x3) 340 Blessed Bow Mythril (x1) Zoltan Wootz Çelik 770 Yay (x4) 2,500 Venin Bow Venomstone (x1) 2,500 Failnaught Umbral Çelik (x3) 2,500 Tathlum Bow Mythril (x3) 2,500 Bitmez Tükenmez Mythril (x3) 2,500 Parthiril (Myth3) 2,500 Partiril ×10) 2,500 Demir Yay+ Demircitaş (x3) 420 Çelik Yay+ Demircitaş (x5) 682 Gümüş Yay+ Demircitaş (x8) 1.170 Cesur Yay+ Wootz Çelik (x3) 1.665 Killer Bow+ Siyah Kum Çelik (x2) 1.260 Eğitimi Yay+ Demircitaş (x2) 262 Bow Magic+ Arcan (Kristal x 2) 1.500 Longbow+ Wootz Çelik (x2) 1.612 Mini Yay+ Demircitaş (x5) 510 Blessed Bow+ Mythril (x2) 1.150 Zoltan+ Wootz Çelik (x6) 3.750 Venin Yay+ Venomstone (x2) 3.750 Demir Eldivensmithing Stone (x2) 240 Çelik Gaunting Stone (x3) 360 Gümüş Eldiven Demircitaş (x5) 645 Eğitimi Eldivenleri Demircitaş (x1) 120 Killer Knuckles Black-Sand Steel (x3) 2,500 Dragon Claws Wootz Çelik (x3) 2,500 Aura Knuckles Arcane Kristal (x2) 2,500 Demir Eldivenleri+ Demirci taş (x3) 360 Çelik Gauntlets+ Smithing Stone (x5) 480 Gümüş Eldiven+ Demircitaş (x8) 967 Training Gloves+ Blacksmiths +x2) 180 Killer Knuckles+ Black-Sand Steel (x5) 3,750 Dragon Claw s + Wootz Steel (x5) 3,750 Aura Knuckles + Arcane Crystal (x5) 3,750 Heroes Forge version 2.0.0, Added Fire Emblem Heroes, known under the Japanese name Weapon Refinery, and book I lock by clearing the second Intermediate, the Durlingte of knives. Similar to Shadows of Valentia, it can be used to upgrade certain weapon skills, increase their statistics, give them additional effects, and/or convert them to better formats. The Weapon Refinery can only be ★ units that are rare in the 5th and their 5th ★ weapons skill lock. To upgrade a weapon, the specified amount of SP, Arena Medal and Divine Deer (used for modernization of personal weapons) or Refined Stones (used for generic weapons) are required. The name of the refined weapons is listed as green, and a custom icon appears in place of the weapon skill icon indicating the selected upgrade. Refined weapon skills cannot be passed on to other units through their skill heredity. Trivia Etymology and other languages Language Name Definition, etymology and notes in Names, etymology and other regions English • Forge• Weapon Refinery • A forgehouse is a workshop using iron fire, or specially designed stove heated metals to turn into weapons, tools or other objects. • Used in heroes. Japanese • Japanese錬器 • 器錬器錬 • Weapons refinery• A small change without a change of meaning above; Used in Heroes. Spanish FraguaGe French Forge like above. German Schmied Demirci Italian Fucina Forge Gallery References -- VincentASM, Smithy, Serenes Forest, Accessed: 2016-04-28 2016-04-28

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