

Artificer's Forge



Artificer's Forge - Probability Increase



Each time Reforging yields only **Rare** or **Epic** equipment, your probability of getting **Legendary** equipment next time will increase.

Rare quality has a chance to produce **2-3** added attributes.

Epic quality has a chance to produce **3-4** added attributes.

Legendary quality has a chance to produce **4-6** added attributes.

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Required materials

 32345/150

 32786/150

 1063/30

 14833/40

 0/1

Cost 8000(+0)

☐ Use bound material & Bronze Coins



Reforged Ever-Patient

Locked stats wont increase or decrease

0%

82%

18%

 Piercing Armour Penetration	1360 +665	Slashing Armour Penetration	1328 +583
Blunt Armour Penetration	690 +318	Piercing Damage	717 +162
Slashing Damage	733	Blunt Damage	462
Strength	0 +11	Critical Defence	0 +29

Reforge

Inventory

609570

337074

100150



Maximum Added Values depends on the base stats of the gear (Blue or Purple schematic, reforged or base form?)

Maximum Added Values After Reforging

Reforged Ever-Patient

Piercing Armour Penetration	677	Slashing Armour Penetration	611
Blunt Armour Penetration	443	Piercing Damage	277
Slashing Damage	309	Blunt Damage	281
Critical Value	150	Strength	17
Agility	17	Armour	17
Toughness	17	Critical Damage Value	200
Critical Defence	40		