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For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. With the new accessory update, and accessories now granting Magical Power, reforging your accessories is a bit different than how it used to be. There are so many reforges to choose from, so how do you know which ones are good or not? Low Reforge Stones in the Bazaar There are two categories of reforges: reforges that require stones, and reforges that don't. Stoneless Reforging Talk to the Blacksmith (-28, 69, -125), and place the item you want to be reforged in the slot above the anvil. This type of reforging costs coins, depending on what item you're reforging. Click on the anvil and the Blacksmith will roll the dice and give you a random reforge. You'll need to roll the dice as many times as it takes you to randomly get the reforge you're looking for. Blacksmith Interace Only weapons, tools, equipment, and armor can be reforged without stones. For accessories, you must use Maxwell (see below). Reforging with Stones To reforge your accessories, you will need to bring 9 the same type of Power Stone to an NPC called Maxwell (46, 69, -33). After giving Maxwell 9 of the same Power Stone, you permanently learn that reforge and can switch all of your accessories back to that reforge at any time. By default, you have a few accessory reforges learned already: Commando Disciplined Inspired Ominous Prepared Fortuitous Pretty Protected Simple Warrior To reforge weapons, tools, equipment, and armor, it's still using the same system as before. Use a reforge anvil (not to be confused with a regular anvil), put the item on the left slot, and the reforge stone on the right slot. Reforge Anvil Interface Swords Depending on what stat your sword needs, you'll need to use different reforges. Intelligence If your sword needs more ✎ Intelligence (for example, the Hyperion), you'll want to use to use the Heroic reforge. It comes from the Blacksmith. On a Mythic-rarity sword, it will grant: +50 ❤ Strength +125 ✎ Intelligence +7% ⚔ Attack Speed If you're going for melee/physical damage, you're going to want to try to make sure that your ❤ Strength and ☠ Crit Damage are more or less the same. This is because in the damage calculation, ❤ Strength is multiplied by ☠ Crit Damage. Suppose we have 10 stat points in total, and we can give some to ❤ Strength, and some to ☠ Crit Damage. We want to find the most optimal combination. If we give 4 to ❤ Strength, and 6 to ☠ Crit Damage, that's a total of 4×6=24. However, if we give 5 to each, then we'll have 5×5=25, and thus, is the most optimal stat distribution. You can check your stats by heading to the Skyblock Menu and hovering over the Diamond Sword. Hold the weapon you intend to use, open the inventory menu by pressing E, and click on the Nether Star that takes you to the Skyblock Menu. Hovering over the Sword, Pickaxe, Book, and Clock will give you a breakdown of each stat. Clicking on each of those items will take you to another screen that breaks down all the sources of your stats. Skyblock is a very complicated game! Strength If you're early-game, I'd recommend going for the Spicy reforge. It's available from the Blacksmith. On a Rare-rarity sword, it will grant: +4 ❤ Strength +1% ☣ Crit Chance +45% ☠ Crit Damage +5% ⚔ Attack Speed If you're mid-late game, Fabled is the best outside of dungeons. It comes from the Dragon Claw reforge stone, dropped from the Ender Dragon in The End, if you have 451 Dragon Weight. The reasoning you want to use Fabled is because of its reforge bonus that "Critical hits have a chance to deal up to +15% extra damage." In the long run, your average damage will be higher than Withered if you're outside of Dungeons and if your Catacombs Level is below 42. In Dungeons, you'll want to use the Withered reforge (comes from the Wither Blood reforge stone, which comes from the F7 or M7 ending chests). Outside of Dungeons, Fabled is better if your Catacombs level is low. At around Catacombs 42, outside of dungeons, they're about equal, and Withered begins to overtake Fabled. Crit Damage If you're early-game, I'd recommend going for the Sharp reforge. It's available from the Blacksmith. It's great for balancing out the weapons that grant a lot of ❤ Strength (such as the Raider's Axe), and for cases when your ☣ Crit Chance isn't very high yet. On a Rare-rarity sword, it will grant: +14% ☣ Crit Chance +40% ☠ Crit Damage If you're mid-late game, then I'd recommend using the Suspicious reforge. You need the Suspicious Vial reforge stone, which comes from the F3 or M3 dungeon. You can also get it from the Bazaar. This is useful to put on your Scylla or Astraea, as the amount of Absorption hearts gained from Wither Impact scales based off of your ☣ Crit Chance. On a Mythic-rarity sword, it will grant: +110% ☠ Crit Damage +10% ☣ Crit Chance Bows For early-game, use: Rapid if you don't need ☣ Crit Chance (obtained from the Blacksmith). On a Rare-rarity bow: +4 ❤ Strength +55% ☠ Crit Damage Unreal if you need some ☣ Crit Chance but not as much as Hasty (obtained from the Blacksmith). On a Rare-rarity bow: +12 ❤ Strength +10% ☣ Crit Chance +18% ☠ Crit Damage Hasty if you need a lot of ☣ Crit Chance (obtained from the Blacksmith). On a Rare-rarity bow: +7 ❤ Strength +30% ☣ Crit Chance Mid-late game: For a Juju Shortbow, use Spiritual. It comes from the Spirit Stone reforge stone, which comes from the F4 or M4 dungeon. You can also get this from the Bazaar. It is recommended to pair this with the Bloody reforge for your accessories, if you're willing to sacrifice a bit of single-hit damage. For your Terminator, use Precise. It comes from the Optical Lens reforge stone, which is a rare drop from defeating the last Watcher Summon in the Blood Room on any Dungeon floor. You can also get this from the Bazaar. Spiritual is about the same as Precise. However, Spiritual causes decoys to spawn, which mess up some strategies on dungeon floors 4 and 7. As such, it's recommended to use Precise instead. The reason that you generally don't need Hasty inside of dungeons is with around 550 Magical Power and the Warrior accessory power, you're able to hit 100 ☣ Crit Chance. Armor Magical Damage For early game, use: Wise on all your armor pieces. This comes from the Blacksmith. On Rare-rarity armor, this grants: +10 ❤ Health +1 ✦ Speed +75 ✎ Intelligence For mid-late game, use: Necrotic on your helmet, leggings, and boots. This comes from the Necromancer's Brooch reforge stone, which comes from the F2 or M2 dungeon. Alternatively, you can get it from the Bazaar. Loving on your chestplate. This comes from the Red Scarf reforge stone, which also comes from the F2 or M2 dungeon. You can also get it from the Bazaar. Physical Damage (Melee + Bows) For early game, use: Fierce on all your armor pieces, if you have enough ☣ Crit Chance. This comes from the Blacksmith. On Rare-rarity armor: +6 ❤ Strength +4% ☣ Crit Chance +10% ☠ Crit Damage Pure if you need more ☣ Crit Chance. This comes from the Blacksmith. On Rare-rarity armor: +4 ❤ Health +4 ❋ Defense +4 ❤ Strength +6% ☣ Crit Chance +4% ☠ Crit Damage +1 ✦ Speed +4 ✎ Intelligence +2% ⚔ Attack Speed Ideally, you'll also try to purchase a God Potion as soon as possible, as the potion effects provided will significantly boost your ☣ Crit Chance. For mid-late game, use: Ancient on all your armor pieces. This comes from the Precursor Gear reforge stone, which comes from the F7 or M7 dungeon. Alternatively, you can get it from the Bazaar. On Mythic-rarity armor, this grants: +35 ❤ Strength +15% ☣ Crit Chance +7 ❤ Health +7 ❋ Defense +25 ✎ Intelligence Tanking For early game, use: Titanic on all your armor pieces. This comes from the Blacksmith. On Rare-rarity armor, this grants: +20 ❤ Health +20 ❋ Defense For mid-late game, use: Giant on all your armor pieces. This is obtained using the Giant Tooth reforge stone, which comes from the F6 or M6 dungeon. This is the recommended reforge for Goldor Armor (+ Reaper Mask). You can also get this from the Bazaar. On Mythic-rarity armor, this grants: Mining Speed and Fortune There are no early-game reforges that grant ↗ Mining Speed or ☘ Mining Fortune. Jaded on all your armor pieces. This is obtained using the Jaderald reforge stone, which is a rare drop when completing a Nucleus Run in the Crystal Hollows. You can also get this from the Bazaar. On Mythic-rarity armor, this grants: +60 ↗ Mining Speed +30 ☘ Mining Fortune Equipment There are only 4 equipment reforges. Each one specializes in a different stat. Crit Chance Waxed. This is obtained from the Blaze Wax reforge stone, which is unlocked from Blaze Rod 6. On Mythic-rarity equipment, this grants: +15 ❤ Health +7% ☣ Crit Chance Strength Strengthened. This is obtained from the Searing Stone reforge stone, which is unlocked from Magma Cream 6. On Mythic-rarity equipment, this grants: Tanking Fortified. This is obtained from the Meteor Shard reforge stone, which is unlocked from Ghast Tear 6. On Mythic-rarity equipment, this grants: Mining Fortune Glistening. This is obtained from the Shiny Prism reforge stone, which is unlocked from Glowstone Dust 6. On Mythic-rarity equipment, this grants: +7 ✎ Intelligence +15 ☘ Mining Fortune Accessories Generally, the late-end game armor that you'll be using (Necron's Armor or Crimson Armor with Warden Helmet) along with the weapon you use typically grant lots of ❤ Strength. As such, you'll probably want an accessory reforge that grants ☠ Crit Damage to make your ❤ Strength and ☠ Crit Damage around equal. All non-free accessory powers come with a Power Bonus, which is a flat bonus applied for choosing that accessory reforge. It does not scale with Magical Power. Crit Chance Great for Terminator users. Especially when playing Archer or Berserker in Dungeons! Warrior. Unlocked by default. At 1,000 Magical Power: +103 ❤ Health +37 ❋ Defense +258 ❤ Strength +74 ☣ Crit Chance +184 ☠ Crit Damage Lucky. Unlocked by default. At 1,000 Magical Power: +103 ❤ Health +47 ❋ Defense +137 ❤ Strength +134 ☣ Crit Chance +147 ☠ Crit Damage Strength Forceful. Requires 9 Acacia Birdhouse power stones, which is crafted using 384 Enchanted Acacia Wood each, and unlocked at Acacia Collection 8. At 1,000 Magical Power: 54 ❤ Health 582 ❤ Strength 155 ☠ Crit Damage Power Bonus: 4 Ferocity Crit Damage Silky grants pure ☠ Crit Damage. Hurtful converts some of that to ❤ Strength, and Shaded converts a tiny bit more for some ✦ Speed. Remember that you want your ❤ Strength and ☠ Crit Damage to be roughly equal to maximize your damage output. Shaded. Requires 9 Dark Orbs, which comes from the F5 and M5 dungeon floors. At 1,000 Magical Power: 19 ✦ Speed 155 ❤ Strength 582 ☠ Crit Damage Power Bonus: 3 ⚔ Attack Speed and 3 Ferocity Hurtful. Requires 9 Magma Urchin power stones, which are a rare drop from killing the Crimson Isle minibosses (such as Bladesoul, Mage Outlaw, etc). At 1,000 MagicalPower: 155 ❤ Strength 620 ☠ Crit Damage Power Bonus: 15 ⚔ Attack Speed Silky. Requirs 9 Luxurious Spool, which comes from killing the Tarantula Broodmother at the top of the Spider's den. At 1,000 Magical Power: 775 ☠ Crit Damage Power Bonus: 5 ⚔ Attack Speed Attack Speed There are a few accessory reforges that grant bonus ⚔ Attack Speed. However, you'll have to sacrifice some ❤ Strength and ☠ Crit Damage as a trade off. Bloody. Requires 9 Beating Hearts, which are a very rare drop from Angry Archaeologists, Lost Adventurers, Frozen Adventurers, Watcher Undead Summons, and Dungeon Secret Bats. It grants the same amount of Strength and Crit Damage. At 1,000 Magical Power: 349 ❤ Strength 116 ✎ Intelligence 349 ☠ Crit Damage Power Bonus: 10 ⚔ Attack Speed Hurtful. Requires 9 Magma Urchin power stones, which are a rare drop from killing the Crimson Isle minibosses (such as Bladesoul, Mage Outlaw, etc). At 1,000 Magical power: 155 ❤ Strength 620 ☠ Crit Damage Power Bonus: 15 ⚔ Attack Speed Itchy. Requires 9 Furballs, which drop from Sven Slayer Bosses Tier 3 and 4. It grants a lot of Attack Speed. At 1,000 Magical Power: 39 ✦ Speed 233 ❤ Strength 271 ☠ Crit Damage 58 ⚔ Attack Speed Power Bonus: +15 ❤ Strength and +15 ☠ Crit Damage Intelligence If you need more ✎ Intelligence (for example, playing right-click Mage in Dungeons), you'll want to use the Bizarre reforge. You'll need 9 Eccentric Painting power stones, which is quite pricy. A cheaper alternative is Sighted, which comes from 9 Ender Monicle power stones. If you want both Strength and Intelligence, then go with Demonic, which comes from 9 Thorns of Torment. Eccentric Painting stones can be purchased from the Dark Auction. They come in bundles of 9. At 1,000 Magical Power, Bizarre grants: -78 ❤ Strength 1396 ✎ Intelligence -78 ☠ Crit Damage Power Bonus: +5 ▯ Ability Damage Ender Monocles drop from Watchers in the End. At 1,000 Magical Power, Sighted grants: 1163 ✎ Intelligence Power Bonus: +3 ▯ Ability Damage Thorns of Torment is unlocked at Mutton Collection 9. It costs 32 Horns of Taurus (dropped from the Taurus sea creature on the Crimson Isle) and 192 Enchanted Mutton each. At 1,000 Magical Power, Demonic grants: 178 ❤ Strength 896 ✎ Intelligence Power Bonus: +50 ☠ Crit Damage If you're early game and need more intelligence, use the Inspired power (free). At 250 Magical Power, Inspired grants: 9 ☣ Crit Chance 35 ☠ Crit Damage 16 ❤ Health 12 ❋ Defense 46 ❤ Strength 156 ✎ Intelligence Tanking It's recommended to keep your accessories reforged for damage, as the health and defense bonuses gained pale in comparison to the stats gained from equipping armor. Pleasant. Requires 9 Precious Pearl power stones, which are an extremely rare drop when completing a Crystal Nucleus run. At 1,000 Magical power: 434 ❤ Health 465 ❋ Defense Power Bonus: 10% Extra Self Healing Adept. Requires 9 End Stone Shulker power stones, which come from mining Geodes (the End Stone with purple particles coming out of them) in the End. At 1,000 Magical power: 543 ❤ Health 310 ❋ Defense 116 ✎ Intelligence Power Bonus: 100 ❤ Health and 50 ❋ Defense Sweet. Requires 9 Rock Candy power stones, which come from the Trick or Treat chests during the Spooky Festival. At 1,000 Magical power: 489 ❤ Health 349 ❋ Defense 39 ✦ Speed Power Bonus: 5 ✦ SPD Tools Axes For the Treecapitator, you should go for: Toil. Comes from the Toil Log reforge stone, which comes from the Smithmonger NPC (next to the Blacksmith NPC). Grants ☯ Foraging Wisdom. Farming Tools For all of the farming tools, such as the Pythagorean Potato Hoe and Melon Dicer, you should go for: Blessed. Comes from the Blessed Fruit reforge stone, which comes from the Smithmonger NPC. Grants ☘ Farming Fortune and ☯ Farming Wisdom There is an exception, and for crops that you get a lot of per break (e.g. Nether Warts or Sugar Cane), Bountiful is slightly better (money-wise). Bountiful. Comes from the Golden Ball reforge stone, which comes from bringing Jake a Sea Emperor on the Farming Islands. Alternatively, get this from the Bazaar. Grants ☘ Farming Fortune and 0.2 coins per crop. Essentially, this raises the sell price of the crop by 0.2 coins. However, you do lose out on the extra Farming Wisdom from Blessed. Nether Warts give Alchemy XP, not Farming XP, so Bountiful is best for Nether Warts Hoes. EpicAgentJ Dark Heart DH Guild Master The best talisman reforge for damage is Godly. For common talisman, it adds +1 strength, +2 crit damage, and +1 intelligence. Unpleasant reforges are used for increasing crit chance. If you are trying to maximize damage, then I would start setting your crit chance to 100% by trying to get unique talismans in the game. If you are going over 100% crit chance, then reforge one of your talismans to godly. Zealous reforges is the exact same thing as godly, but less value. CorporalRavioli The best talisman reforge for damage is Godly. For common talisman, it adds +1 strength, +2 crit damage, and +1 intelligence. Unpleasant reforges are used for increasing crit chance. If you are trying to maximize damage, then I would start setting your crit chance to 100% by trying to get unique talismans in the game. If you are going over 100% crit chance, then reforge one of your talismans to godly. Zealous reforges is the exact same thing as godly, but less value. This is actually cursed wintrer Common uncommon silky/hurtful Rare: foreceful/silky/hurtful Epic: strange for attack speed Legendary and Mythic go for strong View source This article is a guide. This article has been assembled by members of the community as a helpful resource, instructing players on SkyBlock, and thus is not official. If you see missing, incorrect or out of date information, please help by contributing to the page. As of the Dungeons update, more reforges were added to encourage players to adjust the best reforges for their roles. Due to the new update, recommendations might change. This list excludes reforge stones, which are generally better. (EXAMPLES AND EXPERIENCES ABOUT COMBINATIONS NEEDED, PLEASE ADD) Recommended Reforges for: Stat to increase Reforge COMMON UNCOMMON RARE EPIC LEGENDARY Armor ❤ Health and ❋ Defense Titanic, Heavy, Reinforced1 ✎ Intelligence Wise ☣ Crit Chance and ❤ Damage Fierce, Pure2 Accessories ❤ Damage Strong, Forceful, Hurtful ☣ Crit Chance Unpleasant3 ✎ Intelligence Demonic, Bizarre4 Bows ❤ Damage and ☣ Crit Chance Unreal ☣ Crit Chance Hasty, Deadly Swords ❤ Damage Spicy ✎ Intelligence Heroic ☣ Crit Chance Sharp, Legendary5 Notes 1 Heavy is better for EHP than Titanic. However, Heavy provides debuffs to Critical Damage and Speed. It is instead recommended to use Reinforced, which keeps Heavy's high defense but without any debuffs. Reinforced is extremely cheap. 2 While fierce is better for damage, pure provides invaluable Critical Chance and Attack Speed, and should be used if the player is low in those stats. 3 In general, Unpleasant should only be used if the player is in desperate need of Critical Chance as it provides absolutely no stats other than CC. It is much more recommended to use Pure on armor, Sharp on swords, etc. than Unpleasant. 4 Bizarre gives more Intelligence than Demonic. However, Bizarre also reduces your critical damage, which for most is not a good trade. 5 Legendary produces higher damage. However, Sharp gives more critical chance. Recommended Reforge (with Reforge Stones)[] Recommended Reforges for Stats to increase Reforge Armor ❤ Health and ❋ Defense Reinforced, Perfect, Giant1 ✎ Intelligence Necrotic, Loving2 ❤ Damage and ☣ Crit Chance Ancient, Renowned3 Accessories ❤ Damage and ☠ Crit Damage Shaded, Strong, Silky4 ✎ Intelligence Bizarre, Demonic ⚔ Bonus Attack Speed Bloody, Strange5 Bows ❤ Damage Spiritual, Precise6 Swords ❤ Damage Suspicious, Dirty, Withered, Fabled7 ☣ Crit Chance Suspicious ✎ Intelligence Heroic ⚔ Bonus Attack Speed Fast Notes 1 Generally, Giant is better than Perfect. However, perfect may be better for armors that give low defense, such as Storm's Armor. Reinforced is the worst of the bunch but it is the cheapest of the bunch by far. 2 Loving produces less Intelligence than Necrotic. However, the 5% ability damage buff makes it a much better choice than Necrotic on chestplates. 3 Ancient is the recommended one of the bunch. However, Renowned is better if the player's Catacombs level is extremely low, or if the player's mining level is too low to put on Ancient. 4 Strong is best on Mythic and Legendary. Shaded is best on lower rarity talismans, while silky Is best on common talismans. 5 Strange is only viable on Uncommon, Epic, and Mythic talismans. Bloody is best on all other rarities. 6 Precise is better than Spiritual if the player hits the enemy in the head. However, Precise DOES NOT work on Bonemerangs. 7 There is now debated if withered is still better after the nerf to strength, strength and Critical Damage are equal in damage boost, and so fabled grants less raw stats but does have a chance to do up to 20% more damage as a bonus perk, which on average grants damage higher then withered however withered can still beat it out with a high catacombs lvl, although the difference is not as drastic as before. British_Guy2 What are the best talismans/artefacts for critical damage and critical chance? I'd like to know these do I can deal more damage in the End area. Also, has anyone got any pointers on how to get lots of money in a quick way? WOWUSMAXIMUS The rarer the artifact, the more crit dmg / crit chance it will get with zealous / godly reforge (Or other reforges). Catboy_Mason I recommend getting the campfire badge. You can easily reforge it to itchy as a common then you can upgrade it at the campfire cult to an rare easily, and eventually a legendary with the correct items. Burtando What are the best talismans/artefacts for critical damage and critical chance? I'd like to know these do I can deal more damage in the End area. Also, has anyone got any pointers on how to get lots of money in a quick way? If you don't need crit chance reforge all common uncommon and rare it itchy and all epic and legendary to strong. Easy ones to get are melodies hair, frozen chicken, pigs foot, red claw talisman, spider ring, zombie ring wolfs paw, exp artifact feather artifact, bat talisman (if you can get ring or even artifact) oldyy Page 2 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Thread starter British_Guy2 Start date Aug 22, 2019 EpicAgentJ Dark Heart DH Guild Master The best talisman reforge for damage is Godly. For common talisman, it adds +1 strength, +2 crit damage, and +1 intelligence. Unpleasant reforges are used for increasing crit chance. If you are trying to maximize damage, then I would start setting your crit chance to 100% by trying to get unique talismans in the game. If you are going over 100% crit chance, then reforge one of your talismans to godly. Zealous reforges is the exact same thing as godly, but less value. CorporalRavioli The best talisman reforge for damage is Godly. For common talisman, it adds +1 strength, +2 crit damage, and +1 intelligence. Unpleasant reforges are used for increasing crit chance. If you are trying to maximize damage, then I would start setting your crit chance to 100% by trying to get unique talismans in the game. If you are going over 100% crit chance, then reforge one of your talismans to godly. Zealous reforges is the exact same thing as godly, but less value. This is actually cursed wintrer Common uncommon silky/hurtful Rare: foreceful/silky/hurtful Epic: strange for attack speed Legendary and Mythic go for strong N30N5273A Im trying to one shot endermen or at least be able to kill/grind them. I cant even kill endermen to get ender armor so a way to kill them would be helpful too. N30N5273A N30N5273A whats the best reforge for the armor? SunnyX1222 whats the best talisman reforge to one shot endermen? only unpleasant gives cc but for pure damage/dps i reccomend legs/mythics - strong (blacksmith reforge) epics - strange (blacksmith reforge) uncommons/rares - shaded (dark orb, apply and stone costs ~1m) common - silky/unpleasant (silky - luxorious spool, use silky for dmg, total cost - ~200k, unpleasant for cc, blacksmith reforge) get like 40 talis or so N30N5273A I dont need crit chance or damage anymore all I need is pure damage to boost crit damage bc crit chance and damage is at 100% im doing 1100 dmg to endermen N30N5273A is forceful good for common talismans? LandLordLuke Hi! I've seen many posts about the best reforges for talismans, some saying that Godly is the best, others saying that it's Itchy, etc... I'd like to know the best talisman reforges for Crit Damage. tysm! uhhhhh. those are old. try strong and hurtful. I think im not sure but after the reforge update, itchy and godly are NOT the best. -omar forceful is good, strong isnt bad, itchy was sorta nerfed not bad now tho, hurtful isnt bad too i personally did hurtful for common/uncommon and forceful for rare+ and strong for a couple of them i think silky is best tho brqze fwux Hi! I've seen many posts about the best reforges for talismans, some saying that Godly is the best, others saying that it's Itchy, etc... I'd like to know the best talisman reforges for Crit Damage. tysm! Quick Note that Strength is Worth more per 1 Than Critical Damage. So i'd recommend having reforges like Forceful on your talismans. Hope this helps! Page 2 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Thread starter LandLordLuke Start date Jul 13, 2020 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Status Not open for further replies because of inactivity. i don't think i've gotten silky yet. is it rare? silky is a reforge obtained from drops, not from normal reforging its basically used for advanced reforging which u can see in the patch notes, it uses reforge stones including an item dropped from tara broodmothers, used for silky reforge. You must log in or register to reply here. Status Not open for further replies because of inactivity. @1ma30t on the contrary, wise armor is pretty expensive tbh. It costs much more money than unstable or young. Also, unstable armor is much better for damage anyways, so if your not able to afford strong dragon armor, get unstableNext, for pets, an uncommon griffin is a good choice, but it is decently expensive as the price has risen a lot recently. Also, a rare griffin is just a waste of money, the uncommon one is much more worth it. If your unable to afford one, an enderman pet is also a very good beginner combat pet.Other than that, I agree with your advice. An AOTD or AOTE is a very good choice for the end, and the talisman reforges do vary among different playstyles