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Summoners war fusion hexagram chart

Fusion Monsters Summoners War Dragons Summoners War, Dark Monsters Summoners War, Fire Monsters Summoners War, Summoner War Fusion 2018, Summoners War Sky Arena, Summoners War Fusion Chart, Summoners War Monsters, Summoners War Best Monsters, Veremos summoner Summoner's War, Summoner's War Fusion List, Garo Summoner's War, and Summoner's War Archangel. Fusion Hexagram Callers War Wiki Guide Tips Strategy Source: Fusion Website Recap Recapitulation summonerswar Source: Guild Wars Website Started Alliance Source: Website Fusion Hexagram War Conveners Sky Arena Wiki Source: Guild of Websites Conveners Wars New Update Source: Edit Comments Share website was always tempting to turn the most mediocre monsters into powerful beings. This Magic Circle, being the essence of Magic Engineering, is capable of doing so, but was banned for ethical reasons. 75000 Fusion Hexagram is a special type of summoning circle that allows players to summon 4-star and 5-star monsters by merging or sacrificing lower-rated monsters. Merging a 4-star monster requires sacrificing three 3-star natural monsters and a 2-star natural monster that have evolved into 4 stars, awakened and leveled at the highest level (30). Merging a 5-star monster requires sacrificing three 4-star natural monsters and a 3-star natural monster that must all be evolved to 5 stars, awakened and leveled to the highest level (35). The three 4-star natural monsters are available from the Hexagram itself. Mana Stones are required for any merger. Not all monsters are available to summon in this way. Players are required to follow a set of Recipes to summon certain monsters, and they also dictate which monsters are needed as ingredients for fusion. The monsters needed for fusion can normally be found in the stage areas or secret dungeons, although some require summoning through mystical scrolls, unknown scrolls or summoning pieces from the Guild Store. It should be noted that enclosed monsters cannot be used as material monsters. And because material monsters are lost after melting, the attached debris will also be lost. The Fusion Hexagram is available in all countries, although the system has been modified in Japan. For Japanese fusion, see here. Recipe[edit | Edition] The following are the monster recipes currently available. Players can only summon the recipe monsters below, and should use the monster ingredients also listed below. Ingredients image recipe Cost 5★ Emperor Lightning (Fire) 500,000 5★ Paladin (Light) 500,000 5★ Phoenix (Water) 500,000 5★ Valkyra (Wind) 500,000 5★ Ifrit (Dark) 500,000 5★ Warrior (Fire) 500,000 4★ Nine-tail fox (Wind) 100,000 000 100,000 000 4★ Joker (Fire) 100,000 4★ Ninja (Water) 100,000 4★ Sylph (Fire) 100,000 4★ Undine (Water) 100,000 4★ Vampire (Wind) 100,000 4★ Succubus (Fire) 100,000 4★ Kung Fu Girl (Wind) 100,000 4★ 4★ (Water) 100,000 4★ Wizard of Harp (Fire) 100,000 4★ Samurai (Water) 100,000 4★ Vampire (Fire) 100,000 4★ Magic Knight (Wind) 1 Fusion Tables[edit | source] Patch 2.1.0 — Click on the image to see a larger version Patch 3.5.9 - Click on the image to see a larger version Community content is available under CC-BY-SA unless otherwise stated. The Hexagram Fusion Building is one of the main buildings! It's our Buidling Fusion Hexagram! Where you can make Monster Fusion. 75.000 Level require 17 Here is the list of the 13 monsters available per fuse in the fusion hexagram. There are 4x 5 * Monsters and 9x 4 * Monsters! Most of all 2* and 3* Monsters require Fuse are almost all available for Scenarios Drop, Secret Dungeon or Guild Shop! There are 2 who need to be summoned by the Summonhenge: - Mystical Witch of Fire - Martial Water Artist The monsters are shown as their natural degree does not wake up! 5 * Water Phoenix 5 * Valkyra Wind 5 * Dark Ifrit 5 * Fire Panda Warrior 5 * Paladin Light 5 * Lightning Fire Emperor Ninja Joker GS Martial Cat Nine Tails Fox SD Werewolf Undine Vampire SD Yeti Succubus Ho Sd Viking Kung Fu Girl Harp Mag SD Cow Girl Samurai Vampire SD Bearman Magic Knight SD Griffon SD Magical Archer GS Amazon GS Martial Cat SD & GS Grim Reaper SD Lizardman SD Beast Hunter GS Mummy GS Charger Shark GS Mystic Witch GS Impion Bounty Hunter SD Bearman Vrofagus High Elementary SD Snake SD Bearman Chiruka Minotauros Faimon Salamander SD Snake Aiden Grim Re sd vagabond SD Inferno Mt.Siz Golem Kabir High Elementary Garen Inugami SD Golem Kabir Harpy SD Magic Archer SD Inferno Ferun Armor Live SD Harpy SD Griffon SD Yeti SD Howl SD Garuda & SD Salamander SD Imp SD Pixie SD Harpu Faimon Hellhound SD Imp SD Fairies Elementary Kabir SD Hellhound SD = Secret Dungeon GS = Guild Shop In order to merge any monster, 4x Awakening monsters to the maximum level of the same degree of the fuse monster and commands stones: 1x monster grade4x monster fuse level4x monster awakenmana stones 5 * 5 * Level 35Yes500 ,000 4 * 4 * Level 30Yes100,000 In order to merge any monster, it requires having all the monsters wake up, so you will need Essences! 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