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## Empowered abyssal focus

Updated: 2 months ago Before article ID: 241435 General issues I completed the Abyssal Opportunity search, but I can't use the restored Abysmal Focus clicked on the restored focus of the abyss, but nothing happened the restored Abyssal Focus is a craft station located near the search. Once you complete the Abyssal Opportunity adventure, the craft station will allow you to craft items. If you have problems making objects, make sure that you position your character right next to the craft station. If you continue to have a problem using the restored bezirch focus, please send a new error report. Please log in to send feedback. To create new recipes, you need Abyssal Focus Ovabi you can't find how this is unlocked. Does anyone know if it's time to lock up as a vacation? It comes from the attack itself. you need 200 eternal ornaments for the second stage. you need 200 eternal ornaments for the third and final stage. Let's just say you're unlocked stage two. After that, all your personal made articles can now be made at stage 2. You do not need additional raid reagents of an item, as you did in the past as with Dazar alor or uldir. But in turn, you only get half of the expulsion back when you scrap the item. so it's a gamble to try to redirect them for desired statistics. 7 Likes it well that it really sucks... so there is no chance to design even the heroic objects before the attack begins... and you too could do the same in this regard. Thanks for the information, Lucan. And yes, as you say, it's always been like this. God bless you! I only have 15 pieces, and that's... there are no others! This is for the original version. These pieces are bought with manaplori from an Ancoan supplier. So when the foray melts, you'll get access to the mastered chasm? Or should I do a follow-up quest, as we did for the original version? You need to collect 20 eternal ornaments in the attack before you can access the authorized version for heroic items. Then another 200 for the mythical version. 1 How do I get this search I have created a restored abyss focus, but how to get this next search does not appear is that live ... IM on eu server is the attack? IF = No, then the search has not yet expired. IF = yes, the search will be up. So you have to wait until Wednesday for the items of attack to fall, so that you can't get that demand until then logically. The search for the updated version appeared today. In 8.2 we will give more options for any attackers to gear Making elements needs materials from attack to create a blacksmith used in crafting What the hell the blizzard ... I was so angry when I looked at the mats just to tell me that I have to make sure i get him to work... 9 Likes before, you need raid mats to create any personal item. now you only need once. Donors have two craftsmen. Especially if if the they are armor with up to 3 possible personal belongings. And true, there are more options. Bentic Gear in Nazjatar, as well as artisan trinkets in mehagon. When is the calculated time to be able to craft mythical gear? Taken from WoWhead: LFR: 1x Perpetual Wing Ornament. 3x in full clear. Normal: 1x Eternal ornament of a boss. 8x in full clear. Heroic: 10x eternal ornament of a boss. 80x in full clear. Mythical: 20x Eternal Boss Ornament. 160x in full clear. So if you're only running raids, forget about doing something for about 80 weeks. Normal takes about 30 weeks. Heroic and mythical kidnappers are ready for this. Three weeks for heroism, two for mytics. Of course, if your party allows you to teleport to complete the second phase of the search chain. If they don't, it's still pretty fast. 3 Likes This topic is automatically closed after 30 days. New answers are no longer allowed. on 2019-07-11T18:18:04-05:00Thanks you! You should also mention that each of your eternal ornaments over 20 are wasted, since after you lend a hand in the search the rest are lost, so as soon as you get 20 you need to go into the search. on 2019-07-11T18:02:49-05:00Thanks you! I also wonder how much you get for a boss of normal/heroic. on 2019-07-11T18:18:04-05:00Thanks you! You also wonder how much you will get to a boss of normal /heroic.1 and 10 of 2019-07-11T18:20:51-05:00Do 11/15 pieces without knowing what all this adventure is about. I'm glad I did so so I could work out some 410 mail! on 2019-07-11T18:29:36-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again, crafting is not an alternative way of playing WoW. on 2019-07-11T18:42:24-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again crafts is not an alternative way to play WoW.The crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. the 2019-07-11T18:47:11-05:00For being fair ... As a coincidence, apparently, it closes in on the LFR... you hardly need mythical liv equipment. on 2019-07-11T18:47:57-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again crafts is not an alternative way to play WoW.The crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. No, if you attack more, the more you get. What's so important if someone does WQ for 4 hours a day and gets a 2x iLVL 440 in the long run? If Blizzard only wants it for attackers, then place it in the yin yin yin and not in hub zone. on 2019-07-11T19:02:25-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again, the development is not WoW.The Crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. No, if you attack more, the more you get. What's so important if someone does WQ for 4 hours a day and gets a 2x iLVL 440 in the long run? If Blizzard only wants it for attackers, then place it in raid in yin yin and not in the hub zone. How is it different from the previous items for which you could get recipes just to find out that you need 200 bop mats to craft it? This change achieves only 1 thing - dual professions people like engie/greed or people with multiple items such as tailors/wlbs can craft them all at once, instead of having to wait double/triple the amount of time to collect pieces for each item individually. I still miss mop system, where you can actually sell the items made from professions, so do not feel like buying the bakery to eat the bread (which is the current system). On 2019-07-11T19:38:56-05:00just heads up, I designed 425 tailoring pants, while there are still 410 in my bags, it deleted 410 items for no reason, although not required for a better version, so be sure to scrap before crafting the new ones. I'm sure it's a bug, I reported it. on 2019-07-11T19:45:59-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again crafts is not an alternative way to play WoW.The crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. No, if you attack more, the more you get. What's so important if someone does WQ for 4 hours a day and gets a 2x iLVL 440 in the long run? If Blizzard only wants it for attackers, then place it in raid in yin yin and not in the hub zone. I agree with that. They should also make sure that the gear is boe, not BOE. It would be nice for those who enjoy crafts, so that they can be useful outside potions and contracts. As an engineer, I'm used to not being able to sell the things I make, and I'm lucky enough to be able to make a pair of 415 glasses for my own use. For others, however, this should be an option. Also, random players should be able to get into normal groups. I am a random player and found that it is possible to find people with whom to group for normal and sometimes even heroic attacks. Not very often, but when I want to know where to find them. There are communities out there that exist for that exact purpose or there are even guilds that are full of random players attacking when they have enough people over time. If you are not able to one of these things on your server, or you're about to organize one. There are a lot of people who would even be willing to help. On The like a sloppy... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again crafts is not an alternative way to play WoW.The crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. No, if you attack more, the more you get. What's so important if someone does WQ for 4 hours a day and gets a 2x iLVL 440 in the long run? If Blizzard only wants it for attackers, then place it in raid in yin yin and not in the hub zone. How is it different from the previous items for which you could get recipes just to find out that you need 200 bop mats to craft it? 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It may be nice for dual artisans and raiders so they can gear up faster for higher speed, but I feel abandoned as a craftsmanship. of 2019-07-11T19:48:53-05:00It is very strange to me that the new inscriptions are not part of this system. The IIRC isn't even 410. :( on 2019-07-11T19:57:23-05:00 so as random... that's 3 a week. 220/3 = 74 weeks so you can unlock the craft station. Again crafts is not an alternative way to play WoW.The crafting station is not designed for a random player to use. The whole system is set to blizzard: The more you point to, the more you go out. There's no free lunch here. No, if you attack more, the more you get. What's so important if someone does WQ for 4 hours a day and gets a 2x iLVL 440 in the long run? If Blizzard only wants it for attackers, then place it in raid in yin yin and not in the hub zone. I agree with that. They should also make sure that the gear is boe, not BOE. It would be nice for those who enjoy crafts, so that they can be useful outside potions and contracts. As an engineer, I'm used to not being able to sell the things I make, and I'm good enough to be able to design a pair of 415 glasses for my own use. For others, however, this should be an option. Also, players must be able to enter normal groups. I am a random player and found that it is possible to find people with whom to group for normal and sometimes even heroic attacks. Not very often, but when I want to know where to find them. There are communities out there that exist for that exact purpose or there are even guilds that are full of random players attacking when they have enough people over time. If you can't find any of these things on your server or are coming up, organize one. There are a lot of people who would even be willing to help. It's very strange to me that the new inscription trifles are not part of this system. The IIRC isn't even 410. :( Kororek. There's 400 of them. And if they are not better than typinins for you, you will get 3 options. Rerol, Respecial, or you maintain a pointless profession. on 2019-07-11T20:22:43-05:00Thing. After you make rank 1 8.2 BoP item, you can learn rank 2 ... but then you need to Raid to be able to do it anyway - just a different way to get players in Raids to make BfA Raid gear/items. on 2019-07-11T20:27:57-05:00In my experience, this whole system is somehow useless. If you're invading enough to actually collect the mats by the time you do, you probably already have better gear than the crafted gear. And since it's a BOP, you can't sell it. If they want to sing to overturn at this speed, they've had better systems before. At WOD you can only produce so much of the material per day that it prevents the market from becoming saturated and make sure it takes some time to make them. It would be much better if they went with a system like the old primitive powers, you can produce 1-5 per day depending on how lucky you were with the transmuth. Honestly, the blizzard has not been good to work out for a long time, which is a shame before it was a much better investment of the time. But they continue to focus on forcing you into attacks or forcing you to make mythical + dungeons. I used to pounce, but I gave up when they put in Mitic + dungeons, because if you were in action, they all, but wanted to perform Mitic +s when you were not foray, so you can get better equipment. I said, what do you think I'm on the line for? Now they keep coming out with the mythical and mythical dungeons, I really hate that. Hey bliz, there are some people who do not want to be in time while they make dungeons, not to mention that completely discourages newcomers from making dungeons. Good job. on 2019-07-11T20:40:28-05:00 And I am used to certain materials that are embedded behind the raids. Now a whole trick in the form of a construction station is locked behind the raids. Production has already been minimized. Finally, something new and it's locked. Bentic guild, garment/rings, there is a very good for me, playing without whispering content. It would have been nice to crafts have some love. 74 weeks to complete is crazy. Even the second renovation will take 7 weeks. It may be nice for dual artisans and raiders so they can gear up faster for higher speed, but I feel abandoned as a craftsmanship. Well, you see, the problem is not that you need an assault aspiration to build some an anythingal / crystal that allows you to craft 1-2 elements. The problem is that there is nothing else in the professions (not counting alchemy / enchanting). And I agree that 370 VI is a joke when you can easily climb higher than the world's searches, emissaries, front for war, world boss, dam seller... More. It's sad to say, because people usually refer to WOD as the worst extension, its craft systems are actually much better, farmers took advantage of blood, artisans took advantage of the sale of the items, and buyers were happy because they could choose 3 high ilvl positions for the lot that was missing if they had the gold. MOP system is not bad, profession items have been closed from daily CD, but you could speed it up using raid drops. And again, they were marketable - I made a lot of gold, and then I sold sewing belts. And these days? The professions exist just to make your pants and then forget them for the rest of the patch? Very disappointed. of 2019-07-11T20:41:10-05:00Other unrelated thing, what annoys me is the fact that jewellery requires much more materials than any other profession, it makes sense when only JC elements are guaranteed nest, now all of them have, but somehow all other elements require 150 ore/fabric/leather, but JC requires much more gems than you would expect from 150 ore. And according to wowhead data, the gems needed for JC rings have a much lower chance of release than those needed to cut hertum stones. Only a 15% chance of getting a gem from perspective (5 ore). And the ring requires 90 gems combined. That's 3,000 ore that's blackened to get enough proper colored gems. - 150. Fair and balanced. Thank you for sneering at the jewelfcrafters. the 2019-07-11T20:48:22-05:00 And if you do not attack, too bad! on 2019-07-11T21:33:29-05:00The first complaints here are not new, the system was already at 8.0/ 8.1, except that it was worse. Now, instead of needing raid 20/200 reagents for made items, you need 20/200 once to make items. For example: two heroic-level elements will not require x20 reagents for each item, but only x20 to unlock heroic-level crafts. Then, any heroic element that craft does not require you to step into the attack. For multifunctional professions such as leather (or if you only have two craft professions), this saves you a whole item worth raid reagents. As already stated in this topic:How is it different from the previous items you will get recipes only to find out that you need 200 bop raid pads to design it? This change 1 thing - people like engie/greed or people with multiple items like tailors/wlbs can craft them all at once, instead of having to wait double/triple time to collect pieces for each item individually. ----- With some materials, I've spun behind the invasion. Now a whole trick in the form of a construction station is locked behind the raids. Production has already been minimized. Finally, something new and it's locked. A bentic guild, a garment/rings, there's a lot of good equipment for me by playing without whispering content. It would have been nice to see that crafts have love. 74 weeks to complete is crazy. Even the second renovation will take 7 weeks. It may be nice for dual artisans and raiders so they can gear up faster for higher speed, but I feel abandoned as a craftsmanship. By your calculation, you now need 74 weeks of LFR to hope mythic BoD gear, or 7 weeks for Heroic. Except then, it took 74 weeks for each slot. This is a solution to this, without violating the general idea that making assault gear requires you to carry out the attack. (With over-time effect added to enable to serve as an unfavorable backup) backup)

