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Legendary rogue daggers fangs of the father

For the performance, see [Fangs of the Father]. Fangs of the Father + 8 [+2] Agility + 14 Stamina Prismatic Socket x2 +6 Critical Strike + 6 Haste + 6 MasteryUse: Slow down your falling speed for 15 secs. (5 Min Cooldown) Fangs of the Father (2 pieces) [Golad, Twilight of Aspects] [Tiriosh, Nightmare of Ages](2) Set: Your melee attacks have a chance of granting shadows from the Destroyer, increasing your agility by X , stacking up to 50 times. Each application past 30 gives an increasing chance to activate Fury from the Destroyer, which immediately grants 5 combination points and causes your finishing moves to generate 5 combination points. Duration 6 secs. Combined stats. From the official preview. From the official preview. Fangs of the Father, [Golad, Twilight of Aspects] and [Tiriosh, Nightmare of Centuries], are some legendary daggers for rogue, rewarded by the quest [35] Patricide. The storyline continues the plot of the incorruptible black dragon egg in the Badlands. Wrath, a black dragon prince, hatched from the egg. He offers the legendary search for crook. It will be a lot of time and gold consuming. The guests will involve killing some vicious dragons and collecting sacred ingredients from the 5-player dungeons as well as the Deathwing raid dungeon. The legendary weapon will have an effect designed specifically for rogue. [1] Official preview Patch 4.3 will provide the deadliest and experienced crooks with the opportunity to eventually play a central role in the fate of the world in the rogue way: by manipulating key events from the shadows. Players will travel across continents to achieve crucial missions of reconnaissance, hacking, infiltration and, of course, assassination. Those familiar with the events that have unfolded in the Badlands since the Cataclysm hit may recall the story of Rheastrasza, the ambitious red dragon that acquires a black dragon egg and magically purified it, purging it from the Black Dragonflight's corruption. While those events may lead to a more hopeful fate for Azeroth, it will take cleverness, stealth, skill, and the help of some friends to unravel the web of intrigue that will reveal what has become of the egg... and determine the fate of Deathwing himself. Rogues willing to do whatever is necessary to ignite a brighter future must first delve into the Dragon's Soul Raid dungeon to start the quest line. Those proving their prowess inside will be set on a collision course with Ravenholdt Manor and the enigmatic Black Prince, Toornion. This shady figure may be key to victory for the mortal races, but what's his true agenda? Before the truth behind these mysteries is revealed, engaging assassins will have to fight tense raid battles against Deathwing's most powerful followers started alone on dangerous missions to seal the fate of the Black Dragonflight. The quest culminates in the earth-scorching execution of himself and a shocking revelation about the true nature of the mission. Rogues succeeding will receive a paused set of daggers who will become increasingly delightful as their carrier progresses along the legendary quest. At the height of their power, they will be buoyed with the despicable being of the Old Gods, as well as the insane anger of the Black Dragonfly - giving great power to their carrier. These forces include a stack increase in Agility that builds until

dark wings are disturbed from the crook's back, removing the combination point costs and increasing damage from finishing moves for a short time. In addition, the wings that can be spread on command (with no combat advantage) to slow down a quick descent, so that the crook slowly falls to the ground... or by-law a little death from above! When it comes to dealing with death, the Fangs of the Father promise legendary murder power to rogue of any specialization. An incredible adventure and legendary rewards await. The future of all life on Azeroth hangs in the balance. Better moves. [2] Items Fangs of the Father The quest chain leading to the final quest rewards daggers upgraded in later guests. Note that when the weapons are turned, all gems and enchantments will be lost. Quest chain Notes The world first Fangs of the Father was acquired on January 13th, 2012 by Им60с of the Exorsus Guild on Свѣжеватель Душ (Soufflayer). Videos Hotfix (2015-11-20): Fangs of the Father's 2-piece set bonus must now correctly grant the 5 combination point bonus. Patch 4.3.0 (2011-11-29): Added. In: World of Warcraft dagger items, World of Warcraft legendary items Part Fangs of the Father + 458 Agility [+20 Agility]+746 Stamina Red Socket Red Socket +150 Mastering Rating + 156 Critical Strike Rating + 149 Expertise rating + 304 Haste rating + 148 Hit ratingFangs from the Father (2 pcs)[Golad, Twilight of Aspects][Tiriosh, Nightmare of Ages](2) Set: Your melee attacks have a chance to grant shadows from the destroyer , increasing your agility by 17, pile up to 50 times. Each application past 30 grants an increasing chance to activate Fury from the Destroyer. When caused, it consumes all applications of Shadows of the Destroyer, immediately grants 5 combination points and causes your finishing moves to generate 5 combination points. Duration 6 secs. Combined stats. Numbers in [brackets] indicate that socket bonuses Are The Fangs of the Father[1] some legendary daggers released with Patch 4.3 and available via a quest chain. [2] Quest line items Patch changed Patch 4.3.0 (29-Nov-2011): Added. References External links Official News Video Guides Text Guides Community content is available under CC-BY-SA unless otherwise noted. Wait Weeks? Acquiring the Fangs from the Father is a fairly simple project. Raid dragon soul every week, complete some assassination missions along the way, and you'll be legendary daggers in just a few months. The acquisition phase has two portions: one where we open Elementium Gem Clusters to obtain Shadowy Gems, and one where we only hold the Elementium Gem Clusters.Raiders in 10-man environments can pick up a maximum of eight clusters a week, while 25-man raiders will pick up about 15 a week. Interestingly, the drop figures don't change on heroic mode, so comfortable 8/8 guilds get as many clusters a week as hardcore 8/8 heroic guilds. Since both phases of the quest rely on acquiring Elementium Gem Clusters and 25-man guilds acquire clusters roughly twice as fast, a 25-man guild will complete across two sets of Fangs from the Father for every single set that completes a 10-man guild. It's not the 2.5:1 ratio that a lot of people expected, but I think 2:1 is a reasonable trade review. If you're clearing dragon soul in a 10-man raid every week, it will take you over seven weeks to obtain enough Shadowy Gems to move on to the next stage. We pick up about six gems per swarm, and we acquire eight clusters a week, meaning we'll acquire 333 gems after seven weeks. For phase two, the math is even easier. Since we are guaranteed to get one swarm per boss, we know that we need to kill exactly 60 bosses to get the necessary 60 clusters. At a rate of eight bosses a week, it's about eight weeks from clearing Dragon Soul.Add in a final Death, and you'll kill your Fangs of the Father in just under four months. For 10-man crook, like myself or Tillman, we're only halfway there as of today, so the end date is still two months away. If we speculate that Mists of Pandaria will be released by the end of 2012, then there's time for three crook to obtain the legendary daggers per 10-man raid group. Since 25-man rogue acquires their clusters about twice as fast, it only takes them eight weeks. Realistically, you can cycle by six crooked per 25-man group over the course of 2012.Fangs of the Father vs. DragonwrathFrom begins to complete, after all the adjustments, it will take a caster in a 10-man raid over five months to acquire a Dragonwrath. While the initial time from start to finish for Dragonwrath may be longer than that of Fangs of the Father, the main difference is that several casters can simultaneously collect pieces of Dragonwrath. Only one crook can work on Fangs of the Father at a time, since both phases of the quest rely on Elementium Gem Clusters.Once one rogue completes its legendary daggers, the next rogue should start from scratch. When a caster completes a Dragonwrath, there will be another caster ready to take his place on the final stage the following week. Each rogue legendary is a full 15 weeks apart, while casters will start to Dragonwraths every five or six weeks after the complete it. This allows many more casters to acquire dragonwraths over the same period of time when when to crook. The accelerated acquisition rate of Dragonwrath makes sense as there are several casters per raid group, but typically just a few rogues. The real downside of Fangs of the Father is that only the first crook to acquire them will actually use it over progression content. By the time the second wave of rogue is finished with their quest line, most guilds will have everything on farm status. It's kind of like all death knights and warriors who picked up Shadowmournes in Wrath's waning hours, only to replace them with blue weapons from early Cataclysm guests. Flags of the Father are not PvE daggersUnless you are one of the lucky crooks who were first chosen to receive your Fangs from the Father, all PvE content will already be irrelevant by the time you obtain them. Although you might think this is a surveillance by the developers, it's actually the opposite. Adherents of the Father are the first rogue-only legendary. In fact, they are the first class-specific legendary. They weren't given to us to stab Deathwing; they were given to us to kill the opposing faction. Do you really want to earn your legendary daggers and then just raid Dragon Soul for the next year, week in and week out? I'm going to immerse my orange stab wounds in the hearts of every single Alliance player I can find regardless of their level or intention. Blizzard gives me almost a year of divine power, and I'm not going to let it go to defeat the same written encounter 50 times. If I have my way, the Dragon Aspects will call a meeting later this year to figure out how to solve the rampant string of assassinations before there's no life left on Azeroth.Sneak in every Wednesday for our Molten Front ganking guide, a deep-dip in the world of playing a subtlety crook - and of course, all the basics in our guide to the latest rogue gear. Gear.

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