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Wow legendary crafting cost

Legendaries can be crafted and upgraded up to two higher ranks in Shadowlands 9.1, but the new Shards of Domination system puts a bit of a damper on things. Crafting and upgrading Legendaries in Shadowlands hasn't changed all that much, but you'll want to know about the wrinkles in this update before you press forward with your Legendaries. I mean, unless you like throwing money into the wind. If so, you do. Newly crafted Shadowlands Legendaries have Prismatic Sockets, and can reach rank 5 and 6. Crafting a Legendary up to rank 4 works the exact same way in Patch 9.1 as it did prior. You'll need a Legendary power, two stat missives, and the appropriate base item from a crafter. You'll then visit the Runecarver within Torghast and pay him the requisite amount of Soul Ash (which is much easier to farm now, since Torghast is repeatable). Here's the rub: per Blizzard all, "newly created Helm, Neck, Bracer, Belt and Ring Runecarving armor pieces will now always be created with a socket." Bear in mind that this socket is a standard Prismatic socket, and not one of the new Domination sockets introduced in Shadowlands Patch 9.1. To make this all the more confusing, all newly crafted base items for these slots will have a socket. You cannot upgrade an existing Legendary with a socketed base item to gain a socket. You can use the socketed base item to fuel the upgrade, but its socket won't transfer over to the Legendary. If you want a socket on your Legendary you need to use a Season 1 or Season 2 socket item to add a socket to your Legendary (so long as it's one of the listed equipment types). That said, any brand new Legendaries crafted in those equipment slots will have a Prismatic socket. Per the updated Patch Notes, you can indeed upgrade these slots with a socketed base item to add a socket to the Legendary. Finally, you can upgrade your Shadowlands Legendaries to ranks 5 and 6, but you'll need 40 of them to craft a Vestige of Origins via a Jewelcrafter, Blacksmith, Leatherworker, or Tailor. Additionally, that crafter will have to buy "Tome of Origins" from the Death's Advance quartermaster at Honored reputation for 2000 Stygia to even craft the Vestige. This item is then used as an optional reagent while crafting your Legendary base item, boosting the rank by 2. So, if you craft a rank 3 Legendary in Shadowlands and mix in a Vestige of Origins you'll get a rank 5 base item. To get a rank 6 Legendary you'd simply use the Vestige as an optional reagent in a rank 4 craft. This means crafters won't have to rank up their recipes another two ranks, but the low drop-rate of Korthite Crystals will ensure these higher ranked Legendaries remain expensive to put together. There's also a new Soul Cinders currency used to finish the crafting or upgrading of Legendaries at rank 5 & 6, and it is earned from Torghast layers 9 through 12 (though it can be farmed as a quest reward in the Weedy Korthian quest). Below is the cost for each Legendary rank you can craft or upgrade to in Shadowlands Patch 9.1. Again, this is the total cost at each stage, so you can subtract anything you've already paid if jumping up a single rank or two (say from Rank 4 to Rank 5). Soul Ash will cost 1950 Soul Ash, Rank 1 (level 210) Rank 2 (level 220) Rank 4 (level 235). Keep in mind that new Shards of Domination system is conflicted with your Legendary. This new rank and gear system provides players with unlockable take advantage of, but those credits only apply to specific items. If there's a silver lining to any of this, if you plan to level up to rank 5 or 6 it will take you the same time it would to upgrade your existing Legendary. If you're looking like you may want to upgrade a Legendary check out the Tome of Origins from WoWPrice.com, where the experts there can better assist you with the more advanced Shadowlands details. World of Warcraft: Shadowlands Patch 9.1, Chains of Domination launches June 29th (NA) and June 30th (EU). This article was updated on June 30th, 2021. GAME DEALS Get Twitch Prime For Free! Right Now and get in-game items, rewards, and free games RELATED TOPICS : Patch 9.1 lets you upgrade your legendary even further, to item level 249 at rank 5 and to level 262 at rank 6. The upgrade process is the same as before, but a new currency is required. You will need a rank 5 or 6 base items (obtained from crafting professions or the auction house). The appropriate amount of currency (Soul Cinders for rank 5 & 6 instead of Soul Ash) the two missives you want for stats (nothing new about this) Take these things to the Runecarver just like before, and you're all set. In this article Currency costs for Patch 9.1, A new currency, Soul Cinders, is used for upgrading to rank 5 and 6 only. Meanwhile, Soul Ash is still used to upgrade from rank 1-4. Blizzard said they didn't want players to feel like they had to save all of their Soul Ash for a rank 6 item - they wanted people to continue to upgrade the lower levels. Adding a separate currency is their solution. Ranklevel SoulAshSoul Cinders are a new currency in 9.1. You'll get it from completing Torghast layers 9-12 (it is not rewarded in layers 1-8), as well as a few weekly events. You can only earn Soul Cinders on your first clear of each wing for the week. Completing both wings of Torghast: 360Tormenters of Torghast weekly; 50Covenant assaults in the Maw (2x per week at 50 each); 100Total Soul Cinders earned per week; 510 In Patch 9.1, Soul Ash earned from Torghast is farmable by re-clearing each wing. The amount you earn on repeat runs is 80% less. Currency earned from Torghast Torghast: LayerSoul Ash (increased in 9.1) Soul Ash re-clears Soul Cinder Reward1180362150303130264105215901867515777014860129551160104595011408401230630Total per wing1,0302061807Total for 2 wings1,7662,050412360Currency earned per week Obtaining a rank 5 or 6 base item You can buy the base items from the AH or craft it with Blacksmithing, Leatherworking, Jewelcrafting, and Tailoring. How to craft rank 5 & 6 base items: Vestige of Origins in order for crafters to make rank 5 and 6 base items, they need to learn the recipe for Vestige of Origins. This reagent increases a base item level by 2. It turns a rank 3 item into a rank 5, and a rank 4 to a rank 6. The Vestige of Origins is BoP, so it can only be used by the appropriate crafters. To learn this recipe, you'll need to do the following: Once the recipe is learned, it will take several crafting reagents, including a new one from Korthia: Korthite Crystals. Farming Korthite Crystals (BoE) Each Vestige of Origins costs 40 Soul Cinders to craft. Even if you can't craft them, they should be lucrative on the auction house (and very helpful to trade to your crafting friends). Here's how to find them: Chance to drop from: Guaranteed rewards from: Do you need to make a new legendary? Domination gear was introduced in 9.1 as a way to provide set bonuses. These items are available in 5 specific slots. Because of this, some people might want to (or need to) make a legendary for a different slot due to conflicts. (See the Domination Gear guide). If you want to make a new legendary, be sure to check with our Upgrade Finder feature first (view guide). It tells you the best legendaries & slots to use. Just be sure to know which slot you might want to exclude for the Domination set. More 9.1 guides & resources For your legendary Other 9.1 guides Image via Blizzard Entertainment Legendaries: World of Warcraft's strongest and most sought-after items, made their return in Shadowlands. This time around, instead of the long and arduous grind players have come to expect from Blizzard, Legendaries items are crafted with the new and easy-to-use Runecarver system. Max-level players (60) can craft a Legendary of their choice by unlocking and speaking to the Runecarver in Torghast, Tower of the Damned. Legendary items can be customized through Legendary powers, which are unlocked by collecting Memory of the Runecarver recipes from Shadowlands content. Legendary powers modify your character, changing the pace and playstyle of your specialization. Only one Legendary power, though, can be equipped at a time. Memory of the Runecarver recipes can be acquired through reputation, dungeons, raids, and even Torghast itself. To unlock the Runecarver and craft a Legendary, you'll first have to begin the Torghast introductory quest line. After completing the leveling campaign, reaching level 60, and choosing a Covenant, you'll be offered a quest that will take you to The Maw. From there, you'll be introduced to the Runecarver, a giant imprisoned entity that will begin the process of helping you acquire a Legendary. Legendaries require a base item, a set of Missives, Soul Ash, and a Memory of the Runecarver. A base item, depending on your class, can be made by Tailors, Leatherworkers, Blacksmiths, or Jewelcrafters. Missives, which define what stats your Legendary item will have, can be created by Scribes. And Soul Ash can be gathered through completing layers of Torghast. When you're finished making your base item, collecting your Missives, and earning 1,250 Soul Ash, talk to the Runecarver, offer him a Memory of the Runecarver recipe, and he'll create your Legendary. Your first Legendary will be item level 190, but it can be upgraded with a higher item level base item and some extra Soul Ash. To upgrade your Legendary to 210, you'll need 2,000 Soul Ash. For 225, 3,200 Soul Ash will be required. And for item level 235, you'll have to get your hands on 5,150 Soul Ash. If you want to skip the initial stages of the upgrading process and go straight for an item level 235 Legendary, simply make or buy the appropriate base item and collect 5,150 Soul Ash from Torghast. A new currency called Soul Cinders was introduced to WoW Patch 9.1 on June 29, 2021, giving you the option to add two more ranks to your Legendary items. Upgrading to rank five (item level 250) costs 400 Soul Cinders and rank six (item level 260) costs 1,650. Soul Ciders can be found in layer nine (and above) of Torghast, Tower of the Damned. They also drop from weekly Covenant assaults and Adventures, and drop from Tormentor's Cache from Tormentor's of Torghast, an event that runs every two hours in the Maw. Upgrading your Legendary to rank five should take around a week or two of farming, but rank six could take months. Crafting mode in Standard format mode The crafting system is an element of Hearthstone that allows players to directly create new cards. It can be accessed through the My Collection screen. Crafting consumes Arcane Dust to produce new cards, while disenchanting allows players to destroy unwanted cards, granting a quantity of Arcane Dust in exchange. Crafting is the quickest and most direct way of obtaining a specific card, provided you have sufficient Dust. The amount of Arcane Dust required for crafting, and granted by disenchanting, is determined by the card's rarity. Golden cards also cost several times more Dust to craft, and reward several times more for disenchanting. Disenchanting a card is often referred to as dusting the card, since the card is effectively converted into Dust. Craftable cards! Not all cards can be crafted. Which cards can be crafted is largely determined by card set, and in some cases differs by regular or golden version. Cards which cannot be crafted are marked in the collection as "uncraftable". The rules for cards from adventures (e.g., Blackrock Mountain, The League of Explorers) are a little more complex: Cards from Standard format adventures which the player has not yet collected are uncraftable. This forces the player to "earn" these cards through completing the corresponding adventure. All other adventure cards are craftable, including Standard format adventure cards the player has already collected, and all cards from Wild format adventures. This allows players to disenchant and craft copies of adventure cards they have already earned, and to craft cards from adventures which are no longer available in the Shop. Cost! Each card has fixed crafting and disenchanting costs, based on rarity and regular/golden status. Other factors, such as card set, do not affect cost. Rarity Crafting cost Disenchanting reward Cost to upgrade to Golden Regular Golden Common (White) 40 400 5 50 395 Rare (Blue) 100 800 20 100 780 Epic (Purple) 400 1600 100 400 1500 Legendary (Orange) 1600 3200 400 1600 2800 The "upgrade cost" is the net cost to disenchant a regular card, then craft a replacement golden card. For example, if you have a regular (rare) Knife Juggler, you can disenchant it for 20 dust, and craft a golden replacement for 800 dust; the net cost is 780. Note that the disenchanting values for golden cards match exactly the crafting cost for regular cards of the same rarity (Common is the exception, giving 10 extra Arcane Dust). This allows players to exchange any golden card for a regular card of the same rarity. For players who are not concerned with golden cards, this essentially makes golden obtained from sources such as card packs "wild cards," which can then be converted into a replacement of their choice. Details! Viewing an uncollected card the combination of disenchanting and crafting allows players to convert unwanted cards into more desirable options. However, crafting any card costs between four and eight times more Dust than would be required for disenchanting the same card, making the process extremely inefficient. Nonetheless this can be a very effective way of obtaining rarer cards, and may be a desirable option when disenchanting unwanted cards. Since players can only have 2 of any card in a deck (and only 1 of each legendary card), disenchanting triplicate cards above this limit may be considered to have no true cost to the player. The "Mass Disenchant" option allows players to automatically disenchant all triplicate cards in their collection with one click. The only limitation to crafting lies in the required amount of Arcane Dust. While it is not possible to purchase Dust directly, all cards obtained through card packs can be disenchanted. Dust can also be obtained as a reward in the Arena, from the Ranked Chest at the end of each season, and as a reward given to players who own Classic cards which were moved to the Hall of Fame. The player's current supply of Arcane Dust can be viewed in the My Collection screen. There is no cap to the amount of Arcane Dust a player may accumulate. Use! Players can craft and disenchant cards through the Collection. Any card on display can be clicked to view its crafting and disenchanting costs. If the player has sufficient Dust, they can click on the Create button to craft it. Similarly, if the player has at least one copy of a card, they can click on the Disenchant button to disenchant it. If disenchanting a card would leave the player with fewer copies of that card (regular and golden combined) than they could use in a deck, the player will be warned before proceeding with the disenchantment. When crafted, minor cards will play their summon quote. Players can undo crafting and disenchanting immediately afterwards for the full Arcane Dust values in case of accidental actions. This option disappears after closing the screen. Note that players are not able to craft excess copies: If you already have 2 copies of a card (1 copy of a legendary card) you will be unable to craft additional copies. This limit applies separately to the golden and non-golden versions of each card. After crafting one or more copies of a card, the Disenchant button will be replaced by an Undo button, allowing the player to reverse the crafting if they wish. This will restore the non-golden card and refund the crafting cost (rather than the golden card). If the player has 2 copies of a card, the Undo button is not available until the crafting interface for that particular card is left (not crafting mode in general); after this the player will not be able to undo the crafting of the card. Players can like cards in the disenchantment interface. Crafting mode is not necessary to craft or disenchant cards already in the player's collection, but allows the player to view and select cards they have not yet collected, including both golden and regular versions. Unlike the regular collection view, which displays only cards the player has already collected, crafting mode displays all cards matching the current search parameters. Cards which have not yet been collected are shown faded out, with a special highlight for those uncollected cards which the player has sufficient Dust to craft. Crafting mode features two special filters in addition to the standard options. The first shows only golden cards, providing the only means of crafting golden cards the player does not already own. The second shows only uncraftable cards, which oddly is of no relevance to either crafting or disenchanting, but does allow players to inspect uncraftable cards missing from their collections, including upcoming cards which have been added to the game data but are not yet available in-game. Mass Disenchant! The Mass Disenchant interface While in crafting mode, a large Arcane Dust icon on the bottom right will display the amount of Dust which would be gained by disenchanting all "triplicate" or "extra" cards - those of which the player already has the maximum playable number of copies (1 for legendaries, 2 for all other cards). Clicking on the "Disenchant Extra Cards" icon will open the Mass Disenchant interface. The interface breaks down the number of triplicate cards by rarity, and provides a single Disenchant button which will disenchant all triplicate cards in a single click. NB: Unlike when crafting and disenchanting individual cards, the Mass Disenchant system considering any to be triplicates. This is useful in preventing golden cards from being disenchanted automatically, since players may wish to preserve either golden or regular versions of cards, or both. To specifically disenchant golden or regular versions of a given card (such as disenchanting a golden copy of a card the player already has 2 regular copies of), the player must use the normal disenchanting process. The interface itself only shows the breakdown of triplicate golden cards once the player has at least one triplicate golden card. Card changes! Every so often a patch will feature card changes, altering a card's text or attributes. If the card is craftable, and the change is not a direct upgrade or simple technical adjustment, that card will then be made disenchantable for its full crafting cost, for a short period, usually two weeks. This is designed to allow players who have spent dust crafting the card to disenchant it at no cost, minimizing the disruption caused by such changes to existing cards. After the adjustment period ends, the card's disenchanting reward will be restored to its usual amount. [2] When a standard card is moved into the Hall of Fame, players automatically receive the full value of the card in arcane dust, and there will be no period where the card could be disenchanted at full value. For more information, see Hall of Fame#Dust_Refunds. To inform players that a card has been nerfed and its disenchant value has been modified, text will be temporarily present in the hit. This adjustment is put into effect through increasing the normal disenchanting value for the changed cards. Because of this, the extra Dust is provided whether the card was crafted before the card was changed, or afterwards. [3] As a result, players are able to craft and later disenchant these cards (within that period) without penalty, allowing them to try the cards in their decks before deciding whether to keep or disenchant them. However, since almost all eligible card changes are nerfs, this is generally less desirable than might be expected. The increase means a regular changed card can be converted to any other card of the same rarity, at no cost. It also means that a golden changed card can be exchanged for several cards of the same rarity or even higher rarity. For players more interested in completing their regular collection than collecting golden cards, but not wishing to lose the card altogether, this means they can convert a golden changed card into a regular copy of the same card, as well as regular copies of several other cards. This makes card changes a particularly lucrative time for players who have gained golden copies of the changed cards through rewards such as the Highest Rank Bonus chest, provided they are not too attached to the golden quality. History! Card trading! Hearthstone's crafting system was specifically designed as an alternative to the card trading that occurs with most collectible card games. There are currently no plans to introduce card trading. As explained in official blog Hearthstone Crafting: In Dust We Trust: Why can't I just trade my cards with my friends to get the cards I want? "Many card games out there are considered "Trading Card Games," or TCGs. While there are perks to being able to trade your cards, there are negatives to card trading, even in a digital world. What do you as a player want out of trading cards? Generally, the answer is "To get the cards I want and trade away the cards I don't!" What happens when the cards you have are the "wrong" cards—cards other players simply don't want? What about when everyone wants the same cards? When a player opens a pack of cards in a typical TCG, they'll generally find a fixed number of cards of various rarities. Cards of the most numerous rarity in any given pack, or "common" cards, end up having little to no value. Everyone has them and no one wants them. What about the rare cards? These "more valuable" cards can vary wildly from "MUST HAVE!" to "meh" and anywhere in between. In a trading system, the unimpressive rares end up being only slightly more valuable than common cards, even if they aren't as common. It's very common for a dozen or so rare cards from any given set to contain most of the value and the rest are worth very little. People demand those high-end cards, and their value skyrockets. Can't afford to buy all of the good rares? You better hope you're lucky when you open your next pack. So in a trading-based card game, you may finally manage to get a card that is "worth" something . . . but then you want to keep that card and not trade it away. So your only option is to purchase more packs until you get something worth trading, even if you may not actually want to part with it. That's not particularly fun. On top of that, you may even feel like you can't play the game competitively without that specific card! It's very frustrating, and new players are reluctant to become invested in a card game if they can't manage to get those cards—in trade or for cash. Crafting allows you to get the cards you're actually looking for without having to wait for random luck to shine your way, with no need to look for people that have a particular card you want to round out your deck. Hearthstone allows you to disenchant your [Classic] cards into Arcane Dust, and you then use the Arcane Dust to create the cards you want, instantly! It's fast, it's easy, and you don't have to reference how valuable your card is on a secondary market each time [you] want to make a choice to trade it off or not. Trivia! Arcane Dust can only be obtained in multiples of 5 through Arena rewards and disenchanting common cards, and in multiples of 10 from other sources. It can only be spent in multiples of 10. For this reason some players dislike gaining amounts of Arcane Dust ending in 5, since the Dust in effect only uses when combined with another 5 Dust from another source. This system also means that it is impossible to have an Arcane Dust value that does not end in a 5 or a 0. Heroes of the Storm added a similar crafting system in its 2.0 update, using "Shards" as a crafting ingredient, which work like Arcane Dust. Its crafting system uses the same values as Hearthstone, but there is no mechanism to specifically disenchant items for Shards. Instead, opening a duplicate item automatically gives the player the item's disenchanting value in Shards. Gallery! The Mass Disenchant interface when there are no golden triplicates Upcoming cards are added to the collection ahead of release, but cannot be crafted or disenchanted Crafting a card in Wild format mode Patch changes! Patch 20.0.2.79904 (2021-04-13): Fixed a bug where the mass disenchant preview would count some cards twice but would give the correct amount of dust when used. (Bug) The disenchant button glows regardless of whether there are extra cards to disenchant. Patch 17.6.0.53261 (2020-07-14): When random card back is selected, you will now see a randomized card back every time you open a pack and every time you open the Crafting menu. Patch 5.0.0.12574 (2016-04-24): Cards from the Reward set are no longer uncraftable. [This change was quickly reverted, before finally being reinstated in a hotfix on May 4.] Patch 4.2.0.12051 (2016-03-14): In preparation for the release of game formats, all adventure cards except for Standard format adventure cards the player has not yet obtained are now craftable. Patch 3.0.0.9786 (2015-08-18): Crafting a minion card now plays its summoning quote. Patch 1.1.0.6024 (2014-07-22): Sounds and graphics that occur when Mass Disenchanting now take less time to complete. Patch 1.0.0.4944 (2014-03-11): Mass disenchanting now has new and improved graphics. Now you can mass disenchant in style! References!]

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