

Antoran high command quest

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Antorus burning throne is bugged. I do LFG for Transmog to work with my wife. After we kill the Felhounds teleport to go to the high command spawning and we can not get to the last boss of this wing, the same thing happens after you kill portal Keeper, you can not get to Imonar. PLEASE HELP BEFORE RESETTING ON TUESDAY! Thanks (the error report has already been submitted in the game) 8 likes I experience it, and when playing raid finder in Antorus with one other person. The portal does not appear after the Felhounds of Sargeratas to gain access to the High Command of Astoran. 5 Loves I have experienced this problem for the last three weeks myself, and came here to finally report it as a mistake. I'm glad that someone else has already beaten me before the blow and hopefully this will be resolved soon. Really want to finish this xmog. 4 Likes just tested this also that bumner for trying to get transmog lfr 3 sets like if this happened to me today as well. The portal to the High Command did not appear, although the gate to Eonar did. 3 Loves Chiming to say that it's still a problem, no amount leaving instance, de-partying, and coming back helped. Eonar's gate opens, but Eonar's meeting won't work, and we can't get to high command at all. 2 Loves Felclump: Chiming's say it's still a problem, no amount to leave a copy, de-party, and returns helped. Eonar's gate opens, but Eonar's meeting won't work, and we can't get to high command at all. Thanks for posting. I was going to log in and check it out after that last patch, you saved me some time. I hate that it's still a mistake ... Hoping Blizzard fixes it soon!!! 3 Loves So it's not fixed - teleport for the platform Antoran High Command has not spawned again ... bumner 2 Loves Vocid: So it's not fixed - teleport for the antToran High Command platform is not spawned again... ught! @BLIZZARD - PLEASE, FIX IT!!! Asap!!! 2 Loves To date, hubby and I have this problem. We happened to be queuing behind Wing 2 first - couldn't get to Imonar, back in Wing 1 now with this problem with not being able to get to Antoran High Command. It's also worth noting that the adventure guide seems to be crashing too, it's Portal Keeper Hasabel marked as not killed (although we killed her) and the High Council marked on the dead (although we couldn't get there). Looking forward to getting this fix. Need my pink pen t-mog! 3 2 loves Blooleelu: To date, hubby and I have this problem. We happened to be queuing behind wing 2 first - couldn't get to Imonar, back in wing 1 now with this problem with not being able to get to Antoran High It's also worth noting that the adventure guide seems to be crashing too, it's Portal Keeper Hasabel marked as not killed (although we killed her) and the High Council marked on the kill (although we couldn't get to get Looking forward to getting this fix. Need my pink pen t-mog! Still bugged... KEEP REPORTING THIS IN THE GAME ON THE ERROR REPORT! Report it every week until it's fixed! Thank you! 4 Loves Periodically I check my class hall for the killing boss to get a piece of mythical gear quests and go knock them out for a chance on some amusing mythical could (despite the last dozen or so times this time to find me in the Alps neck or heirloom) apparently I'm just lucky to repeatedly get the argus quest, because now I have both Antoran High Command (can't get to) and Imonar Soul Hunter (probably also can't get to if the above reports are as accurate), so ... unfortunately, it's still bugged. 2 Loves Synestre: Still not fixed yes I noticed it also, very sad that it was allowed to go on this long ... Blizzard!!! Please fix it!!! 2 Likes are still bugged, killed by the portal keeper and it doesn't show we got the credit (but got loot). Had the same portal drop the issue for high command. 2 Loves Bugged for me as well. Here's hoping Blizzard takes notice and fixes it before all levels of squish breaks legacy works. 1 As on the next page ... I solo'ed Breaking light LFR (from Dalaran) 2-3 weeks ago and got to the end just fine for the first time without even having made a raid before. (So it was obviously easy to find a way through.) Maybe 10-12 days ago, I tried and there was no way to go from felhounds (second boss) to high command final boss. Although I've only done this once, I believe there was a teleport pad you used to get to the next section. I tried it again last night - so far, no pad or a way to reach the final boss. Not sure if the recent deployment patch screwed up something... Can anyone look at this? 16 Likes I also experienced exactly the same issue with the teleport pad not spawning after killing felhounds on the LFR, it was on 10/9/19 1 As I had the same issue for at least 2 weeks. Until October, there were no problems. Because the portal system differs in the ABT LFR, they may have planned to normalize the location of the LFR portal to meet other challenges. They may have removed the LFR port and failed to implement another port. 1 As still happening, made it three times today 1 as from 11/4/19, still skulls with a mistake that happens. All I need is a cloak for my set of transmogs that only falls AHC. Bums me: 1 How Yes still happens, trying to get mog from high command and pads don't exist. Left to re-enter killed the first two bosses again, but there is still no way to get there. \ 1 How still happens 11/6/2019. thought I I'm crazy. 1 Like a Bump. Still going on 11/8/19. Presented error report, is going to present the ticket as well. I get that this would be a low priority for them, but it would still be nice to see it fixed! 1 As still happening today as well. 3 Loves This error still happens on 11/21/19. 1 How will it ever get to get 11/29/19 1 How will I suck my hat here too that it's bugged. There really has to be a unique teleport for the LFR Antorus version that does not appear. I wanted to collect the LFR cloak of my DK, since I didn't do raider content at the end of the Legion. 1 How still bugged from 12/3/19 after a weekly relief. I would like confirmation that they know about the problem. 1 As after this reset it still buggus. 1 How does anyone know working around to get to high command while we wait for Blizzard? With 8.3 around the corner and a huge amount of work going into 9.0 you know where it stands on the totem poll. There is no high demand to fix the LFR version of teleport for moggers who are trying to assemble sets that aren't even Legacy yet. So I know where I stand, I just know some of you are cunning and maybe know how to get there. 2 Loves the LFR version is still bugged-no teleport pad spawning after defeating the Dogs, and thus you can't reach high command. Friend and I duod'ed Normal instead where everything worked as intended. However, the LFR must be fixed! 1 How still bugged ... It's no surprise. Blizzard won't even fix Karajan's fucking bug in a chess event that's more than 3 years old. Blizzard just doesn't care about the game anymore. It's all about money now that Activision is holding the leash. 1 How it is not bugged in the morning. You have to defeat the hounds then go back uphill and go down another route to get the teleport pad to spawn. If you look at the map, you will see a symbol on the bridge to the high command... that is, where the site spawns. Bugged for me, no teleport has spawned anywhere after killing dogs. 1 As ... through the Community Platform Unified Platform project, your wiki has been moved to a new platform. Read more here. You can Project: Find or Fix the Stub to help expand it by (quest)?action=editing it'gt; From Wowpedia Antoran High CommandLevel: 110 (Requires 110)Type: Reid (Azeroth Gossip Invasion Plans) Lord Grayson Shadowbreaker, Siouxsie Banshee, Advisor Sevel, Skylord Skyesir Grent, Tactician Tinderfell, Tylos Darksight, Gakin Darkbinder, Archmage Melis, Moira Thaurissan / Alonsus FaolRewards: Cash Antoran Treasures Defeat Antoran High Command in Antor, Burning Throne / Defeat of the Military Council in Antor, Burning Throne (Alonsus FaolRewards) Defeat your leaders so they can never threaten our world again. Rewards You Get: Cash Angoran Treasures Progress You defeated the enemy in Antorus? Completion did you win in Antorus? Patch changes 7.3.0 (2017-08-29): Added. External Links Last Updated Dec 11, 2017 at 20:07 by Fury 8 comments Welcome to our World of Warcraft Meeting Guide for Antoran High Command in Antorus, Burning Throne. We will teach you everything you need to know to defeat the boss in all the difficulties. On this particular page, we'll give you a quick overview of the fight, as well as a list of things to keep an eye on (include LFR tips when applicable). Other pages of our Antoran High Command guide can be obtained from the content table on the right. 1. Content To be easy to navigate in the manual, we divided it into 3 pages: 2. Lore Antoran High Command, consisting of Admiral Svirax, Chief Engineer Ishkar, and General Erodus, is the third meeting posted in Antorus, Burning Throne. Once upon a time, in the golden age of Eredar civilization, a council was created to oversee the defense of Argus and maintain peace. But after their dark deal was struck with Sargeratas, these master tacticers used their military experience to help organize a burning crusade that devastated countless worlds. Now the full power of the Legion's army is their command, and they have this terrible power to destroy all who oppose the will of the Dark Titan. 3. Outline Antoran High Command is technically one phase of the meeting, however it has three bosses who will deal with the raid only in a separate time throughout the fight, breaking it down into three different pseudo-phases. All three bosses have a common health pool. 4. TL;DR 4.1. Tanks Perform a mocking swap on 2 stacks of Exploit Weakness. Stand behind the boss when not actively tanks to avoid getting stacks from Exploit Weakness. Face all three bosses from the group at all times. 4.2. Healers have cooling coordinated for the impact of Fusillade when General Eroducte is active. Players inside the pod will take increasingly ticking damage over time and will require huge surgical healing. 4.3. Each 4.4. Positioning 5. Bloodlust/Heroism/Time Warp We advise you to use Bloodlust/Heroism/ Time Warp when General Erodus is active (Phase 3). This is the highest risk phase, and the damage will be at its maximum; Bloodlust/ Heroism performs a dual function here as a means to finish the meeting as soon as possible and as a much needed impulse to heal. Bloodlust can be alternately used immediately on thrust for a slight increase in the overall efficiency of the exit of the damage. 6. Changelog 11 December 2017 (mythical page): Added mythical mode. December 11, 2017 (strategy page): Image positioning added and minor changes to strategy made. 11 December 2017 (this page): Updated TL;DR notes and use of Bloodlust, added mythical material. November 25, 2017 (this Added guide. Show all the entries - show only the first 2 entries Need help? Check out our General Discussion Forum! 8 comments comments

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