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## Paladin hidden artifact appearance guide

The Artifact Legion weapon has interesting knowledge, cool abilities and unique weapons models, but what if you don't really like how they look? Sure, you can always transmog them (a big change about the legendary weapons in the past), but it almost feels wrong not to use the actual look of your artifact. Fortunately, there is a solution: the hidden appearance of artifacts, which for the Holy Paladins, is the weapon of the watchman. Armament Watcher's Our Hidden Artifact look is relatively easy to acquire, although it will take a bit of effort and a bit of luck. Once we have reached Artifact Knowledge 5, the object that reveals the look of the watchman's weapon, Lost Edicts of the Watcher, can fall from any demon. That's it! I actually got mine by accident, and was quite shocked when it fell from an accidental demon. Minor note: When we use lost Watcher edict, it comes with a tiny little place where we heft a new hammer model into the air. So if you want to take screenshots, make sure you are in a relatively clean area! Other things to keep in mind when farming: You don't have to be in holy specifications. I was doing World quests as retribution when the Lost Edict fell. You don't need to have your mining specialization set for the Saints, either. Many players get lost edicties by killing Eredar Soulimages in Azsuna (which is where I got mine, by the way). While Soulimages are certainly plentiful and make for light farming, the item can fall from any demon of the Legion. Lost edicts can fall while you are in a group, and sometimes you can find other St Paladin farming groups in the Finder group to speed up the process. This hammer looks familiar... If you've played any Overwatch, Watcher's Huge, Lion-themed look should be very recognizable, since it's clearly based off the Rhinehardt warhammer trademark. For one thing, it almost feels like it should be a defensive appearance, since Reinhardt is as tank-ish as you can get. However, we have specs with a hammer, so I think that's why we got it! Like Silver Hand, Watcher's armament also comes with an automatic libram strap, a silver lion comb red-gold version. Just a thing for our many red and gold transmog outfits! We also get another extra little feature - when we have a Divine shield when using weapons, a small lion comb and a glowing shield appear in the air in front of us, just like Reinhardt's energy shield! Unfortunately, the crest disappears if you move. Still pretty cool, though. Other colors of the Watcher weapon like all kinds of Silver Hand, the Weapon Watcher has some alternative color options that can be through various achievements. The gold look is unlocked by completing 100 dungeons while using Watcher's weapon appearance. Purple appearance unlocked, completing 200 World World Watcher's look and feel. If you don't like quests like Saint's, remember that you can partially complete the World quest as another spec, then switch back to Saint to get credit. Also, no fighting world quests such as job orders, pet battles, and Kirin Thor puzzles all count for this total. Fishing World quests also qualify, as long as you complete them with a silver hand equipped. The red view is unlocked, killing 1,000 enemy players using Watcher's weapon appearance. Note that this only should be honorable killing and not killing punches, so you can just heal your teammates to work on that. Finally, you can track your progress on these three hidden requirements using this weak aura. Also, if you don't use Weak Auras, you can use the following script. Just copy and paste it into the chat box, or put it in a macro for easy use in the future! /run local q,x',a,b - GetAchievementCriteriaInfo,0 for i'1.11 do , a, b q (11152.) x end local q,...,c,d q (11153.1) local q', e,f q (11154.1) seal (Dungeons:. x./b) seal (W's:. c./g) seal (Murders:. e.e./f) I'm very pleased with our hidden appearance of Artifact, but to be honest, I'm also an avid Overwatch player. I think the Arming Watcher looks pretty cool even if you're not familiar with Reinhardt, but I might certainly understand if it doesn't matter the same for non-Overwatch players. What do you think? Are you going to devote some time to farming it? Do you prefer one of the other Silver Hand performances? Or are you just going to switch to older weapons? This review covers the basics of protecting the Paladin artifact weapon, Truthguard. This will be your main weapon in the Legion, allowing you to customize its look with numerous styles and shades. When you equip Truthguard, you automatically also equip Oathseeker.Guide for all artifactsArtifact BuildsArtifact in CalculatorArtifact in DatabaseProtection Paladin GuideEach specifications weapon has 6 styles that can come in 4 color variations. All of these shades can be viewed on the Appearance Of Artifact Calculator tab or Legion Wardrobe. Truthguard: By default, restore one pillar of creation, restore the charge of light and bring it to the order of the hall, the full first major order CampaignLight titans. The Complete Campaign for Battle, Unlock each Artifact Trait (Power Realized), Fully explore the history of your artifact (Part of History), Get 8 Rare Archaeological Finds (This Side Up) Divine Defender. Complete the Quest-Balance of Power (Improving History), Defeat (Unleashed Beasts), Complete the Mythical Dungeon with Level 15 Keystone (Keystone Master), All Legion Dungeon Achievement (Glory Legion Hero)Dark Keeper Ward: This whole tier tier to the achievements of PVP. Prestige. Cross of Heroism, Cross of Massacre. Cross of Destruction Close of the Holy Fire: Unlocked through the Mag Tower Artifact Challenge. Return of Highlord.Note: The main hue of the challenge of appearance is unattainable as the Battle of Azeroth preatch. Other shades can still be unlocked if you finished the Mag Tower Artifact Challenge during the Legion.Vindicator in Bulwark: Unlocked through the Spark of the Fallen Exarch from a witted army scenario in Shal'tran. 30 dungeons using hidden artifacts of appearance. 200 world quests using hidden artifacts appearance, kill 1,000 players using hidden appearance art and inspiration So here are some transmog ideas for each style of artifact. You can also save and share the outfit with this artifact. Classic PVP - Holy Fire Mode Call Default Authorized Level 8 Winder and Level 4 Dark Riders and Tier 2Below is a questline to protect Paladin to acquire Truthguard. More artifact videos can be found on our YouTube Artifact Acquisition Playlist.The related quest for Northrend and the description of Truthguard is: The ancient saga of vrykul speaks of the shield created by Tyre himself. During the winterkorn war, it was used to expose Loken's lies and turn many into Tyre's case. The final resting place of the shield has been lost in time, but rumors point to someone who may know the last chapters of its history. Once you choose Truthguard in the weapon of legend, you travel to the Whey fjord in Northrand to learn about Tyr.In end of the saga, you must find the grave of Gorvold, a past explorer who tried to discover the real fate of Tyre. You go to unearh tombstones as Tahu Saagewind, Sunwalker, prepares for the ritual. Tahu Sajavind: I underestimated how long ago this happened. I'm going to need more time to prepare for the ritual. At the same time, I set up this stone on the scroll Orc brought. Some graves will glow in the eyes of your mind. Go to them and focus on the stone to see if you have found the right grave. We was the writer himself, not the descendant or ancestor. After a few false starts, you find the spirit of Gorvold.Gorvold: I died to ease the pain of my failure, why do you bother me? I have to answer that. I followed him through many lands and seas until I reached the island in Stormheim. There was a tomb for kings. For months I tried to enter the shrine, but I was not a follower of Tyre's path and I was denied. I came back in disgrace and tried to clean up my failure in other people's blood. At this point, you head to Stormheim to receive the Temple of the Guardian of Truth, and begin the artifact scenario. This is the same area as the Defense Warrior and Animal Hunter quests. Stage 1 - Island LandingS have arrived on the island. with Ork.Stage 2 - In The tomb lies the Sanctuary of the Guardian of Truth. Overcome any defense and find a shrine. Stage 3 - Opening the doorPenn door. Stage 4 - Sanctuary TruthguardEnter shrine and find shield. Stage 5 - Challenges Yrgrim, the owner of Truthguard has challenged you to the court of battle. Complete the trial to earn his respect. Final stage - TruthguardThe trial is over. Take Truthguard.There are a few glowing tablets you read along the way: The Journey of Irgrima: After the Fall of Tyre, Yrgrim Truthseeker helped his brothers in Tirisfal, ensuring their survival in a new world. Knowing that others of his kind had fled from the north, he went in search of them, hoping to find someone worthy of handing over his weapons. Eventually he found Stormheim and the strong descendants of his race. There was a group here where one could find worthy. Irgrim Challenge: On the stone island of Irgrim, he built an arena. He proclaimed to his brothers that he was looking for a successor, strong in will and body, and pure in the heart. They will have to pass his tests to get his weapon. Many berserkers and strecoders responded to Irgrim's call, but they all met with failure and death. Yrgrim answered the calls for years until the applicants stopped coming. Here lies the yrgrim, resolute and patient. Never bowing to the curse of a great enemy, he remains as strong as the vik of the old. He and his challenge are waiting. Dialogue when you meet Yrgrim: I offer you hello door opener, you are the first. I'm Tyre's champion, and we'll see if you're worthy of wearing his shield. I've been waiting a long time for someone like you. I feel like you're bleeding and you have a heart. Face me in battle and we'll test my strength. I'm being beaten. You're worthy. If Tyre were alive, you'd be his champion. Now I'm giving you Truthguard. Use it to protect Azeroth from his enemies. I am tired. With a worthy successor I can finally finish my vigil. Take care, champ. Always fight for truth and justice. On behalf of Tyre. Orc: Amazing. I'm glad the shield is in your hands. We'll go back to Dalaran and get to Tyros. If you need a ride, you can dislocate my hippo on the street. In We Meet at Light's Hope, you meet your Hall of Order, and when you walk through the hall, the NPC bows to you when they see the Silver Hand.In United Forces. Lord Maxwell Tyros announces you as the leader of the new Order of the Silver Hand, introducing you to the assembled paladins. Lady Lyadrin and Vindicator Boros give their support. Lord Maxwell: These beautiful men and women need a leader. Your actions make you a clear choice to bear this burden. Come. I'll take them on your behalf. Gathered paladins of Azeroth, you have come to mourn the loss of Highlord Tyrion Fordring. Many of you looked at him as an idol - a model of what we all aspire to be like paladins. Let us all observe a minute of silence to our respect for a truly great soldier, leader and friend. In the Light, we are one, brother. You've heard of the legend of the company, the paladin turned out to be worthy of owning Ashbringer and following Tyrion as Highlord. With the name on our head we can be the weapon to bear against the Legion.We must stand together against the ridge of lim darkness. We must stand side by side and cast aside the shackles of race and faction. We must unite as one! The rest of the quests will introduce you to the disclosure of artifact features, the use of artifact power and the choice of search area: Rise, Champions, New Force Forging, Logistics Issues, Sound Plan. As players progress with their artifact knowledge research, more pages open in the artifact book in your class hall: Many have tried to break the Truthguard. The vriskul of war brings, mighty giants, and even evil henchmen of the ancient gods. This shield turned them all aside rather than scratching Mars on its shiny surface. But Truthguard is more than just armament. It is the embodiment of justice, nobility and honor. Bear this shield as you would torch in the dark. Bring light to those without hope and burn shadows that seek to engulf your world in death and despair. Earthly verses and the Riskul epic sagas speak of the Truthguard emerging during the war, when armies forged from iron walked north and even the mountains trembled. The main aggressors of this war were the formidable Winterkorn squiring. Their goal was to dominate the lands surrounding Ulduar and put everyone who confronted them on the blade. Winterkorn was a people who enjoyed violence, and few enjoyed it more than Yrgrim. He stood at the bloody vanguard of the clan, leading brutal raids on good-natured earthlings who lived in the region. It is strange that someone so obsessed with the idea of murder, one day wields Truthguard, a symbol of justice and honor. But the paths that fate weaves are often strange. From a set of earthen tablets called Winterskorn War: The sword clan against the shield rumbled like thunder through a cave. Winterkorn's enchanted blades were easily pierced with earthy-colored stone skin, cutting off limbs and sending heads rolling. When Winterkorn cornered several survivors of the earthworks at the back of the cave, the leading vrykul charged forward with a sword ready to strike. His body fell apart before he even got to his prey. Another Winterkorn cut it. He moved fast like lightning, then, a sword arcing through the rest of his warrior relatives. Follow me and live, Vriskul said after his murder was made. Stay, and this place will be your grave. Later, the earthing asked this yrgrim why he had saved them. The battle look rose from my eyes, and I saw the truth, Irgrim said. 'Murder for murder... Conquest for the sake of conquest... there is no honor in such things. &lt;/name&gt;&lt;/name&gt;it's just shame and regret. Irgrim brought the surviving earthlings to the Guardian Tyre, who he believed could have saved them from Winterkorn. Vrio warrior did not expect for this reward. Just the opposite. Irgrim killed dozens of innocent earthlings, and he thought Tyre would execute him for his transgressions. According to one of the legends of the Vikula, these are the words that Tyre said to Irgrim: I can't wash the blood out of your hands. No one can. All I can offer you is a way forward. Stand next to me. Hunting the wicked with the same cruelty you once used to hunt earthlings. Do it, and you will find a way to redemption. That day, Irgrim swore to the twin companions that he would serve Tyre and embody his noble ideals. In turn, the goalkeeper presented vrykul with a shield unlike any ever made. His name was Truthguard. From the vrykul saga Forging Truthguard: Three Beats it Took Keeper Archaeadas to form a Truthguard. With the first hammer fall, rivers of magma spilled out of the icy mountains. With the second, the sky howled and lightning set the heavens ablaze. With the third, one ray of sunlight pierced the storm clouds and whispered over the surface of the Truthguard. From afar, Keeper Tyre and the giant Irona watched the work unfold. Each of them gave about himself to make a Truthguard. Tyre showed a piece of his silver hand to fill the shield with righteous force. Ironaya had a carved stone disc out of her skin and etched it with wound protection. Truthguard saw its first battle in the waning days of Winterscorn War.While searching for frozen waste for earthworks which it can lead to safety, Yrgrim came across a small raider party Winterkorn. Vikul knew about this deserter. They cursed the name of Irgrim and howled for his blood. Irgrim calmly offered a challenge: if one of the vricules can knock the shield out of his grip, he will surrender. But if Winterkorn had failed, they would have laid down their arms and listened to Irgrim's words. One by one, vrykul charged Yrgrim, and their enchanted blades glanced from The Truthguard without doing so much as a dent. You will fail because you are fighting for cruelty and injustice. Irgrim said. As long as such evil thoughts guide your hand, you will never become the champions you hope to be. He then told them everything he had learned from Tyre about the noble principles of justice that now govern his life. And one by one, Vrikul joined the Irgrim case and threw their enchanted blades aside. Winterkorn's war was only a symptom of a much bigger problem: Keeper Loken. He fell into the darkness and put many of his fellow keepers in the hallowed halls of Ulduar. But why did he do such terrible things? What could have driven such a noble creature as Loken to abuse his power? Truthguard found some answers. On the market, pursued the outskirts of Ulduar with his shield and confronted a small number of Loken's servants. Some were massive giants of fire. Some of the others were iron-skinned viscles whose sole purpose was death. Yrgrim is better than them, one and all. When his opponents were on their knees, he made them look at their own reflections on the surface of the Truthguard. The righteous power of the shield led to the fact that lies and half-truths clouded their minds. They first saw that Loken used them as his pawns. Opponents of Irgrim revealed many details about the fallen keeper, but one of them was more disturbing than the rest... Loken succumbed to log-Saron, the evil Old God shackled in Ulduar. An excerpt from an unfinished book about the origins of dwarves, royal historian Archesonus: Tyre vowed to defeat Keeper Loken, but he needed time to plan. He also needed to find refuge for the innocent earthlings, mechanomas and vrikules who lived around Ulduar. When Tyre led these creatures south in search of refuge, he ordered his faithful servant, Irgrima, to stay. Noble Vriskul held any of Loken's henchmen who tried to prevent the refugees from fleeing. Irgrim, the legendary Truthguard in hand, obeyed his master. That was the last time he saw Tyre alive. Three giant firefighters soon showed up to hunt down the refugees, but Yrgrim forbade them to go. They swarmed a lonely vrykul and a battered Truthguard. Even the fists of the Giants couldn't dent the shield. Yrgrim waited until his enemies wore themselves ragged against The Truthguard, and then he went on the offensive. He slammed the shield against the giants until their moten bodies collapsed and their blood ran like fiery rivers above the ground. While Irgrim fought the fire giants, Keeper Loken unleashed the ancient horrors that were locked in Ulduar. They were K'Traksi, the monstrous servants of the Ancient Gods. They crawled out of their underground chambers and slipped past Irgrim, wanting to destroy Tyre and his motley followers. Yrgrim felt the foul presence of C'Thraxxi as they passed by and he raced south in pursuit of the creatures. By the time he finally caught up with them, it was too late... Tyre stood against C'Thraxxi alone, and he paid the ultimate price to defeat them. His followers named the place of his valiant victim The Fall of Tyre, which in the language of the snarl translates as Tirisfal. Irgrim laid the first stone of the tomb, which served as the final resting place of Tyre. He and his allies worked on the building in silence, hearts filled with bitter reverence. When the work was done, the refugees went south to seek refuge, but Yorgrim did not follow. He wedged the Truthguard into the ground and swore to stand vigil over his master's grave. It was the least he could do to honor Tyre's sacrifice. Touched by Irgrim's decision, another vrikul Over the years, Yrgrim has stayed in Tirisfal with Truthguard by his side. He called on his allies to devote themselves to the struggle for justice and nobility, just like him. Thus, Tyre's ideals will live not only in history. They will live through the actions of yrgrim and other vrykul. After Irgrim taught Tirisfal to snarl everything he could, he left the region. His battles nullified his iron skin, and he wanted to find a noble champion who could set out to search for Truthguard.Yrgrim eventually brought him and his large shield to the ground known as Stormheim. Stormheim was home to many mighty vrykul, and Yrgrim was sure he would find someone capable of carrying The Truthguard. He built an arena to test the bravery of local fighters. Challenger after the challenger faced Yrgrim, but no one could meet his high standards. Over time, no one was left before the tests of yorgrim. He left his arena, but not his search. He held on to hope that one day he would find a successor. Irgrim built a huge tomb and locked himself inside. There he was waiting for a hero. Someone strong on their will and pure from the heart. Someone worthy of carrying a truthguard like Tyre would like. Wanted. retribution paladin hidden artifact appearance guide

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