



THE AGE OF CALAMITOUS

Content Guide



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Overview

This guide covers an extensive look into the content provided by The Age of Calamitous mod. Note that not everything is present in this guide, but the most important aspects are. This will help you get started and cover how to unlock some of the more hidden content as well as secluded stats and information.

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Faction Content

The Alliance of Stormhold

A union of 3 Human Kingdoms. The Alliance of Stormhold is a Faction based on Medieval Themed gameplay. Unlike other Factions, Stormhold has the combination of 3 merged Factions, which gives them more variety and cosmetic options.

Building Pieces

T1: Oak Building Pieces

Health based on Foundation – 50,000

T2: Marble Brick Building Pieces

Health based on Foundation – 60,000

T3: Marble Fortified Building Pieces

Health based on Foundation – 100,000

T4: Marble Castle Building Pieces

Health based on Foundation – 150,000

Cosmetic & Decorations

- *3 Set of Banners (Standing, Small, Medium, Large)*
- *3 Decorative Lights (Wall Lantern, Brazier, Protected Brazier)*
- *2 Thrones (Golden, White)*
- *3 Statues (Lion, Golden Lion, Horse)*

- *Stormhold Large Carpet (Decorative)*
- *Old Furniture (Chair, Table, Shelf)*
- *5 Dyes (Blue, Red, White, Gold, Teal)*
- *Stormhold Guard (Decorative)*
- *Arexous, the Mighty (Decorative Pet)*

Utilities

- *Warden's Gibbet (Wheel of Pain Station – 8 Slots)*
- *Royal Contractor (Dispatch Mission)*
- *Old Bed (Spawn Point)*
- *Fireplace (Crafting Station that works as a Campfire)*
- *Metal Torch (Wieldable Light Source with no fuel cost)*
- *3 Fountains (Drinkable Water Source. Lion, Golden Lion, Horse)*
- *Royal Storage Container (Storage with 100 slots)*
- *Old Chest (Storage with 80 slots)*
- *Personal Journal (Storage with 25 slots)*
- *Wilderness Stew (A powerful food source to fill both Food & Water to max while also apply a great healing effect)*
- *Kingdom Siege (Foundation, Trebuchet)*

The Cold Embrace

A Shadow Organization. The Cold Embrace is a Faction based on Dark Themed gameplay.

Building Pieces

T1: Scourged Building Pieces

Health based on Foundation – 50,000

T2: Kronyx Brick Building Pieces

Health based on Foundation – 60,000

T3: Kronyx Fortified Building Pieces

Health based on Foundation – 100,000

T4: Kronyx Citadel Building Pieces

Health based on Foundation – 150,000

Cosmetic & Decorations

- *Set of Banners (Standing, Small, Medium, Large)*
- *6 Decorative Lights (Wall Lantern, Brazier, Protected Brazier, Bracket, Standing, Frost Brazier)*
- *2 Thrones (Frozen, Shadow)*
- *Statue (Shadow Lion)*
- *Tomb of Essari (Decorative)*
- *2 Dyes (Blue, Black)*
- *Empyrus Guard (Decorative)*
- *Anarious Elite Unit (Decorative)*
- *Ral'asha (Decorative Pet)*

Utilities

- *Soul Prison (Wheel of Pain Station – 8 Slots)*
- *Empyrus Contractor (Dispatch Mission)*
- *Fancy Bed (Spawn Point)*
- *Flask of Blood (Food Source)*
- *Shadow Fountain (Drinkable Water Source)*
- *Shadow Chest (Storage with 75 slots)*
- *Shadow Siege (Foundation, Trebuchet)*

The Felgarth Order

Ancient scholars of the old world. The Felgarth Order is a Faction based on Mystic Cult Themed gameplay.

Building Pieces

T1: Oak Building Pieces

Health based on Foundation – 50,000

T2: Slate Brick Building Pieces

Health based on Foundation – 60,000

T3: Slate Fortified Building Pieces

Health based on Foundation – 100,000

T4: Slate Temple Building Pieces

Health based on Foundation – 150,000

Cosmetic & Decorations

- *Set of Banners (Standing, Small, Medium, Large)*
- *Temple Torch (Decorative Light)*
- *High Elder Throne (Decorative)*
- *2 Statues (Temple, Vazayus)*
- *Tomb of Essari (Decorative)*
- *1 Dye (Gray)*
- *Magus Guard (Decorative)*
- *Zevarus (Decorative Pet)*
- *Furniture (Orb of Vision, High Chair)*

Utilities

- *Summoning Altar (Wheel of Pain Station – 8 Slots)*
- *Magus Contractor (Dispatch Mission)*
- *Orb of Light (Wieldable Light Source with no fuel cost)*
- *Water Keg (Drinkable Water Source)*
- *Wardrobe (Storage with 85 slots)*
- *Storage Barrel (Storage with 50 slots & food preservation. Add Moon Dust to increase preservation time)*

Bonus – Conjunction

- *Conjure Cobalt*
- *Conjure Volatile Gland*
- *Conjure Puffball Mushroom*
- *Conjure Tar*
- *Conjure Ichor*
- *Conjure Mushroom*

The Elven Covenant

The Heart of the Elven Species. The Elven Covenant is a Faction based on Elven Themed gameplay.

Building Pieces

T1: White Oak Building Pieces

Health based on Foundation – 50,000

T2: Anthracite Brick Building Pieces

Health based on Foundation – 60,000

T3: Anthracite Fortified Building Pieces

Health based on Foundation – 100,000

T4: Anthracite Temple Building Pieces

Health based on Foundation – 150,000

Cosmetic & Decorations

- *2 Set of Banners (Standing, Small, Medium, Large)*
- *Spirit Tree (Decorative Light)*
- *Highborn Throne (Decorative)*
- *Moon Leopard (Decorative Statue)*
- *2 Dyes (Blue, Purple)*
- *Night Ranger (Decorative)*
- *Decorative Pets (Ashira, Malagan)*

Utilities

- *Crescent Oculus (Wheel of Pain Station – 8 Slots)*
- *Covenant Contractor (Dispatch Mission)*
- *Astral Waterskin (Drinkable Water Source)*
- *Moon Fountain (Drinkable Water Source)*
- *Moon Bowl (Drinkable Water Source)*
- *Ancient Lockbox (Storage with 40 slots)*

The Vanghoul Clan

The Half-breeds of the Vanghoul. The Vanghoul Clan is a Faction based on Barbaric Themed gameplay.

Building Pieces

T1: Pine Building Pieces

Health based on Foundation – 50,000

T2: Granite Brick Building Pieces

Health based on Foundation – 60,000

T3: Granite Fortified Building Pieces

Health based on Foundation – 100,000

T4: Granite Fortress Building Pieces

Health based on Foundation – 150,000

Cosmetic & Decorations

- *Set of Banners (Standing, Small, Medium, Large)*
- *Bonfire (Decorative Light)*
- *Solid Cage (Decorative)*
- *1 Dye (Brown)*
- *Vanghoul Guard (Decorative)*
- *Keldora (Decorative Pet)*
- *Mammoth Skull (Decorative)*

Utilities

- *Cage Prison (Wheel of Pain Station – 8 Slots)*
- *Warlord Contractor (Dispatch Mission)*
- *Rhino Fountain (Drinkable Water Source)*
- *Storage Shelf (Storage with 40 slots)*
- *Blessing of Keldora (Temperature Resistance Potion)*

Bonus – Building Pieces

- *Palisade Wall (Free Placing)*
- *Palisade Wall (Attached to Foundations)*

Crafting Stations

Automatic Stations

Automatic crafting stations will generate minerals and resources over time.

- *Crab Trap (Oyster, Fish, Crab)*
- *Fishing Stand (Oyster, Fish, Crab, Unappetizing Fish, Savory Fish, Exotic Fish, Unappetizing Shellfish, Savory Shellfish, Exotic Shellfish)*
- *Goat Corral (Dung, Exquisite Meat)*
- *Kudu Corral (Savory Flesh, Thick Hide, Dung)*
- *Ostrich Corral (Egg Surprise, Egg, Feather, Dung)*
- *Rabbit Corral (Savory Flesh, Hide, Dung)*
- *Reptile Corral (Exotic Flesh, Leather, Thick Leather, Reptile Hide, Dung)*
- *Silkworm Pen (Fat Grub, Gossamer)*
- *Reptile Terrarium (Bonemeal)*
- *Lumbermill (Wood + Process Wood for Bark & Branches)*
- *Resource Mine (Stone, Ironstone, Coal)*
- *Grand Resource Mine (Stone, Ironstone, Coal, Silverstone, Brimstone, Tin Ore, Copper Ore)*
- *Legendary Resource Mine (Stone, Ironstone, Coal, Silverstone, Brimstone, Tin Ore, Copper Ore, Cobalt Ore, Eveiari Ore, Uncut Ruby, Uncut Sapphire, Uncut Emerald, Uncut Topaz, Goldstone)*
- *Watermill (Bucket of Water, Bone)*
- *Improvised Windmill (Bucket of Water)*
- *Windmill (Bucket of Water, Resin)*

Merchants

Merchants allow you buy, sell & exchange coins and/or specific currency for clothing, resources, weapons, etc.

- *Attire Dealer (Cosmetic Clothing Store)*
- *Banker (Sell your high value minerals for currency)*
- *Bobby (Sell your unneeded resources for small profit)*
- *Bobby's Sanctuary (Special Items Store)*
- *Feregreth Sorrowhill (Honor Emblem Trader)*
- *Fraya Aeran'thil (Prestige Emblem Trader)*
- *Nathan Galeran (Honor Token Vendor)*
- *Santa Claws (Winter Holiday Event Vendor)*
- *General Store (Decorative Store Vendor)*
- *Hrothgar Doombringer (Bonus Merchant who buy worms)*
- *Ingredients Trader (Seeds and Ingredients Vendor)*
- *Loyalty Vendor (Loyalty Token Vendor)*
- *Master of Coin (Currency Exchange Vendor)*
- *Shepherd (Corral Vendor)*
- *Sir Lanis Brunhild (Human Flesh Vendor)*
- *Waiter (Eatable Food Source Vendor)*
- *Weapon Dealer (High Quality Weapon Store)*

Stations

These stations have normal crafting recipes.

- *Alchemy Desk*
- *Coin Forge*
- *Corn Farm*
- *Wheat Farm*
- *Bitter Crinila Garden*
- *Blue Bell Garden*
- *Dragonfern Garden*

- *Indoor Planter*
- *Outdoor Planter*
- *Brewery*
- *Construction Platform*
- *Enchanting Table*
- *Cooking Stove*
- *Gem Crafting Bench*
- *Master Furnace*
- *Plague Furnace*
- *Workshop*

Advanced Crafting Resources

Plants

(Bitter Crinila, Blue Bell & Dragonfern)

To grow these plants, you will need to gather or buy these seeds from the Ingredients Trader. Then take the seeds to a Planter and combine with Potent Compost. Once you have the plants, you can grind them to get dust.

Bitter Crinila Harvest:

- *True Indigo*

Blue Bell Harvest:

- *False Mandrake*

Dragonfern Harvest:

- *Grey Flower Lupine*

(Aurora Herb, Window's Leaf, Calathuia Plant, Lunar Hemp & Mystical Plant)

To grow these plants, you will need to gather or buy these seeds from the Ingredients Trader. Then take the seeds to a Planter and combine with Compost and/or Potent Compost depending on the plant.

Aurora Herb Harvest:

- *Aloe Vera Plants*
- *Yellow Lotus Plants*
- *Malagan (Boss)*

Widow's Leaf Harvest:

- *False Mandrake*
- *Grey Flower Lupine*
- *Kappa King (Mini-Boss)*
- *Scourge Mammoth (Mini-Boss)*
- *Widow's Leaf Herb (Found in the Unnamed City)*
- *Malagan (Boss)*

Calathuia Plant Harvest:

- *Algae*
- *Coral*
- *Vines*
- *Zynarus (Creature)*
- *Malagan (Boss)*

Lunar Hemp Harvest:

- *True Indigo*
- *Midnight Blue Flower*
- *Wight (Creature)*
- *Akakurokuma Cub (Elite Creature)*
- *Scourge Dweller (Creature)*
- *Scourge Mammoth (Mini-Boss)*
- *Malagan (Boss)*

Mystical Plant Harvest:

- *Coral*

- *Glowing Algae*
- *Midnight Blue Flower*
- *Scourge Dweller (Creature)*
- *Scourge Wraith (Mini-Boss)*
- *Vanghoul Grunt (Elite Creature)*

Minerals

Onyx Harvest:

- *Iron Nodes*
- *Star Metal Nodes*
- *Obsidian Nodes*
- *Onyx Nodes (Found in the Unnamed City)*
- *Humanoids*
- *Death Knight (Black Keep Boss)*
- *Akakurokuma (Boss)*
- *Akakurokuma Cub (Elite Creature)*
- *Akuma (Mini-Boss)*
- *Kurokumo (Mini-Boss)*
- *Scourge Undead (Elite Creature)*
- *Scourge Rhino (Mini-Boss)*
- *Vanghoul Grunt (Elite Creature)*
- *Nekada (Boss)*
- *Corrupted Vanghoul (Elite Creature)*
- *Scourge Mammoth (Mini-Boss)*
- *Scourge Snake (Mini-Boss)*
- *Scourge Reaper (Elite Creature)*
- *Scourge Dragon (Mini-Boss)*

Tin Ore Harvest:

- *Iron Nodes*
- *Tin Ore Nodes (Found in the Unnamed City)*

Copper Ore Harvest:

- *Stone Nodes*
- *Brimstone Nodes*
- *Copper Ore Nodes (Found in the Unnamed City)*

Eveiari Ore Harvest:

- *Star Metal Nodes*
- *Silver Nodes*
- *Brimstone Nodes*
- *Eveiari Ore Nodes (Found in the Unnamed City)*
- *Scourge Gargoyle (Mini-Boss)*
- *Blood Hound (Elite Creature)*
- *Gathon (Boss)*
- *Keldora (Boss)*

Cobalt Ore Harvest:

- *Star Metal Nodes*
- *Obsidian Nodes*
- *Cobalt Ore Nodes*
- *Scourge Wraith (Mini-Boss)*

Uncut Ruby, Sapphire, Emerald, Topaz Harvest:

Uncut gems are gathered from Crystals in caves as well as from various creatures.

Amethyst Harvest:

- *Crystals*
- *Star Metal Nodes*
- *Silver Nodes*
- *Onyx Nodes*
- *Undead Dragon (Arena Boss)*

- *Wight (Creature)*
- *Akakurokuma (Boss)*
- *Akakurokuma Cub (Elite Creature)*
- *Akuma (Mini-Boss)*
- *Kurokumo (Mini-Boss)*
- *Scourge Undead (Elite Creature)*
- *Scourge Crocodile (Mini-Boss)*
- *Scourge Ghost (Creature)*
- *Vanghoul Grunt (Elite Creature)*
- *Nekada (Boss)*
- *Gathon (Boss)*
- *Ashira (Boss)*
- *Keldora (Boss)*
- *Scourge Snake (Mini-Boss)*
- *Zynarus (Creature)*

Diamond Harvest:

- *Scourge Dragon (Mini-Boss)*
- *Malagan (Boss)*
- *Akakurokuma (Boss)*
- *Akakurokuma Cub (Elite Creature)*
- *Akuma (Mini-Boss)*
- *Kurokumo (Mini-Boss)*
- *Scourge Rhino (Mini-Boss)*
- *Scourge Wraith (Mini-Boss)*
- *Nekada (Boss)*
- *Gathon (Boss)*
- *Ashira (Boss)*
- *Scourge Snake (Mini-Boss)*

Currency

Coins can be either harvested or crafted at the Coin Forge.

Coins Harvest:

- *Undead*
- *Humanoids*
- *Wight*
- *Scourge Undead*
- *Scourge Ghost*
- *Vanghoul Grunt*
- *Gathon*
- *Nekada*

Honor Token Harvest:

- *Scourge Snake*
- *Keldora*
- *Scourge Dragon*
- *Malagan*
- *Akakurokuma*
- *Akakurokuma Cub*
- *Akuma*
- *Kurokumo*
- *Scourge Undead*
- *Scourge Gargoyle*
- *Scourge Rhino*
- *Scourge Wraith*
- *Vanghoul Grunt*
- *Nekada*
- *Gathon*
- *Ashira*
- *Corrupted Vanghoul*
- *Scourge Mammoth*

Cores

- *Onyx Core*

This core can be crafted at the Volcano Forge.

- *Elarikan Core*

This core can be crafted at the Frost Temple Smithy.

- *Kronyxium core*

This core can be crafted at the Frost Temple Smithy.

Sanguis Schematics

These schematics can be used to craft the Sanguis Outfit and Daggers. To obtain these you have to kill Sanguis soldiers for the Armor and kill Errynaya Anarious (Boss) for the Daggers. You can only meet the Sanguis Unit in a Purge around the Frost Temple and Volcano. Note that the Purge Difficulty need to be at level 6.

Special Fuel

Some stations require different fuel sources to function. These are:

- *Plague Furnace (Uses Unstable Substance)*
- *Corn & Wheat Farms (Uses Bucket of Water that is obtained from Watermills and Windmills)*

Armors

Faction Armors

The Alliance of Stormhold

(Starting Attire)

- *Noble Jacket*

Armor Value:14

Armor Type: Light

Bonus Vitality: 2

- *Noble Pants*

Armor Value:10

Armor Type: Light

Bonus Vitality: 1

- *Noble Gloves*

Armor Value:5

Armor Type: Light

Bonus Vitality: 1

- *Noble Boots*

Armor Value:5

Armor Type: Light

Bonus Vitality: 1

(Champion Attire)

- *Knight's Helmet*

Armor Value: 182
Armor Type: Heavy
Bonus Vitality: 3

- *Knight's Pauldron*

Armor Value: 296
Armor Type: Heavy
Bonus Vitality: 3

- *Knight's Gauntlets*

Armor Value: 106
Armor Type: Heavy
Bonus Vitality: 1

- *Knight's Tasset*

Armor Value: 220
Armor Type: Heavy
Bonus Vitality: 3

- *Knight's Boots*

Armor Value: 106
Armor Type: Heavy
Bonus Vitality: 1

The Cold Embrace

(Starting Attire)

- *Acolyte Shirt*

Armor Value:14
Armor Type: Light
Bonus Grit: 2

- *Acolyte Pants*

Armor Value:10
Armor Type: Light
Bonus Grit: 1

- *Acolyte Gloves*

Armor Value:5
Armor Type: Light
Bonus Grit: 1

- *Acolyte Boots*

Armor Value:5
Armor Type: Light
Bonus Grit: 1

(Champion Attire)

- *Frost Knight's Helmet*

Armor Value:202
Armor Type: Heavy
Bonus Grit: 3

- *Frost Knight's Pauldron*

Armor Value:316
Armor Type: Heavy
Bonus Grit: 3

- *Frost Knight's Gauntlets*

Armor Value:126
Armor Type: Heavy
Bonus Grit: 2

- *Frost Knight's Tasset*

Armor Value:240
Armor Type: Heavy
Bonus Grit: 2

- *Frost Knight's Boots*

Armor Value:126
Armor Type: Heavy
Bonus Grit: 1

The Felgarth Order

(Starting Attire)

- *Druidic Tunic*

Armor Value:14
Armor Type: Light
Bonus Survival: 2

- *Druidic Sarong*

Armor Value:10
Armor Type: Light
Bonus Survival: 1

- *Druidic Wraps*

Armor Value:5
Armor Type: Light
Bonus Survival: 1

- *Druidic Boots*

Armor Value:5
Armor Type: Light
Bonus Survival: 1

(Champion Attire)

- *Warlock's Hood*

Armor Value:129
Armor Type: Medium
Bonus Survival: 3

- *Warlock's Robe*

Armor Value:203
Armor Type: Medium
Bonus Survival: 3

- *Warlock's Gloves*

Armor Value:79
Armor Type: Medium
Bonus Survival: 1

- *Warlock's Trousers*

Armor Value:154
Armor Type: Medium
Bonus Survival: 3

- *Warlock's Boots*

Armor Value:79

Armor Type: Medium

Bonus Survival: 1

The Elven Covenant

(Starting Attire)

- *Wilderness Chest Wrap*

Armor Value:14

Armor Type: Light

Bonus Agility: 2

- *Wilderness Skirt*

Armor Value:10

Armor Type: Light

Bonus Agility: 1

- *Wilderness Wristbands*

Armor Value:5

Armor Type: Light

Bonus Agility: 1

- *Wilderness Earrings*

Armor Value:5

Armor Type: Light

Bonus Agility: 1

(Champion Attire)

- *Crescent Jewelry*

Armor Value:80
Armor Type: Light
Bonus Accuracy: 3

- *Crescent Dress*

Armor Value:116
Armor Type: Light
Bonus Accuracy: 3

- *Crescent Wristbands*

Armor Value:54
Armor Type: Light
Bonus Accuracy: 1

- *Crescent Skirt*

Armor Value:91
Armor Type: Light
Bonus Accuracy: 3

- *Crescent Jewelry Anklets*

Armor Value:54
Armor Type: Light
Bonus Accuracy: 1

The Vanghoul Clan

(Starting Attire)

- *Crawler Top*

Armor Value:14
Armor Type: Light
Bonus Strength: 2

- *Crawler Bottom*

Armor Value:10
Armor Type: Light
Bonus Strength: 1

- *Crawler Wraps*

Armor Value:5
Armor Type: Light
Bonus Strength: 1

- *Crawler Footwear*

Armor Value:5
Armor Type: Light
Bonus Strength: 1

(Champion Attire)

- *Helmet of the Damned*

Armor Value:149
Armor Type: Medium
Bonus Strength: 1

- *Belt of the Damned*

Armor Value:223
Armor Type: Medium
Bonus Strength: 3

- *Bracers of the Damned*

Armor Value:99
Armor Type: Medium
Bonus Strength: 5

- *Tabard of the Damned*

Armor Value:174
Armor Type: Medium
Bonus Strength: 1

- *Sabatons of the Damned*

Armor Value:99
Armor Type: Medium
Bonus Strength: 1

Sanguis Outfit

- *Sanguis Earrings*

Armor Value:79
Armor Type: Light
Bonus Grit: 5

- *Sanguis Top*

Armor Value:115
Armor Type: Light
Bonus Accuracy: 5

- *Sanguis Gloves*

Armor Value: 53
Armor Type: Light
Bonus Agility: 5

- *Sanguis Leggings*

Armor Value: 90
Armor Type: Light
Bonus Grit: 5

- *Sanguis Boots*

Armor Value: 53
Armor Type: Light
Bonus Agility: 5

Cosmetic Clothing

- *Ghost Outfit (Obtained at Bobby's Sanctuary)*
- *Strap Bra (Obtained at Attire Dealer)*
- *Strapless Bra (Obtained at Attire Dealer)*
- *Pants (Obtained at Attire Dealer)*
- *Leather Boots (Obtained at Attire Dealer)*
- *Cotton Panties (Obtained at Attire Dealer)*
- *Tights (Obtained at Attire Dealer)*
- *Silver Bracelet (Obtained at Attire Dealer)*
- *Silver Rings (Obtained at Attire Dealer)*
- *Royal Gown (Unlocked with the Stormhold Faction)*
- *Empyrus Panties (Unlocked with the Cold Embrace Faction)*
- *Faction Panties (Unlocked when selecting a Faction)*

Utility Clothing

- *Fur Scarf*

This piece of clothing grants 4+ Cold Resistance. (Obtained at Honor or Loyalty Vendor)

- *Backpack (Small, Medium, Large)*

These backpacks grant 10+ Encumbrance for Small, 20+ Encumbrance for Medium, 30+ Encumbrance for Large. (Obtained at Honor or Loyalty Vendor)

- *Plague Panties*

These panties grant 20+ Grit with a 1,000 Stamina Boost but decreases Strength by -50. (Obtained at Bobby's Sanctuary)

Weapons

Faction Weapons

The Alliance of Stormhold

(Starter Weapons)

- *Knight Blade*

Damage: 17

Armor Pen: 10%

- *Knight Shield*

Damage: 14

Armor Pen: 15%

(Champion)

- *Royal Blades*

Damage: 62

Armor Pen: 12%

- *Royal Greatswords*

Damage: 80

Armor Pen: 11%

- *Hammer of Justice*

Damage: 70

Armor Pen: 30%

- *Honor Guard Polearm*

Damage: 59

Armor Pen: 12%

- *Blade of the Lion (1H & Offhand)*

Damage: 61 / 55

Armor Pen: 15% / 10%

- *Shield of the Lion*

Damage: 54

Armor Pen: 15%

The Cold Embrace

(Starter Weapons)

- *Shadow Daggers*

Damage: 14

Armor Pen: 15%

(Champion)

- *Blade of Zynarus*

Damage: 77

Armor Pen: 15%

- *Harbinger of Souls*

Damage: 61

Armor Pen: 10%

- *Dark Angel*

Damage: 54

Armor Pen: 16%

The Order of Felgarth

(Starter Weapons)

- *Scholar's Staff*

Damage: 13

Armor Pen: 5%

- *Arcane Fire*

(Explosive Area Effect)

(Champion)

- *High Elder Blade*

Damage: 58

Armor Pen: 15%

- *Staff of Vazayus*

Damage: 56

Armor Pen: 4%

- *Staff of Solatium*

Damage: 49

Armor Pen: 11%

The Elven Covenant

(Starter Weapons)

- *Night Ranger Bow*

Damage: 8

Armor Pen: 10%

(Champion)

- *Night Bow*

Damage: 32

Armor Pen: 12%

- *Ashira's Light*

Damage: 66

Armor Pen: 17%

- *Knives of the Crescent*

Damage: 52

Armor Pen: 15%

- *Restoration Arrow*

(Healing Area Effect)

- *Crescent Arrow*

Damage: 27

Armor Pen: 14%

- *Moonfire Arrow*

Damage: 10

(Explosive Effect)

- *Starfire Arrow*

Damage: 16

Armor Pen: 9%

The Vanghoul Clan

(Starter Weapons)

- *Cleaver of Brutality (1H)*

Damage: 18

Armor Pen: 6%

- *Cleaver of Brutality (Offhand)*

Damage: 14
Armor Pen: 6%

(Champion)

- *Vanquished Cleaver*

Damage: 62
Armor Pen: 12%

- *Shield of the Damned*

Damage: 54
Armor Pen: 15%

- *The Executioner*

Damage: 69
Armor Pen: 30%

Vendor Weapons

- *Eveirium Metal Longsword*

Damage: 52
Armor Pen: 9%

- *Eveirium Metal Greatsword*

Damage: 66
Armor Pen: 13%

- *Crescent Steel Longsword*

Damage: 55
Armor Pen: 10%

- *Crescent Steel Greatsword*

Damage: 69
Armor Pen: 14%

- *Chromium Steel Longsword*

Damage: 57

Armor Pen: 11%

- *Chromium Steel Greatsword*

Damage: 74

Armor Pen: 15%

- *Kronyxium Steel Longsword*

Damage: 59

Armor Pen: 12%

- *Kronyxium Steel Greatsword*

Damage: 77

Armor Pen: 15%

- *Devil's Fury*

Damage: 57

Armor Pen: 13%

- *Devil's Fury Greatsword*

Damage: 73

Armor Pen: 16%

- *Blade of Aquinious*

Damage: 61

Armor Pen: 14%

- *Warden's Edge*

Damage: 62

Armor Pen: 29%

- *Warden's Blade*

Damage: 64

Armor Pen: 16%

Legendary Weapons

- *Admiral's Rapier*

Damage: 56

Armor Pen: 16%

- *Golden Whirlwind*

Damage: 75

Armor Pen: 16%

- *Phoenix Bow*

Damage: 30

Armor Pen: 14%

- *Tempest Reign*

Damage: 40

Armor Pen: 14%

- *Sanguis Daggers*

Damage: 51

Armor Pen: 17%

Creatures & NPCs

(Creatures)

- *Akakurokuma Cub*

Health: 17,000

Exp: 123,250

- *Scourge Rabbit*

Health: 20

Exp: 7,200

- *Scourge Hound*

Health: 5,000

Exp: 51,200

- *Zynarus*

Health: 12,050

Exp: 30,000

- *Vanghoul Grunt*

Health: 10,250

Exp: 49,500

- *Scourge Undead*

Health: 5,500

Exp: 16,200

- *Scourge Ghost*

Health: 1,000

Exp: 12,100

- *Blood Hound*

Health: 5,500

Exp: 19,350

- *Corrupted Vanghoul*

Health: 12,750

Exp: 66,500

- *Scourge Dweller*

Health: 700

Exp: 13,500

- *Scourge Reaper*

Health: 7,200

Exp: 70,000

(Mini-Bosses)

- *Scourge Snake*

Health: 25,000

Exp: 320,000

- *Scourge Dragon*

Health: 54,500

Exp: 500,000

- *Scourge Mammoth*

Health: 26,200

Exp: 303,250

- *Akuma*

Health: 41,250

Exp: 1,632,000

- *Kurokumo*

Health: 30,100

Exp: 1,175,000

- *Scourge Wraith*

Health: 28,450

Exp: 84,500

- *Scourge Gargoyle*

Health: 14,500

Exp: 52,500

- *Scourge Crocodile*

Health: 17,000

Exp: 62,500

- *Scourge Spider*

Health: 20,600

Exp: 75,500

- *Scourge Rhino*

Health: 17,000

Exp: 99,500

(Bosses)

- *Malagan*

Health: 27,200

Exp: 650,000

- *Keldora*

Health: 36,000

Exp: 362,000

- *Akakurokuma*

Health: 80,200

Exp: 1,350,000

- *Gathon*

Health: 250,000

Exp: 2,670,000

- *Ashira*

Health: 25,200

Exp: 650,000

- *Nekada*

Health: 92,590

Exp: 1,200,000

NPCs

- *Faction Soldier, Archer & Thrall*

Health: 6,075

- *Faction Captain*

Health: 8,100

- *Sanguis Assassin & Archer*

Health: 7,425

- *Sanguis Commander*

Health: 10,125

Journey Steps

Chapter 1:

- *The Faction Hall*

You can find Faction NPCs at the entrance to the Dregs. This is where you can select a Faction.

- *Transmogrification*

Craft an Enchanting Table. This can be found in your crafting inventory after unlocking the Feat Art of the Craft.

- *Back to Work!*

Craft a Construction Platform. This can be found in your crafting inventory after unlocking the Feat Art of the Craft.

- *Let's Get Started*

Craft any of the new T1 building pieces, like Oak, Pine, Scourged and/or White Oak pieces. These can be found in the Construction Platform.

Chapter 3:

- *My Place in the World*

Craft a banner for your faction. These will be available in your crafting inventory after selecting a faction.

Chapter 5:

- *I Love Clothes.. okay?*

Buy an Attire Dealer.

- *My kind of Storage*

Craft a faction storage container.

- *Raise the Defense*

Craft any of the new T2 building pieces, like Marble, Slate, Kronyx, Anthracite and/or Granite pieces. These can be found in the Construction Platform.

Chapter 6:

- *New Life*

Use the indoor planter and/or outdoor planter.

- *Currency Exchange*

Exchange any type of currency. Currency can be exchanged at the Master of Coin.

- *Money Making Business*

Sell an item to the Banker.

- *Unity in Numbers*

Buy a Faction Guard and/or Ranger from your Dispatch Contractor.

Chapter 7:

- *A Merchant... I guess?*

Buy Sir Lanis Brunhild.

- *Bobby the Skeleton*

Buy Bobby.

- *Victory or Death*

Buy a Weapon Dealer.

- *Got A lot*

Sell any item to Bobby.

- *What sorcery is this?!*

Find and kill a Scourge Dweller.

Chapter 8:

- *IT IS... Kronyxium!*

Craft a Kronyxium Bar.

- *The Pillar of Society*

Craft a Resource Mine.

- *Impenetrable Fortress*

Craft any of the new T3 building pieces, like Marble, Slate, Kronyx, Anthracite and/or Granite pieces. These can be found in the Construction Platform.

- *Foundation of Resources*

Get minerals from the Resource Mine.

- *Bobby's Sanctuary*

Find Bobby's Sanctuary in the northern mountains. He has set up within one of the caves.

Chapter 9:

- *Can't You See I got Money?*

Buy expensive jewelry from the Attire Dealer.

- *A True Collector's Edition!*

Buy a special decoration from Bobby's Sanctuary.

- *Royal Painting*

Buy a painting from the general store.

Chapter 10:

- *WE ARE DOOMED!*

Craft a Plague Furnace.

- *From the Abyss*

Buy Onyx from the Legendary Resource Mine.

- *My Life for Calamity!*

Buy something with Loyalty/Honor Tokens at the Loyalty/Honor Vendor.

- *Death to the Living*

Craft an Elarikan Plague Mine.

- *You Maniac!*

Craft an Elarikan Plague Barrel.

- *Let Them Come!*

Craft any of the new T4 building pieces, like Marble, Slate, Kronyx, Anthracite and/or Granite pieces. These can be found in the Construction Platform.

- *My Life to the Cause!*

Craft a faction weapon.

- *Legendary Grade Resources*

Get special resources from the Legendary Resource Mine.

- *That was only a cub..?*

Kill an Akakurokuma Cub.

- *The Right Hand Lieutenant*

Defeat Kurokumo.

- *Psychotic Behemoth*

Defeat Akuma.

- *The Red Devil*

Defeat Akakurokuma.

- *End of the Blood Reign*

Defeat Gathon Bloodfist.

- *The Vanghoul Warlord*

Defeat Nekada Bloodfist.

- *Damn Vanghous!*

Defeat a Vanghoul in combat.

- *Blood & Glory Awaits Us!*

Craft a piece of Legendary Tier Faction Armor.

- *Warfront*

Go to Stormhold's Warfront.

- *Stormhold Campaign*

Get a letter from General Nathan Galeran.

- *Corruption Runs Deep!*

Craft a Plague building piece.

- *The Celestial*

Defeat Malagan.

- *The Ethereal*

Defeat Ashira.

- *Harbinger of Death*

Defeat the Scourge Wraith.

- *Wicked Web*

Defeat the Scourge Spider.

- *Slithering Demon*

Defeat the Scourge Snake.

- *Tortured Beast*

Defeat the Scourge Rhino.

- *Not A Stone Statue!*

Defeat the Scourge Gargoyle.

- *Possessed Creature*

Defeat the Scourge Mammoth.

- *Lucky Charm*

Defeat a Scourge Rabbit.

- *The Vengeful*

Defeat Keldora.

Loot Chests

Basic Harvest Loot

- *Stone*
- *Wood*
- *Branch*
- *Ironstone*
- *Resin*
- *Plant Fiber*

Common Harvest Loot

- *Brimstone*
- *Hide*
- *Coal*
- *Copper Ore*
- *Tin Ore*
- *Vulcan Bee*

Uncommon Harvest Loot

- *Black Ice*
- *Gossamer*
- *Uncut Ruby*
- *Calathuia Plant*
- *Ichor*
- *Cookie*

Rare Harvest Loot

- *Silverstone*
- *Uncut Sapphire*
- *Uncut Topaz*

- *Widow's Leaf*
- *Mystical Plant*
- *Cookie*

Epic Harvest Loot

- *Goldstone*
- *Uncut Emerald*
- *Aurora Herb*
- *Unstable Substance*
- *Cookie*
- *Mystical Plant*

Legendary Harvest Loot

- *Onyx*
- *Uncut Amethyst*
- *Blood of the Devil Bear*
- *Eveiari Ore*
- *Emerald Shard*
- *Dragonpowder*

Crafting Station Thralls

Faction Alchemist

Used at:

- *Alchemy Desk*
- *Plague Furnace*
- *Firebowl Cauldron*
- *Fermentation Barrel*

Faction Haggler

Used at:

- *Merchants*

Faction Peasant

Used at:

- *Construction Platform*
- *Tannery*

Faction Blacksmith

Used at:

- *Workshop*
- *Armorer's Bench*
- *Improved Armorer's Bench*

Faction Gardener

Used at:

- *Bitter Crinila Garden*
- *Blue Bell Garden*
- *Dragonfern Garden*
- *Forestry Garden*

Faction Farmer

Used at:

- *Corn Farm*
- *Wheat Farm*

Faction Chef

Used at:

- *Cooking Stove*
- *Brewery*
- *Campfire*
- *Improved Stove*
- *Stove*
- *Firebowl Cauldron*
- *Fermentation Barrel*

Faction Enchanter

Used at:

- *Enchanting Table*
- *Gem Crafting Bench*

Faction Smelter

Used at:

- *Master Furnace*
- *Furnace*
- *Improved Furnace*
- *Blacksmith's Bench*
- *Improved Blacksmith's Bench*

Errynaya Anarious

Used at:

- *Wheel of Pain (T1, T2, T3)*
- *Faction Wheel of Pain (Prisons)*

Special Currency

Loyalty Token

Unlike other currency, the Loyalty Token can ONLY be spawned in by an Admin. These tokens can be exchanged in for unique rewards at the Loyalty Vendor. This merchant is automatically obtained via the Exclusivity Rewards feat that is unlocked upon character creation.

Honor Token

This token is awarded for special acts of bravery. Honor Tokens have a chance to be dropped from elite mod creatures, such as Scourge Undead and Bosses. These tokens can be traded in for unique items at the Honor Vendor (Nathan Galeran) at the Stormhold Warfront.

Honor Emblem

An Emblem is a Faction specific currency that allows the player to exchange emblems for Legendary Weapons. The Honor Emblem is obtained from Feregretth Sorrowhill at the Stormhold Warfront. (All Factions are able to unlock this Emblem).

Prestige Emblem

An Emblem is a Faction specific currency that allows the player to exchange emblems for Legendary Weapons. The Prestige Emblem is obtained from Fraya Aeran 'thil at the Stormhold Warfront. (All Factions are able to unlock this Emblem).

Elarikan Plague

One of the most prominent dangers throughout the player's journey is the Elarikan Plague. This is a multifunctional weapon of mass destruction that can be encountered in the world.

Types of Plague

- *Elarikan Gas*

The gaseous substance of the plague is a highly toxic and damage inflicting cloud that stacks up to 10. Once the player comes in contact with it, the health will go drastically down by every tick. This gas is not only damaging to inhale, but causes acid burns that makes it completely impossible to protect against. The plague cloud lasts for 25 to 45 seconds depending on the source of the gas.

- *Elarikan Explosion*

The fire related side of the plague is immensely powerful and able to kill any player in its vicinity. Unlike the gas, the explosion that comes from the plague incinerates up to 40,000 (equal to 4 Explosive Jars) health damage from close proximity to a down scaled damage of a greater radius.

Weapons of the Plague

The player will be able to craft Elarikan weaponry once they reach the endgame content. However, it comes at a steep price.

- *Elarikan Barrage*

The Barrage is used with a Trebuchet to send an explosive boulder at the enemy base. The Barrage consists of both Explosive Damage and Gas Damage.

- *Elarikan Barrel*

The Barrel is a placed explosive that can be utilized for siege. The Barrel consists of both Explosive Damage and Gas Damage.

- *Elarikan Mine*

The Mine is a placed gas dispenser that leaves a trail of death behind it.

Creatures of the Plague

Scourge creatures found throughout the world are harboring plague within them. Whenever a Scourge creature is killed, gas emerges from their corpse and consumes anything within its radius, even other Scourge creatures. The Plague that is emitted from these beasts grows by 10% each second, consuming more and more land as it spreads. The plague radius varies depending on the creature in question. Here's an estimated radius between different beasts:

- *Scourge Hound, Reaper, Dweller*

These emits a small plague radius when killed. For the sake of comparison: x1

- *Scourge Gargoyle, Crocodile, Rhino*

These emits a medium plague radius when killed: x3

- *Scourge Dragon, Mammoth (Barrels & Barrages as well)*

These emits a large plague radius when killed/destroyed: x5

Scourge creatures are highly dangerous enemies on top of the plague they carry, making them a force of darkness that should be avoided until the endgame.