

THE AGE OF CALAMITOUS

Adventurer's Guide



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WRITTEN BY:

Espen G. Johansen

Overview

Starting out with The Age of Calamitous mod can be quite challenging, especially if you're not accustomed to Conan Exiles in the first place. The mod works as an extension to the game and offers a prolonged progression from level 60 to 120. With a variety of new crafting recipes, new enemies to encounter and countless secrets to be discovered, it can prove to be quite overwhelming to tackle the sheer amount of new content. This guide will help you with getting started as well as share some helpful tips that will make the journey a tad bit easier.

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Beginner's Guide

*Let's start off with the absolute basics, creating your character. With *The Age of Calamitous*, you have access to new **customization options**, such as new *Head Types*, which includes:*

- *Vanghoul Half-breed (Red Fury Eyes, Glow)*



These are made in conjunction with a couple of new skin colors, although you're free to mix these as you wish. A new gray skin and green skin are available to allow you to customize your appearance to match a half-breed Vanghoul hybrid.

*Next up are the nefarious *Empyrus Knights*.*

- *Empyrus Knight (Frost Blue Eyes, Glow)*



These soldiers are the protectors of the Anarious family and servants of the Cold Embrace.

Finally, there are three different elven head types.

- *Stryth Night Hunter (Cyan Blue Eyes, Sharp Ears)*



- *Stryth Corrupted (Green Eyes, Sharp Ears)*



- *Akachena (Long Ears)*



Though in terms of lore, Stryth Elves are not part of the Elven Covenant like Akachena and are revered as beasts. This could serve as a nice RP aspect for some players.

Additionally, you have access to various new skin colors, hair colors, tattoos, makeup, etc.

Now with that out of the way, let's dive into the Exiled Lands and see what new content awaits.

Just like before, you're starting out in the sand dunes of the Exiled Lands with not much different to see on the horizon. However, as this mod is created as an expansion to the main game, we do not want to take away too much of the Conan Exiles experience. That said, the first thing you should prioritize is selecting your Faction. Once you get out of the dunes, you should locate your Faction NPC. These can be found in a temple ruin to the west of the southern river, also known as the entrance to the Dregs dungeon.





Once you walk inside, you should be able to see five different NPCs next to a banner of the Faction they offer.

*The **Faction System** gives you the option to choose one of five Factions, which offers unique building materials, gear, utilities, and weapons. An essential thing to note is that once you select a Faction, there is no going back. You will have to recreate your character in order to join another.*

(You can spawn in 'Grandmaster's Faction Potion,' which will disable the Faction System and allow you to unlock all Factions. This can be great for testing on Singleplayer, and/or for servers who want their players to have access to all the content.)

With the Faction System, the players are opted towards trade between other players to acquire decorations, gear, etc. that are not accessible within their Faction, and thereby taking the first step to an active server economy. Although, in the case of those who favor

Singleplayer, they will still have access to everything by using Grandmaster's Faction Potion.

*Now that you've chosen your Faction, it's time to start your journey. The first thing you should do is to create an **Enchanting Table**. This particular crafting station is one of the most important ones overall as its tied to almost everything related to the mod content. You can craft this station after learning the 'Art of the Craft' Feat on your Survival Tab in the Feat window. The crafting station will then become craftable in your inventory recipe window.*



*Once this one is finished, you should get yourself a **Construction Platform**. This station is where you craft your building pieces, and it is unlocked within the 'Art of the Craft' Feat. However, you might have noticed that this station requires Oak Wood & Slate, two of the new resources that come from the mod. In order to obtain these, you will need to gather Stone & Wood, then take these into the Enchanting Table and convert them to Slate & Oak Wood. You*

should always have a look in the Enchanting Table when new resources are required to see if any of the normal resources can be converted.

Now you're set and know how to create a Construction Platform, but there might not be any recipes available in the station even though you did choose a Faction. This is because once you've chosen your Faction, you will need to open the Religion Tab in the Feat window, there you will find your Faction at the top. You will see a number of different Sub Feats to learn, ranging from new starting gear, building pieces, and end-game equipment. Learn the first sub Feat that offers building pieces, and you should now be able to see them on the Construction Platform.



In order to find new crafting recipes, look through the Feat window, and you will come across multiple new Feats with unlockables within them.

Useful Tips

Key NPCs Accidentally Destroyed

You may come upon a situation where an Admin Command, and/or other issues destroys an essential character placed in the world, such as General Nathan Galeran. In this case, you can spawn them back in with a console command or from the Admin Panel.

Feregreth Sorrowhill:

SpawnItem 901462 1

Fraya Aeran'thil:

SpawnItem 901463 1

Nathan Galeran:

SpawnItem 901461 1

Bobby's Sanctuary:

SpawnItem 900635 1

Stormhold Faction NPC:

SpawnItem 900587 1

Felgarth Faction NPC:

SpawnItem 900588 1

Elven Faction NPC:

SpawnItem 900589 1

Cold Embrace Faction NPC:

SpawnItem 900631 1

Vanghoul Faction NPC:

SpawnItem 900632 1

However, if you intend to place them on their specific locations, you'll probably see an error message preventing you from building in that zone. In order to place the NPC regardless, input this command on the console:

PlayerCanBuildEverywhere

This should give you access to place objects in blocked zones. Though keep in mind that console commands are not really intended for players, so they may or may not work.

Overlooking the Importance of Journeys

In many situations, it's easy to ignore the fact that you can get details on each specific journey. Usually, you will see your journeys listed in the top right corner of your screen. However, if you click 'J' on the keyboard, and/or go into your inventory, then selecting the Journey from the top, you will open the Journey window. Here you will have access to information about each Journey. All modded ones should give you a detailed explanation for what to do next.

Chapter I

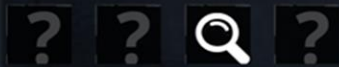


Transmogrification 0

Chapter II



Chapter III



Chapter I



Transmogrification

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

Secrets

The Elarikan Plague

There is currently no item and/or gear that can prevent you from taking damage from the Plague itself. The Scourge Creatures requires more of a tactical approach than how one would face vanilla enemies.

The Plague works like this:

Once the enemy is killed, it'll take about 1sec before a Plague Cloud is dispersed. When this happens, it will begin in a small radius that will gradually grow until it reaches its maximum range.

The Plague Debuff can stack up to x10, and if this should happen, the player is most certainly dead. The cloud itself should only last for about 20-30sec, and then the effect will vanish from the area.

However, there might be a small visual cloud left to indicate where the Plague originated from, but this cloud is harmless to the player.

The best way to deal with the Plague is to instantly turn around and sprint away from the plague radius once you kill the creature, and then just wait until the cloud dies down before looting the corpse.

Emblems

Emblems can be obtained from Feregretth Sorrowhill & Fraya Aeran'thil at the Stormhold Warfront in the Unnamed City.

The Adventurer Feat needs to be learned first.

Requirements:

- Honor Tokens

Honor Tokens can be obtained from various Scourge Creatures, and/or by completing specific tasks.

Bobby's Sanctuary

One of the Feats you may stumble upon is the one called Stranger Things. This Feat unlocks Bobby & Sir Lanis Brunhild, among various other recipes. However, in order to get them, you will need to travel to the northeast mountain region, more specifically H-10 on the map grid.



Here you will find a few cave entrances, one of which leads to Bobby's Sanctuary.

Once you find them, you'll see that Bobby offers various new crafting recipes outside of Stranger Things. These specific recipes can only be crafted at this location regardless if you buy the merchants or not.

FAQ

Q: Can we put thralls into the modded stations?

A: Most stations, yes. However, currently only modded thralls will go into these stations, like Stormhold thralls.

Q: Where can we get Cobalt, Copper, Eveirium, Tin & Onyx?

A: These ores can be found in several minerals such as Iron, Coal, Brimstone, Obsidian, etc. Additionally, you can also get these ores from specific creatures.

Q: Where can we get Ruby, Sapphire, Topaz, Emerald, Amethyst & Diamond?

A: Gems can be found in crystal caves scattered around the map. Additionally, specific creatures drop gems when defeated (harvest & loot). Amethyst & Diamond are rare gems used for high-end crafting.

Q: Where can we get Aurora Herb, Calathuia Plant, Mystical Plant, Lunar Hemp & Widow's Leaf?

A: These herbs can be gathered from plants all around the world.

Q: Where can we get coins?

A: Tin Coins, Copper Coins & Silver Coins can be found as loot or harvested off specific NPCs. Humans, Undead & Bosses are your primary source of income. Additionally, you can also craft coins at the Coin Forge.

Q: Where can we find the modded creatures?

A: This varies depending on their type. Scourge Creatures can be found in the Dark Forest up north most of the time. Akakurokuma bears can be found in the Dark Forest & Snowy Mountain Regions. Vanghoul's can be found in the Desert/Jungle.

Q: Why are these modded creatures so powerful?

A: Most of these creatures are intended for the end-game and should be avoided until you get proper gear. That said, defeating these beasts will grant you a good amount of EXP & rare resources.

Q: Where can we get Modded Thralls?

A: Thralls can be found around the world and/or in Purges. It depends on the thrall you're looking for. If you're on the hunt for, say, Vanghoul Half-breeds, then the Unnamed City and the Jungle is a good place to start.

Q: I have a few questions, where should I ask them?

A: If your questions regard modded content, like where can I get Calathuia Plant, you can use the Search function in the top right corner of our Discord Server. If it's not answered there, feel free to ask in the mod-discussion channel.

Here's a link to our Discord Server: <https://discord.gg/2GktTSy>