

Forging / Equipment Tips

In the Craft section of the Forge you build gear that gives your hero and captains valuable bonuses. Every captain (and hero) has gear that they should wear in order to augment their inherent bonuses. There are 4 kinds of equipment: Standard, Unique, Tournament, and Ragnarok. Each provides different bonuses – standard is the least expensive and is where you will start. Some captains (research, resource, construction, economy focus) only have armour available in the Standard section, but for Carter and the warrior captains, you should expand into Unique, Tournament and Ragnarok gear as soon as you are able. Best gear for heroes will be discussed in a separate class, or you can just read their descriptions and figure it out for yourself ☐☐

Following is a list of the 4 kinds of equipment and the captains who are best suited to wear them:

Standard Equipment

Uses silver and materials to build basic gear with boosts for: guardsmen, specialists, engineering corps, the economy, resource gathering, and crypt exploration/tar production. There are 6 categories of Standard Equipment:

Guardsmen's Courage

- Guardsmen strength & health +1.5% up to 30%
- Chance for guardsmen to deal double damage: +0.1% up to +2.0%
- Captain(s): Ayda, Doria, Dustan, Ingrid, Ye Ho-Sung, Bernard, Lucius, Brunhild, Sofia, Xi Giuying, Cleopatra, Alexander, Minamoto, Ramses II, Wu Zetian, Amanitore, Leonidas, Hercules, Beowulf

Specialists' Authority

- Specialist strength & health: +1.5% up to 30%
- Chance for specialists to deal double damage: +0.1% up to +2.0%
- Captain(s): Logos, Proscope, Dustan

Skillful Engineer

- Engineer corps' strength & health: +1.5% up to 30%
- Chance for engineer corps to deal double damage: +0.1% up to +2.0%
- Captain(s): Brann,

Honored Ruler

- Production of building resources, silver & food production, speed of construction and of research: +1.5% up to 30%
- Hero, Helen, Farhad, Aurora

Swift Wayfarer

- Resource gathering speed on the world map: +15% up to +250%
- March speed: +1.0% up to +17.0%
- Carrying capacity: +3.0% up to +60.0%
- Captain(s): Tengel, Stror

Tomb Raider

- Crypt Exploration efficiency: +3.0% up to +50%
- Tar capacity and tar production: +1.0% up to +30%
- Captain(s): Carter

Unique Equipment

Uses master coins (gained by defeating cursed citadels) and materials to build unique equipment with boosts for: melee, flying, mounted, or flying units, as well as crypt exploration/march speedups. There are 5 categories of Unique Equipment:

Emerald Guardian

- Melee units strength & health: +16.0% up to +128%
- Strength of melee units versus mounted units: +8% up to +64%
- Leonidas, Ye Ho-Sung

Path of the Skybreaker

- Flying units strength & health: +16.0% up to +128%
- Strength of flying units versus mounted units: +8% up to +64%
- Wu Zetian, Brunhild

Steppe Enslaver

- Mounted units strength & health: +16.0% up to +128%
- Strength of mounted units versus ranged units: +8% up to +64%
- Lucius, Alexander

Sagittarius's Fury

- Ranged units strength & health: +16.0% up to +128%
- Strength of ranged units versus melee units: +8% up to +64%
- Minamoto, Bernard,

Omniscience

- Crypt exploration efficiency: +12.0% up to +107%
- Epic crypt exploration efficiency: +12.0% up to +107%
- Crypt march speed & crypt march range: +3% up to +55%
- Hero: Carter

Tournament Equipment

Uses master coins and special materials (from epic crypts only + tournament trophies from KvK) to make tournament equipment with boosts for: guardsmen, specialists, the entire army. There are 3 categories of Tournament Equipment:

Guardian of Justice

- Guardsmen's strength & health: +10.7% up to +85.3%
- Guardsmen's strength versus another player: +8% up to +64%
- Captain(s): Aydae, Doria, Dustan, Ingrid, Ye Ho-Sung, Bernard, Lucius, Brunhild, Sofia, Xi Giuying, Cleopatra, Alexander, Minamoto, Ramses II, Wu Zetian, Amanitore, Leonidas, Hercules, Beowulf

War Master

- Specialists' strength & health: +10.7% up to +85.3%
- Specialists' strength versus another player: +8% up to +64%
- Captain(s): Logos, Proscope, Dustan

Emperor's Wrath

- Army strength & health: +5.4% up to +42.7%
- Leadership: +360 up to +7,700
- Authority: +180 up to +3,850
- Dominance: +90 up to +1,925
- All of the Guardsmen and specialist focused captains listed above, but greatest benefit will come from Beowulf, Hercules, Amanitore, Ramses II, Cleopatra, Sofia. These captains have attributes that already provide buffs to your entire army.

Ragnarok Equipment

Uses silver and Fenrir or Jormangundr Rune stones (from Ragnarok shop only) to build gear with boosts for epic monsters. There is only one kind of Ragnarok gear.

- Strength against epic monsters: +15% up to +210%
- Chance to deal double damage & to strike 2 squads: 0.2% up to +2%
- Every fighting captain and hero you send against an epic monster. Except for levelling purposes the captains should be: Cleopatra, Hercules, Beowulf, and Amanitore (for epics)

involving group marches), and if those are not available to you Aydae (Guardsmen), Minamoto (Ranged), Wu Zetian (Flying), Alexander (Mounted), or Leonidas (Melee).

When you select equipment to craft, the different levels of that equipment (grey, light grey, green, blue, purple, orange, red, godlike) are shown as tabs above the description of the item – the highest possible quality you can get will be highlighted. Don't be fooled, you won't necessarily GET the highest possible quality. The percentage chance of getting each quality type is shown in the colour tabs. If you have completed the Material Quality Choice Blacksmithing research you can choose what colour of materials are used to craft the gear from what you have available. If you have some high quality materials and can't wait to get all four of them, but need to get some new gear, you can select only blue or purple or whatever colour you have enough of to make gear, without risking your higher level materials in the random crafting lottery.

Don't forget to dismantle low grade crypting equipment you're not using anymore. Remove the gems - you need Jeweler's Pincers, which you can buy or which you will eventually earn. If the gem is lower than rare (blue) quality and you don't have any pincers you can let it be destroyed, but for higher level gems you should wait until you can remove the gems. Once the gems are removed you can dismantle the equipment – there is a small silver charge, but you will get one of the 4 materials used to build it back and can use that towards building higher grade equipment.

The only characters who need to have specific gear in specific slots are your heroes – when crafting gear that your hero will wear, make sure that your hero has an open slot for it – it's VERY disappointing when you craft an orange Impeccability Hat and discover that your hero is already wearing one... or so I imagine. Didn't happen to me. As far as you know.

While we're talking about equipment and costs: while durability remains the same for all levels, the cost for repairing damaged equipment changes with the levels: Green 4.73k silver, Blue 15.8k, Purple 31.5k, Orange 126k, Red 221k, Godlike 410k. Usually by the time you can get the Godlike armour you laugh at the idea of spending 410k silver, but when you're a starting player that can add up. Preserve your best armour. Only use it on Epics when it can give you the most return on investment.

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