

Materials & Resources

This is a list of each material type used for building construction and maintenance, what it is, and where it is often found. Use this as a reference when looking at the building list.

Metal

Metal is as it sounds, various forms of metals and alloys. These are decently common in Ruined cities, but they are most common from supply lines ran by Gredo. Metal is most often used to add durability and armoring, making it most commonly used in defensive or offensive structures.

Stone

Stone encompasses most materials that are hard, heavy, and used to make the walls, floors, and roofs of buildings. This can be brick, rock, tile, or anything in-between. These are the materials old buildings are primarily made out of, making this material the most abundant of the bunch.

Brace

Brace is used to add stability and structure to a building. Think wooden and steel beams. Brace is unique in the fact that most of it out in the ruins is usable to a point, but not salvage-able due to wear over the years. Most Brace comes from supply lines, but toppling an old skyscraper will also yield some to take home.

Arcane

Arcane materials are just crystals. That's pretty much all it is. Arcane materials are mostly used on buildings that require some magical function or routine, but typically not in as high amounts as Metal, Brace, or Stone. Arcane materials are semi-common on supply lines, but somewhat rare in the ruins.

Exotic

These materials cover a wide range. From unstable forms of inverted crystals, to mind crystals, to a set of specific machine components, Exotic materials are just the hard to find specific and unique pieces some builds need to bring together. These are hard to find, just because they are rare by nature, and must be directly acquired.

Gear

Gear encompasses all equipment, and will come with specifics when the building asks for it. Guard posts, for instance, will require some kind of weapon that is specific to it. This is as common as the piece of gear is.

