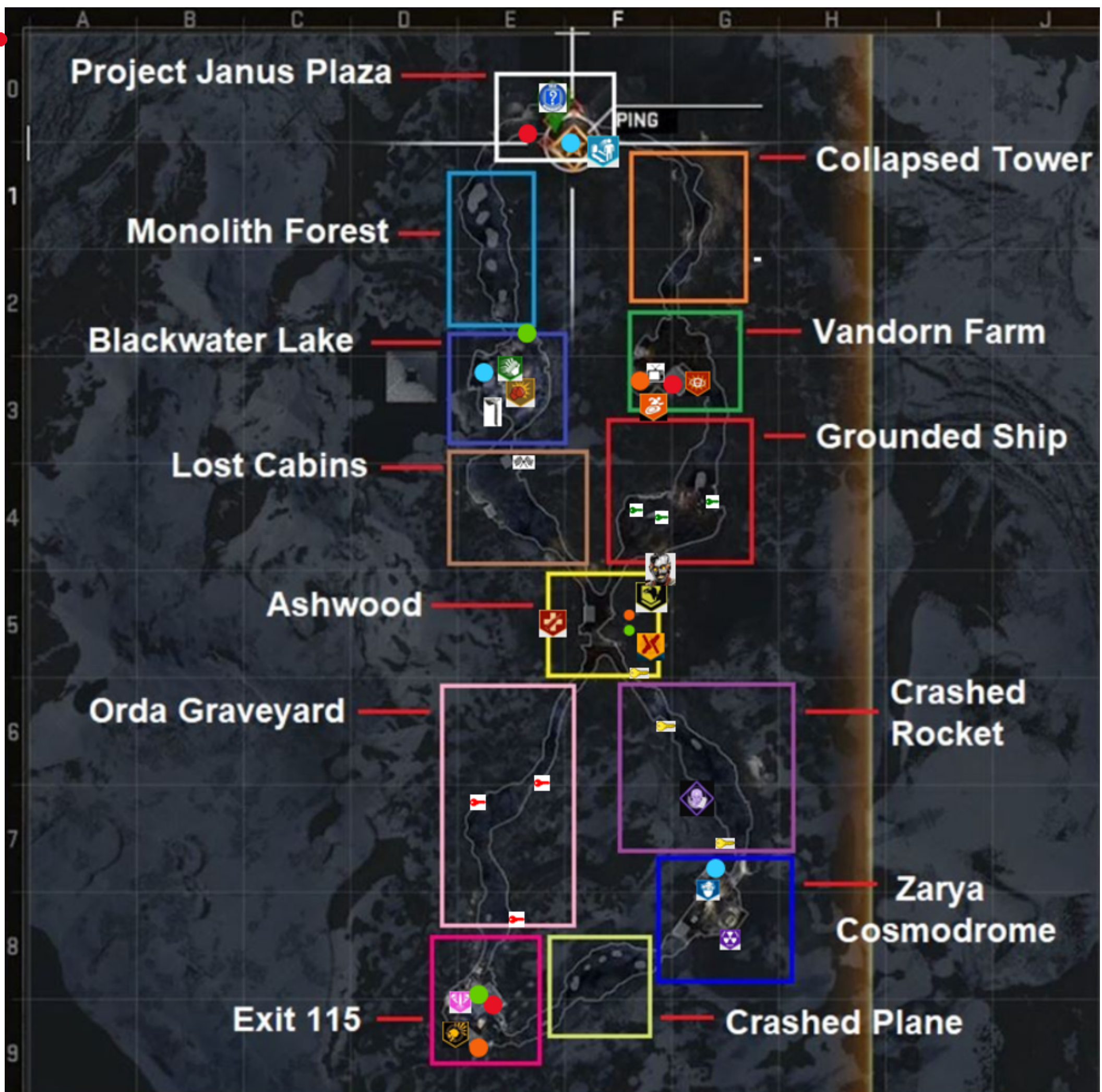


Ashes of the Damned Map



- The colored dots on the map indicate the locations of [Mixologist](#) ingredients.
- The colored keys are possible locations for the [Lock of Sorrow](#) keys
- The Klaus Head at Ashwood is the jailcell that Klaus is locked up in at first
- The purple icon in the Crashed Rocket area is the dog tag to start Tank's [Good Soldier](#) quest
- The television at Vandorn Farm is the tv in the house to start the [TV Twins](#) quest
- The race flags at the Lost Cabins is the suitcase to start the [RC Race](#) quest
- The hatchet at Blackwater Lake is the trophy to start the [Axe Throwing](#) quest

Key Features

This is a walkthrough of the key features of the map, such as Pack-a-Punch, Wonder Weapons, etc.

General Quest Progression: Pack-a-Punch → Abomination Beam/Necrofluid Gauntlet → Serum Lockdown → Locks of Sorrow/DG-2 Turret → Gauntlet Challenges → Boss

Necrofluid Gauntlet Wonder Weapon

1. **Starting at Round 8**, go to Janus Towers Plaza, and check the wreckage opposite of the Warden 308 wall-buy. An **Uber Klaus** will spawn. Killing it will drop the **Stabilizer Chip**.
2. Bring the **Stabilizer Chip** to Sherrif's Office at Ashwood and place it on the cell panel. It will say "Update requires restart".
3. Throw rapidly several Stun Grenades (only 2 needed? Maybe 3-4?) inside the cell to bring **Klaus** back online. Klaus will break free, and the **Klaus Remote Control** (this is a Klaus head that goes in your tactical slot that can be used to call Klaus to a location) will become available. (Klaus is friendly and will help you fight the zombies. ???Once he is destroyed you can summon him back from some kind of Klaus terminal at each location???)
4. Bring Klaus to the Zarya Cosmodrome and send it in front of the panel in Support Systems, next to one of the purchasable doors. Klaus will reactivate the panel which will trigger a scanner next to it. Stay inside the scanner and survive until it is completed. If done correctly, the **Aether Barrel** will be available to be picked up.
5. Bring the Aether Barrel to the Power Pump at Ashwood and place it inside. The barrel will be charged with **Refined Energy**. Once it is charged, pick the barrel up again and bring it to the Power Pump at Blackwater Lake and then at the Power Pump in Vandorn Farm. **You will have a limited time to do it.**
6. Place the Aether Barrel next to the cube in the Cellar of Vandorn Farm to make it absorb the aether energy.
7. Use a Jump Pad to see three alchemical symbols on the rooftops around Vandorn Farm. Input the symbols on each side of cube then interact with the red eye on the fourth side of the cube to receive the Necrofluid Gauntlet. This will trigger a short lockdown where you need to shoot the green orbs around you and **reload** the wonder weapon to acquire them. (reloading the weapon triggers its shots to fly back to you with any health or items they have collected)
8. Once all the orbs are collected, the Necrofluid Gauntlet is fully usable.

Ol' Tessie

Ol' Tessie is the primary vehicle to move around the map. The truck is first found in Janus Towers Plaza and requires to place **T.E.D.D.'s Head** in the truck to power it up. The head can be found in the Server Room, under a round panel on the floor. Once the truck is powered-up, several upgrades are available.

Pack-a-Punch Upgrade

1. Drive through the Collapsed Tower to reach Vandorn Farm (or the other way to Blackwater Lake), destroy the growth infestation around the Power Pump. Once done, interact with the power switch in the Barn.
2. Drive through the Grounded Ship to reach Ashwood (or the other way from Blackwater Lake), destroy the growth infestation around the Power Pump at Ashwood Bridge. Once done, interact with the power switch on the Market Square side of Ashwood.
3. Drive Ol' Tessie next to the garage door in Ashwood to open it. Interact with the Vehicle Upgrade Station to upgrade Ol' Tessie and install the Pack-a-Punch Machine to it. This will unlock the Pack-a-Punch for the rest of the match.

Abomination Beam Upgrade

1. Kill the **Cook** zombie in Reba's Diner at Exit 115 to drop the Freeze Key.
2. Open the freezer in the same location to find the **Abomination Carcass**.
3. Bring the **Abomination Heads** to the Ashwood garage to upgrade Ol' Tessie.

DG-2 Turret Upgrade

1. **Complete the Serum step from the Main Quest. This is needed to spawn the Locks of Sorrow.**

2. Find several keys hidden in the various locations in the Fog. To obtain the keys, use the Necrofluid Gauntlet to pull them from the ground to be picked up. **Holding a key will slow you down significantly. There are also several spawns for each key:**

a. **Bruin Key** (Crashed Rocket; Yellow) - This key will force you to use a Knife while holding it.

b. **Nightbird Key** (Orda Graveyard; Red) - This key will put you at extremely low health while holding it.

c. **Terrapin Key** (Grounded Ship; Green) - This key will slow you down significantly while holding it.

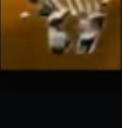
d. Best Video for Key Locations: <https://www.youtube.com/watch?v=hU831PsIQoU>
3. Bring each key to the **Locks of Sorrow** in Ruby Alley at Ashwood to remove the chains.
4. If done correctly, a cinematic will play and the **DG-2 Turret Barrel** will be available. Bring it back to the Ashwood garage to upgrade Ol' Tessie.

"Dust to Dust" Main Quest

The prerequisites for the Main Quest are to obtain the Necrofluid Gauntlet and get all the upgrades for Ol' Tessie (minus the DG-2 Barrel as noted above). **Note that many of the following steps and items can be completed and acquired while doing those prerequisites.**

Create the Serum

- 1) Buy Wisp Tea and travel to the Tailor Shop at Ashwood. Activate the Wisp Tea's spirit and it will go inside the mirror, revealing the Locks of Sorrow. Shoot the mirror with the Necrofuild Gauntlet to drop the **Powder of the Forgotten**.
- 2) Travel to the Zarya Cosmodrome and reach Yuri's Lab. Interact with the powder on the table to reveal three pigpen ciphers on the chalkboard above the table. The ciphers indicate which ingredient will need to be acquired. Use this website to solve the ciphers: <https://crypto.interactive-maths.com/pigpen-cipher.html>

FUNGI	Widow's Lantern	C<□ΓΓ └┐┐┐┐ ┐┐┐┐┐ ┐┐┐┐┐ >┐┐┐┐     
LIMBS	Mysterious Limb	
OCULI	Ravager Eyes	
CONCH	Hoard Hunk Chucks	
TALUS	Human Bones	

- 3) Acquire the required ingredients

a) **Hoard Hunk Chucks**: Destroy a purple **Aether Flora** with Ol' Tessie **Abomination Beam**.

b) **Widow's Lantern**: Get the **Jar of Spores** from under Cabin's kitchen cabinet at Blackwater Lake. Interact with the **horse corpse** covered with mushrooms at Vandorn Farm. **Wait 3 rounds** then interact again.

c) **Ravager Eyes**: Kill a Ravager with a **Saw Trap**.

d) **Human Bones**: Throw a **Tomahawk** at the **foot of the hanging corpse dripping blood** in the middle of the Barn at Vandorn Farm. If done correctly the foot will drop. Throw a **Molotov Cocktail** to burn it. You can get a free Tomahawk next to the toolshed in Blackwater Lake and a free Molotov Cocktail on a barrel next to the Ashwood garage.

e) **Mysterious Limb**: Kill a **Zursa** with the Ol' Tessie **Abomination Beam**.
- 4) Interact with each ingredient following the order shown on the chalkboard (top to bottom).
- 5) Interact with the central equipment to add your Blood. This will trigger a lockdown. Your health will be reduced and you can only heal yourself with kills with the Necrofluid Gauntlet.
- 6) Kill the zombies to gather their souls inside the **Serum**. If done correctly, the room will be filled with a purple gas and the lockdown will end. Successfully completing this step will spawn the **Locks of Sorrow** to unlock the Tessie turret (which is then used to shoot the clocktower and start the gauntlet challenges)

Gauntlet Challenges

- After upgrading Ol' Tessie with the DG-2 Turret, use the turret and shoot at the clock tower floating above Ashwood. Doing so will freeze 3 of the 4 clocks on the tower.
- With the Necrofluid Gauntlet, shoot at the clock tower and pull back. This will turn the Gauntlet into a purple and transparent version. **The effect is limited in time, you can have three purple charges per round (1 for each side with a frozen clock).** Additionally, shooting the Gauntlet will remove the effect.

Vandorn Farm

1. Travel to the Farmhouse at Vandorn Farm and check the clock on the wall. On the ground, all around the dining table, there will be **roman numerals** scratched on the floor.
2. Stand above the numeral corresponding to the one on the clock then look at Pa at the end of the table. If done correctly, Pa's head will turn towards you with his eyes turning red. Shoot it with the purple Gauntlet to spawn four energy orbs that will fly away.
3. Find four **ritual items** around Vandorn Farm:
 - a. **Tasty-Face**: Near Stamin-Up in Farmhouse
 - b. **Junior's Fun-Face**: Upstairs at the Barn
 - c. **Pa's Pigsticker**: In the Garage
 - d. **Ma's Chalice**: In the bathtub in the Cellar.
4. Place the ritual items on the corresponding glowing circles around the farm, then interact with one of the items again to trigger a lockdown and you'll have to defend the items from getting damaged, survive until the end of the lockdown.

Zarya Cosmodrome

1. Shoot the two spinning **radar dishes** with the purple Gauntlet (requires two charges). If done correctly, the **monitors** inside the Control Room will light up and three souls will float above the chairs. **You have a limited time to do so, and you need to shoot the radar dishes again if you fail.**
2. The first two monitors will spell a word using the pigpen characters, two letters at a time: LAUNCH, WEAPON, ENGINE, ROCKET.
3. The other six monitors will cycle through several numbers, shoot the red button to lock a number in place. Each pigpen word has corresponding numbers, from left to right:
 - a. **LAUNCH**: 11 - 00 - 20 - 13 - 02 - 07
 - b. **WEAPON**: 22 - 04 - 00 - 15 - 14 - 13
 - c. **ENGINE**: 04 - 13 - 06 - 08 - 13 - 04
 - d. **ROCKET**: 17 - 14 - 02 - 10 - 04 - 19
4. If done correctly, the souls will disappear and the Soyuz rocket will launch.

Exit 115

1. Obtain **Melee Macchiato**, then travel to Exit 115 with Ol' Tessie and wait for the **colored lightning strikes** to appear.
2. Go to the McDougal's Service Station and summon Klaus. Once Klaus has arrived, shoot at the **clock** with the purple Gauntlet to **freeze time** for one minute.
3. You will need to revive three corpses:
 - a. Using Ol' Tessie, ram into the cargo container opposite of the service station to open it and revive a **zombie** glowing red.
 - b. Send Klaus to revive the **mechanic** inside the garage, glowing yellow.
 - c. Use Melee Macchiato to open the cash register to revive the **cashier**, glowing blue.

4. Once the time has run out, the zombies will disappear. You will simply need to get near them again to revive them automatically before freezing time again.
5. Shoot at the clock with the purple Gauntlet when all three colored lightning hit Exit 115. Bring each glowing zombie to the corresponding colored lightning. If done correctly, they will be stunned and remained in the lightning strike until the time goes back to normal.

Blackwater Lake

1. Travel to Blackwater Lake and reach the pier. A soul will be floating around, interact with it to make it fly away.
2. Go inside the Cabin and shoot the **projector** with the purple Gauntlet. The projector will show four images corresponding to locations inside Blackwater Lake and in the order in which you will need to shoot **film reels**:
 - a. **Toolshed**: On a shelf near the Sprayer spawn location.
 - b. **Front of Cabin**: Upstairs near the gramophone.
 - c. **Back of Cabin**: Beneath the sairs next to the Ammo Box.
 - d. **Boat house**: On a wood beam when looking above.
3. If done correctly, the soul will appear inside the room with Speed Cola, on top of a box. Interact with the box to open it and the soul will fly away.
4. Summon Klaus and send it in front of the box. Klaus will take the item inside the box and travel to the back of the Cabin and stand next to the Ammo Box while inspecting the item.

Veytharion Boss Fight

1. Interact with Klaus to start the boss fight process.
2. Drive Ol' Tessie and **collect three red orbs with white mist by driving over them** in the following locations order: Monolith Forest, Janus Towers, Collapse Tower, (Vandorn Farm; no orb), Grounded Ship, (Ashwood; no orb), Lost Cabins.
3. If done correctly and all the orbs are collected, you will be teleported (with Ol' Tessie) inside the Veytharion's Sepulcher pyramid for the fight against Veytharion.
 - a. To damage Veytharion, **ram Ol' Tessie** into it to reveal weak spot and do critical damage.
 - b. Veytharion will constantly launch missiles against you.
 - c. Veytharion will sometimes enter an immune phase, collect orbs of light with Ol' Tessie and **ram into it** to bring down the immunity.
 - d. After enough damage is done, Veytharion will move around shooting laser beams.
4. Once Veytharion is defeated, the final cinematic will play.

IMPORTANT: AFTER THE CUTSCENE, CONTINUE THE GAME TO BE ABLE TO INTERACT WITH THE MYSTERIOUS OBJECT AT BLACKWATER LAKE AND UNLOCK THE RELICS FOR CURSED MODE.

Side Quests

Aether Flora (Free loot)

1. Find a **Sprayer** around the map
 - a. At Janus Towers Plaza, right of the spawn.
 - b. Upstairs in the Barn at Vandorn Farm.
 - c. On a table in Judgement Square at Ashwood.
 - d. In Toolshed at Blackwater Lake.
2. Several **Aether Flora** stems can also be found around the map. Interact with one of them to spray it. This will attract zombies and you'll need to defend it as you continue to spray it. Once it has fully grown, interact with it to obtain 500 Essence and other loot.

Note: Using **Toxic Growth** on the Aether Flora appears to accelerate the growth and drop a Raw Aetherium Crystal at the end.

Good Soldiers (Dempsey's PTSD)

Best Video for Good Soldiers: https://youtu.be/QQsOHX2ZSFI?si=wHlw6RrbDB_2Tk6J&t=529

1. Play as "**Tank**" Dempsey
2. Travel to Crashed Rocket.
3. Look for the corpses and interact with the **Dog Tag**. This will trigger a cutscene and spawn a legendary weapon and some loot after fighting off some zombies.

Mixologist

Best Video For **Mixologist**: <https://youtu.be/rEN629C95GY?si=-ppeH5vtykgvTsf->

Juggernog

Janus Towers: small **Weed** growing in crack near top of ramp-like raised sidewalk along wall

Vandorn Farms: plastic **Jug** in crack between corner-walls at top of stairs to barn basement

Reba's Diner: a flat of **Eggs** on a rack in back kitchen

Speed Cola

Blackwater Lake: sprig of **Blueberries** growing under back bumper of first truck inside gate

Ashwood: Box of cut **tomatoes/peppers???** inside a crate under shelf next to the door in Hargrove's Mercantile

Reba's Diner: packets of **Sugar** on the front counter of diner, near soda machine

Stamin-Up

Vandorn Farms: wooden box of **Lemons/potatoes???** on bottom shelf in cellar of house

Ashwood: bag of **Beans** on floor leaning against cabinet in Hargrove's Mercantile

Exit 115: **Jerrycan** next to a dumpster behind the garage

Quick Revive

Janus Towers: **Toilet Cleaner Bottle** on a table near PC in Server Room near Ted Head

Blackwater Lake: dead **Fish** on the dock floor across from mystery box

Cosmodrome: **Stim Shot** on a shelf in Control Room near Wisp Tea

ARC-XD Race

Best Video for **ARC-XC Race**: <https://youtu.be/QQsOHX2ZSFI?si=V4r25y5mqkOIWKPd&t=80>

1. Travel to the Lost Cabin in the the Fog.
2. Go upstairs in the cabin shaped as a triangle and interact with the **briefcase**.
3. This will trigger an ARC-XD race at the Zarya Cosmodrome.
4. Once the race is done, Mr Peek's will appear before spawning a trophy (one for each player) containing loot.

Axe Throwing

Best Video for **Axe Throwing**: <https://www.youtube.com/watch?v=7RdRZt0ORTE>

1. Interact with the **trophy** inside the Toolshed at Blackwater Lake.
2. Get a Tomahawk outside, stuck in a log.
3. Find the **floating target** near the road. Throw the Tomahawk at the target. It will disappear and a new one will spawn. The target will start to move after several throws. Repeat until all the targets are done.
4. Once done, Mr Peeks will appear before spawning a trophy (one for each player) containing loot

TV Twins Free Perk

Best Video for **TV Twins Free Perk**: https://youtu.be/QQsOHX2ZSFI?si=LYbisW33N_9nl9tU&t=339

1. Travel to the Farmhouse at Vandorn Farm, and interact with the **TV** near Stamin Up. Keep interacting with it until you see **two human shapes**.
2. Continue to interact with the TV until **only one human shape** is visible. A laugh will play.
3. Reach the Cellar and find the **blue sprit** drawing a figure on the ground.
4. Return to the TV and keep interacting with it until **no human shapes** are visible.
5. Find the **two girl spirits dancing** near the Jump Pad. After a few seconds they will disappear and drop some loot including a random Perk can.
6. The little girls will continue to spawn (only for the player who completed the easter egg this game???) on the farm throughout the game and give more loot if interacted with.

Maldruk Bear Fight

Best Video for **MalDruk Bear Fight**: <https://youtu.be/QQsOHX2ZSFI?si=X6yXGlaolM6ZY2oM&t=154>

1. Equipped with **Death Perception**, check Crashed Rocket or Orda Graveyard for highlighted **bear footprints**.
2. Follow the footprints until it triggers a cutscene. This will start the fight against a Zursa named **Maldruk**.
3. Within the arena, you'll find a Ray Gun, a Legendary weapon and some equipment and Essence. Killing Maldruk will also drop additional loot.

Power-Up Statues

- **Max Armor**: Zarya Cosmodrome Area, on the **Crashed Ship** inside one of the blue containers, specifically the one at the top of the car's path up to the top of the ship (it looks like a golden statue of body armor)



- **Insta-Kill:** In the opening at the top of the silo in Vandorn Farm

<https://youtube.com/shorts/WWEZOBtcux4?si=oT1sO5w1N6pm3gKW>



- **Nuke:** Top of the bell tower in Ashwood. (looks like low-res nuke?)

<https://youtube.com/shorts/LSRYzRoV7Jc?si=GX8HH46M-nFpE3NG>



- **Max Ammo:** Hiding in ceiling panels at top of small stairs near Quick Revive

<https://youtube.com/shorts/tcfCkHE8OiY?si=qW01h7VqWT8pJ7TH>



Relics

There are 9 Relics that can be unlocked from playing Ashes of the Damned, those Relics are then used as gameplay modifiers for Cursed mode. The Relics are divided into three groups: **Grim**, **Sinister**, and **Wicked**. Each group fills the Cursed Tier bar differently with the Grim Relics filling up a third of the bar, the Sinister Relics filling up two thirds, and the Wicked Relics filling up the entire bar. As such you will need to apply different Relics to reach the desired Tier level.

- **Tier I** - Golden Armor available (45,000 Essence)
- **Tier II** - Ultra Rarity available (8000 Salvage or 17500 Salvage from default rarity)
- **Tier III** - Pack-a-Punch Level IV available (100,000 Essence)

DRAGON WINGS

(Grim)

Normal Power-Up spawns are disabled

1. Reach Round 20
2. Use the Jump Pad from Vandorn Farm to Janus Towers Reception. While in the air, shoot the 3 purple symbols seen on top of the buildings.
3. Return to Vandorn Farm and interact with the portal at the Barn to start the Relic Trial.
4. Survive 4 waves of enemies: the 1st and 3rd waves are standard zombies while the 2nd and 4th waves are HVTs. Picking up the Power-Ups will damage you.

LAWYER'S PEN

(Grim)

All zombies are Shock Mimics

1. Reach Round 20
2. Throw a Molotov Cocktail (or use Napalm Burst) at red candles around the map:
 - a. Above the couch next to Juggernog in The Ruby Rabbit at Ashwood.
 - b. Next to a couch inside one of the cabins at Lost Cabins.
 - c. On the bedside table in Farmhouse at Vandorn Farm.
3. Go to Vandorn Farm and interact with the portal at the Barn to start the Relic Trial.
4. Survive 4 waves of only Shock Mimics.

TEDDY BEAR

(Grim)

Round start delay is cut down by 75%

1. Find 10 Mister Peeks across the map while using Aether Shroud.
2. Go to Vandorn Farm and interact with the portal at the Barn to start the Relic Trial.
3. Survive several waves with every shot fired costing 100 Essence

VRIL SPHERE

(Sinister)

Players can only carry 4 Perk-a-Colas

1. Equip 3 Relics (Cursed Mode Tier I)
2. Reach Round 40 to spawn a Doppleghast. Kill it by launching it with a Jump Pad
3. Travel to Zarya Cosmodrome and interact with the portal in front of the rocket launch pad to start the Relic Trial.
4. Survive 5 waves, 2 of which being only HVTs. All purchases are disabled.

FOCUSING STONE

(Sinister)

No Self-Revive kits

1. Equip 3 Relics (Cursed Mode Tier I)
2. Reach Round 40 and get two wine bottles:
 - a. Kill a Zursa with your melee weapon to drop one.
 - b. Get the other in a Legendary chest from a T.E.D.D. Trial
3. Put the bottles among the others on the counter inside the Cabin at Blackwater Lake. Once placed, the bottles will flash in a specific order and you'll need to shoot them in that order.
4. Travel to Zarya Cosmodrome and interact with the portal in front of the rocket launch pad to start the Relic Trial.
5. Survive multiple waves with all your Essence is gone.

BLOOD VIALS

(Wicked)

All Augments are turned off

?????????