

Storm Canyon

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Storm Canyon is a new PERMANENT land in the Emerald Valley that continues our path along the Traveler's Diary. Open to Level 57 and above. Southern Reach quests must be completed before Storm Canyon can be opened. We are coming ever closer to finding Father!

Equipment Required to Travel: Tent, Kerosene lamp



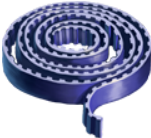
Energy consumption:

The complete clearing of the location requires about 31,000 energy. However, in the location you can get various energy resources for a total of about 10,000 energy and about 200 complete Horn sets.



The above map demonstrates the abundance of large chops on Storm Canyon. Not all are shown here, but it gives a good idea of what to expect!

Resources needed for Storm Canyon

 7	 5	 15	 3	 7
 7	 1	 3	 10	 15
 10	 15	 12	 8	 15
 20	 18	 5	 15	

 *	*Unless marked for Partner	 **	**Reward from Boern ***see note below	
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Sign of the Ancients

Can usually be found on your sled. Must be manually unloaded to the storage at Storm Canyon.

[Main Building](#), [Land Task](#), [Secret Hall](#), [Guardian Statues](#), [Secret Passages](#), [Bandits](#), [Wolf](#), [Bandits](#) Questline: [To Storm Canyon](#), [Sanctuary](#), [Secret Hall Entrance](#), [West Guardian](#), [Barrier](#), [North Guardian](#), [Wild Guest](#), [East Guardian](#), [Bandits](#), [South Guardian](#), [Second Attempt](#), [Anticipation](#) Clearing Reward: [50%](#), [100%](#), [Storage After Clearing](#)

Main Building:



Sanctuary Of the Guardians

Build: 7 Buckets  + 5 Shelving  + 15 Tile 
 3 Gold Alloy  + 7 Mounted Belts  + 4 Secret Solutions 
 1 Master Alloy  + 3 Cement  + 5 Furnace 

Barter: None



You will receive the Rune of Initiation in your storage when the build is completed. Used to open the 1st secret passage. It is in your storage on Storm Canyon.

Land Task:



STONE WATCH

For centuries Storm Canyon attracted adventurers. According to legends, several mysterious Watchmen were closely watching their possessions. But to those who could find them and look into their stone eyes, they granted eternal luck. I couldn't resist!



Find all Canyon Watchmen in Storm Canyon 0/4

I did it! I found all the Watchmen of the Storm Canyon and looked into their frozen eyes. I hoped my efforts would be justified and luck would accompany me along the way.

Reward:



You will receive 2 decorative Canyon Watchmen for your home station.

Found on Location:



Secret Hall

To open the Secret Hall, first try to apply the Sign of the Ancients. When the Sign does not work (it returns to the warehouse), we search for and restore 4 Guardian Statues.

Guardian Statues



On the location are 4 Guardian Statues. Find and restore them to open the entrance to the Secret Hall. When the Western Sentinel is restored, we will receive the Rune of Knowledge.

Build:

West Guardian: 15 Pipes  + 10 Sweaters  + 15 Millstones 



You will receive the Rune Of Knowledge after restoring the Western Guardian. Used to open the 2nd secret passage. It is in your storage on Storm Canyon.

North Guardian: 12 Glass  + 8 Paper  + 15 Containers 

East Guardian: 20 Stools  + 18 Mortar  + 5 Furnaces 

South Guardian: 5 Mechanisms  + 3 Secret Solutions  + 15 Fittings 



Secret Passages

On the location are 2 secret passages which must be found and opened to progress. The Runes to unlock the passages are found from building the Sanctuary and restoring the Western Guardian. They are located in the storage on Storm Canyon.



Wolf

Find the wolf and scare him away. 80 energy and loud bullets, dynamite or mark it for your partner.



Bandits

On the location, you will find 3 Bandits to scare away. 2 Bandits need 70 energy + loud bullets or use dynamite or mark for your partner. The last one will need 100 energy + loud bullets, dynamite or mark for your partner.

Questline



To Storm Canyon

We had the Ancient Sign, but I still felt alarmed. Ben didn't believe me anymore, and finding my father and getting to the Storm Canyon was impossible without him. Our journey continued and I was getting ready for any turn of events.



Go to the location Storm Canyon

The silence of the Canyon was frightening, and the scorching sun was draining us of strength. But there was no way back. I tightened my grip on the Sign of the Ancients and quickened my pace, barely keeping pace with my partner.

Reward: 3 Cookies



What are we looking here for?

There's an entrance to the Secret Hall in the Canyon. But first we'll find the Guardians' Sanctuary. It must be somewhere nearby. We have to get something there... Without that thing we'll never get inside.

It looks like you've been here before...

Hush now, put a move on it!



The Sanctuary

I was wondering who really, was this "former" bandit really was and why did he know all the dungeons and caves of Klondike so well? Now we went in search of the Guardians' Sanctuary and the ancient rune that would open the entrance to the Secret Hall...



Find the Guardians' Sanctuary .



Restore the Guardians' Sanctuary.

Ben placed the valuable find behind his belt. I noticed how he unexpectedly caressed the walls of the Sanctuary and smiled rather, as if we had just restored his dear place.

Rewards: 50 Worms  , 15 100% Plant Fertilizer 





These shabby ruins are the Sanctuary?

Watch your mouth! This used to be a grand building! Only the chosen from the World of God were allowed here. The Head Guardians lived and studied here.... They guarded the entrance to the Secret Hall. And stop talking so much. Try to think of a way to return this sacred place to its former glory.



Secret Hall Entrance

The sanctuary looked like an impregnable fortress. Ben laughed haughtily when I asked him about the door. He said that there was a secret entrance, but only a few knew about it. Otherwise, there would be no end to those wishing to enter the World of Gold and possess the treasures.



Find the Secret Hall entrance.



Open the Secret Hall entrance.

I put the Sign of the Ancients in the groove in the wall and held my breath from excitement, but ... nothing happened! The sign simply jumped off the wall and fell to the ground. I couldn't believe that the all-knowing Ben was mistaken!

Rewards: 10 Pipes  , 10 Curd Cheese 



Note: You have to go back home and get this from storage. The Sign of the Ancients **DOES NOT** unload from your sled with "Unload All". You must scroll back through the cargo of travel equipment to find it and click "unload" under it to put it into storage. If you don't find it in storage in Beorn or Home, **CHECK YOUR SLED!**



What are you digging for there?! Place the Sign!
I placed it... But nothing's happening.
Hmm, there used to be... I know what's wrong! There's an ancient mechanism connecting the entrance to the four Stone Guardians. Restore them to open the entrance.
Did Paul teach you this?

West Guardian



Once again I listened to Ben in amazement: the Guardians, the ancient mechanisms, the secret entrance. How did he know all this? But I had no other ideas on how to open the door. So we went in search of the first Guardian, to the western part of the Canyon.



Find the West Guardian.



Restore the West Guardian.

When the Stone Guard was restored, I recoiled in fear. He seemed to come to life: his eyes lit up, and his hand rose, as if pointing the way. Ben croaked and hurried in the indicated direction.

Reward: 20 Sour Cream , 5 Feed for 25 Birds 



Barrier



Our way came to a stone wall. I found a secret door, hidden from prying eyes, but it did not give in. Intuition prompted that the key was somewhere nearby. I looked around and saw another ancient rune! For some reason, I was sure that it would help us open a secret passage.



Open the secret passage blocking the way.

That's such good luck! The door opened. Ben hurried to pass, and my mind lingered on curious drawings on the walls: ingots of gold, the crown, and people in strange, as if sleeping, poses.

Reward: 10 50-portion Hay Bales



North Guardian



We headed to the north of the Canyon in search of the second Guardian. I was wondering what kind of clue the next guard would give us. Maybe he'll tell something about that other world that Ben did not want to talk about ...



Find and restore the north Stone Guardian.

The North Guard also showed us the direction: the opposite of where we were. We had no choice but to follow the strange magic pointer.

Reward: 50 Fish 



Did you hear that? I think I heard a wolf howl.

Animals again! I can't stand them! We must find the third Guardian and restore the mechanism! The wolves are on you, I don't have time to deal with them.

Who's afraid now?

I sure hope the wolf ignores us... Or eats somebody else!



Wild Guest

The wolf howl was approaching. Judging by the howling, the beast was alone. I didn't have to count on Ben helping me, so I checked the gun and got ready for the hunt.



Get rid of the wolf in your way.

My rifle never let me down, and this time was no exception. After stepping over the defeated predator, I hurried after Ben in search of the third Guardian.

Reward: 40 Coal



East Guardian

Apparently the silence around was really heavy, because Ben unexpectedly started talking about another world and the Klondike gold. His eyes had a strange spark in them, and in words I heard a longing for that distant world ... We soon reached the eastern part of the Storm Canyon.



Find and restore the East Stone Guardian.

The next pointer was restored. The third Stone Guardian showed us the direction and we set off. There was only one guard left.

Reward: 5 Tables



*Ben, it seems we're not alone in this secret place... And the footprints look fresh.
A bunch of random strangers, I'm sure.
The footprints lead in our direction... to the south.
Go forward, I'll cover your back.
Ok course, big surprise... Sure, let's go.
I'll follow you, if they start shooting I'll have a shield.*



Bandits

Suddenly, we heard a few people talking. They were discussing some dubious stuff, and it became clear to me that these weren't simple travelers but bandits looking for profit. A confrontation couldn't be avoided.



Get rid of the three bandits in the way.

We were outmanned, but we managed. We left the bandits bound on the ground and continued the search for the last Stone Guardian.

Reward: 5 Buffets





South Guardian

The South Guardian was the last part that should launch the ancient mechanism. I was waiting for this moment and at the same time, I was afraid, because all of Ben's stories about gold could turn out to be true. I didn't know if I could recognize my father as the man locked up in the Spirit World ...



Find and restore the south Stone Guardian

The Last Guardian didn't show us where to go. But suddenly the ground started vibrating. The ancient mechanism came into motion!

Reward: 10 Mugs 



Second Attempt

We rushed to the entrance to the Secret Hall as if we were afraid of doors suddenly closing. Ben shouted to me to get the Sign. When we ran to the entrance, I placed the relic to the wall and, breathing heavily, stepped aside.



Open the Secret Hall entrance.

The vibration intensified. I looked at the entrance, expecting the door to open, but instead the stones on the wall began to shift, forming an inscription in the ancient language already familiar to me ...

Reward: 50 Oil 



Ben, the door still won't open.

Oh, those pesky people! Why so many difficulties?...

What are you talking about?

Do you see the sign? "The entrance to the Secret Hall shall open in due time".

In due time? My father is locked in there...

He'll be alright. The gold will console him. We'll have to wait. The doors can't be opened until the time comes.

Anticipation



We did everything to launch the ancient mechanism. Now it was necessary to wait until the entrance to the Secret Hall opened. The waiting could take a while, so I decided to go to the farm and prepare some supplies for further travel.



Go to the home station. Can not be skipped.



Harvest 20 Coffee. Skip for 20 



Go to Ukhty or Darfoot and make 12 vegetable stews.

Skip for 20 

Ben refused to go with me to the station. And I did not insist, he felt at home in Storm Canyon. Besides, I knew that we would soon meet to go to the Secret Hall together. When the time comes..

Rewards: 10 Containers , 3 Cheesecake , 2 Blueberry Pies 

50% Clearing Reward



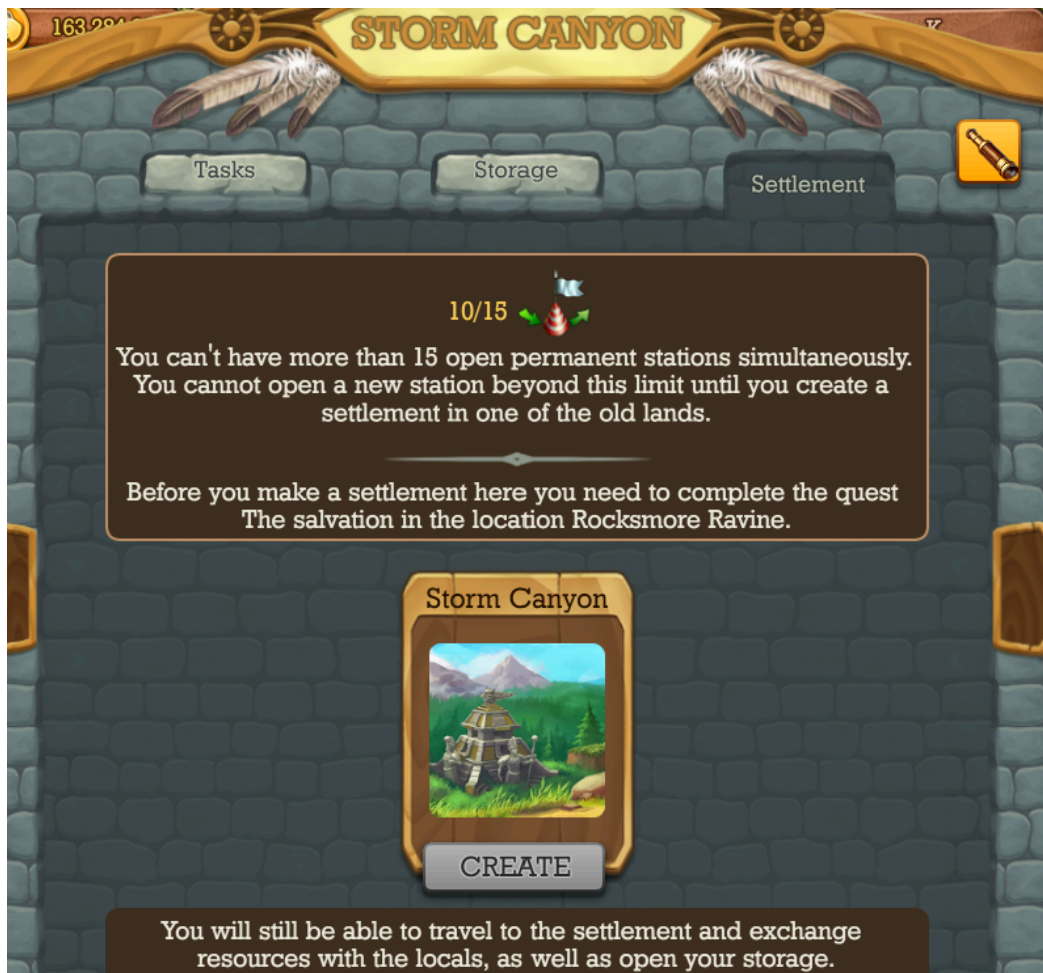
100% Clearing Reward



Storage after 100% Clearing

Rye  x510	Eagle  x4	Goddess  x4	Hand  x1	Wolf  x2	10 ounces of gold dust  x3	30 ounces of gold dust  x3	100-ounce nugget  x2
Daemon  x3	Crocodile  x3	Mask  x1	Idol  x2	250-ounce nugget  x3	50-ounce nugget  x2	500-ounce nugget  x1	5 ounces of gold dust  x1
Large barrel  x8	Medium stone  x393	Large bundle of grass  x149	Large chest  x85	Box  x657	Small treasure  x239	Bundle of dry twigs  x288	Large bundle of logs  x535
Large stone  x312	Bundle of logs  x1033	Chest  x104	Clay clod  x544	Gold-bearing clod  x190	Small stone  x659	Crystallin of luck  x693	Clay piece  x80
Sandstone clod  x259	Cask  x4	Small chest  x11	Crystallin  x193	Small trove  x9	Large trove  x2	Great trove  x12	Poultry nest  x46
Large bundle of dry twigs  x176	Bundle of dry twigs  x155	Barrel  x29	Bundle of grass  x166	Cask  x40	Poultry nest  x11	Medium portion of ore  x188	Gold-bearing stone  x43
Small portion of ore  x20	Cask  x4	Small piece of quartz  x40	Piece of quartz  x80	Huge piece of coal  x28	Large piece of coal  x52	Golden chest  x5	Barrel  x3
Medium piece of coal  x137	Small piece of coal  x30	Golden vase  x4	Big treasure  x4	Golden barrel  x2	Large portion of ore  x22	Large bundle of grass  x2	

Note: You will not be able to settle Storm Canyon until you have completed the questline for Rocksmore Ravine where you have a portal that goes back to Spirit World. Once you settle Storm Canyon and Rocksmore Ravine, you will no longer have access to Secret Hall or Spirit World!



Created by [Doug Bowman](#) (Released to game August 2, 2018,
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