

# Armures

# Endgame Extended Weapon Arsenal

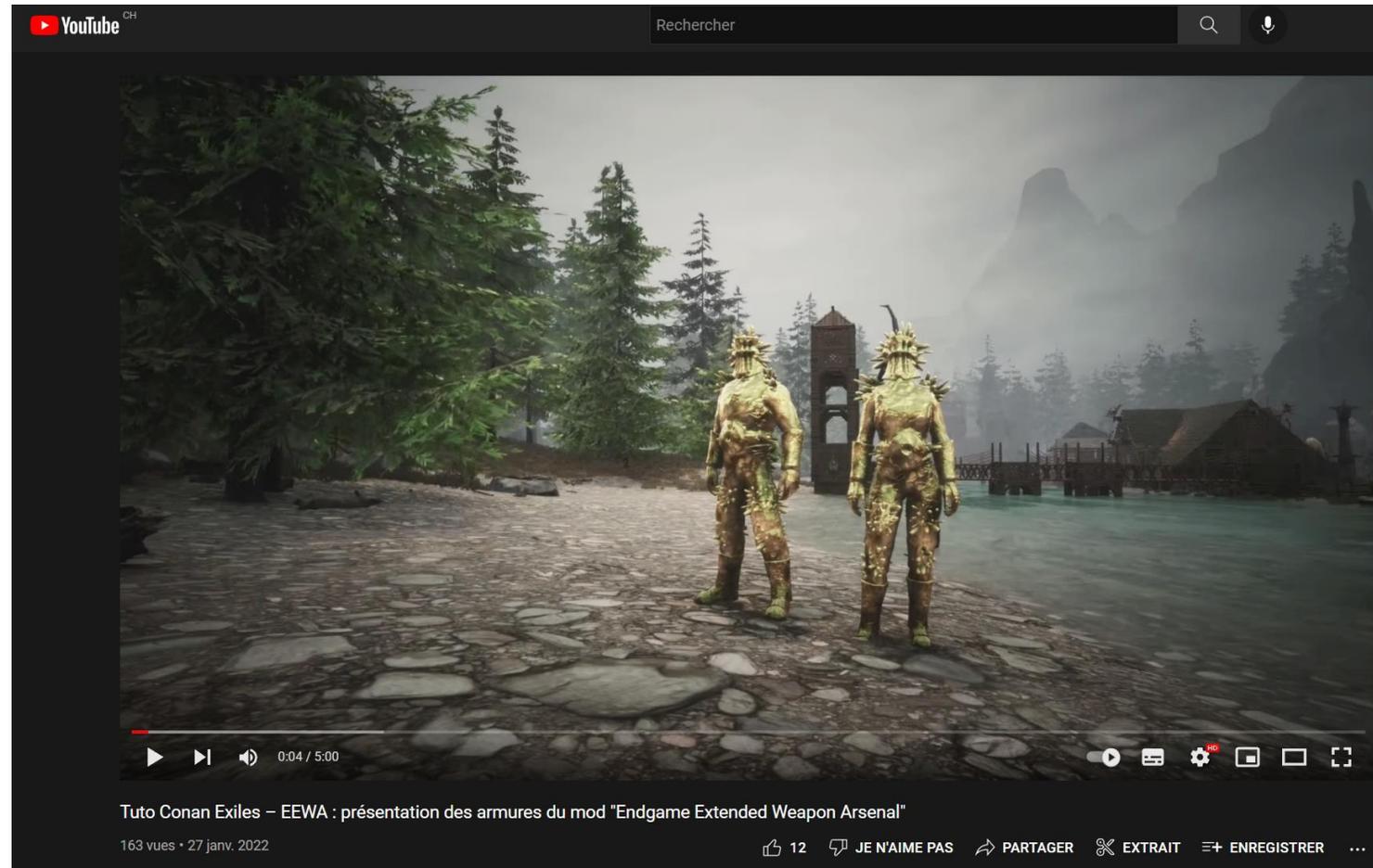
# EEWA

Les statistiques et caractéristiques peuvent changer au fil du temps, en fonction des mises à jour du mod.

Etat au 28.01.2022

[www.youtube.com/c/ConanExilesTuto](https://www.youtube.com/c/ConanExilesTuto)

# Complément à la vidéo de présentation [youtu.be/m9pswEnZr5M](https://youtu.be/m9pswEnZr5M)



# Crystalbreaker

+10 de cran



100/100 100/100

248 / 248  
130 / 130

Armure 1 348  
Poids de l'armure Lourde

**MOVEMENT SPEED**  
Movement Speed increased by 8% and prevents cripple.  
You gain 1 health every 0,4 seconds.

**TORSE**  
**MAINS**  
**JAMBES**  
**CHAUSSURES**

# Scourgebreaker

+10 d'agilité



100/100

248 / 248

100 / 100

100/100

Armure 1 552

Poids de l'armure Lourde

RETURNS 18% OF MELEE DAMAGE OR 34% OF RANGED DAMAGE TO ATTACKERS

TORSE

MAI

JAMBES

PIEDS

The image shows a game interface for the Scourgebreaker armor set. At the top, there are two circular icons: a green one with a white drop and a white one with a green drop, both labeled '100/100'. Below these are two horizontal bars: a red one labeled '248 / 248' and a yellow one labeled '100 / 100'. The main section displays the armor's name 'Scourgebreaker' and its stats: 'Armure 1 552' and 'Poids de l'armure Lourde'. To the right is a 3D model of the armor set, which is dark purple with thorn-like protrusions. A tooltip points to the chest piece, stating 'RETURNS 18% OF MELEE DAMAGE OR 34% OF RANGED DAMAGE TO ATTACKERS'. On the left side of the armor set, there are five icons representing the individual pieces: 'Torse' (chest), 'Mains' (gloves), 'Jambes' (legs), and 'Pieds' (boots).

# Icebreaker

+30 de vitalité



100/100 100/100

316 / 608  
100 / 100

Armure 2 714  
Poids de l'armure Lourde


 Movement Speed decreased by 20% and prevents cripple.  
Increased vitality by 30. Bonus 800 armor.



# Bloodbreaker



100/100 268 / 398 100 / 100 100/100

Armure 2 170

Poids de l'armure Lourde

0 damage stored. Equip weapon to release.

HEAD

TORSE

MAINS

JAMBES

PIEDS

The screenshot shows the character's status and equipment. At the top, there are three circular icons: a green one on the left, a red one in the middle, and a green one on the right. Below these are three bars: a green bar for health (100/100), a red bar for stamina (268 / 398), and a yellow bar for hunger (100 / 100). Below the bars, the text 'Armure 2 170' and 'Poids de l'armure Lourde' is displayed. On the right, there is a character model wearing a dark, spiky outfit. A red hand icon is overlaid on the character's head, and the text '0 damage stored. Equip weapon to release.' is displayed below it. On the left, there are five equipment slots labeled 'HEAD', 'TORSE', 'MAINS', 'JAMBES', and 'PIEDS', each containing a dark, spiky item.

# Meruvian Expedition

+15 d'agilité



100/100

248 / 248

100 / 100

100/100

Armure 923

Poids de l'armure Légère

HEAD

TORSE

MAINS

JEANS

PIEDS

A screenshot of a game's equipment menu. It shows a character's stats and gear. The character has 100/100 health and 100/100 mana. The armor is 923, and the weight is 'Légère'. The gear slots are labeled HEAD, TORSO, MAINS, JEANS, and PIEDS. The character is wearing a dark, hooded outfit with a mask.

# Meruvian Sentry

+10 de précision



100/100 248 / 248 100 / 100 100/100

Armure 803  
Poids de l'armure Légère

- Headpiece
- Shoulder Guard
- Necklace
- Arms
- Legs
- Feet

# Council avec Plated Helmet

+5 de force, +14 de vitalité, +25 d'encombrement



100/100 248 / 416 100 / 100

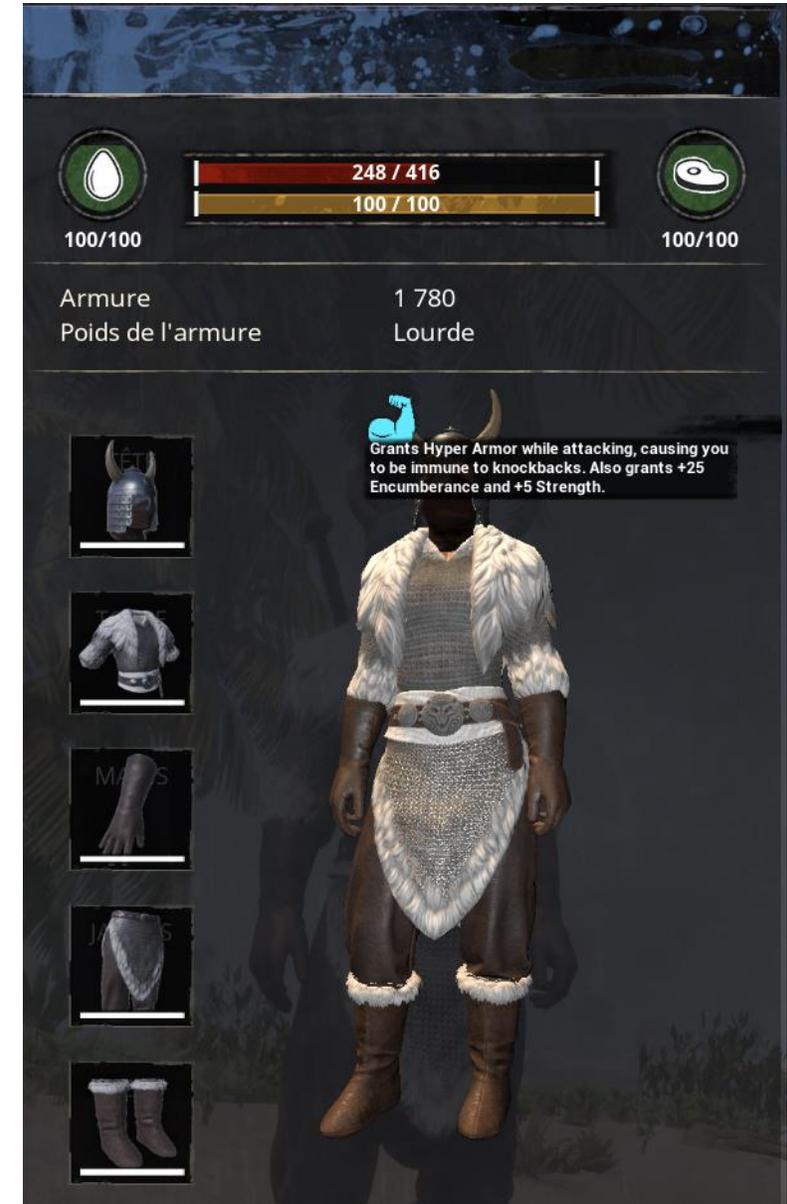
Armure 1 780  
Poids de l'armure Lourde

Grants Hyper Armor while attacking, causing you to be immune to knockbacks. Also grants +25 Encumbrance and +5 Strength.

The interface shows a character's status. At the top, there are two circular icons: a green one with a white drop and a white one with a green drop. Below them are two progress bars: a red one showing 248 / 416 and a yellow one showing 100 / 100. In the center, it displays 'Armure 1 780' and 'Poids de l'armure Lourde'. On the right, there is a blue icon of a muscular arm and a text box describing the 'Hyper Armor' effect. On the left, there are five equipment slots, each with a small icon of the item: a horned helmet, a chainmail tunic, gauntlets, a chainmail skirt, and boots.

# Council avec Horned Helmet

+11 de force, +8 de vitalité, +25 d'encombrement



# Council avec Paced Helmet

+5 de force, +8 de vitalité, +6 de cran,  
+25 d'encombrement



# Council avec Fur Cap

+5 de force, +6 d'agilité, +8 de vitalité,  
+25 d'encombrement



# Hemoglob

+12 de vitalité



100/100

248 / 482

100 / 100

100/100

Armure 906

Poids de l'armure Intermédiaire

TÊTE

TORSE

MAINS

PANSEMENTS

PIEDS

A character wearing the Hemoglob armor set, standing in a dark environment. The armor is dark red and highly detailed.

# Shadow Legion

+10 de force



A screenshot of a game interface showing the Shadow Legion armor set. At the top, there are two circular icons with a drop and a foot, each with '100/100' below them. In the center, there are two horizontal bars: a red one for '248 / 248' and a yellow one for '100 / 100'. Below these, the text 'Armure 1 690' and 'Poids de l'armure Lourde' is displayed. On the right, a full-body view of the armor set is shown. On the left, there are five smaller icons representing individual pieces: a helmet, a chest piece, a gauntlet labeled 'MAINS', a skirt labeled 'JAMBES', and a pair of boots.

# Cimmerian Bear Shaman



100/100 100/100

248 / 248  
100 / 100

Armure 666  
Poids de l'armure Légère

TÊTE  
Torse  
MAINS  
Jambes  
Bottes

# Silent Legion Oblivion

+10 de vitalité

