

# AFK Engraving Income Ref.

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The following is a 'complete list' of current, reoccurring Engraving income sources and resulting income tiers. This is the first in a series of Engraving related posts, attempting to elucidate the Engraving upgrade mechanic and guide you through hero investment choices, as well as acquisition routes.

Engraving Level	Currency	Cost
0 -> e30	Shards	3,750
e30 -> e60	Cores	4,500
e60 -> e80	Cores	6,000
e80 -> e100	Cores	7,700

This post is split into 2 sections: '**Progression / Spending Tiers**' and an '**Appendix**'. The first section is a 'TLDR' of each player tier, outlining a common income at corresponding progression step & spending amount. The second section is a reference of all currently known, reoccurring Engraving material income sources.

You can think of this as your '**foundational**' Engraving income, despite there being many more sources of Engraving materials from many different game modes and annual events.

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## Progression & Spending Tiers

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### Free-2-Play (F2P) - Chapter 35

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The below is the 'maximum' Shard / Core income a F2P-player can hope to achieve ( within reason ~ Store 'Cores' are expensive ).

- Table 1: Daily Income from Source
- Table 2: Daily / Monthly Total Income
- Table 3: Engraving Benchmark Acquisition Rate from Daily Income

Source	Quantity	Shards Daily	Cores Daily
Idle Rewards	24 hrs	30	15
Fast Rewards	5	~13	~6

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Source	Quantity	Shards Daily	Cores Daily
Store Refreshes	2	~60	0
Dismal Lab	✓	~35	~35
Voyage of Wonders	✓	~7	~3
Misty Valley	✓	20	10
Monthly Card (\$5)	X	0	-
Deluxe Card (\$15)	X	-	0
Twisted Bounties	Free	~27	-
Champions of Esperia	Free	-	~16

	Daily	Monthly
Shards	~191	~5,723
Cores	~86	~2,575

Acquisition	Cost	Rate	Glyphs
e00 -> e30	3,750 Shards	~20 Days	3 Major & 5 Minor
e30 -> e41	1,650 Cores	~19 Days	1 Major & 2 Minor
e30 -> e60	4,500 Cores	~52 Days	3 Major & 5 Minor

## \$20 Monthly - Chapter 35 - VIP 12

The below is the 'maximum' Shard / Core income a \$20 Monthly-player can hope to achieve ( within reason ~ Store 'Cores' are expensive ).

- Table 1: Daily Income from Source
- Table 2: Daily / Monthly Total Income ( +Relative Difference from F2P )
- Table 3: Engraving Benchmark Acquisition Rate from Daily Income ( +Relative Time Savings from F2P )

Source	Quantity	Shards Daily	Cores Daily
Idle Rewards	24 hrs	30	15
Fast Rewards	6	~15	~7.5
Store Refreshes	2	~60	0
Dismal Lab	✓	~35	~35

Source	Quantity	Shards Daily	Cores Daily
Voyage of Wonders	✓	~7	~3
Misty Valley	✓	20	10
Monthly Card (\$5)	✓	~45	-
Deluxe Card (\$15)	✓	-	~24
Twisted Bounties	Free	~27	-
Champions of Esperia	Free	-	~16

	Daily	Monthly
Shards	~253 (+62)	~7,598 (+1,875)
Cores	~111 (+25)	~3,332 (+758)

Acquisition	Cost	Rate	Glyphs	Time Savings
e00 -> e30	3,750 Shards	~15 Days	3 Major & 5 Minor	~5 Days
e30 -> e41	1,650 Cores	~15 Days	1 Major & 2 Minor	~4 Days
e30 -> e60	4,500 Cores	~41 Days	3 Major & 5 Minor	~11 Days

## ~\$58 Monthly - Chapter 35 - VIP 12

The below is the 'maximum' Shard / Core income a \$58 Monthly-player can hope to achieve ( within reason ~ Store 'Cores' are expensive ).

- Table 1: Daily Income from Source (TB: \$25 → ~\$17 Per Month & CoE: \$25 → ~\$21 Per Month)
- Table 2: Daily / Monthly Total Income ( +Relative Difference from F2P )
- Table 3: Engraving Benchmark Acquisition Rate from Daily Income ( +Relative Time Savings from F2P )

Source	Quantity	Shards Daily	Cores Daily
Idle Rewards	24 hrs	30	15
Fast Rewards	6	~15	~7.5
Store Refreshes	2	~60	0
Dismal Lab	✓	~35	~35
Voyage of Wonders	✓	~7	~3
Misty Valley	✓	20	10

Source	Quantity	Shards Daily	Cores Daily
Monthly Card (\$5)	✓	~45	-
Deluxe Card (\$15)	✓	-	~24
Twisted Bounties (~\$17)	Paid	~116	-
Champions of Esperia (~\$21)	Paid	-	~71

	Daily	Monthly
Shards	~342 (+152)	~10,270 (+4,548)
Cores	~156 (+70)	~4,669 (+2,094)

Acquisition	Cost	Rate	Glyphs	Time Savings
e00 -> e30	3,750 Shards	~11 Days	3 Major & 5 Minor	~9 Days
e30 -> e41	1,650 Cores	~11 Days	1 Major & 2 Minor	~8 Days
e30 -> e60	4,500 Cores	~29 Days	3 Major & 5 Minor	~23 Days

## Appendix

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### Idle Rewards

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- After chapter 22 and 24, you begin to acquire Engraving materials from Idle rewards.
- Shard and Core drop rates per hour start below the stated rates, but quickly maxes out at 1.25 Shards and 0.625 Cores per hour as you progress through chapters.

$$Shards_{hr} = 1.25 \text{ Shards}$$

$$Cores_{hr} = 0.625 \text{ Cores}$$

$$Shards_{24hr} = 30 \text{ Shards}$$

$$Cores_{24hrs} = 15 \text{ Cores}$$

### Fast Rewards

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- After chapter 22 and 24, you begin to acquire Engraving materials from idles rewards and thus - Fast Rewards. Each Fast Reward increases in cost, starting at 0, then: 50, 80, 100, 100, 200, 300, & finally 400 diamonds per Fast Reward.

$$Shards_{2hrs} = 2.5 \text{ Shards}$$

$$Cores_{2hrs} = 1.25 \text{ Cores}$$


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Fast Rewards	Shards	Cores	Cost (Diamonds)
1	2.5	1.25	0
2	2.5 (5)	1.25 (2.5)	50
3	2.5 (7.5)	1.25 (3.75)	80 (130)
4	2.5 (10)	1.25 (5)	100 (230)
5	2.5 (12.5)	1.25 (6.25)	100 (330)
6	2.5 (15)	1.25 (7.5)	200 (530)
7	2.5 (17.5)	1.25 (8.75)	300 (830)
8	2.5 (20)	1.25 (10)	400 (1230)

## Store

- After chapter 22 and 24, you may purchase Shards and Cores from the Store. You may only purchase each, 20 Shards and 10 Cores, 3 times per day. It requires you to 'refresh' the store, for 100 diamonds, 2 additional times to purchase all 3 offers.

Refreshes	Shards	Cores	Refresh Cost (Diamonds)	Core Cost (Diamonds)	Shard Cost (Gold)
0	20	10	0	200	2M
1	20 (40)	10 (20)	100	200 (400)	2M (4M)
2	20 (60)	10 (30)	100 (200)	200 (600)	2M (6M)

## Dismal Labyrinth

- After completing Arcane Labyrinth at chapter 26 & 30, Dismal Labyrinth is unlocked and occurs every 2 days.
- Every month, there is a week long Dismal Labyrinth 'Double Rewards' event, and is included in the calculations below.
- Engravings of either quantities '30' or '50' drop as a reward in varying probabilities (Table 1) for defeating the final boss stage of each floor.

Currency	30	50
Shards	~37.5%	~12.5%
Cores	~37.5%	~12.5%

- The following table is the **average** Engraving materials per floor / run:

Floor	Cores	Shards
1	~17.5	~17.5
2	~17.5	~17.5
3	~17.5	~17.5
Total	~52.5	~52.5
Total (2x)	~105	~105
Daily	~35	~35

## Voyage of Wonders

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- The Voyage of Wonders (**VoW**) is an event that reoccurs every 15 days. Although the rewards are 'inconsistent', we have taken the last 10 reward tables and extrapolated an average Engraving income.

$$100 \frac{\text{Shards}}{15 \text{ days}} \& 50 \frac{\text{Cores}}{15 \text{ days}} \approx 7 \frac{\text{Shards}}{\text{day}} \& 3 \frac{\text{Cores}}{\text{day}}$$

## Misty Valley

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- Misty Valley, unlocked at chapter 17, is an event that repeats every 30 days. After a week, the second portion of the event is unlocked, allowing you to complete the event.

Chapter	Cores	Shards
25	-	200
31	100	-
32	-	200
33	100	-
34	-	200
35	100	-
Total	300	600
Daily	10	20

## Monthly Card: \$5

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- The Monthly Card bundle gives players 4 chests daily, with 15 Shards as an option per chest. You are given 3 chests below VIP 12, and 4 chests at or above VIP 12.

VIP	Shards
$x < 12$	45
$x \geq 12$	60

## Deluxe Monthly Card: \$15

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- The Deluxe Monthly Card bundle gives players 2 chests daily, with 12 Cores as an option per chest. You are given 1 chests below VIP 12, and 2 chests at or above VIP 12.

VIP	Cores
$x < 12$	12
$x \geq 12$	24
$x \geq 14$	-

## Twisted Bounties: \$25 → ~\$21 Per Month

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- The Twisted Bounty bundle allows you to pick from a variety of resources as a reward, one of which being Shards. Shards are awarded for acquiring 'Twisted Sigils', which can be acquired via Twisted Realm. The bundle costs \$25 over 44 days, or ~\$17 per month, but one can also acquire a reduced reward - free of charge.

	Shards	Daily
Free	1170	~27
Paid	3920	~89
Total	5090	~116

- After purchasing the Paid version of Twisted Bounties, you may purchase an additional Deluxe bundle, which is \$15 or ~\$10 per month, and follows the same acquisition scheme as the Free and Paid versions.

	Shards	Daily
Deluxe	3920	~89

## Champions of Esperia: \$25 → ~\$21 Per Month

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- The Champions of Esperia bundle allows you to pick from a variety of resources as a reward, one of which being Cores. Cores are awarded for acquiring 'Heroic Merits', which can be acquired via Arcane or Dismal Labyrinth. The bundle costs \$25 over 36 days, or ~\$17 per month, but one can also acquire a reduced reward - free of charge.

	Cores	Daily
Free	585	~16
Paid	1960	~54
Total	2545	~71

- After purchasing the Paid version of Champions of Espesia, you may purchase an additional Deluxe bundle, which is \$15 or ~\$12.5 per month, and follows the same acquisition scheme as the Free and Paid versions.

	Cores	Daily
Deluxe	1960	~54

## Campaign:

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- Every Chapter, starting at chapter 22, you are awarded 1000 Shards for completing stage 30. At chapter chapter 28, it transitions into rewarding 500 Cores - 'indefinitely' - or as far as we know - for completing stage 30, instead of Shards.

Stage	Currency	Quantity
22-30 -> 27-30	Shards	1,000 (6x)
28-30 -> 47-30	Cores	500 (20x)

- From Chapter 22 to Chapter 27, you gain 6,000 Shards total.
- From Chapter 28 to Chapter 35, you gain 4,000 Cores total.

## King's Tower:

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- Starting at floor 250, every 50x floors, you gain 1000 Shards. At 550, it changes to a reward of 500 cores, instead of Shards.

Floor	Currency	Quantity
250 -> 500	Shards	1000 (6x)
550 -> 1300	Cores	500 (16x)

- From floor 250 to floor 500, you gain 6,000 Shards total.



## Celestial / Hypogean Tower:

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- Starting at floor 20, every 20x floors in both towers, you receive 200 cores as a reward.

Floor	Currency	Quantity
20 -> 500	Cores	200 (25x)

- From floor 20 to floor 240, you gain 2,400 Cores total.

## Cursed Realm

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- As of 1/9/2022, you may enter Cursed Realm with a Crystal level of 470, or a max Crystal level of 600.
- Maximum Crystal level is calculated, after reaching hero level 240, by the following formula:

$$\text{Crystal Level}_{Max} = 5 \times (\# \text{ Total Ascended Heroes} - 1) + 240$$

Rank	Shards	Daily Shards	Cores	Daily Cores
100%	100	~14	0	0
75%	200	~29	0	0
50%	300	~43	10	~1
35%	400	~57	60	~9
23%	400	-	100	~14
12%	400	-	150	~21
10%	400	-	160	~23
8%	400	-	170	~24
6%	400	-	180	~26
5%	400	-	200	~29
4%	400	-	220	~31
3%	400	-	240	~34
2%	400	-	260	~37
1%	400	-	300	~43