

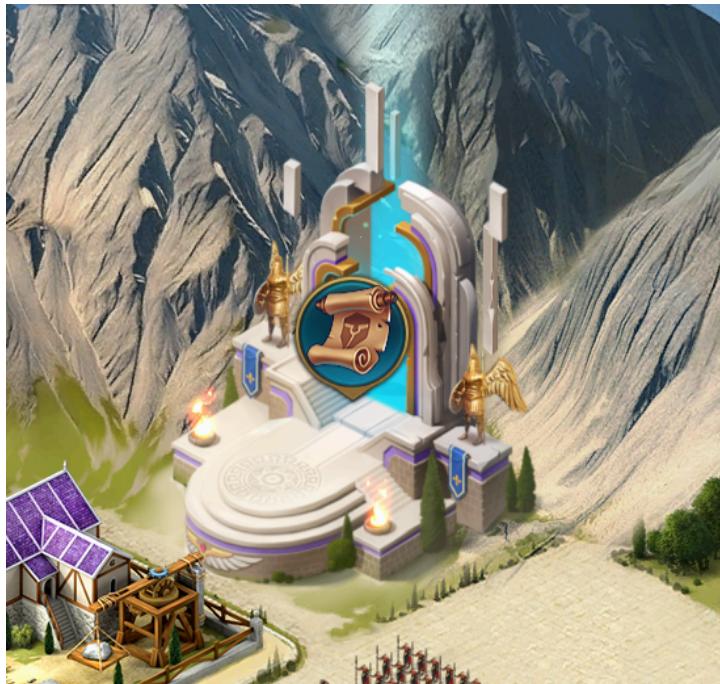
K273 Library

BEGINNERS

Summoning Circle

[LTZ] Badder

You can hire new Captains by collecting their fragments. The Summoning Circle is a structure in your city where you can obtain fragments for most (but not all!) Captains.



You receive five free common summons and one elite summons every 20 hours. You can get more Scrolls by completing daily quests, in the Triumphal Challenge shop, as rewards in tournaments, or as part of certain purchases.

However, instead of using these summons one by one, a much more efficient strategy is to save them to use in conjunction with the Summon Mastery Tournament to ensure receiving fragments for the Captain of your choosing.

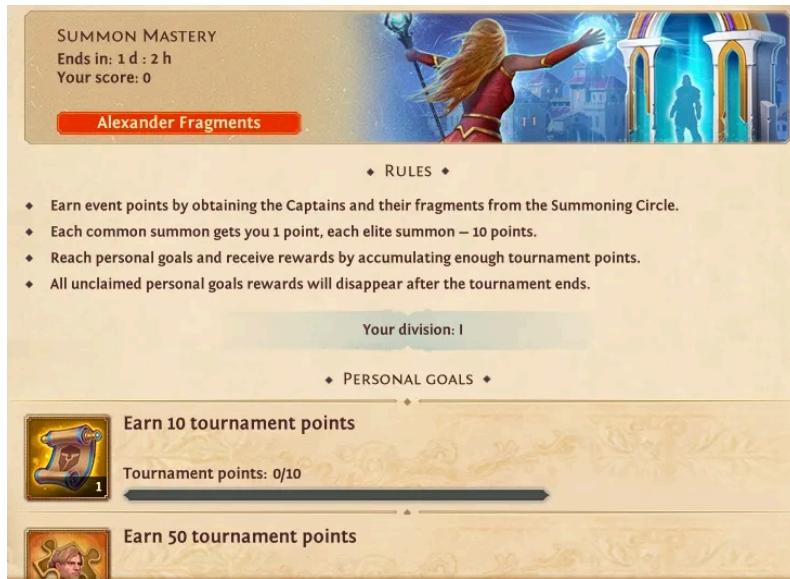
SUMMON MASTERY TOURNAMENT

The Summon Mastery Tournament is a regular event that allows you to gain additional summoning scrolls and extra fragments for a specific Captain by using your common and elite

summons in the Summoning Circle. The more summons you complete, the more points you will accumulate in this tournament.

The Summon Mastery Tournament always rotates through the following Captains in the order they are listed below. If a Captain is not listed, you can not get their fragments from the Summon Mastery Tournament. Some Captains, marked with a slash symbol (/), are only available every other rotation.

Aydea
Minamoto
Aurora / Brunhild
Carter
Alexander
Farhad / Ye Ho-Sung
Dustan
Leonidas
Ingrid / Bernard
Doria
Wu
Stror / Lucius

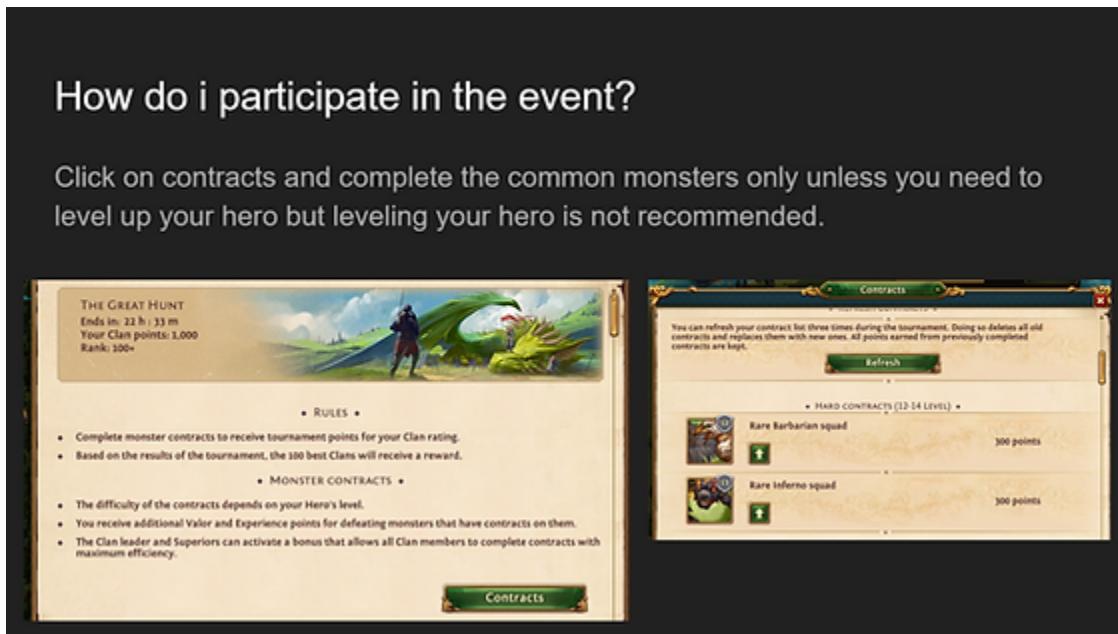


EVENTS & EPIC MONSTERS

THE GREAT HUNT

[LTZ] Badder

The Great Hunt is a Clan tournament where each player has a list of contracts to kill monsters on their Tournament page. Successfully killing these monsters will earn tournament points for the Clan.



By default, contracts are divided into different difficulty levels: Easy — Two contracts, 100 points each, one for your Hero, and one for a Captain. Medium — Four contracts, 200 points each, two for your Hero, and two for a Captain. Hard — Four contracts, 300 points each, two for your Hero, and two for a Captain. Expert - No default contracts. The difficulty of contracts can be increased. The reward increases with the difficulty of the contract. When a contract's level increases, it is replaced with a new one of the next highest difficulty. The level increases by one step: Easy -> Medium -> Hard -> Expert. The entire list of contracts can be refreshed three times per tournament. All outstanding contracts will be replaced with 10 new ones. The points that you earned by completing contracts will be saved.

That being said, Expert contracts will be almost impossible to complete on the first try... Which is why team work is so essential. Other clan members may be able to help weaken your Expert contracts for you by sacrificing some of their soldiers.

Keep in mind that doing contracts for rare monsters may level up your hero. Hero's should be kept lower than the level of your best Captain's to keep your Triumphal Challenges achievable. So completing rare Expert level is not recommended.

THE GREAT HUNT BONUSES

In battles against monsters that players need to destroy for a contract, there is a personal bonus that will allow you to earn additional Valor and Experience points. The effect of the bonus increases as more contracts are completed.



Clan Leaders can activate an additional bonus for their entire Clan once per tournament. The bonus doubles the effect of the individual player bonus.

EVENTS & EPIC MONSTERS

HELLFORGE

[LTZ] Badder

This event takes place every 24 days and can allow you to obtain better quality equipment with less effort.

To fight this monster, you need to take as many different troops as possible on each march and troop stack using the following ratio to obtain the best results:

- 1: Rider
- 2: Archers
- 2: Spearmen

Doing so will help you complete personal goals that earn you coins, which you can exchange for equipment in the Hellforge shop that is available only during the tournament. Equipment items of a selected quality can be purchased directly.

Coins are saved between each event and don't disappear.

Hellforge allows you to save time and tar that you otherwise might have spent exploring faraway crypts.

PURCHASING HELLFORGE EQUIPMENT

Take your time selecting which gear you wish to use your Hellforge coins to purchase. It may take you more than one Hellforge tournament to accumulate enough coins to purchase a good-quality piece of equipment.

Only purchase equipment if the bonuses of that equipment exceed what you can make yourself in the Forge Workshop. For example, Blue Tomb Raider gear offers the same crypting efficiency as the lowest-tier Omniscience gear. Godlike Tomb Raider gear matches the efficiency of purple Omniscience.

CITADEL STRATEGY

Courtesy of [LTZ] Badder

If you use higher tier catapults than what is listed, only half the amount needs to be sent.

Elven Level 10

100 tier 2 catapults

Only ranged + Gargoyles

Elven Level 15

320 tier 3 catapults

Only Mounted + Gargoyles, Boars and Phoenix

Elven Level 20

800 tier 4 catapults

Only Melee + Griffins

Elven Level 25

3200 tier 5 catapults

Only Melee + Griffins

Elven Level 30

Boop & pray, tier 6 catapults

Only Melee + Griffins

Cursed Levels 20

2000 tier 4 catapults

Only Melee + Griffins

Cursed Levels 25

7800 tier 5 catapults

Only Melee + Griffins

*Units listed in brackets () are optional.

ANCIENT VAULTS

Courtesy of [BBD] Heisenberg

HOW TO BUILD YOUR VAULT...

- Complete Daily Quests
- Summon your Vault in the Events tab
- Call your raid
- Kick players who don't follow the information below
- Full raids of 5 players only or cancel them

RAID STRATEGY AND VAULT COLOURS...

- GREEN: G2 MINIMUM
- BLUE: G3 MINIMUM
- PURPLE: G4 MINIMUM
- GOLD: G5 MINIMUM
- RED: G6 MINIMUM
- SILVER: G7 MINIMUM

Don't join a raid if you are below the minimum Guardsmen level. If others join your raid below the minimum level please remove them from the raid.

TROOP STRATEGY...

- Fighting Captains only
 - Vault Level 1-19, Use Mounted & Range
 - Vault Level 20-29, Use Mounted
 - Vault Level 30-39, Use Spearmen & Archers
-

TINMAN STRATEGY

Courtesy of [BBB] Heisenberg

Rise of the Ancients troop strategy (Tinman)...

You need a MINIMUM of two tiers of troops using the following ratio:

1:RIDER / 2:ARCHERS / 2:SPEARMEN

Here is an example...

G1

RIDERS - 500
ARCHERS - 1000
SPEARMEN - 1000

G2

RIDERS - 250
ARCHERS - 500
SPEARMEN - 500

Adjust these numbers to the capacity of your Captain Add mercenaries and monsters.

DON'T TAKE...

- CATAPULTS
- SPIES
- SWORDSMEN

Attack as much as you can in order to earn as many clan chest as possible. The Event tab will show you how many points you need for each chest.

Hall of Fame

Courtesy of [LTZ] Badder

The Hall of Fame can be found using the small lion icon circle on the left of where you see your Hero's armor.

It is composed of three factions, Tenacity, Courage and Resolve. Your Captains are evenly divided into these three factions.



By following the directions under each faction (click the stained glass windows) you can upgrade them in order to add permanent bonuses for the Captain's who belong to it. Each faction has specific bonus focus:

Tenacity (blue wolf) – Improve your army's resilience and defensive strength, making them tougher in battle.

Courage (red lion) – Enhance your offensive power and increase damage output against enemies.

Resolve (green hawk) – Boost your army's stability and efficiency, ensuring peak performance in longer battles.

This video provides a brief overview of each faction:

https://youtu.be/ijGgrd4uaew?si=YPtISo_WSAyQ6_O

When working to complete the goals outlined in your Hall of Fame factions, keep in mind that Captains have different rarities:

Rare (blue background)

Epic (purple background)

Legendary (orange/gold background)

Faction upgrades require that Captains of a specific rarity meet certain level conditions which can be seen in red at the bottom of the Faction.

The screenshot shows a faction upgrade interface. At the top, there's a title "Resolve" next to a circular icon with a hawk logo. To the right is an "i" button. Below the title is a grid of eight Captain cards. The first four cards are fully visible, while the last four are partially visible and crossed out with large red X's. Each card displays a portrait, a star rating (ranging from 1 to 5), and a shield icon with a number indicating a level requirement. The requirements are: 189, 135, 127, 125. The crossed-out cards also show these numbers. Below the grid, the text "Faction level 105 > 106" is displayed. A table follows, showing performance improvements for Construction speed, Research speed, and Leadership. The Leadership improvement is highlighted in green. At the bottom, a red banner states: "Level 290 epic or legendary Captains of this faction needed: 2".

Construction speed	+243,75% > +247,5%
Research speed	+243,75% > +247,5%
Leadership	+18,0% > +18,2%

**Level 290 epic or legendary Captains of this faction
needed: 2**

Even better, if you upgrade each faction enough to meet certain level conditions you can upgrade your Hall of Fame to receive even better permanent bonuses for your entire army. Click on the round table beneath the three stained glass windows to see the requirements to upgrade the level of your entire Hall of Fame.