

Player's City

The City is one of the core elements of the basic game cycle. This is where players spend most of their time. City is an area that has a number of slots where players can construct buildings. There are big and small building slots in the City. The buildings in the City can be upgraded.

Buildings

 • Created by Natalia Girsenok (Deactivated) • Updated on Jan 4, 2023

Buildings and upgrades Buildings are constructed in special slots. Slots can be large or small and the buildings mentioned above are constructed in these slots. Players can choose a slot for construction. Players can also choose the number of production buildings they would like to construct. Same applies to special buildings that can be built seve

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City defence is one of the central elements of the combat system and the PvP mode. Traps play an important role in it.

The City is defended by using a special structure, the **Wall**. The Wall has a garrison whose capacity depends on how well the Wall is developed. The garrison can admit units, a General, or a Hero for defending the City. The capacities of the Generals and that of the Hero **do not** affect the Wall capacity.

The player can activate the Auto Reinforce mode at the Wall. Then, if an attack is successfully repelled, the garrison will be automatically reinforced by new units from the Barracks (the same unit types as those in the garrison's army).

At the Wall, you can also activate a Divine Shield (other players will not be able to attack your City) and Disguise (other players will be unable to see the army in your garrison).

In addition to general buildings, players can also erect the statues which can grant them significant temporary bonuses.

Statues

 • Created by Natalia Girsenok (Deactivated) • Updated on Nov 29, 2022

Statues are special buildings in the city which allow players to obtain significant temporary bonuses. Statues can be built in 5 slots: There are 3 types of each statue: Statue type Action time Requires Common 2 h Common Rune Rare 1 d Rare Rune Legenary 7d Lagendary Rune The action time of any statue can be extended with the Heavenly Marble item.

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City Skins

Generally, the city by itself does not provide any bonuses and has a default appearance visible on the global map. To view the whole list of city skins and respective bonuses, please check the respective article.

City Skins

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Created by Natalia Girsenok (Deactivated) • Updated on Nov 6, 2025

City Skins are a type of items providing bonuses to the whole player's city. Skins can be both temporary (with bonuses) and permanent (cosmetic, generally hold no bonuses). Image Name & text ID RU name Bonuses RU bonuses Comment Rating
Drowned Court city_skin_kraken1 Утопший Придворный Зал Bonus Craft speed +50% Reduces the ship waiting time +75% O

Confluence

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On the map

A city occupies one tile on the map. Players can attack each other's cities as far as the lies within the radius of a camp.

The city always bears the name of the player who owns it, the prefix of the alliance that player belongs to, and the level of its citadel.

By tapping on the city, the player can get the following information:

- The composition of the garrison's army (cannot be seen in its entirety; to view the whole army, you need to use a special disposable item)
- The City's coordinates (these can be shared with your alliance)
- The resources (cannot be seen if the City is outside of the player's area of influence; to view the resources that can be plundered, you need to send a spy to that City)
- An ETA of a march in the City (and the possibility to send a march) if the City is outside of the player's area of influence.
- The area of influence of the City or that of the alliance if the City is in its territory.

City Defence

Player can:

- Activate **Divine Shield** — the City cannot be attacked for a certain time, but that player cannot play in the PvP mode either; he/she can only use the PvE mode (when attempting to go to the PvP mode, the player is warned that the Shield will disappear)
- Activate **Disguise** — the enemies will not be able to learn the composition of that player's army or the amount of their resources, not even by using a spy or disposable items

After a successful attack, the targeted City is protected by **automatic Divine Shield** of a short duration. The Shield's duration is determined by the number of attacks against that player and whether that player is currently online or offline.

- The Shield lasts for **15 minutes** after an **online** player was attacked
- The Shield lasts for **15 minutes** after an **offline** player was attacked
- The Shield lasts for **3 hours** after an **offline** player was attacked for the **fifth time**

When the player protected by the 3-hour Shield signs into the game, the Shield's duration is automatically set to 15 minutes.

City Teleport

Players can teleport their Cities to any unoccupied spot on the map by using special disposable items:

- The random teleport moves the City to a random unoccupied location on the map
- The teleport to the alliance capital moves the City into the area of influence of the alliance the player belongs to The teleport moves the player's City to a tile chosen by the player