

Kingdom Power Checklist

Kingdom Name	M	S	Banner	Kingdom						Troops						Weapons		Pets		Hero Class														
				L	P	/P*	Q	Ch	Fac.	#T	E	L	M	L*	T≥L*	1,2,3t	#W	W↑	#P	20	L	Ch	#t	Name										
Adana	●	●	●●			/9																												Mechanist
Blackhawk	●	✘	●●●●			/13				SF																								Corsair
Blighted Lands	●	●	●●●●			/9																												Diabolist
Bright Forest	●	●	●●●●			/12																												Hierophant
Broken Spire	●	●	●●			/12	✓																											Warlord
Darkstone	●	●	●●			/17				ASE																								Plaguelord
Dhrak-Zum	●	✘	●●●●			/9																												Slayer
Divinion Fields	●	●	●●●●			/14				WC																								Oracle
Dragon's Claw	●	●	●●●●			/11																												Dragonguard
Drifting Sands	●	●	●●			/12																												Dervish
Forest of Thorns	●	✘	●			/18				PR																								Archer
Ghulvania	●	●	●●			/15																												Deathknight
Glacial Peaks	●	●	●●●●			/15				MH																								Frostmage
Grosh-Nak	●	●	●●			/8																												Barbarian
Karakoth	●	●	●			/13																												Sorcerer
Khaziel	●	●	●			/13																												Runepriest
Khetar	●	●	●●			/16				FM																								Necromancer
Leonis Empire	●	●	●●●●			/16				CoT																								Warpriest
Maugrim Woods	●	●	●●			/13				Ww																								Warden
Merlantis	●	●	●●●●			/9				SoS																								Tidecaller
Mist of Scales	●	●	●●			/17				DP																								Assassin
Pan's Vale	●	●	●●			/16				Wa																								Bard
Pridelands	●	✘	●			/14																												Sunspear
Shentang	●	●	●●●●			/8				LL																								Monk
Silverglade	●	●	●●●●			/11				SN																								Archmagus
Sin of Maraj	●	✘	●●●●			/7																												Doomsayer
Stormheim	●	●	●			/16				FK																								Titan
Suncrest	●	✘	●●●●			/13				SE																								Stormcaller
Sword's Edge	●	●	●●			/16				CK																								Knight
Urskaya	●	●	●●●●			/9																												Sentinel
Whitehelm	●	●	●			/15				HoG																								Priest
Wild Plains	●	✘	●●			/15																												Shaman
Zaejin	●	●	●●			/16				Am																								Thief
Zhul'Kari	●	●	●●			/9																												Orbweaver

Tasks to Raise Kingdom Power

Level	Task 1	Task 2	Task 3	Bonus
1	2 troops	1 troop to L5	Complete Quests	+100 Gold per day
2	4 troops	3 troops to L10	Kingdom Level 5	x2 Tribute reward
3	1 weapon	3 Traits on 4 troops	2 Epic troops	+200 Gold per day
4	8 troops	5 troops to L15	Kingdom Level 10	x2 Tribute chance
5	1 weapon maxed	3 Traits on 7 troops	Legendary troop	+1 Kingdom skill bonus
6	12 troops	9 troops to L18	Tier II Challenges	+400 Gold per day
7	3 weapons	3 Traits on 11 troops	2 Legendary troops	x3 Tribute reward
8	16 troops	14 troops to L19	2 weapons maxed	+600 Gold per day
9	Class	3 Traits on 16 troops	1 pet	x3 Tribute chance
10	20 troops	18 troops to L20	Mythic troop	+2 Kingdom skill bonus
11	20 troops to L20	Class to L20	1 pet to L10	x3.25 Tribute reward
12	3 Traits on 21 troops	Champion L20	4 weapons	x3.25 Tribute chance
13	22 troops to L20	3 Traits on class	1 pet to L20	x3.5 Tribute reward
14	3 Traits on 23 troops	Champion L30	3 weapons maxed	x3.5 Tribute chance
15	24 troops to L20	Champion L40	2 pets	+1,000 Gold per day
16	3 Traits on 25 troops	Champion L50	4 weapons maxed	x3.75 Tribute reward
17	26 troops to L20	Champion L60	2 pets to L20	x3.75 Tribute chance
18	3 Traits on 27 troops	Champion L70	6 weapons maxed	x4 Tribute reward
19	28 troops to L20	Champion L80	3 pets	x4 Tribute chance
20	3 Traits on 29 troops	Champion L100	8 weapons maxed	+3 Kingdom skill bonus

Key

- M** Mastery colour
- S** Skill Bonus at Level 10/15
- L** Kingdom Level
- P/P*** Kingdom Power / Max Stars
- Q** Quests all completed?
- Ch** Challenge Tier complete
- Fac.** Associated Faction
- #T** Number of troops found
- ELM** Found 2 Epic/2 Legendary /1 Mythic troop?
- L*** Current reference level
- T≥L*** Troops at/above ref. level
- 1,2,3t** Troops with 1, 2, 3 traits
- #W** Number of weapons found
- W↑** Weapons fully upgraded
- #P** Number of pets found
- 20** Pets at level 20
- L** Hero Class level
- Ch** Champion level
- #t** Number of Class Traits

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Notes

The purpose of this table is to keep track of progress towards the Kingdom Power objectives listed in the second table.

The first few columns also provide minimal reference information for each kingdom.

Note that the table is best used from the point where all kingdoms are unlocked and some have reached Power level 2. Changes are too frequent before this point.

Counts of collected items may be written in pencil, augmented by a tally of new items. The tally may use dots or strokes, with the pencilled number updated when the additional tally grows too large. (A grey text colour may be used when printing.)

Maximum Power Stars change frequently, and are correct at time of issue.

Other columns involve a simple **tick** (prefilled for Broken Spire) once the task is achieved.

Levels may be updated as key targets are reached, or as convenient.

Reference levels are intended to be the next key level for a type of item in this kingdom. For example, key levels for troops are: 5, 10, 15, 18, 19, 20.

If using the **Word version**, progressive values can be entered in grey for printing, and easily overwritten in pencil. Once a **maximum value** has been reached, the text colour may be changed to Black.

Classes and **Factions** in grey have not yet been released (as of January 2020).

The text is deliberately brief. See in-game text and online guides for further detail.

Standard Windows Fonts Used: Times New Roman, Calibri, Segoe UI Symbol.

Fonts for Inserted Symbols: MS Gothic, Webdings, Wingdings, Wingdings 3.

*** *There is no need to print this page.* ***