

Gems of War Reference Sheet

(January 2020)

Banners

Banner	Kingdom	Name
	Stormheim	Giants'
	Maugrim Woods	Wolfs
	Mist of Scales	Scales
	Sword's Edge	Sword
	Khetar	Undead
	Broken Spire	Broken
	Forest of Thorns	Woodland
	Wild Plains	Horned
	Pan's Vale	Song
	Zhul'Kari	Dark Elven
	Zaejin	Goblin
	Pridelands	Proud
	Adana	Progress
	Ghulvania	Vampire's
	Grosh-Nak	Orc's
	Whitehelm	Holy
	Divinion Fields	Divinion
	Drifting Sands	Desert
	Karakoth	Old Gods'
	Darkstone	Dark
	Khaziel	Dwarven

Banner	Kingdom	Name
	Merlantis	Trident
	Sunken Fleet	Sunken
	Leonis Empire	Lion
	Frostfire Keep	Frostfire
	Glacial Peaks	Frozen
	Sea of Sorrow	Sorrowful
	All-Seeing Eye	Ocularen
	Wild Court	Hunter's
	The Warrens	Warren
	Bright Forest	Summer
	Amanithrax	Mushroom
	Fang Moor	Saurus
	Werewoods *	Beastly
	Dragon's Claw	Dragon
	Crypt Keepers	Crypt
	Sin of Maraj	Meteor

Banner	Kingdom	Name
	Mirrored Halls	Mirror
	Suncrest	Talon
	Shentang	Lantern
	Hall of Guardians	Guardian
	City of Thieves	Night
	Primal Rift	Riven
	Blighted Lands	Abyssal
	Silverglade	Unicorn
	Silver Necropolis	Silver
	Blackhawk	Kraken
	Dark Pits	Rat
	Urskaya	Bear
	Stonesong Eyrie	Eagle
	Dhrak-Zum	Slayer

* Werewoods is scheduled for 17 Jan.

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

Weekly Diamonds

	D/Wk	W/Myth	Cost/Wk
Guild Tasks, Dungeons & Event Rewards			
Minimum	403	9.9	
Maximum	478	8.4	
Average	436	9.2	
Dungeon Gem Offers			
Sunday only	84	47.6	50 Gems
Mon-Sat only	144	27.8	300 Gems
Daily	228	17.5	350 Gems
Average + Sun	520	7.7	50 Gems
Average + Daily	664	6.0	350 Gems

Includes converted Shards. More from Event Shops, and Dungeon daily US\$5.

Traitstones

Arcane TS	Kingdoms	
	Stoic	Stormheim
	Swamp	Maugrim Woods, Merlantis
	Blood	Mist of Scales
	Blade	Leonis Empire, Sword's Edge
	Spirit	Glacial Peaks, Khetar
	Shield	Blackhawk, Broken Spire
	Stealth	Forest of Thorns
	Beast	Wild Plains
	Light	Pan's Vale, Suncrest
	Venom	Bright Forest, Zhul'Kari
	Forest	Zaejin

Arcane TS	Kingdoms	
	Rage	Pridelands
	Storm	Adana, Dragon's Claw, Shentang
	Dark	Blighted Lands, Ghulvania
	Lava	Grosh-Nak, Sin of Maraj, Urskaya
	Summer	Whitehelm
	Plains	Divinion Fields, Silverglade
	Mountain	Drifting Sands
	Death	Karakoth
	Skull	Darkstone, Dhrak-Zum
	Deep	Khaziel

Mastery Balancing

	Yellow
	Red
	Navy (Blue)
	Lilac (Purple)
	Green
	Brown

Prioritise from the top.

Kingdoms

Kingdom	※	M	L10	Banner	Tribute	Class	Race	Faction	※	Banner
Adana	⊙	●	♥	●●	175/2/4	Mechanist	Mech			
Blackhawk	←	●	✘	●●●	200/1/4	Corsair	Rogue			
Blighted Lands	↘	●	♥	●●●	25/1/32	Diabolist	Daemon			
Bright Forest	↘	●	♥	●●●	25/2/28	Hierophant	Fey	Sunken Fleet	↘	●●●
Broken Spire	⊙	●	♥	●●	200/0/8	Warlord	Giant			
Darkstone	↘	●	♥	●●	100/2/16	Plaguelord	Human	All-Seeing Eye	↘	●●●
Dhrak-Zum	↗	●	✘	●●●	225/0/4	Slayer	Dwarf			
Divinion Fields	⊙	●	♥	●●	50/6/8	Oracle	Centaur	Wild Court	←	●●●
Dragon's Claw	→	●	♥	●●●	25/7/8	Dragonguard	Dragon			
Drifting Sands	↓	●	♥	●●	50/4/16	Dervish	Monster			
Forest of Thorns	→	●	✘	●	75/1/24	Archer	Elf	Primal Rift	↗	●●●
Ghulvania	↖	●	♥	●●	50/0/32	Deathknight	Undead			
Glacial Peaks	↑	●	♥	●●●	50/1/28	Frostmage	Fey	Mirrored Halls	↑	●●●
Grosh-Nak	→	●	♥	●●	0/2/32	Barbarian	Orc			
Karakoth	⊙	●	♥	●	50/2/24	Sorcerer	Daemon			
Khaziel	↑	●	♥	●	250/0/0	Runepriest	Dwarf			
Khetar	↗	●	♥	●●	0/0/40	Necromancer	Undead	Fang Moor	→	●●●
Leonis Empire	↙	●	♥	●●●	50/7/4	Warpriest	Human	City of Thieves	↙	●●●
Maugrim Woods	↖	●	♥	●●	150/2/8	Warden	Beast	Werewoods *	↖	●●●
Merlantis	←	●	♥	●●	50/8/0	Tidecaller	Merfolk	Sea of Sorrow	←	●●●
Mist of Scales	→	●	♥	●●	125/0/20	Assassin	Naga	Dark Pits	→	●●●
Pan's Vale	↑	●	♥	●●	25/8/4	Bard	Wildfolk	The Warrens	↑	●●●
Pridelands	←	●	✘	●	100/4/12	Sunspear	Raksha			
Shentang	↙	●	♥	●●●	0/9/4	Monk - Mar	Elf			
Silverglade	↖	●	♥	●●●	25/6/12	Archmagus	Mystic	Silver Necropolis	↖	●●●
Sin of Maraj	↙	●	✘	●●	0/8/8	Doomsayer-Apr	Daemon			
Stormheim	↗	●	♥	●	200/2/0	Titan	Giant	Frostfire Keep	↗	●●●
Suncrest	↓	●	✘	●●	100/4/8	Stormcaller	Stryx	Stonesong Eyrie	↓	●●●
Sword's Edge	←	●	♥	●●	125/5/0	Knight	Knight	Crypt Keepers	←	●●●
Urskaya	↖	●	♥	●●	175/1/8	Sentinel	Urskaya			
Whitehelm	⊙	●	♥	●	0/10/0	Priest	Divine	Hall of Guardians	↗	●●●
Wild Plains	←	●	✘	●●	50/8/0	Shaman	Tauros			
Zaejin	⊙	●	♥	●●	150/3/4	Thief	Goblin	Amanithrax	↑	●●●
Zhul'Kari	⊙	●	♥	●●	0/5/20	Orbweaver	Elf			

※ = Location, on a 3x3 grid. M = Mastery. L10 = Skill Bonus at Levels 10 and 15.

Troops in a Delve are restricted to the first two colours of the Faction Banner.

* Scheduled releases: Werewoods 17 Jan, Barbarian 7 Feb.

Hero Classes

Class	Race	M	W	Kingdom Name	Abilities
Archer	Elf	●	●	Forest of Thorns	☾
Archmagus	Mystic	●	●	Silverglade	☾/☁
Assassin	Naga	●	●	Mist of Scales	☁
Barbarian *	Orc	●	●	Grosh-Nak	☁
Bard	Wildfolk	●	●	Pan's Vale	☾/↑
Corsair	Rogue	●	●	Blackhawk	
Deathknight	Undead	●	●	Ghulvania	☁
Dervish	Monster	●	●	Drifting Sands	☁
Diabolist	Daemon	●	●	Blighted Lands	☁/☁/☁
Dragonguard	Dragon	●	●	Dragon's Claw	↑/☁/☁
Frostmage	Fey	●	●	Glacial Peaks	☾/☁
Hierophant	Fey	●	●	Bright Forest	☁/☁/☁
Knight	Knight	●	●	Sword's Edge	↑/☁
Mechanist	Mech	●	●	Adana	☾
Necromancer	Undead	●	●	Khetar	☾/☁/☁
Oracle	Centaur	●	●	Divinion Fields	☁
Orbweaver	Elf	●	●	Zhul'Kari	↑/☁/☁
Plaguelord	Human	●	●	Darkstone	☾/☁/♥
Priest	Divine	●	●	Whitehelm	☁
Runepriest	Dwarf	●	●	Khaziel	♥
Sentinel	Urskaya	●	●	Urskaya	↑
Shaman	Tauros	●	●	Wild Plains	☾/☁/☁
Slayer	Dwarf	●	●	Dhrak-Zum	☁/☁/☁
Sorcerer	Daemon	●	●	Karakoth	☁/☁
Stormcaller	Stryx	●	●	Suncrest	☁/☁
Sunspear	Raksha	●	●	Pridelands	☁/☁/☁
Thief	Goblin	●	●	Zaejin	☾/☁
Tidecaller	Merfolk	●	●	Merlantis	☾
Titan	Giant	●	●	Stormheim	☾/☁/♥
Warden	Beast	●	●	Maugrim Woods	☁
Warlord	Giant	●	●	Broken Spire	↑/☁/☁
Warpriest	Human	●	●	Leonis Empire	↑/☁

☁ = Icestorm, etc.

☁ = Doomstorm.

☁ = Random storm.

☾/☁ = Choose only one.

☾ = Half-Mana Start.

↑ = 10% XP bonus.

♥ = Barrier on Brown.

☁/☁/☁ = Triple Skull to Burning.

M = Mastery Bonus.

W = Magic Bonus / Class Weapon colour.

Traitstone colours = M+W.