

Level 9 Archers



Rarity: Common
Type: Troop

A pair of lightly armored ranged attackers. They'll help you take down ground and air units, but you're on your own with hair coloring advice.

Hitpoints 265	Damage per second 71
Damage 86	Hit Speed 1.2sec
Targets Air & Ground	Speed Medium
Range 5	Deploy Time 1sec
Count X2	

Level 7 Ice Golem



Rarity: Rare
Type: Troop

He's tough, targets buildings and explodes when destroyed, slowing nearby enemies. Made entirely out of ice... or is he?! Yes.

Hitpoints 1100	Damage per second 28
Damage 70	Death Damage 70
Hit Speed 2.5sec	Targets Buildings
Speed Slow	Range Melee
Deploy Time 1sec	

Level 7 Mega Minion



Rarity: Rare
Type: Troop

Flying, armored and powerful. What could be its weakness?! Cupcakes.

Hitpoints 695	Damage per second 192
Damage 269	Hit Speed 1.4sec
Targets Air & Ground	Speed Medium
Range 2	Deploy Time 1sec

Level 7 Fireball



Rarity: Rare
Type: Spell

Annnnnd... Fireball. Incinerates a small area, dealing high damage. Reduced damage to Crown Towers.

Area Damage 572	Crown Tower Damage 229
Radius 2.5	

Level 7 Inferno Tower



Rarity: Rare
Type: Building

Defensive building, roasts targets for damage that increases over time. Burns through even the biggest and toughest enemies!

Hitpoints 1408	Damage per second 87-1760
Damage 35-704	Hit Speed 0.4sec
Targets Air & Ground	Range 6
Deploy Time 1sec	Lifetime 40sec

Level 4 Freeze



Rarity: Epic
Type: Spell

Freezes troops and buildings, making them unable to move or attack. Everybody chill.

Freeze Duration 4.9sec	Radius 3
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Level 4 Bowler



Rarity: Epic
Type: Troop

This big blue dude digs the simple things in life - Dark Elixir drinks and throwing rocks. His massive boulders roll through their target, hitting everything behind for a strike!

Hitpoints 1596	Damage per second 95
Area Damage 229	Hit Speed 2.5sec
Targets Ground	Speed Slow
Range 5	Deploy Time 1sec

Level 1 Graveyard



Rarity: Legendary
Type: Spell

Surprise! It's a party. A Skeleton party, anywhere in the Arena. Yay!

Skeleton Level 9	Spawn Speed 0.5sec
Duration 10sec	Radius G 5