Drenched Paw Tower (Base)

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├── Path 1: Hydraulic Control Line

│ └── Pressurized Surge

│ ├── Pulse Blast – Knocks Back Lighter Enemies On Impact

│ ├── Hose Lock – Briefly Pins Enemies In Place With Full-Force Jet

│ └── Splash Radius – Expands The Area Of Effect For Slowing Mist

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├── Path 2: Elemental Purge Line

│ └── Vapor Torrent

│ ├── Flamebreaker Jets – Deals Bonus Damage To Burning Enemies (E.G., Cinderfur)

│ ├── Sonic Soak – Dampens Sound-Based Abilities (E.G., Shriekmaw)

│ └── Static Flush – Purges Electrical Effects From Stunned Enemies (E.G., Voltfangs)

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└── Path 3: Environmental Utility Line

└── Flash Flood

├── Slosh Trail – Leaves Puddles That Slow All Future Enemies

├── Moisture Bloom – Increases Cooldown Of Enemy Abilities Passing Through

└── Raincaller A – Periodic Aoe Cleanse For Nearby Towers (Removes Debuffs)

Tuna Storm Tower (Base)

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├── Path 1: Heavy Splash Line

│ └── Tunaquake Cannons

│ ├── Oilburst Shells – Leaves Slippery Tiles, Slows Enemies

│ ├── Saltblast Core – Bonus Damage Vs. Armored Rats

│ └── Overbrine Detonation – Adds Stacking Vulnerability Debuff

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├── Path 2: Precision Line

│ └── Tuna Lock-Ons

│ ├── Smart Spice Canisters – Targets Highest-Threat Enemies First

│ ├── Ricochet Rattle – Cans Bounce To Second Enemy

│ └── Pinpoint Pellets – Pierces Stealth Units, Boosts Single-Target Damage

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└── Path 3: Volleyball Mayhem Line

└── Can Volley Barrage

├── Fishtillery Storm – Random Bursts Of 3-Shot Spreads

├── Whey Overdrive – Attack Speed Increases With Enemy Density

└── Napalm Anchovy – Chance To Leave Sticky Fish Puddles On Impact

Swift Strike Tower (Base)

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├── Path 1: Precision Claw Line

│ └── Razor Flurry

│ ├── Bleed Edge – Adds Stacking Bleed Over Time On Hit

│ ├── Focused Pounce – Targets High-Health Enemies First For Tactical Chipping

│ └── Vicious Chainstrike – 20% Chance To Reset Attack Cooldown Instantly

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├── Path 2: Crowd Control Line

│ └── Tangler Swipe

│ ├── Sticky Claws – Applies Minor Slow On Hit

│ ├── Whisker Net – Every 5th Attack Briefly Snares A Target

│ └── Clawstorm Zone – Unleashes A Radial Knockback Swipe After X Hits

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└── Path 3: Reflex Defense Line

└── Counterclaw Protocol

├── Tailspin Parry – Small Chance To Deflect Ranged Attacks

├── Surge Reflexes – Gains Bonus Speed When Tower Is Surrounded

└── Nine Lives Trigger – Survives One Deactivation Hit With A Burst Retaliation

Fish Bone Tower (Base)

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├── Path 1: Execution Line

│ └── Bonepiercer Upgrade

│ ├── Serrated Spine – Deals Bonus Damage To Enemies Below 50% Hp

│ ├── Precision Fang – Increased Critical Hit Chance Vs. Elite Targets

│ └── Final Snap – Finishing Shot Triggers Minor Aoe Bleed Burst

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├── Path 2: Debuff Line

│ └── Spineflay Upgrade

│ ├── Bone Splinter – Applies Armor Shred Debuff On Hit (Stacks Up To 3)

│ ├── Gutpunch Impact – Temporarily Disables Enemy Passive Traits On Hit

│ └── Corrosive Marrow – Adds Lingering Dot Effect Vs. High-Health Units

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└── Path 3: Tactical Utility Line

└── Hunter’s Discipline

├── Stealth Sniffout – Automatically Targets Cloaked Enemies (E.G., Shadowsnouts)

├── Target Relay – Marks Enemy For Increased Damage From All Towers For 3s

└── Sentinel Aim – Prioritizes Enemies Closest To Goal With Increased Accuracy

Blazing Whisker Tower (Base)

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├── Path 1: Combustion Line

│ └── Ember Maw

│ ├── Ignition Surge – Increases Burn Damage And Radius

│ ├── Charcoal Wake – Leaves Smoldering Tiles That Damage Over Time

│ └── Napalm Snap – Enemies Ignited Take 10% More Damage From All Towers

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├── Path 2: Purification Line

│ └── Cleanburn Protocol

│ ├── Sterilizing Flame – Aoe Effect Removes Parasites And Toxins On Hit

│ ├── Frostcrack Burst – Burn Temporarily Disables Ice-Based Abilities

│ └── Bioflare – Fire Arcs To Nearby Bio-Infused Enemies (Voltfangs, Gutrotters)

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└── Path 3: Environmental Chaos Line

└── Wildflare Instinct

├── Flashfire Pulse – Periodically Erupts In A Spontaneous Radial Blast

├── Ember Bloom – Ignited Enemies Emit Small Aoe Bursts On Death

└── Combustion Cascade – Chain Reaction: Burning Enemies Have A 15% Chance To Ignite Nearby Units

Sticky Trap Tower (Base)

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├── Path 1: Adhesion Control Line

│ └── Resin Burst

│ ├── Prolonged Grip – Extends Trap Duration Before Glue Wears Off

│ ├── Reinforced Spread – Increases Glue Radius By 25%

│ └── Layered Coating – Re-Applies Slow Briefly If Enemy Passes Through Again

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├── Path 2: Debuff Synergy Line

│ └── Gluetoxin Blend

│ ├── Scented Gunk – Slowed Enemies Take +10% Damage From All Sources

│ ├── Slick Sting – Briefly Reduces Enemy Armor While Affected

│ └── Nausea Varnish – Enemies Exit Trap With Reduced Movement Speed For 2s

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└── Path 3: Chaos Disruption Line

└── Sticky Mayhem

├── Bounce Bloom – Occasionally Drops Bonus Mini-Traps In Random Directions

├── Trapquake Trigger – Activates A Short Radial Slow Pulse On First Contact

└── Clingstorm Spill – Final Trap In Sequence Explodes Into Random Mini Slow Zones

Mouse Trap Tower (Base)

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├── Path 1: Surgical Strike Line

│ └── Precision Springs

│ ├── Tension Tune – Traps Arm Faster, Reducing Reaction Delay

│ ├── Sharpened Teeth – Deals Bonus Damage To Elite And Armored Rats

│ └── Bite Chain – Kills Trigger Minor Shockwaves Damaging Nearby Enemies

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├── Path 2: Tactical Utility Line

│ └── Catbox Sync

│ ├── Pounce Link – Nearby Swift Strike Towers Gain Brief Speed Boost On Trap Kill

│ ├── Fleabane Trigger – Activated Traps Clear Parasites And Debuffs In Small Radius

│ └── Reset Relay – 20% Chance Trap Instantly Reloads After Firing

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└── Path 3: Mechanical Mayhem Line

└── Cheese-Grease Calipers

├── Multi-Latch Jaw – Traps Can Affect Up To 2 Enemies In Close Succession

├── Snapstorm Array – Random Bonus Trap Snaps Around Main Target

└── Panic Chain – On Activation, Nearby Rats Flee Briefly Out Of Formation

Yarn Ball Tower (Base)

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├── Path 1: Momentum Line

│ └── Weighted Roll

│ ├── Spiked Yarn – Yarn Balls Now Deal Bonus Damage To Armored Enemies

│ ├── Gravity Coil – Increases Ball Speed And Collision Force

│ └── Trample Loop – Enemies Hit Leave A Trail That Further Boosts Next Roll’s Damage

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├── Path 2: Threadbind Line

│ └── Entanglement Core

│ ├── Snare Threads – Leaves Webbing That Temporarily Halts Enemies On Path

│ ├── Tangle Spread – Slow Effect Now Spreads To Enemies In Proximity

│ └── Stitch Lock – Ball Has A Chance To Stick To First Elite Enemy Hit, Applying Dot

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└── Path 3: Catnip Chaos Line

└── Mayhem Yarn

├── Bounceback Yarn – Ball Rebounds Once With Reduced Damage

├── Fray Burst – On Expiration, Yarn Unravels In A Radial Aoe Splash

└── Whisker Coil – Has A 10% Chance To Launch A Second Ball During Cooldown

Cat Nap Tower (Base)

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├── Path 1: Hypnotic Halt Line

│ └── Mesmeric Yawn

│ ├── Extended Dream – Increases Daze Duration By 50%

│ ├── Velvet Quell – Slows Wake-Up Speed For Extra Stall Time

│ └── Reverb Haze – After Effect Lingers, Softening Nearby Enemies’ Speed

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├── Path 2: Mental Disruption Line

│ └── Psychic Purr

│ ├── Confuse Pulse – Enemies Wander Briefly Off-Path On Wake

│ ├── Meowmory Fog – Dazed Enemies Forget Target Priority For A Short Time

│ └── Dream Snag – Reduces Enemy Resistances While Dazed

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└── Path 3: Timing Saboteur Line

└── Naplock Radiance

├── Alarm Delay – Increases Enemy Ability Cooldowns

├── Cheese Lag – Slows Reward Drops Or Buff Delivery Of Affected Rats

└── Rem Echo – Radiates Minor Aura That Interrupts Enemy Auras

Pied Piper Tower (Base)

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├── Path 1: Maze Manipulation Line

│ └── Siren Detour

│ ├── Echoing Flute – Increases Duration Of Redirection Effect

│ ├── Labyrinth Loop – Enemies Affected Re-Enter A Portion Of The Path

│ └── Reversal Riff – 10% Chance For Enemies To Walk Backward Briefly

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├── Path 2: Mental Suppression Line

│ └── Drowsy Dirge

│ ├── Trance Lock – Dazed Enemies Can’t Receive Buffs From Allies

│ ├── Harmonic Drain – Enemy Resistances Slowly Reduce During Daze

│ └── Tone Crush – Pulse Briefly Disables Enemy Active Abilities

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└── Path 3: Rhythm Chaos Line

└── Encore Scatter

├── Double Tempo – Every Few Pulses Affects Twice As Many Enemies

├── Discord Note – 15% Chance To Confuse Enemies, Causing Misfires Or Path Errors

└── Crescendo Clash – On Max Rhythm Charge, Creates Aoe Daze Burst On Beat Drop