**KEY:**

* ATK - Attack, how much damage the thing deals
* HP – Health/Hit points, how much health the thing has
* ATKSPD – Attack speed, how often the thing attacks – In seconds per attack
* SPD – Speed, how fast the thing moves – In units traversed per second
* Range – The radius of its active sight – In units
* Gen. Souls – General souls, the number of any enemy needed to for the spawner to trigger
* Spec. Souls – Specific souls, the number of souls of the same type as the spawner needed to trigger

**Towers:**

Defense:

* Basic
  + ATK: 2
  + HP: 10
  + ATKSPD: 1
  + Range: 7
* Slow
  + ATK: 2
  + HP: 20
  + ATKSPD: 1
  + Range: 10
  + Extra: Slows enemies upon hit by 20%
* AOE
  + ATK: 5
  + HP: 20
  + ATKSPD: 2
  + Range: 5
  + Extra: Hits all enemies within a 5-unit radius
* Fast
  + ATK: 1
  + HP: 15
  + ATKSPD: 0.2
  + Range: 7

Utility:

* Buff
  + ATK: 1
  + HP: 20
  + ATKSPD: 5
  + Range: 10
  + Extra: All enemies within radius restore 3 HP every attack and do 25% more ATK for 3 seconds every attack
* Debuff
  + ATK: 1
  + HP: 15
  + ATKSPD: 10
  + Range: 5
  + Extra: All enemy turrets do 20% less ATK for 3 seconds, minimum of 1 ATK

Spawner:

* Basic
  + ATK: 0
  + HP: 10
  + ATKSPD: 0
  + Range: 15
  + Gen. Souls: 5
  + Spec. Souls: 3
* Fast
  + ATK: 0
  + HP: 10
  + ATKSPD: 0
  + Range: 15
  + Gen. Souls: 10
  + Spec. Souls: 5
* Duplicating
  + ATK: 0
  + HP: 10
  + ATKSPD: 0
  + Range: 10
  + Gen. Souls: 20
  + Spec. Souls: 10
* Tank
  + ATK: 0
  + HP: 10
  + ATKSPD: 0
  + Range: 5
  + Gen. Souls: 30
  + Spec. Souls: 15

**Enemies:**

* Basic
  + ATK: 2
  + HP: 5
  + SPD: 10
  + ATKSPD: 1
* Fast
  + ATK: 1
  + HP: 3
  + SPD: 20
  + ATKSPD: 0.5
* Duplicate
  + ATK: 2
  + HP: 6
  + SPD: 8
  + ATKSPD: 1
  + Extra: Splits into two weaker versions of itself which DON’T give any souls or money for killing
* Tank
  + ATK: 5
  + HP: 20
  + SPD: 5
  + ATKSPD: 2