**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 | Slow | AOE | Fast | Buff | Debuff |
| ATK | 2 | 2 | 5 | 1 | 1 | 1 |
| HP | 10 | 20 | 20 | 15 | 20 | 15 |
| ATKSPD | 1 | 3 | 2 | 0.2 | 10 | 10 |
| RANGE | 7 | 10 | 5 | 7 | 10 | 5 |
| EXTRA | N/A | Slows enemies by 20% upon hit | Hits all enemies within a 5-unit radius | N/A | All towers within radius restore 3 HP and do 25% more ATK for 3 seconds every attack | All enemy turrets do 20% less ATK for 3 seconds, minimum of 1 ATK |

Spawner:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **BASIC** | **FAST** | **DUPLICATING** | **TANK** |
| **ATK** | 0 | 0 | 0 | 0 |
| **HP** | 10 | 10 | 10 | 10 |
| **ATKSPD** | 0 | 0 | 0 | 0 |
| **RANGE** | 15 | 10 | 10 | 5 |
| **Gen. Souls** | 5 | 10 | 20 | 30 |
| **Spec. Souls** | 3 | 5 | 10 | 15 |

**Enemies:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Basic | FAST | DUPLICATE | TANK |
| ATK | 2 | 1 | 2 | 1 |
| HP | 5 | 3 | 6 | 20 |
| SPD | 10 | 20 | 8 | 5 |
| ATKSPD | 1 | 0.5 | 1 | 2 |
| EXTRA | N/A | N/A | Splits into two weaker versions of itself which DON’T give any souls or money for killing | N/A |