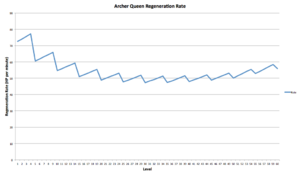
# Heroes

## Queen



"***This graceful huntress is a master of destructive force, though modest in health. She snipes targets in her territory when defending, and can summon stealth and terrifying damage when attacking once her Royal Cloak ability is unlocked!"***

|  |  |  |  |
| --- | --- | --- | --- |
| Archer Queen1 | Archer Queen10 | Archer Queen20 | Archer Queen41 |
| **Levels 1-9** | **Levels 10-19** | **Levels 20-40** | **Levels 41-60** |

* **Summary**
  + The Archer Queen is essentially a much more powerful version of the [Archer](https://clashofclans.fandom.com/wiki/Archer). In addition to possessing much higher damage and hitpoint amounts, the Archer Queen also shoots 1.5 tiles farther than a normal [Archer](https://clashofclans.fandom.com/wiki/Archer) (5 tiles instead of 3.5).
  + The Archer Queen shoots 3 rapid arrows per shot (they cannot affect multiple targets, however).
  + She is automatically summoned once the [Archer Queen Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) is constructed, which costs 40,000 [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + The Archer Queen is an immortal unit, so she only has to be summoned once. However, if she is injured or falls in battle, she must regenerate her health by sleeping for a period of time before she can be used again. If you attack a village while its Archer Queen is still regenerating, its [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) will be empty.
  + The amount of time she sleeps to regenerate is directly proportional to the health she has left at the end of the battle. If the Archer Queen is not damaged then she is ready to fight immediately; if she gets hit or falls in battle then she must sleep for some time to regenerate. The higher level the Archer Queen, the more time it will take to fully regenerate her health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + You can temporarily quadruple the hero's healing rate for 1 hour by spending 5 [Gems](https://clashofclans.fandom.com/wiki/Gems).
  + In the January 29th 2014 update, the Archer Queen gained a new special ability: Royal Cloak. This ability allows her to become invisible to enemy [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) for a short period of time in addition to greatly increasing her damage, restoring some of her health, and summoning up to 16 [Archers](https://clashofclans.fandom.com/wiki/Archer) to aid her in battle. The Archer Queen gains this ability at Level 5 and it becomes more powerful every five subsequent levels.
    - The Archer Queen's Royal Cloak ability summons [Archers](https://clashofclans.fandom.com/wiki/Archer) of the same level that the player has researched in his or her [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory). For instance, if the player has researched level 5 [Archers](https://clashofclans.fandom.com/wiki/Archer), the Archer Queen will summon level 5 [Archers](https://clashofclans.fandom.com/wiki/Archer).
  + Unlike the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King), the Archer Queen can attack air units like [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), or [Minions](https://clashofclans.fandom.com/wiki/Minion), making her effective in guarding a village against players who conduct air raids.
* **Offensive Strategy**
  + The Archer Queen is basically the counterpart of the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King), and vice versa. The Archer Queen is the damage specialist, while the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) is the tank specialist, with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) as the support specialist.
  + She has better range than an [Archer](https://clashofclans.fandom.com/wiki/Archer) (5 tiles instead of 3.5), so a good strategy is to place a group of [Giants](https://clashofclans.fandom.com/wiki/Giant), [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), [Golems](https://clashofclans.fandom.com/wiki/Golem), or the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) as a meat shield, then a group of [Archers](https://clashofclans.fandom.com/wiki/Archer), and finally the Archer Queen. That minimizes the chance of her being defeated or even hit and may allow you to use her many times in a row without waiting for her to regenerate.
  + You can use an Archer Queen with a Royal Cloak Ability in raids to help you clean up buildings for 50%. As damage approaches 50%, simply deploy your Archer Queen and use the ability immediately so that she can destroy a few extra buildings, not taking damage at all.
  + The Archer Queen and [Healer](https://clashofclans.fandom.com/wiki/Healer) combination, better known as Queen Walk, is a very viable strategy when you're targeting for loot. She can rip apart cores of bases with the assistance of [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) and make sure the [Healers](https://clashofclans.fandom.com/wiki/Healer) aren't touched. This, however, requires a high level Queen due to the fact that the Queen alone cannot deal enough damage and will eventually run out of time. Make sure that at least one of the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are taken out so that the [Healers](https://clashofclans.fandom.com/wiki/Healer) can last longer. [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) can be used to this effect.
  + The Royal Cloak Ability prevents [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) from targeting the Archer Queen, but she can be affected by splash damage; for instance, if the nearby [Archers](https://clashofclans.fandom.com/wiki/Archer) summoned by the Archer Queen via her Royal Cloak are targeted by a [Mortar](https://clashofclans.fandom.com/wiki/Mortar), the splash projectile of the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) will damage the Archer Queen if she is in range, regardless of whether her ability is active or not. Royal Cloak does not prevent the Archer Queen from triggering [Bombs](https://clashofclans.fandom.com/wiki/Bomb) and [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) and she will still be damaged by them if she is in range when they explode.
  + The Archer Queen is not affected by the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), like all other heroes.
  + A good idea is to put the Archer Queen with the other heroes. The Barbarian King soaks up hits, the Archer Queen attacks from behind, and the Grand Warden supports them with his *Life Aura*. If they are troops in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), they also get benefited by the Grand Warden and they can assist the Barbarian King and Archer Queen in terms of defending and stalling.
* **Defensive Strategy**
  + The Archer Queen can be placed next to the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) to fight together, concentrating their power. Alternatively, they can also be spaced out to cover a larger range. The appropriate placement depends on what is suitable for your particular village.
  + The Archer Queen is more suitable for defense than the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) because of her faster attacks and harder hits, and she is able to attack from a longer range (as well as being able to strike [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops)), but she has dramatically lower health than the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King). The [Queen's altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) must be placed 3-4 spaces from the nearest [wall](https://clashofclans.fandom.com/wiki/Walls) to prevent the Queen from jumping out and getting targeted by melee troops.
* **Against an Archer Queen**
  + The best strategy against an Archer Queen is often another Archer Queen. A Queen Walk or an Archer Queen behind a tanking troop can take down an enemy Queen quickly, especially if her Royal Cloak ability is activated.
  + Tanking troops can be of some use, but they will not last long against an Archer Queen. For example, a level 4 [Golem](https://clashofclans.fandom.com/wiki/Golem) will last only 18 seconds against a level 30 Archer Queen, not accounting for any other defenses that may be targeting it.
  + Consider bringing a spell or spells to make the takedown process easier, such as a [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) to slow the Queen's attacks, a [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell) to distract her, or a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) to keep her from killing your troops too quickly.
  + The [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) Eternal Tome ability can keep troops alive while they destroy an Archer Queen. Because the Queen's health is so low, the short duration of the Eternal Tome ability is rarely a problem.
  + You can kill the defending Archer Queen with a high leveled [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) if the player is rushed.
* **Upgrade Differences**
  + The Archer Queen goes through visual changes at levels 10, 20, and 41.
    - Initially, the Archer Queen is similar to a giant [Archer](https://clashofclans.fandom.com/wiki/Archer), but with a modified [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow), a silver crown, purple hair, and a green dress.
    - At level 10, her crown becomes golden.
    - At level 20, the stock of her modified [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) becomes golden as well. Her shots change from Elixir-colored to gold.
    - At level 41, her cloak receives a golden rim.
* **Trivia**
  + If you tap on the Archer Queen, she will yell a high pitched battle cry and stand still for a moment, similar to the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King).
  + If the Archer Queen attacks while her Royal Cloak ability is active, her arrows change from their normal Elixir-like color to a bright orange.
  + When she is injured or falls in battle (either attack or defense), a small explosion occurs, she yells in pain, and a red beam shoots to the sky. After that, like all other heroes, the Archer Queen stands still and a "dizzy" animation is engaged.
  + The Archer Queen's upgrades, up to and including level 8, cost less than it does to initially summon her. She, along with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), are the only entities in the game that have more expensive purchase costs than upgrade costs.
  + While attacking, if your opponent's [Archer Queen Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) is empty and the Archer Queen wakes up during the battle, the [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) will have a short sparkling animation but the Archer Queen will not appear to defend the base.
  + If your Archer Queen wakes up while you are in [Village Edit Mode](https://clashofclans.fandom.com/wiki/Village_Edit_Mode), a sparkle will appear wherever in the [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar)'s original location (even if you moved it already).
  + Each successive upgrade of the Archer Queen adds approximately 2.1% health and 2.5% damage, but every five levels adds a constant three minutes to her total regeneration time. As a consequence, the Archer Queen's regeneration rate changes as she levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/1/15/AQRegenChart.png/revision/latest?cb=20180628132531)

Regeneration rate for each level; click to enlarge

The Archer Queen's regeneration rate fluctuates each level, with drops in regeneration rate every fifth level and small increases for every other level. From an initial regeneration rate of 72.5 HP per minute at level 1, it reaches a maximum of 77.1 HP per minute at level 4 and shows a downward trend up to level 30, where there is a minimum of 47.29 HP per minute. Beyond level 30, the drops at every fifth level are outweighed by the increases from the other levels, eventually reaching 58.42 HP per minute at level 59 before dropping once more to 55.98 HP per minute at level 60.

* + The level *n* Archer Queen has⌊160∗1.025*n*−1⌋ DPS and ⌊725∗1.021*n*−1⌋ hitpoints.
  + The Archer Queen's regeneration time has been reduced multiple times. The most recent reduction occurred on June 26th, 2018.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| None | Ranged (Ground & Air) | 24 | 0.75s | 5 tiles | 10 tiles |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **DPS in Ability** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 160 | 120 | N/A | 725 | 10m | N/A | 40,000 | N/A | 9 |
| 2 | 164 | 123 | N/A | 740 | 10m | N/A | 22,500 | 12h | 9 |
| 3 | 168 | 126 | N/A | 755 | 10m | N/A | 25,000 | 12h | 9 |
| 4 | 172 | 129 | N/A | 771 | 10m | N/A | 27,500 | 1d | 9 |
| 5 | 176 | 132 | 476 | 787 | 13m | 1 | 30,000 | 1d | 9 |
| 6 | 181 | 135.75 | 481 | 804 | 13m | 1 | 32,500 | 1d | 9 |
| 7 | 185 | 138.75 | 485 | 821 | 13m | 1 | 35,000 | 1d 12h | 9 |
| 8 | 190 | 142.5 | 490 | 838 | 13m | 1 | 39,000 | 1d 12h | 9 |
| 9 | 194 | 145.5 | 494 | 856 | 13m | 1 | 43,000 | 1d 12h | 9 |
| 10 | 199 | 149.25 | 554 | 874 | 16m | 2 | 47,000 | 2d | 9 |
| 11 | 204 | 153 | 559 | 892 | 16m | 2 | 51,000 | 2d | 9 |
| 12 | 209 | 156.75 | 564 | 911 | 16m | 2 | 55,000 | 2d | 9 |
| 13 | 215 | 161.25 | 570 | 930 | 16m | 2 | 59,000 | 2d 12h | 9 |
| 14 | 220 | 165 | 575 | 949 | 16m | 2 | 63,000 | 2d 12h | 9 |
| 15 | 226 | 169.5 | 642 | 969 | 19m | 3 | 67,000 | 2d 12h | 9 |
| 16 | 231 | 173.25 | 647 | 990 | 19m | 3 | 71,000 | 3d | 9 |
| 17 | 237 | 177.75 | 653 | 1,010 | 19m | 3 | 75,000 | 3d | 9 |
| 18 | 243 | 182.25 | 659 | 1,032 | 19m | 3 | 80,000 | 3d | 9 |
| 19 | 249 | 186.75 | 665 | 1,053 | 19m | 3 | 85,000 | 3d 12h | 9 |
| 20 | 255 | 191.25 | 738 | 1,076 | 22m | 4 | 90,000 | 3d 12h | 9 |
| 21 | 262 | 196.5 | 745 | 1,098 | 22m | 4 | 95,000 | 3d 12h | 9 |
| 22 | 268 | 201 | 751 | 1,121 | 22m | 4 | 100,000 | 4d | 9 |
| 23 | 275 | 206.25 | 758 | 1,145 | 22m | 4 | 105,000 | 4d | 9 |
| 24 | 282 | 211.5 | 765 | 1,169 | 22m | 4 | 110,000 | 4d | 9 |
| 25 | 289 | 216.75 | 846 | 1,193 | 25m | 5 | 115,000 | 4d 12h | 9 |
| 26 | 296 | 222 | 853 | 1,218 | 25m | 5 | 119,000 | 4d 12h | 9 |
| 27 | 304 | 228 | 861 | 1,244 | 25m | 5 | 123,000 | 4d 12h | 9 |
| 28 | 311 | 233.25 | 868 | 1,270 | 25m | 5 | 127,000 | 5d | 9 |
| 29 | 319 | 239.25 | 876 | 1,297 | 25m | 5 | 131,000 | 5d | 9 |
| 30 | 327 | 245.25 | 965 | 1,324 | 28m | 6 | 135,000 | 5d | 9 |
| 31 | 335 | 251.25 | 973 | 1,352 | 28m | 6 | 139,000 | 5d 12h | 10 |
| 32 | 344 | 258 | 982 | 1,380 | 28m | 6 | 143,000 | 5d 12h | 10 |
| 33 | 352 | 264 | 990 | 1,409 | 28m | 6 | 147,000 | 5d 12h | 10 |
| 34 | 361 | 270.75 | 999 | 1,439 | 28m | 6 | 151,000 | 6d | 10 |
| 35 | 370 | 277.5 | 1,095 | 1,469 | 31m | 7 | 155,000 | 6d | 10 |
| 36 | 379 | 284.25 | 1,104 | 1,500 | 31m | 7 | 159,000 | 6d | 10 |
| 37 | 389 | 291.75 | 1,114 | 1,532 | 31m | 7 | 163,000 | 6d 12h | 10 |
| 38 | 398 | 298.5 | 1,123 | 1,564 | 31m | 7 | 167,000 | 6d 12h | 10 |
| 39 | 408 | 306 | 1,133 | 1,597 | 31m | 7 | 171,000 | 6d 12h | 10 |
| 40 | 419 | 314.25 | 1,238 | 1,630 | 34m | 8 | 175,000 | 7d | 10 |
| 41 | 429 | 321.75 | 1,248 | 1,664 | 34m | 8 | 180,000 | 7d | 11 |
| 42 | 440 | 330 | 1,259 | 1,699 | 34m | 8 | 182,000 | 7d | 11 |
| 43 | 451 | 338.25 | 1,270 | 1,735 | 34m | 8 | 184,000 | 7d | 11 |
| 44 | 462 | 346.5 | 1,281 | 1,771 | 34m | 8 | 186,000 | 7d | 11 |
| 45 | 474 | 355.5 | 1,394 | 1,809 | 37m | 9 | 188,000 | 7d | 11 |
| 46 | 486 | 364.5 | 1,406 | 1,847 | 37m | 9 | 190,000 | 7d | 11 |
| 47 | 498 | 373.5 | 1,418 | 1,885 | 37m | 9 | 192,000 | 7d | 11 |
| 48 | 510 | 382.5 | 1,430 | 1,925 | 37m | 9 | 194,000 | 7d | 11 |
| 49 | 523 | 392.25 | 1,443 | 1,965 | 37m | 9 | 196,000 | 7d | 11 |
| 50 | 536 | 402 | 1,556 | 2,007 | 40m | 10 | 198,000 | 7d | 11 |
| 51 | 547 | 410.25 | 1,567 | 2,058 | 40m | 10 | 200,000 | 7d | 12 |
| 52 | 558 | 418.5 | 1,578 | 2,110 | 40m | 10 | 204,000 | 7d | 12 |
| 53 | 570 | 427.5 | 1,590 | 2,163 | 40m | 10 | 208,000 | 7d | 12 |
| 54 | 582 | 436 | 1,602 | 2,218 | 40m | 10 | 212,000 | 7d | 12 |
| 55 | 594 | 445.5 | 1,714 | 2,274 | 43m | 11 | 216,000 | 7d | 12 |
| 56 | 606 | 454.5 | 1,726 | 2,331 | 43m | 11 | 220,000 | 7d | 12 |
| 57 | 619 | 464.25 | 1,739 | 2,390 | 43m | 11 | 224,000 | 7d | 12 |
| 58 | 632 | 474 | 1,752 | 2,450 | 43m | 11 | 228,000 | 7d | 12 |
| 59 | 645 | 483.75 | 1,765 | 2,512 | 43m | 11 | 232,000 | 7d | 12 |
| 60 | 658 | 493.5 | 1,778 | 2,575 | 46m | 12 | 236,000 | 7d | 12 |

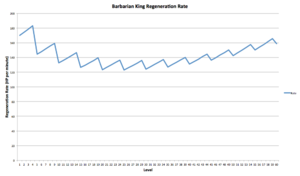
**Royal Cloak Ability**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ability Level** | **Damage Increase** | **Health Recovery** | **Ability Time** | **Summoned Units** |
| 1 | 300 | 150 | 3.6s | 5 |
| 2 | 355 | 175 | 3.8s | 6 |
| 3 | 416 | 200 | 4.0s | 7 |
| 4 | 483 | 225 | 4.2s | 8 |
| 5 | 557 | 250 | 4.4s | 9 |
| 6 | 638 | 275 | 4.6s | 10 |
| 7 | 725 | 300 | 4.8s | 11 |
| 8 | 819 | 325 | 5.0s | 12 |
| 9 | 920 | 350 | 5.2s | 13 |
| 10 | 1,020 | 375 | 5.4s | 14 |
| 11 | 1,120 | 400 | 5.6s | 15 |
| 12 | 1,120 | 425 | 5.8s | 16 |

## King

***"This colossal menace soaks up huge amounts of damage and bashes anything in his path. He guards his territory fiercely when defending, and can launch into a devastating rage when attacking once his Iron Fist ability is unlocked!"***

|  |  |  |  |
| --- | --- | --- | --- |
| Barbarian King1 | Barbarian King10 | Barbarian King20 | Barbarian King41 |
| **Levels 1-9** | **Levels 10-19** | **Levels 20-40** | **Levels 41-60** |

* **Summary**
  + The Barbarian King is basically a larger, more aggressive, and more powerful [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian). He is automatically summoned once the [Barbarian King Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is constructed, which costs 10,000 [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + The Barbarian King is an immortal unit, so he only has to be summoned once. However, if he is injured or falls in battle, he must regenerate his health by sleeping for a period of time before he can be used again. If you attack a village while its Barbarian King is still regenerating, the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) will be empty.
  + The amount of time he sleeps to regenerate is directly proportional to the health he has lost by the end of the battle. If he is not damaged (or is fully healed before the battle ends), then he is ready to fight immediately; however, if he falls in battle or is wounded, then he must sleep for some time to regenerate. The more the Barbarian King is upgraded, the more time it will take to fully regenerate his health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + The Barbarian King has two modes when defending, "Guard" and "Sleep". In Guard, he will guard the village but will have to regenerate health (sleep) if he takes damage, while in Sleep mode he will not appear to your opponent.
  + On defense, the Barbarian King only defends his territory around his platform and will retreat if lured too far out.
  + Starting at level 5, the Barbarian King obtains an ability called Iron Fist which can be used on the battlefield. It partially heals him, summons up to 28 additional [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), and grants the Barbarian King and his summoned [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) increased damage and speed. This **does not** stack with the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), and does not affect any other [troops](https://clashofclans.fandom.com/wiki/Troops), including other [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) belonging to the regular army. This ability gets more powerful every fifth level.
    - If the ability is unlocked, once the Barbarian King is deployed, his icon in the troop deployment window becomes the activation method for Iron Fist. Simply click on his icon again and Iron Fist will be activated.
    - The Barbarian King summons [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) equal to the level of your [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) researched in your [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) (e.g. if you can train level 5 [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), the Barbarian King will summon Level 5 [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian)).
* **Offensive Strategy**
  + The Barbarian King is basically the counterpart of the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), and vice versa. The Barbarian King is the tank specialist, while the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) is the damage specialist, with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)as the support specialist.
  + When attacking, he can be deployed just like any other [unit](https://clashofclans.fandom.com/wiki/Troops). When he is damaged, he must sleep to recharge before he can be used again. The regeneration time is directly proportional to how much health he must recover. He may be instantly brought up to full health with [Gems](https://clashofclans.fandom.com/wiki/Gems).
  + He is best used with support from ranged troops, such as the [Archer](https://clashofclans.fandom.com/wiki/Archer) or [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
  + He is also good for helping to destroy the remaining buildings of a village after most or all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings" \o "Defensive Buildings)have been destroyed.
  + The Barbarian King can be easily swarmed by a group of [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) as he only attacks one target at a time and has slow attack speed.
  + As the Iron Fist ability recovers some health, you should let your Barbarian King take some damage before activating this ability to maximize the recovered health provided by activating the ability.
  + The Barbarian King can be healed by [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) or a [Healer](https://clashofclans.fandom.com/wiki/Healer) while battling; however, this healing occurs at 55% of the rate of that of normal [troops](https://clashofclans.fandom.com/wiki/Troops).
  + Avoid using the ability when the King approaches a [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower) or an area where you suspect a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) will be, unless you desperately need to recover health. If you do so, the summoned Barbarians will most likely be wiped out by the resulting explosion.
    - You can negate the explosion by using the Eternal Tome ability of the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), but you may find it more useful to save the ability for tackling a more heavily-defended section of the base.
* **Defensive Strategy**
  + Set the Barbarian King to "Guard" mode when he is at lower levels as he takes less time to regenerate and will not interfere when you are attacking.
  + Though he is very strong on offense, he only attacks one target at a time on defense which makes him easy to kill with multiple units, so protect him with splash-damaging defenses.
  + It is a good idea to place the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) in the middle of a group of storages or other areas you wish to protect.
  + The Barbarian King is a melee troop, meaning cannot damage [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) (though the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) can).
  + Unlike [troops](https://clashofclans.fandom.com/wiki/Troops) in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), the Barbarian King cannot be lured to the edge of the map and then destroyed out of range of the defenses (unless his [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is near the edge). If his target moves out of his patrol area, he will retreat and engage another enemy inside his patrol area. If no enemies remain in his patrol area, he will resume patrolling.
  + Although the Barbarian King cannot be lured outside of his patrol range, he will lure attacking [troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)towards him, sometimes ignoring the structure they were originally targeting. This may be a problem in some cases; if you put the Barbarian King near your [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), the attacking troops can be lured toward the Barbarian King, and consequently get closer to the Town Hall.
* **Against a Barbarian King**
  + If a defensive King is causing trouble to your troops, use some small troops, such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), behind a tanking troop. This will ensure the King is defeated with minimal loss in troops.
  + If the base has no [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), or if she is far enough away from the Barbarian King, then attack with air troops, away from buildings that target air troops. You may have to deploy ground troops periodically in order to keep the Barbarian King in an area where your air troops may safely attack the King, so this strategy may not always be effective.
  + Air attacks such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon) and [Minions](https://clashofclans.fandom.com/wiki/Minion) have little to worry from a Barbarian King; he can usually be ignored in such cases. While the Barbarian King cannot retaliate against air troops, he can still distract them away from other valuable targets, such as the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall).
  + Although swarms of troops are effective against the Barbarian King, the [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) is also effective for taking down low level Barbarian Kings.
  + You can distract the enemy Barbarian King with troops such as Giants or Golems, and send in high damage troops behind such as [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen). This tactic can defeat the Barbarian King fairly easily.
* **Upgrade Differences**
  + The Barbarian King goes through significant visual changes at levels 10, 20 and 41.
    - Initially, the Barbarian King is similar to a giant [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian), with a steel crown, steel gauntlet, and steel shoulder guard. He uses a blunt sword with a stone hilt.
    - At level 10, his gauntlet changes from steel to gold.
    - At level 20, his shoulder guard's edge turns to gold, and the central spike turns gold as well.
    - At level 41, his crown also turns gold.
* **History**
  + He was introduced in the 10/1/13 update, with 30 levels.
  + The 23/5/13 update added the levels 31-40 for the newly added Town Hall 10, and decreased his upgrade time, regeneration time and upgrade costs on some levels.
  + The 29/1/14 update added the Iron Fist ability.
  + The 3/7/14 update reduced the effect of the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) on the King by 20%, but the Iron Fist ability recovers some health and summons more Barbarians.
  + The 16/9/14 update has halved the regeneration time relative to before that update (up to level 30).
  + The 24/5/16 update additionally decreased the regeneration time of all levels relative to before that by a significant amount.
  + The 19/12/16 update added levels 41-45 for the Barbarian King, and decreased his upgrade costs at levels 31-40.
  + The 18/12/17 update added levels 46-50 and decreased his upgrade costs at levels 8-45.
  + The 6/3/18 update changed the mechanics of the Barbarian King's Iron Fist ability; aside from the Barbarian King himself, it now only affects the Barbarians he summons and no longer has any effect on any other Barbarians.
  + The 11/6/18 update added levels 51-60, and increased the healing effects on the King by 10%.
  + The 26/6/18 maintenance break reduced the regeneration times across all levels and the upgrade times for levels 39 and below.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/2/23/Gladiator_King.jpg/revision/latest?cb=20190404124122)The 2/4/19 update gave a new look to the Barbarian King, as well as the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and in the near future it will be also implemented a change to the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), both heroes have been converted to 3D models in order to be able to receive different skins. The skins once received they will be permanent for the heroes wardrobe. The skin that a player will receive by buying the Gold Pass and completing the final reward tier in the [Season Challenges](https://clashofclans.fandom.com/wiki/Season_Challenges) in April 2019 is called "Gladiator King".
* **Trivia**
  + The Barbarian King only holds his sword in his right hand when he is turned toward to the right sides of the village. When the King turns and faces to the left he is rendered in mirror image, causing his sword and gauntlet/shoulder guard to switch arms. This is done ostensibly to save graphics space.
  + Every slash he makes on a [building](https://clashofclans.fandom.com/wiki/Buildings) or [unit](https://clashofclans.fandom.com/wiki/Troops) creates a mini explosion.
  + When you tap on him he will yell a low pitched battle cry and stand still for a moment, similar to the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
  + When the Barbarian King is completely healed, a jingle will play, like the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
  + When the Barbarian King 'falls' in battle, an explosion occurs and a bright beam of light is sent up into the sky temporarily. He is then seen standing dazed with stars flying around his head for the remainder of the battle.
  + Each successive upgrade of the Barbarian King adds approximately 2.5% health and 2% damage, but every five levels also adds a constant three minutes to his total regeneration time. As a consequence, the Barbarian King's regeneration rate changes as he levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/1/1d/BKRegenChart.png/revision/latest?cb=20180628123723)

Regeneration rate for each level; click to enlarge

The Barbarian King's regeneration rate fluctuates each level, with drops in regeneration rate every fifth level and small increases for every other level. From an initial regeneration rate of 170 HP per minute at level 1, it reaches a maximum of 183 HP per minute at level 4 and shows a downward trend up to level 25, where there is a minimum of 122.96 HP per minute. Beyond level 25, the drops at every fifth level are outweighed by the increases from the other levels, eventually reaching 165.67 HP per minute at level 59 before dropping once more to 158.76 HP per minute at level 60.

* + The level *n* Barbarian King's has⌊120∗1.02*n*−1⌋ DPS for levels 1-40 (however, level 41 and above has a slightly different formula, being⌊120∗1.021*n*−1⌋ DPS),⌊1700∗1.025*n*−1⌋ hitpoints.
  + While attacking, if your opponent's [Barbarian King Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is empty and the King wakes up during your battle, the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) will sparkle like he is waking but there will be no Barbarian King to defend the base. This sparkle also occurs in the Village Editor mode when you have placed the altar.
  + The Barbarian King will alternate between hitting the [building](https://clashofclans.fandom.com/wiki/Buildings) with the sword and his fist. However, both types of strikes do equal damage.
  + The Barbarian King was also a part of the Town Hall Level 7 Starter Pack which came with the Barbarian King, a level 3 [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla) and 1,200 [gems](https://clashofclans.fandom.com/wiki/Gems) which cost $9.99.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| None | Melee (Ground Only) | 16 | 1.2s | 1 tile | 9 tiles |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **DPS in Ability** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 120 | 144 | N/A | 1,700 | 10m | N/A | 10,000 | N/A | 7 |
| 2 | 122 | 146.4 | N/A | 1,742 | 10m | N/A | 12,500 | 12h | 7 |
| 3 | 124 | 148.8 | N/A | 1,786 | 10m | N/A | 15,000 | 12h | 7 |
| 4 | 127 | 152.4 | N/A | 1,830 | 10m | N/A | 17,500 | 1d | 7 |
| 5 | 129 | 154.8 | 185 | 1,876 | 13m | 1 | 20,000 | 1d | 7 |
| 6 | 132 | 158.4 | 188 | 1,923 | 13m | 1 | 22,500 | 1d | 8 |
| 7 | 135 | 162 | 191 | 1,971 | 13m | 1 | 25,000 | 1d 12h | 8 |
| 8 | 137 | 164.4 | 193 | 2,020 | 13m | 1 | 27,500 | 1d 12h | 8 |
| 9 | 140 | 168 | 196 | 2,071 | 13m | 1 | 30,000 | 1d 12h | 8 |
| 10 | 143 | 171.6 | 244 | 2,123 | 16m | 2 | 32,500 | 2d | 8 |
| 11 | 146 | 175.2 | 247 | 2,176 | 16m | 2 | 35,000 | 2d | 9 |
| 12 | 149 | 178.8 | 250 | 2,230 | 16m | 2 | 39,000 | 2d | 9 |
| 13 | 152 | 182.4 | 253 | 2,286 | 16m | 2 | 43,000 | 2d 12h | 9 |
| 14 | 155 | 186 | 256 | 2,343 | 16m | 2 | 47,000 | 2d 12h | 9 |
| 15 | 158 | 189.6 | 305 | 2,402 | 19m | 3 | 51,000 | 2d 12h | 9 |
| 16 | 161 | 193.2 | 308 | 2,462 | 19m | 3 | 55,000 | 3d | 9 |
| 17 | 164 | 196.8 | 311 | 2,523 | 19m | 3 | 60,000 | 3d | 9 |
| 18 | 168 | 201.6 | 315 | 2,586 | 19m | 3 | 65,000 | 3d | 9 |
| 19 | 171 | 205.2 | 318 | 2,651 | 19m | 3 | 70,000 | 3d 12h | 9 |
| 20 | 174 | 208.8 | 369 | 2,717 | 22m | 4 | 75,000 | 3d 12h | 9 |
| 21 | 178 | 213.6 | 373 | 2,785 | 22m | 4 | 80,000 | 3d 12h | 9 |
| 22 | 181 | 217.2 | 376 | 2,855 | 22m | 4 | 85,000 | 4d | 9 |
| 23 | 185 | 222 | 380 | 2,926 | 22m | 4 | 90,000 | 4d | 9 |
| 24 | 189 | 226.8 | 384 | 2,999 | 22m | 4 | 95,000 | 4d | 9 |
| 25 | 193 | 231.6 | 438 | 3,074 | 25m | 5 | 100,000 | 4d 12h | 9 |
| 26 | 196 | 235.2 | 441 | 3,151 | 25m | 5 | 105,000 | 4d 12h | 9 |
| 27 | 200 | 240 | 445 | 3,230 | 25m | 5 | 110,000 | 4d 12h | 9 |
| 28 | 204 | 244.8 | 449 | 3,311 | 25m | 5 | 115,000 | 5d | 9 |
| 29 | 208 | 249.6 | 453 | 3,394 | 25m | 5 | 120,000 | 5d | 9 |
| 30 | 213 | 255.6 | 511 | 3,478 | 28m | 6 | 125,000 | 5d | 9 |
| 31 | 217 | 260.4 | 515 | 3,565 | 28m | 6 | 129,000 | 5d 12h | 10 |
| 32 | 221 | 265.2 | 519 | 3,655 | 28m | 6 | 133,000 | 5d 12h | 10 |
| 33 | 226 | 271.2 | 524 | 3,746 | 28m | 6 | 137,000 | 5d 12h | 10 |
| 34 | 230 | 276 | 528 | 3,840 | 28m | 6 | 141,000 | 6d | 10 |
| 35 | 235 | 282 | 589 | 3,936 | 31m | 7 | 145,000 | 6d | 10 |
| 36 | 239 | 286.8 | 593 | 4,034 | 31m | 7 | 149,000 | 6d | 10 |
| 37 | 244 | 292.8 | 598 | 4,135 | 31m | 7 | 153,000 | 6d 12h | 10 |
| 38 | 249 | 298.8 | 603 | 4,238 | 31m | 7 | 157,000 | 6d 12h | 10 |
| 39 | 254 | 304.8 | 608 | 4,344 | 31m | 7 | 161,000 | 6d 12h | 10 |
| 40 | 259 | 310.8 | 673 | 4,453 | 34m | 8 | 165,000 | 7d | 10 |
| 41 | 275 | 330 | 689 | 4,564 | 34m | 8 | 170,000 | 7d | 11 |
| 42 | 281 | 337.2 | 695 | 4,678 | 34m | 8 | 173,000 | 7d | 11 |
| 43 | 287 | 344.4 | 701 | 4,795 | 34m | 8 | 176,000 | 7d | 11 |
| 44 | 293 | 351.6 | 707 | 4,915 | 34m | 8 | 179,000 | 7d | 11 |
| 45 | 299 | 358.8 | 777 | 5,038 | 37m | 9 | 182,000 | 7d | 11 |
| 46 | 305 | 366 | 783 | 5,164 | 37m | 9 | 185,000 | 7d | 11 |
| 47 | 312 | 374.4 | 790 | 5,293 | 37m | 9 | 188,000 | 7d | 11 |
| 48 | 318 | 381.6 | 796 | 5,425 | 37m | 9 | 191,000 | 7d | 11 |
| 49 | 325 | 390 | 803 | 5,561 | 37m | 9 | 194,000 | 7d | 11 |
| 50 | 332 | 398.4 | 878 | 5,700 | 40m | 10 | 197,000 | 7d | 11 |
| 51 | 339 | 406.8 | 885 | 5,843 | 40m | 10 | 200,000 | 7d | 12 |
| 52 | 346 | 415.2 | 892 | 5,990 | 40m | 10 | 203,000 | 7d | 12 |
| 53 | 353 | 423.6 | 899 | 6,140 | 40m | 10 | 206,000 | 7d | 12 |
| 54 | 361 | 433.2 | 907 | 6,294 | 40m | 10 | 209,000 | 7d | 12 |
| 55 | 369 | 442.8 | 987 | 6,452 | 43m | 11 | 212,000 | 7d | 12 |
| 56 | 377 | 452.4 | 995 | 6,614 | 43m | 11 | 215,000 | 7d | 12 |
| 57 | 385 | 462 | 1,003 | 6,780 | 43m | 11 | 218,000 | 7d | 12 |
| 58 | 393 | 471.6 | 1,011 | 6,950 | 43m | 11 | 221,000 | 7d | 12 |
| 59 | 401 | 481.2 | 1,019 | 7,124 | 43m | 11 | 224,000 | 7d | 12 |
| 60 | 410 | 492 | 1,028 | 7,303 | 46m | 12 | 227,000 | 7d | 12 |

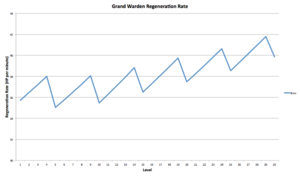
**Iron Fist Ability**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ability Level** | **Damage Increase** | **Health Recovery** | **Speed Increase** | **Summoned Units** | **Ability Time** |
| 1 | 56 | 500 | 18 | 6 | 10s |
| 2 | 101 | 620 | 19 | 8 | 10s |
| 3 | 147 | 752 | 20 | 10 | 10s |
| 4 | 195 | 899 | 21 | 12 | 10s |
| 5 | 245 | 1,063 | 22 | 14 | 10s |
| 6 | 298 | 1,247 | 23 | 16 | 10s |
| 7 | 354 | 1,455 | 24 | 18 | 10s |
| 8 | 414 | 1,692 | 25 | 20 | 10s |
| 9 | 478 | 1,963 | 26 | 22 | 10s |
| 10 | 546 | 2,263 | 27 | 24 | 10s |
| 11 | 618 | 2,592 | 28 | 26 | 10s |
| 12 | 618 | 2,592 | 29 | 28 | 10s |

## Great Warden

***"This veteran battle-scholar seeks out groups of friendly***[troops](https://clashofclans.fandom.com/wiki/Troops)***to fight behind and boost with his Life Aura, and assumes the form of a tower on defense. Attacking, he can walk over***[walls](https://clashofclans.fandom.com/wiki/Walls)***or fly high, and can make nearby***[troops](https://clashofclans.fandom.com/wiki/Troops)***immune to damage once his Eternal Tome ability is unlocked!"***

|  |  |
| --- | --- |
| Grand Warden1 | Grand Warden10 |
| **Level 1-9** | **Level 10-30** |

* **Summary**
  + The Grand Warden is a single target unit unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 11. He is the third hero in the game, being weak in physical strength but extremely powerful in support.
  + He is automatically summoned once the [Grand Warden Altar](https://clashofclans.fandom.com/wiki/Grand_Warden_Altar) is constructed, which costs 6,000,000 [Elixir](https://clashofclans.fandom.com/wiki/Elixir) and is available at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 11.
  + He can be set to Air or Ground mode; he flies in Air Mode and walks on Ground Mode.
    - He can bypass Walls regardless of the mode he is set to; however, he will attack a wall if many other troops are doing so too.
  + Like the other heroes, the Grand Warden only needs to be summoned once, but will have to spend some time regenerating his health if he is damaged during a battle. If you attack a village while its Grand Warden is still regenerating, the Altar will be empty and the Grand Warden will not defend.
  + The Grand Warden's regeneration time after a battle depends on how much damage he took during the battle: if he survives the battle unscathed, he will be ready to fight again immediately, but the more he is damaged, the more time he will need to regenerate. The more the Grand Warden is upgraded, the more time he will need in order to fully regenerate his health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + The Grand Warden initiates a range of his passive *Life Aura* upon deployment, which grants units additional health. Any unit that leaves this range will not benefit from the ability until they re-enter it.
    - The level of this passive ability is increased once every level.
  + The Grand Warden's active ability, *Eternal Tome*, renders all friendly [troops](https://clashofclans.fandom.com/wiki/Troops) within his aura invincible to damage for a short time.
    - Eternal Tome is upgraded every five levels that the Warden increases. The ability's duration increases by 0.5 seconds per level.
    - The Eternal Tome ability negates damage, but not other harmful effects. For instance, the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap) will still be able to bounce troops.
  + When defending an enemy attack, he will turn into a stone statue and act as any other defensive tower while using his Life Aura to provide a health boost to defending troops and [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + The Grand Warden will attack the building being attacked by the highest number/troop space troop, and will continue to attack that building until it's destroyed.
* **Offensive Strategy**
  + Use the Grand Warden in Air Mode if you are using an air attack so he does not take damage from ground defenses (as they are not distracted by other troops) and Ground Mode when using ground army as he will not be targeted by the Air Defenses.
    - Only set him to Air Mode if you are using an Air Attack, as without distraction [troops](https://clashofclans.fandom.com/wiki/Troops), he can easily be killed or otherwise heavily damaged by a [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine).
  + Use the Eternal Tome ability near the core so your troops can get through the core, where the most damage usually is.
  + The Grand Warden goes where other [troops](https://clashofclans.fandom.com/wiki/Troops) go, so he does not need funneling.
    - However, the other [troops](https://clashofclans.fandom.com/wiki/Troops) need to be funneled.
  + He will follow the troop with the highest housing space or the largest mass of [troops](https://clashofclans.fandom.com/wiki/Troops), so bunching up [troops](https://clashofclans.fandom.com/wiki/Troops) with the Grand Warden is crucial to getting the most out of his abilities.
    - However, do not bunch them up too tightly, as the Life Aura is big and the troops will take a lot of splash damage from other defenses if they are too bunched up.
  + His Life Aura is most effective on troops with moderate amounts of health, such as the [Balloon](https://clashofclans.fandom.com/wiki/Balloon) or [Miner](https://clashofclans.fandom.com/wiki/Miner). He will be able to grant a sizable health increase to these troops that is close to the maximum increase allowed by his ability (or if this increase *is* the maximum allowed, then the health increase is still significant on these troops). The Life Aura is significantly less effective on high-hitpoint troops such as the [Golem](https://clashofclans.fandom.com/wiki/Golem), which gain only a comparatively small proportion of its health from the ability.
  + The Grand Warden has the longest range of any troop in the game. He can outrange the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower), [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower) on Fast Attack mode, or [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village).
  + If the Grand Warden is positioned correctly, he can defeat an enemy [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) without being attacked.
* **Defensive Strategy**
  + He creates a buff to boost defensive [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes), and [skeletons](https://clashofclans.fandom.com/wiki/Skeleton_Trap). It is recommended to place his altar near structures that will receive the benefit such as the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), or other [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + When defending against an enemy Grand Warden, make sure you set your [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) to Multi Target, as he is often behind other troops so few defenses can hit him.
* **Upgrade Differences**
  + The Grand Warden goes through minor visual changes at level 10.
    - Initially, he has purple facial hair similar to the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), and his facial characteristics remind those of a [Giant](https://clashofclans.fandom.com/wiki/Giant). He wears white and purple robes along with a short cape. His eyes are of different color, one is white with a little pupil and the other is a normal one with a blue iris. There is a gold trim on his collar at the neck and he wears a white crown-like decoration on his head. He also holds a thick book and a long wooden staff with a magical crystal held on top.
    - At level 10, his white antler crown becomes golden.
  + At all levels, the Grand Warden has a plain purple [Clan Badge](https://clashofclans.fandom.com/wiki/Clan_Badge) on his belt.
* **Trivia**
  + The Grand Warden was initially revealed as the new hero for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 11 at ClashCon 2015. However, only a silhouette of him was shown.
    - In the sneak peeks showcasing him, his hitpoints at level 20 were 2,000; however it was changed to 1,500 in its release.
    - His beta ability color was orange, but was later changed to yellow when released.
  + He is the only Home Village [hero](https://clashofclans.fandom.com/wiki/Heroes) who has only 30 levels, unlike 60 levels for both the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)and [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
  + He is the only [troop](https://clashofclans.fandom.com/wiki/Troops) in the game that can be changed as an air or ground unit.
  + He is also the only unit in the entire game that can behave as both a troop (attacking) and a building (defending). Thus, it's only possible to destroy his altar with a Lightning spell only if he is not guarding (and thus his altar will be empty.)
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to have two abilities.
  + He is the only Home Village [hero](https://clashofclans.fandom.com/wiki/Heroes) that doesn't summon a troop for the active ability.
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) being able to be killed in one hit by a [trap](https://clashofclans.fandom.com/wiki/Traps)(When in air mode via [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine)).
  + He is only hero in the Home Village available to be purchased and upgraded with [Elixir](https://clashofclans.fandom.com/wiki/Resource_Buildings#Elixir) and one of the two in the whole game, the other one being the [Battle Machine](https://clashofclans.fandom.com/wiki/Battle_Machine).
  + The Grand Warden's upgrades cost less than the initial cost of the Grand Warden, up to level 8.
  + He is the only hero that appears to be based on more than one unit, particularly the [Healer](https://clashofclans.fandom.com/wiki/Healer) and the [Wizard](https://clashofclans.fandom.com/wiki/Wizard), because of his use of magic and ability to heal friendly units.
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to turn into a form of [defensive structure](https://clashofclans.fandom.com/wiki/Defensive_Buildings) when defending. Consequently, he is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to be damaged by [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) and not by [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell) when defending.
  + Like the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)'s sword, the Grand Warden's book and staff switches arms when he turns.
    - However, when the Grand Warden falls in battle, he drops his staff but holds on to his book.
  + Each successive upgrade of the Grand Warden adds anywhere between 2% to 2.3% health and anywhere between 3.4% to 5.1% damage, but every fifth level also adds a constant three minutes to his total regeneration time. As a consequence, the Grand Warden's regeneration rate changes as he levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/a/a0/GWRegenChart.png/revision/latest?cb=20180628123725)

Regeneration rate for each level; click to enlarge

The Grand Warden's regeneration rate fluctuates, decreasing every fifth level and increasing at every other level. From an initial regeneration rate of 35.71 HP per minute at level 1, it increases up to 38 HP per minute at level 4 before dropping to 35.03 HP per minute at level 5, the lowest regeneration rate of any level; however the regeneration rate shows an slow upward trend as the levels increase, eventually reaching a maximum of 41.79 HP per minute at level 29 before dropping to 39.85 HP per minute at level 30.

* + His book resembles a [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items).
  + The Grand Warden bears a great resemblance to the late television host, [Li Yong](http://en.wikipedia.org/wiki/Li_Yong_(television_host)).
    - Because of this, he is commonly called "(Li) Yong King" among Chinese players.
    - In January 2016, shortly after the Town Hall 11 Update, a show "Clash of Clans Players' Ceremony" was held in Beijing, China, with Li Yong as the main host due to this resemblance.
    - Like the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) and the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), he doesn‘t use the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), so you need a Builder to upgrade it.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| Any | Ranged (Ground & Air) | 16 | 1.8s | 7 | 10 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 50 | 90 | 1,000 | 28m | N/A | 6,000,000 | N/A | 11 |
| 2 | 52 | 93.6 | 1,021 | 28m | N/A | 2,500,000 | 12h | 11 |
| 3 | 54 | 97.2 | 1,042 | 28m | N/A | 3,000,000 | 1d | 11 |
| 4 | 56 | 100.8 | 1,064 | 28m | N/A | 3,500,000 | 1d 12h | 11 |
| 5 | 58 | 104.4 | 1,086 | 31m | 1 | 4,000,000 | 2d | 11 |
| 6 | 60 | 108 | 1,108 | 31m | 1 | 4,500,000 | 2d 12h | 11 |
| 7 | 63 | 113.4 | 1,131 | 31m | 1 | 5,000,000 | 3d | 11 |
| 8 | 66 | 118.8 | 1,155 | 31m | 1 | 5,500,000 | 3d 12h | 11 |
| 9 | 69 | 124.2 | 1,180 | 31m | 1 | 6,000,000 | 4d | 11 |
| 10 | 72 | 129.6 | 1,206 | 34m | 2 | 6,500,000 | 4d 12h | 11 |
| 11 | 75 | 135 | 1,233 | 34m | 2 | 7,000,000 | 5d | 11 |
| 12 | 78 | 140.4 | 1,261 | 34m | 2 | 7,500,000 | 5d 12h | 11 |
| 13 | 82 | 147.6 | 1,290 | 34m | 2 | 8,000,000 | 6d | 11 |
| 14 | 86 | 154.8 | 1,320 | 34m | 2 | 8,400,000 | 6d 12h | 11 |
| 15 | 90 | 162 | 1,350 | 37m | 3 | 8,800,000 | 7d | 11 |
| 16 | 94 | 169.2 | 1,380 | 37m | 3 | 9,100,000 | 7d | 11 |
| 17 | 98 | 176.4 | 1,410 | 37m | 3 | 9,400,000 | 7d | 11 |
| 18 | 102 | 183.6 | 1,440 | 37m | 3 | 9,600,000 | 7d | 11 |
| 19 | 106 | 190.8 | 1,470 | 37m | 3 | 9,800,000 | 7d | 11 |
| 20 | 110 | 198 | 1,500 | 40m | 4 | 10,000,000 | 7d | 11 |
| 21 | 115 | 207 | 1,530 | 40m | 4 | 10,000,000 | 7d | 12 |
| 22 | 120 | 216 | 1,561 | 40m | 4 | 10,200,000 | 7d | 12 |
| 23 | 125 | 225 | 1,593 | 40m | 4 | 10,400,000 | 7d | 12 |
| 24 | 130 | 234 | 1,625 | 40m | 4 | 10,600,000 | 7d | 12 |
| 25 | 136 | 244.8 | 1,658 | 43m | 5 | 10,800,000 | 7d | 12 |
| 26 | 142 | 255.6 | 1,692 | 43m | 5 | 11,000,000 | 7d | 12 |
| 27 | 148 | 266.4 | 1,726 | 43m | 5 | 11,200,000 | 7d | 12 |
| 28 | 154 | 277.2 | 1,761 | 43m | 5 | 11,400,000 | 7d | 12 |
| 29 | 161 | 289.8 | 1,797 | 43m | 5 | 11,600,000 | 7d | 12 |
| 30 | 168 | 302.4 | 1,833 | 46m | 6 | 11,800,000 | 7d | 12 |

**Life Aura Ability (Passive)**

|  |  |  |
| --- | --- | --- |
| **Ability Level** | **% HP Increase** | **Max HP Increase** |
| 1 | 20.0% | 70 |
| 2 | 21.1% | 76 |
| 3 | 22.2% | 82 |
| 4 | 23.3% | 88 |
| 5 | 24.4% | 94 |
| 6 | 25.6% | 101 |
| 7 | 26.8% | 108 |
| 8 | 28.1% | 116 |
| 9 | 29.5% | 125 |
| 10 | 31.0% | 135 |
| 11 | 32.6% | 146 |
| 12 | 34.3% | 158 |
| 13 | 36.1% | 171 |
| 14 | 38.0% | 185 |
| 15 | 40.0% | 200 |
| 16 | 42.0% | 215 |
| 17 | 44.0% | 230 |
| 18 | 46.0% | 245 |
| 19 | 48.0% | 260 |
| 20 | 50.0% | 275 |
| 21 | 52.0% | 290 |
| 22 | 54.0% | 305 |
| 23 | 56.0% | 320 |
| 24 | 58.0% | 335 |
| 25 | 60.0% | 350 |
| 26 | 62.0% | 365 |
| 27 | 64.0% | 380 |
| 28 | 66.0% | 395 |
| 29 | 68.0% | 410 |
| 30 | 70.0% | 425 |

**Eternal Tome Ability (Active)**

|  |  |
| --- | --- |
| **Ability Level** | **Ability Time** |
| 1 | 3.5s |
| 2 | 4s |
| 3 | 4.5s |
| 4 | 5s |
| 5 | 5.5s |
| 6 | 6s |

# Troops

## Barbarian

## Archer

## Giant

## Goblin

## Wall Breakers

## Balloon

## Wizard

## Healer

## Dragon

## PEKKA

## Baby Dragon

## Miner

## Electro Dragon

## Minion

## Hog Rider

## Valkyrie

## Golem

## Witch

## Lava Hound

## Bowler

## Ice Golem

# Defending

## Wall

## Cannon

## Archer Tower

## Mortar

## Air Defense

## Wizard Tower

## Air sweeper

## Hidden Tesla

## Bomb Tower

## Bombs

## Spring Traps

## Air Bomb

## Giant Bomb

## Seeking Air Mine

## Skeleton Trap

## Tornado Trap

## X-Bows

## Inferno Tower

## Eagle Artillery

# Spells

## Lighting

## Healing

## Rage

## Jump

## Freeze

## Clone

## Poison

## Earthquake

## Haste

## Skeleton

## Bat

# Resource Buildings

## Town hall

## Camp

## Laboratory

## Barracks