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## Clash of clans wiki wall ring

In addition to the upcoming upgrade cost reductions and Builder Base changes announced in recent weeks, we have a few niceties for all Town Hall 11 via Town Hall 13 players coming in the next update as well! We add an extra level to different buildings, troops, defenses and spells. We also open another 50 Wall segments for Town Hall 13 players to upgrade their Walls from level 13 to 14. Check out the super cool information below! Town Hall LevelTroopLevelUpgrade CostUpgrade TimeDPSHPTraining CostTraining Time12Goblin810.5M12 days621262507s12Barbarian911M12 days582303505s13Minion9250K15d 12h661021218s13Valkyrie8260K16 days 19316502201m 30s Town Hall LevelSpellLevelUpgrade CostUpgrade TimeMax DPSSpeed Decrease Rate Decrease Cost13Poison Spell7260k15d 12h28044%65%185 Dark Elixir In addition - Freeze Spell can be upgraded to Level 2 in the Laboratory at City Hall level 9 (previously at TH10). Town Hall LevelBuildingLevelCapacityProductionHPUpgrade CostUpgrade Time11Gold Mine14300,0005600/hr180840,000 Elixir5d11Elixir Collector14300,0005600/H180840,000 Elixir5d11Elixir Collector14300,0005600/hr1180840,000 Gold5d11Dark Elixir Drill83 000140/hr13803.5M Elixir6d Plus: you can now build a 3rd Dark Elixir Drill at Town Hall level 9 (formerly TH10). City Hall LevelDefenseLevelUpgrade CostDPSHP13Archer Tower1814M15d128151013Mortar1314.5M16d421 10013Bomb Tower 815.5M 16d72/4501900 Town Hall 13 players can upgrade an additional 50x Wall segment to Level 14. Punching a Wall Piece with this Ring on will instantly upgrade, although higher level walls may require multiple rings to upgrade. Works in both villages! Rings are a kind of Magic Item that allows you to upgrade walls in the Home Village or Builder Base.Wall Rings directly to replace Gold or Elixir used to upgrade the walls. The upgrade is completed immediately, as are the wall upgrades with regular resources. Keep up to 25 rings on your inventory. ContentObtaining Wall RingsJ Wall Rings obtain in the Shop for 100 gems each or in the League Shop for 5 League Medals each. You sell the rings for 5 gems each. Rings needed to upgradeThe number of rings needed to upgrade the wall depends on the wall level. The higher the wall level, more rings are needed to upgrade-Home Village WallsLevelWall Rings Required1-10112124135146Builder Base WallsLevelWall Rings Required1-415264768The best cost/benefit on Rings vs. Gold/Elixir used to upgrade walls is Wall level 12 Home Village and wall level 5 at Builder Base. Currently there are 24 different types of magic items. These magical items are divided into five categories: Book books are a kind of Magic item used to complete upgrades. Each book can be used to complete one and only one upgrade. Note that the player has to start an upgrade to use a relevant book, so they will have to devote their resources to it use. Players can hold one of each at once. There are currently 5 types of types Books. Book of Fighting A Book of Fighting Filled with highly efficient training programs, this magic book can be used to instantly complete any ongoing troop upgrade. Works in both villages! The Book of Fighting is a book whose functionality is to enable the player to complete an ongoing troop upgrade directly within the Laboratory or Star Laboratory. It can be applied to any junk or Siege Machine, but nothing more. Purchase price: 925 , selling price: 50 . Book of building a book of the building Supposedly written by the Master Builder himself, this magic book can be used to instantly complete each building upgrade. Works in both villages! The Book of Building is a book that allows the player to instantly complete a building upgrade or complete any building that is under construction within the Home Village or Builder Base. This also applies to falls. Purchase price: 925 , selling price: 50 . Book of Spells A Book of Spells Written by Unknown Wizards, this magic book can be used to instantly complete any ongoing spell upgrade. Works in Home Village. The Book of Spells is a book that allows the player to complete a continuous spell upgrade within the laboratory. It applies to all spell upgrades, but nothing more. Purchase price: 925 , selling price: 50 . Book of Heroes A Book of Heroes Full of heroic stories and good advice, this magical book can be used to instantly complete every continuous hero upgrade. Works in both villages! The Book of Heroes is a book that allows the player to instantly complete a hero upgrade in both villages. It can be used on one of the five heroes, including the Battle Machine, but nothing more. Purchase price: 500 , selling price: 50 . Book of Everything A Book of Everything This extremely powerful magical encyclopedia can be used to complete an instant upgrade. Works in both villages! With the Book of Everything, the player can complete each continuous upgrade in both villages instantly. It's a combination of the other four books, versatile enough to apply to any upgrade anywhere. This is the most valuable book and possibly magical item in the game. If the player has a Book of Everything and another book, the Book of Everything cannot be used for the purpose of the other listed book unless that particular book is sold. This is the only book that is not available at the Trader. It can only be obtained through events, buy them from the Shop with real money (when such an offer is available), or through the Season Challenges. Selling price: 50 . Potions Potions are a kind of Magic item that is used to simulate certain aspects of gameplay for a short period of time. This is in contrast to the Books, which have permanent consequences. Players can hold five of any type of drink. There are currently 8 types of drinks. Power Potion A Potion This strong-smelling magic concoction can boost your troops and spells to the maximum level your Laboratory has allowed for 1am. Works in both villages! The Power Potion is a drink drink Upon use, the player increases troops and spells to the maximum level allowed by the player's laboratory and Star Laboratory for 1 hour. It can be used for any fight by tapping the Boost Troops button (see bottom right), including Clan War battles. While the drink is active, troops and spells that the player has will display a bluish flame for their level. However, this only applies to troops or spells that the player has unlocked; troops or spells that have not yet been unlocked cannot be used at all. It also does not apply to Heroes, nor does it apply to their called troops (if any). Power Potions are not available to use when all of the player's units are at the maximum level permitted by their laboratory or star laboratory level. Purchase price: 300 , selling price: 10 . Resource Potion A Resource Potion A haste spell turned into a drink, this magical elixir can greatly boost your resource collector efficiency for 1d. Works in Home Village. The Resource Potion is a drink that, when used, raises all the gold mines, Elixir Collectors and Dark Elixir Drills for 1 day in the home village. It is a substitute for using Gemstones to achieve the same effect. However, it does not apply to the Gold Mines and Elixir Collectors in the Builder Base, as it only works in Home Village. This drink is one of four drinks that can also be purchased with competition medals. Purchase price: 115 or 10 , selling price: 10 . Training Potion A Training Potion This energetic elixir increases your army production, increasing the efficiency of barracks, spell factories and hero regeneration. Works in Home Village. The Training Potion is a drink that, when used, raises the player's army buildings in the Home Village for 1 hour. This applies to the Barracks, Dark Barracks, Spell Factory, Dark Spell Factory, Workshop and all Hero altars. Like the Resource Potion, it is a substitute for using Gemstones to achieve the same effect. However, it does not apply to the Builder Barracks and the Battle Machine Altar in the Builder Base; the building barracks' troop training and the regeneration of the Combat Machine no longer need time. This drink is one of four drinks that can also be purchased with competition medals. Purchase price: 25 or 10 (occasionally offered free in the Trader), selling price: 10. Builder Potion A Builder Potion Brewed by the Builder in case of emergency all night, this invigorating drink allows your builders to work 10x faster before 1am. Works in Home Village! The Builder Potion is a drink that stimulates the player's builders in the home village for 1 hour. While they are active, all builders work ten times faster than normal. Effectively this wins nine hours of construction time per Builder. Because it only works in the Home Village it won't affect the Master Builder if he doesn't work in the Home Village. This drink is one of four drinks that can also be purchased with competition medals. Purchase price: 285 or 30 , selling price: 10. Bell Tower Potion A Bell Tower Poton Clock Tower Thick elixir made from ground-up magic gears activates your Clock Tower boost for 30m. Works in Builder Base. The Clock Tower Potion is a drink that raises the player's bell tower in the Builder Base for 30 minutes. It can be stacked with the free Clock Tower boost to get up to 30 minutes of boost, but you don't use the free boost if a boost caused by the drink is active. This is basically a revised Builder Base version of the Builder, Resource and Research Potions combined. Purchase price: 75, selling price: 10 . Hero Potion A Hero Poton Temporarily add up to +5 levels to all Heroes before 1am. Temporary levels may not exceed the maximum level set by the Town Hall. The Hero Potion is a drink that increases the player's Heroes by 5 levels for 1 hour. It can only increase their level to the maximum allowed by the town hall or building hall; for example, a Town Hall 7 player using the drink when his Barbaric King is level 2 will only see it go up to level 5 with the drink, instead of level 7. As with the Power Potion, the Hero Poton can be used just before the start of a battle by tapping the Boost Heroes button. While the drink is active, the levels of the Heroes, as well as their altars, will wear a subtle pink hue. +5 bubbles will also appear around the altars. Hero Potions are not available to use when all of the player's heroes are at the maximum level allowed by their Town Hall or Builder Hall level. Purchase price: 300 , selling price: 10 . Research Poton A Research Poton This strange substance helps the mysterious Wizards in the laboratory research 24x faster before 1am. Works in Home Village! The Research Poton is a drink that stimulates the player's laboratory in the home village for 1 hour. Although the laboratory is active, it works 24 times faster than normal, effectively gaining 23 hours of research time. Because it only works in the Home Village, it has no influence on the Star Laboratory. This drink is one of four drinks that can also be purchased with competition medals. Purchase price: 120 or 20 , retail price: 10 Super Poton A Super Poton Dark Elixir brewed in a delicious golden shape, best enjoyed in a warm, humid environment with a few good friends. The Super Poton can stimulate a troop in its Super Troop version for 3 days. The Super Poton is a drink that allows the player to boost a Super Troop without having to pay the 25,000 Dark Elixir costs that would normally be incurred. It can be considered a substitute for stimulating the Super Troop normally with Dark Elixir; Using a Super Poton to boost a Super Troop provides the same duration as boosting it with Dark Elixir. The drink cannot be used when there are already two Super Troops currently or if the troop is not at a high enough level to be strengthened. Purchase price: 300, retail price: 10 Runes Runes are a kind of Magic item that completely fills their respective resource storage. Players can hold one of each rune at once. There are 5 types of runes: Rune of van A Rune of Gold Seemingly providing an endless stream of gold, this magical item will completely fill your Gold Storages in the Home Village. The Rune of Gold is a rune that can be activated in the Home Village. It fills all the player's gold storage in the home village. Purchase price: 1,500 , selling price: 50 . Rune of Elixir A Rune or Elixir Seemingly providing an endless stream of Elixir, this magical item will completely fill your Elixir Storage in the Home Village. The Rune of Elixir is a rune that can be activated in the Home Village. It fills all of the player's Elixir Storages in the Home Village. Purchase price: 1,500 , selling price: 50. Rune of Dark Elixir A Rune of Dark Elixir Seemingly offers an endless stream of Dark Elixir, this magical item will completely fill your Dark Elixir Storage in the Home Village. The Rune of Dark Elixir is a rune that can be activated in the Home Village. It fills the player's Dark Elixir Storage in the home village. Purchase price: 3,000, selling price: 50. Rune of Builder Gold A rune of Builder Gold Seemingly providing an endless stream of Builder Gold, this magical item will completely fill your Gold Storages in the Builder Base. The Rune of Builder Gold is a rune that can be activated in the Builder Base. It fills all the player's gold storage in the Builder Base. Purchase price: 1,500 , selling price: 50 . Rune of Builder Elixir A Rune or Builder Elixir Seemingly providing an endless stream of Builder Elixir, this magical item will completely fill your Elixir Storage in the Builder Base. The Rune of Builder Elixir is a rune that can be activated in the Builder Base. It fills all of the player's Elixir storages in the Builder Base. Purchase price: 1,500 , selling price: 50 . Hammers Hammers are a kind of Magic item that starts and completes an immediate upgrade. They are similar to books, but they will immediately begin (and complete) the upgrade by using them, as opposed to books, which can only be used to complete an upgrade. Hammers can be used to circumvent a player's storage limits; a Hammer can complete an upgrade immediately, even if the player doesn't have enough resource storage to do the upgrade normally. However, Hammers cannot be used to complete upgrades that have already started. Hammers are still limited by Town Hall, Building Hall, Laboratory and Star Laboratory levels where relevant. The player cannot upgrade a building beyond the maximum level permitted by his town hall or building hall, while the player does not have access to the upgrade screen for a unit that is at the maximum level permitted by his laboratory or star laboratory. The town hall and the Building Hall itself cannot be upgraded with hammers if the necessary buildings are not yet built. Also note that Hammer of Building /Heroes still needs a free builder of that village When the laboratory or the Star Laboratory is working, the player cannot do anything equivalent to a Games - Use a hammer on another item without interrupting the ongoing upgrade. Unlike other Magic Items, hammers are only available by buying them with League Medals in the Shop and each Hammer has a 7-day cooldown. There's no such thing as Hammer of Everything. Hammer of Fighting A Hammer or Fighting A swing from this magic hammer will upgrade each troop directly to the next level. Works in both villages! The Hammer of Fighting is a hammer that can be used to upgrade any junk directly in the Laboratory or Star Laboratory. It can be applied to a junk or Siege Machine, but nothing else. Purchase price: 120 , selling price: 100 . Hammer of Building A Hammer of Building A swing of this magic hammer will upgrade each building directly to the next level. Works in both villages! The Hammer of Building is a hammer that can be used to upgrade any building directly. It can be applied to any building, as well as any traps. However, it cannot be applied to Hero upgrades or upgrades within the laboratory, nor can it apply to gear-ups done by the Master Builder. Purchase price: 120 , selling price: 100 . Hammer of Spells A Hammer of Spells A swing from this magic hammer will upgrade each spell directly to the next level. Works in the Home Village! The Hammer of Spells is a hammer that can be used to upgrade any spell in the laboratory directly. It applies to all spell upgrades, but nothing more. Purchase price: 120 , selling price: 100 . Hammer of Heroes A Hammer of Heroes A swing of this magic hammer will instantly upgrade each hero to the next level. Works in both villages! The Hammer of Heroes is a hammer that can be used to instantly upgrade a hero in both villages. It can be used on any of the five Heroes, but nothing else. Purchase price: 165 , selling price: 100 . Various items The items below are unique in type and nature. Wall Ring A Wall Ring Punching a wall piece with this ring on will upgrade immediately, although higher level walls may require multiple rings to upgrade. Works in both villages! The Wall Ring is a ring that allows you to upgrade walls directly at the Home Village or Builder Base. They can be used instead of Gold or Elixir to upgrade without using either source. If it is used in the Builder Base, it can upgrade an entire 5-piece segment at once. As stated in the description, higher level Walls will upgrade multiple rings. However, you still need a free Builder to upgrade with the Wall Rings. Hold up to 25 wall rings at a time. The number of rings needed to upgrade a certain level of wall is given in the tables below. 1 Wall Ring equates to 1 million Gold/Elixir in the Home Village, and 500,000 Builder Gold/Builder Elixir in the Base. Home Village Walls Level Wall Rings Required 2-11 1 12 3 13 5 14 6 Builder Base Walls Level Wall Rings Required 2-4 1 5 2 3 7 4 8 6 8 8 Purchase Price: 100 or 5 (for every single Wall Ring), sale price: 5. Shovel of Obstacles A Shovel Kick Obstacles Strong but fragile, this magic shovel can be used to move a single obstacle. Works in both villages! The Obstacle Shovel is a magical item that allows the player to move any obstacle to any location in the base. You keep up to five shovels at once. Purchase price: 500 , selling price: 50 . .

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