

Enemies

- Bosses
 - Rotmane, the Apex Hunter
 - Gatekeeper of Stone
 - King Noll

Bosses

Rotmane, the Apex Hunter

A deadly hunter at the pinnacle of his pack, Rotmane is as cunning as he is brutal. Armed with his trusted crossbow, he strikes with precision and traps his prey in a web of poison and slow. In the heart of his cave, Rotmane uses his environment to his advantage, luring his enemies into deadly volleys of bolts and triggering rockfalls that crush anything in their path. A master of the hunt, he is relentless in his pursuit, always staying one step ahead.

Arena Overview:

- A **cave filled with stone pillars** that provide cover.
 - As the fight progresses, Rotmane **destroys these pillars**, causing the cave to become unstable and triggering **falling rock hazards**.
 - Less pillars means more frequent **falling rocks**
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☐☐ Phase 1: The Stalking Hunter (*Early Fight – Controlled Battlefield*)

☐☐ Mechanics Introduced:

- **Basic Traps:**
 - **Slow Traps** – briefly appear on the ground; stepping on them reduces movement speed.
 - **Poison Gas Traps** – release a lingering toxic cloud on activation.
- **Attacks:**
 - **Volley Shot** – Fires a **cone of arrows** in front of him, forcing the player to take cover behind pillars.
 - **Piercing Shot** – Charges and fires a **fast, high-damage arrow** at the player's position.
 - **Multi-Shot** – Fires **several arrows in a spread pattern**, requiring precise dodging.

☐☐ Strategy:

- Use **pillars as cover** to avoid cone volleys and piercing shots.
 - Move carefully to **avoid traps** while staying in safe zones.
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☐☐ **Phase 2: The Crumbling Cave** (*Mid Fight – Increased Pressure*)

☐☐ **New Mechanics:**

- **Pillar Destruction:**
 - Rotmane **starts breaking pillars** after major attacks.
 - Fewer pillars = fewer safe spots for dodging arrows.
- **Environmental Hazard Introduced:**
 - **Falling Rocks** – After each destroyed pillar, the cave becomes more unstable, and rocks begin to fall from the ceiling.
 - **Falling rocks can hit both the player and Rotmane**, causing damage and briefly staggering him.

☐☐ **Strategy:**

- **Rotate between remaining pillars** for cover.
 - **Use falling rocks** to your advantage—position so that Rotmane risks getting hit.
 - Stay **aware of traps** while managing incoming projectiles.
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☐☐ **Phase 3: The Deathtrap** (*Final Showdown – Maximum Chaos*)

☐☐ **Final Mechanics:**

- **Most or all pillars are gone**, leaving few safe spots.
- **Frequent falling rocks** create an ongoing hazard.
- **Rotmane's attack frequency increases**, forcing constant movement.

☐☐ **Strategy:**

- **Use movement and timing** instead of pillars to avoid attacks.
- **Lure Rotmane into falling rocks** for stagger opportunities.
- **Manage space carefully** to avoid getting trapped between arrows, traps, and falling hazards.

Gatekeeper of Stone

A massive stone golem guarding a key passage. It has high damage reduction but loses armor through its own attacks. The battlefield is hazardous with rolling boulders, which the golem can use to repair itself unless the player destroys them first.

Arena Overview:

- **Mountainous terrain** with a slope or cliffside.
 - **Rolling boulders** periodically descend from the mountain.
 - Boulders that **stop in the arena** become resources for the golem to restore armor.
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Environmental Hazard - Rolling Boulders:

- **Boulders roll from the mountainside** at random intervals, forcing the player to stay mobile.
 - If a boulder **hits the player**, it deals damage and staggers them.
 - Some boulders **stop in the arena**, acting as **sources of armor restoration** for the golem.
 - The player can **destroy stopped boulders** before the golem reaches them to prevent armor restoration.
 - The golem can also **accidentally destroy boulders** with his own attacks.
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☐☐ Golem Mechanics:

Armor System:

- The golem starts with **high damage reduction** due to its stone armor.
- **Each heavy attack (slam, throw, charge) chips away at its armor**, reducing its defense but increasing its **speed and attack damage**.
- The golem can **restore armor** by reaching and absorbing **stopped boulders** in the arena.

Attacks:

- **Boulder Throw** – Grabs a rock (or a stopped boulder if available) and hurls it at the player.

- **Ground Slam** – A powerful smash that can **destroy boulders** in the arena if they are in range.
 - **Shockwave Stomp** – Creates a radial shockwave, knocking back the player.
 - **Charge Attack** – A rushing attack that can **crush stopped boulders** if they are in the way.
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☐☐ **Phase 1 (Full Armor - Defensive & Slow)**

- The golem starts with **high damage reduction**, making direct attacks less effective.
- **Boulders begin rolling into the arena**, acting as both hazards and future armor sources.
- The golem performs **slow but heavy-hitting attacks** (Boulder Throw, Ground Slam).
- The player must **survive the boulders** while chipping away at the golem's armor through **baiting attacks**.

☐☐ **Phase 2 (Armor Breaking - Faster & Stronger)**

- As armor is destroyed, the golem becomes **faster and more aggressive**, with shorter attack recovery times.
- He begins to **actively seek out stopped boulders** to restore his armor.
- The player now has to **destroy boulders** before the golem reaches them OR **position themselves** so the golem's own attacks destroy them.
- More **rolling boulders appear**, increasing battlefield chaos.

☐☐ **Phase 3 (Desperation - Unstable & Relentless)**

- Most of the golem's armor is **gone**, making it vulnerable, but its attacks are **wild and relentless**.
- It **charges more often**, increasing its movement unpredictability.
- **Rolling boulders come in waves**, creating high-pressure movement challenges.
- The player must **dodge hazards, bait the golem into destroying boulders, and finish it off quickly** before it gets a chance to restore armor.

King Noll

A massive and ferocious gnoll warlord, King Noll's fight evolves as his companions are slain, shifting through distinct phases and keeping players on their toes. The battle culminates in a chaotic frenzy once all weapons are exhausted.

☐☐ Phase 1: The Pack Leader (All Three Alive)

- **Companions:** Wolf Hog & Boar Ger are present.
- **Damage Reduction:** Noll takes **45% less damage** per companion alive.
- **Basic Attacks:** Slow but **heavy axe swings** and occasional **roaring shockwaves**.

☐☐ Phase 2: Unleashing the Beast (One Companion Dead)

- **Loses a damage reduction bonus.**
- ☐☐ **New Ability Unlocked (based on which companion dies):**
 - ☐☐ **Wolf Hog Dies → Whirlwind**
 - Noll **spins for 4 seconds**, dealing damage every **0.5 sec** in the area.
 - ☐☐ **Boar Ger Dies → Throw Axe + Jump Attack**
 - Noll **throws his axe** at the player, applying **bleed**.
 - **1.5 sec later, he jumps to its location.** If he lands on the player, they are **stunned for 1.5 sec**.

☐☐ Phase 3: Whirlwind Carnage (Both Companions Dead)

- **Trigger:** Noll **howls in fury**, slams his axe into the ground, and **hurls it away**.
- ☐☐ **New Abilities Unlocked:**
 1. **Spinning Axes Everywhere**
 - Visual representation: has axes on his back forming "wings", max 6
 - **Multiple axes spin outward** from him in **rotating patterns** (concentric rings or arcs).
 - Axes **boomerang back** after a few seconds, forcing players to dodge twice.
 2. **Relentless Pounce Attacks**
 - Noll **rapidly jumps from spot to spot**, crushing the player if he lands directly on them (**1s stagger**).

- If he lands near an axe, he **kicks it forward**, sending it flying in a straight line (and out of arena)

● Phase 4: Frenzy Mode (Out of Axes)

- • **Pounces become faster**
 - • **Sequence of 3 jumps**
 - • After each **3rd pounce**, he staggers for 3-4 sec giving player **damage window**
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Fight Flow & Player Strategy

- **Early Fight:** Players must decide which companion to kill first.
- **Mid Fight:** Adapt to new abilities while balancing pressure on Noll.
- **Late Fight:** Pure chaos—constant movement is required to survive.

This makes King Noll an **escalating, high-mobility boss** with **persistent arena hazards**, forcing players to stay **on their toes** until the final blow.