

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.

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