Attack 1 – Meč v boku a nahoře (náhled box s vykřičníkem)

//Boss Hitbox Left

//Boss Hitbox Right

//Boss Hitbox Up

Attack 2 – Červík ramming speed (Hitbox parvo a vlevo)

//Boss Hitbox Left

//Boss Hitbox Right

Attack 3 – Dýky (x position)

//RNG

Attack 4 – Leeches (Z leva do prava + naopak + uprostřed)

//RNG

Attack 5 – Floor Is Lava

//Boss Hitbox Down

//Boss Hitbox == cervicek

Phase 1 – Attack 5/2/3 (60)

Phase 2 – Attack 5/2/1 (40)

Phase 3 – Attack 5/3/2/1 (20)

Phase 4 – Attack 5/4/3/2/1 (60)

\*survive 1 minute

Hunter HP 3

\*if hit invincible for 0.5s)

Worm 60HP

VoiceLine After death

\*Death ost

\*Death screen

\*Death script

PlayerDeath – Death scene