

boss mechanics Boss Encounters & Ultimate Reward

1. Thorn King (Growth Layer) Phase I (200 → 100 HP)

Turn	Action	Notes
1	Prickling Swipe	8 damage; applies 1 Minor Growth
2	Bramble Bash	10 damage (+2 if player has no Seeds)
3	Root Strike	9 damage; gain 1 Sap
4	Thorn Whip	12 damage; steals 1 Seed (CD 4)
5	Bramble Bash	6 Prickling Swipe
6	Root Strike	8 Vine Prison
7	Vine Prison	Roots player 1 turn (CD 8) ...
8	Repeat 1→8	

Big moves frequency: Thorn Whip once every 4 turns (only on turn 4 of the cycle) Vine Prison once every 8 turns

Fillers: cycle three distinct basic attacks so it never feels repetitive. Phase II (↓100 HP → 0 HP) On exactly hitting 100 HP, trigger the “Gain Sap ×2” buff and enable Fragile Thorns. Then resume the same 8-turn cycle, but you can occasionally swap in Spore Flick on turns 6 or 7 for a little AoE poison:

Turn	Action	Notes
1	Prickling Swipe	
2	Bramble Bash	
3	Root Strike	
4	Thorn Whip	(CD 4)
5	Bramble Bash	6
6	Spore Flick	5 AoE damage + 1 Poison (optional filler)
7	Root Strike	8
8	Vine Prison	(CD 8) ...
Repeat 1→8		

Phase II changes: Fragile Thorns: every player Strike reflects 4 damage back Spore Flick: slot in on turn 6 of each loop if you want to mix things up

Implementation tips turnIndex resets or continues across phases—just check if $hp \leq 100$ & $phase == 1$ to swap in Phase II effects. Cooldowns: enforce Thorn Whip only at $turnIndex \% 4 == 0$, Vine Prison at $turnIndex \% 8 == 0$. Fillers: map % 8 values 1→Prickling, 2→Bramble, 3→Root, 5→Bramble, 6→Swipe or Spore, 7→Root. Variation: you can randomly choose between Prickling/Root on filler turns for less predictability, or occasionally shift the cycle start point. This pattern gives you heavy moves only 25% (Thorn Whip) and 12.5% (Vine Prison) of the time, with a healthy mix of three unique fillers.

2. Blight Colossus (Decay Layer) Phase I (250 → 175 HP)

Turn	Action	Notes
1	Rotting Punch	10 dmg; 50% chance to apply 1 Poison
2	Mildew Toss	6 dmg; gain 5 Block
3	Putrid Swipe	9 dmg; applies 1 Decay Rune
4	Poison Spout	Apply 3 Poison (Big; CD 8)
5	Mildew Toss	6 Rotting Punch
6	Rotting Punch	7 Putrid Swipe
7	Putrid Swipe	8 Colossal Cleave
8	Colossal Cleave	15 dmg (AoE big move; CD 8) ...
Repeat 1→8		

Big spells only on turns 4 & 8 (25% of the time each). Fillers on the other six turns. Phase II (175 → 75 HP) On hitting 175 HP, activate Contagion Aura (“Whenever player gains Block, also gain 1 Poison”). Then restart (or continue) the same 8-turn pattern, but swap in Rot Smash for one of the big-move slots:

Turn	Action	Notes
1	Rotting Punch	
2	Mildew Toss	
3	Putrid Swipe	
4	Rot Smash	20 dmg (Big; CD 8)
5	Mildew Toss	6 Rotting Punch
6	Rotting Punch	7 Putrid Swipe
7	Putrid Swipe	8 Poison Spout
8	Poison Spout	Apply 3 Poison (Big; CD 8) ...
Repeat 1→8		

Rot Smash and Poison Spout each hit once per cycle. Colossal Cleave sits out until Phase III. Phase III (75 → 0 HP) On hitting 75 HP, grant Armor of Decay (first two hits each turn are nullified). Plague Storm now fires every turn, so we’ll treat it as a semi-big ability, but still space in your fillers and a final “surprise” Poison Spout:

Turn	Action	Notes
1	Plague Storm	Apply 2 Poison + 1 Sap every turn
2	Mildew Toss	3 Plague Storm
3	Plague Storm	4 Rot Smash
4	Rot Smash	20 dmg (occasionally; CD 8)
5	Plague Storm	6 Putrid Swipe
6	Putrid Swipe	7 Plague Storm
7	Plague Storm	8 Poison Spout
8	Poison Spout	Apply 3 Poison (once-per-cycle surprise) ...
Repeat 1→8		

Plague Storm anchors every odd turn (1/2 of all turns). Rot Smash and Poison Spout each slip in once per 8-turn cycle. Fillers on turns 2 & 6.

3. Storm Wyrms (Elemental Layer) Phase I (220 → 110 HP)

Turn	Action	Notes
1	Gust Tail	7 damage + 1 Chill (overwrites weaker Chill)
2	Static Charge	9 damage to random target/echo
3	Lightning Lash	10 damage + 1 Shock
4	Storm Claw	11 damage + 1 Shock (filler)
5	Flame Breath	8 AoE Fire damage
6	Gust Tail	7 Freezing Gale
7	Freezing Gale	Apply 1 Chill
8	Static Charge	... Repeat 1→8

Big

specials: Lightning Lash (turn 3), Flame Breath (5), Freezing Gale (7) Fillers: Gust Tail (1 & 6), Static Charge (2 & 8), Storm Claw (4) Phase II ($\downarrow 110$ HP \rightarrow 0 HP) As soon as Wyrn dips to 110 HP, it gains Fragile permanently (+50% damage taken). Its new pattern alternates lightning gusts with its chain strike: Turn Action Notes 1 Gust Tail 2 Lightning Lash CD 4 (replaces static on these turns) 3 Freezing Gale 4 Chain Lightning 12 \rightarrow 6 \rightarrow 6 split across you + echoes (CD 8) 5 Storm Claw 6 Lightning Lash 7 Freezing Gale 8 Chain Lightning ... Repeat 1 \rightarrow 8 Chain Lightning sits on turns 4 & 8 (25% of the time) Lightning Lash now only on turns 2 & 6 (25% of the time) Freezing Gale on 3 & 7, fillers on 1 & 5 Wiring it up turnIndex++ each action; use $t = \text{turnIndex} \% 8$ to pick the row. Phase check at turn-start: if $\text{HP} \leq 110$ and $\text{phase} == 1$, bump phase and apply Fragile. No extra CD tracking—you've baked timing into the cycle. Variation tip: on filler turns (1, 5) randomly pick between Gust/Static/Storm Claw for a bit of unpredictability. This gives Storm Wyrn three show-stoppers spaced neatly among six different fillers, keeping pressure up without spamming its biggest attacks.

4. Verdant Overlord Phase I (300 \rightarrow 225 HP) Turn Action Notes 1 Vine Swipe 12 damage; apply 1 Minor Seed 2 Spore Flick 5 AoE damage; 1 Poison 3 Root Rip 9 damage; gain 1 Sap 4 Overgrowth Slam 15 damage + gain 1 Seed (Big; CD 8) 5 Spore Flick 6 Vine Swipe 7 Root Rip 8 Spore Cloud 2 Poison + 1 Sap (Big; CD 8) ... Repeat 1 \rightarrow 8 Big moves only on turns 4 & 8 (25% each). Fillers cycle through three attacks to keep it fresh. Phase II (225 \rightarrow 150 HP) On entering, start the Elemental Fusion cycle (Burn \rightarrow Chill \rightarrow Shock) each turn and gain a one-off Verdant Barrier at the end of the 8-turn loop. Turn Action Notes 1 Fusion: Burn apply Burn 2 Vine Swipe filler 3 Fusion: Chill apply Chill 4 Overgrowth Slam 15 damage + 1 Seed (Big; CD 8) 5 Fusion: Shock apply Shock 6 Spore Flick filler 7 Vine Swipe filler 8 Verdant Barrier gain 20 Block (Big; once per loop) ... Repeat 1 \rightarrow 8 Fusion happens every turn (cycle of 3). Overgrowth Slam and Barrier each hit once per cycle (12.5% each). Fillers on turns 2, 6, 7. Phase III (150 \rightarrow 75 HP) On hitting 150 HP, activate Decaying Roots (if player plays >2 Strikes in a turn, deal 10 damage). We'll treat Blooming Burst as a once-per-cycle big heal and keep Spore Cloud as a mid-cycle heavy status. Turn Action Notes 1 Vine Swipe 2 Spore Flick 3 Root Rip 4 Overgrowth Slam 15 damage + 1 Seed (Big; CD 8) 5 Blooming Burst heal 25 HP (Big; CD 8) 6 Spore Flick 7 Spore Cloud 2 Poison + 1 Sap (Big; CD 8) 8 Vine Swipe ... Repeat 1 \rightarrow 8 Big moves on turns 4, 5 & 7 (37.5% of the time). Decaying Roots constantly watches the player's Strike count—no need to slot it. Fillers on turns 1, 2, 3, 6 & 8. Phase IV ($\downarrow 75$ HP \rightarrow 0 HP) On phase start, self-apply Sap & Fragile. We'll squeeze in Cataclysm, Overgrowth Slam, and Spore Cloud once each per cycle, with three fillers. Turn Action Notes 1 Vine Swipe 2 Spore Flick 3 Root Rip 4 Cataclysm 12 AoE + reflect all player statuses (Big; CD 8) 5 Spore Flick 6 Overgrowth Slam 15 damage + 1 Seed (Big; CD 8) 7 Vine Swipe 8 Spore Cloud 2 Poison + 1 Sap (Big; CD 8) ... Repeat 1 \rightarrow 8 Big moves on turns 4, 6 & 8 (37.5%). Sap & Fragile are passive—just check once at phase start. Fillers on turns 1, 2, 3, 5 & 7. Implementation Tips turnIndex modulo 8 drives your action selection: map $t = \text{turnIndex} \% 8$ to the tables above. Phase checks at turn start: when HP crosses a threshold, bump phase and apply on-enter buffs (Sap $\times 2$, Aura, Armor, Sap+Fragile). You can choose to reset turnIndex \rightarrow 0 or let it continue so the cycle doesn't always line up with phase starts. Passive hooks: Phase II Fusion ties to the

start of each turn. Phase III Decaying Roots watches the player's card plays. Phase IV Fragile sits on the boss permanently. Variation: for filler turns, you can randomize between your three basic attacks (Vine/Spore/Root) instead of strictly cycling to keep the player guessing. With this, Verdant Overlord's four phases each have a clear, balanced rhythm—powerful moves spaced out by varied, thematic fillers.

5. Ancient World Tree (Ult Boss) Phase I (400 → 266 HP) Turn Action Notes

1	Branch Slam	15 damage	2	Seed Spit	8 damage; gain 1 Sap	3
	Root Entangle	9 damage; applies 1 minor Root (slows player)	4	Seedling Spawn		
	Summon 2 Saplings (30 HP, 5 dmg each) (Big; CD 8)		5	Seed Spit	6	Branch Slam
7	Root Entangle	8	Rooted Regeneration	Heals 10 HP + gain 1 Sap (Big; CD 8)		...

Repeat 1→8 Big moves on turns 4 & 8 (25% each). Saplings act separately; you just handle their spawn.

Phase II (266 → 133 HP) On phase entry, apply Entangling Canopy (limit player to 3 card plays/turn). Then use this rotation—Verdant Crush slots in once, plus semi-big regen on turns 2 & 6.

Turn	Action	Notes	1	Branch Slam	2	Rooted Regeneration	Heals 10 HP + 1 Sap (Big; CD 8)
3	Seed Spit	4	Verdant Crush	20 damage (Big; CD 8)	5		
	Root Entangle	6	Rooted Regeneration	7	Seed Spit	8	Branch Slam ...

Repeat 1→8 Verdant Crush only on turn 4 (12.5%). Regeneration twice per loop (25%) keeps the boss healthy.

Phase III (133 → 0 HP) On hitting 133 HP, gain Fragile permanently. Cataclysmic Seeds fires every odd turn; Final Bloom slips in on turn 6 to punish you for hoarding runes.

Turn	Action	Notes	1	Cataclysmic Seeds	15 AoE (Big; every turn)	2
	Branch Slam	3	Cataclysmic Seeds	4	Seed Spit	5
	Cataclysmic Seeds	6	Final Bloom	Consume all player Runes; heal 5 HP per Rune (Big; CD 8)	7	Branch Slam
8	Cataclysmic Seeds	...	Repeat 1→8	Cataclysmic Seeds anchors every odd turn (50% of turns).		

Final Bloom on turn 6 (12.5%). Fragile passively makes every hit they take hurt. Wiring It Up turnIndex % 8 selects your row. Phase check at turn-start: bump phase and apply effects (Entangling Canopy limit, Fragile) when thresholds are crossed. Saplings: when you spawn them on turn 4 of Phase I, instantiate two sapling enemies with their own simple AI. Play-limit: enforce Entangling Canopy in your card-play UI. Passive hooks: Fragile in Phase III, run-count for Final Bloom healing.

Variation: on filler turns (2, 3, 5, 7, 8), randomly pick between Branch Slam/Seed Spit/Root Entangle to keep things unpredictable. With this cycle, Ancient World Tree's devastating spells are well-spaced, and the fillers keep the fight engaging without overwhelming the player.

Final Reward & Persistent Progression Relic: World Seed Effect: At the start of each run, gain 3 of your class's signature resource—Seeds, Decay Runes, or Elemental Runes. Persistent Bonus: Each time you complete a run (defeat Verdant Overlord or Ancient World Tree), World Seed's bonus stacks. After your first full clear: +3 resource per run start After your second clear: +6 resource per run start ...and so on, indefinitely. "The world's primal energies pulse through you; each triumph deepens your connection to your chosen domain."