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	
7	Root Strike	
8	Vine Prison	Roots player 1 turn (CD 8)
…	Repeat 1→8	

- Big moves frequency: Thorn Whip once every 4 turns; Vine Prison once every 8 turns.

- Fillers: cycle three distinct basic attacks so it never feels repetitive.

Phase II (↓100 HP → 0 HP)

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

- Fragile Thorns: every player Strike reflects 4 damage back.

- Spore Flick: slot in on turn 6 of each loop for mix-ups.

Implementation Tips:

- turnIndex resets or continues across phases—check if hp ≤ 100 && phase==1 to swap in Phase II effects.

- Cooldowns based on modulo: Thorn Whip %4, Vine Prison %8.

- Fillers mapped by turnIndex %8: 1→Prickling, 2→Bramble, 3→Root, 5→Bramble, 6→Swipe/Spore, 7→Root.

- Variation: randomize filler choice for unpredictability.

Summary:

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	
7	Putrid Swipe	
8	Colossal Cleave	15 dmg (AoE big move; CD 8)
…	Repeat 1→8	

- Big spells only on turns 4 & 8 (25% each).

- Fillers on the other six turns.

Phase II (175 → 75 HP)

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	
7	Putrid Swipe	
8	Poison Spout	Apply 3 Poison (Big; CD 8)
…	Repeat 1→8	

- Contagion Aura active: whenever player gains Block, also gain 1 Poison.

- Rot Smash and Poison Spout each hit once per cycle.

- Colossal Cleave sits out until Phase III.

Phase III (75 → 0 HP)

Turn	Action	Notes
1	Plague Storm	Apply 2 Poison + 1 Sap every turn
2	Mildew Toss	
3	Plague Storm	
4	Rot Smash	20 dmg (occasionally; CD 8)
5	Plague Storm	
6	Putrid Swipe	
7	Plague Storm	

8	Poison Spout	Apply 3 Poison (once-per-cycle surprise)
…	Repeat 1→8	

- Armor of Decay: first two hits each turn are nullified.

3. Storm Wyrm (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	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 (↓110 HP → 0 HP)

Turn	Action	Notes
1	Gust Tail	
2	Lightning Lash	CD 4
3	Freezing Gale	
4	Chain Lightning	12→6→6 split across you + echoes (CD 8)
5	Storm Claw	
6	Lightning Lash	
7	Freezing Gale	
8	Chain Lightning	
…	Repeat 1→8	

- Fragile applied on phase entry: +50% damage taken.

- No extra CD tracking—you've baked timing into the cycle.

Implementation Tips:

- turnIndex++ each action; use t = turnIndex % 8 to pick the row.

- Phase check at turn-start: if HP ≤ 110 and phase==1, apply Fragile.

- Variation tip: randomize filler turns for unpredictability.

- Wiring it up: bake timing into modulo logic—no separate CD state.

4. Verdant Overlord

Phase I (300 → 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→8	

- Big moves only on turns 4 & 8 (25% each).

- Fillers cycle through three attacks to keep it fresh.

Phase II (225 → 150 HP)

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→8	

- Elemental Fusion cycle each turn.

- Barrier at turn 8: one-off 20 Block.

Phase III (150 → 75 HP)

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→8	

- Decaying Roots: if player plays >2 Strikes, deal 10 damage.

- Passive hooks: Fragile in Phase IV, run-count for Final Bloom healing.

Phase IV (↓75 HP → 0 HP)

Turn	Action	Notes
1	Vine Swipe	
2	Spore Flick	
3	Root Rip	
4	Cataclysm	12 AoE + reflect all 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→8	

- Sap & Fragile applied on phase start.

- You can choose to reset turnIndex→0 or let it continue so cycles don't align exactly with phase starts.

Implementation Tips:

- Variation: randomize filler turns 1,2,3,5,7 for unpredictability.

- Passive hooks: implement Decaying Roots via play-count listener.

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	

- Saplings act separately; you just handle their spawn.

Phase II (266 → 133 HP)

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	

- Entangling Canopy: limit player to 3 plays/turn.

- Play-limit: enforce Entangling Canopy in your card-play UI.

Phase III (133 → 0 HP)

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 Runes; heal 5 HP/Rune (Big; CD 8)
7	Branch Slam	
8	Cataclysmic Seeds	
…	Repeat 1→8	

- Fragile applied on phase start.