

# Boss Information

This is for the custom workshop gamemode Boss Summoners ([Boss Summoners: Hybrid Mode of Control & Boss](#))

## The Knight:

The Knight is a boss that is about getting in the opponent's face and wrecking a lot of damage. Either offensive or defensive, he needs to get close and personal.



### The Berserking Knight:

Difficulty: Easy

The Berserking Knight encourages an aggressive playstyle. If one has played other Rein boss battles in custom games, they can liken the playstyle of this kit to other boss fights. Charge into the fight and take out your opponents by storm!

### Pros & Cons:

- Pros:
  - Very devastating up close. Get close with charge and ult and your opponents will have a difficult time.
  - Less team dependent, so good if your team seems unreliable to secure kills.
- Cons:
  - Very vulnerable to CC. If he gets into a disadvantaged position, he can easily be stun locked.
  - His defenses are lacking.

### Differences between standard Reinhardt:

- Has 130% damage
- Has 140% move speed
- Fully charged ult.
- No shield

### Unique moves/features of this kit:

- This kit has no unique moves

### The Fortified Knight:

Difficulty: Medium

The Fortified Knight encourages more defensive play compared to the Knight's other kit. With his shield, he can close the gap between his enemies for himself and his teammates. While he doesn't immediately have an ult charge to secure kills, he can rely on his teammates to be in his position to freeze them for easy kills.

### Pros & Cons:

- Pros:
  - Practically, his shield will never break due to the boss max health. In other words, it is always a reliable option to pull out.
  - The fortified knight still is stronger and faster than his base hero counterpart, so he is still very deadly close range.
- Cons:
  - He lacks as much movement as his kit counterpart does. As a result, he needs the shield to close gaps, but even then can be overwhelmed without team support.

### Differences between standard Reinhardt:

- 130% damage
- 125% speed

### Unique moves/features of this kit:

- This kit has no unique moves

# The Butcher:

The butcher was the original boss in this mode. He uses his hook and high damage to secure kills. He has more of a monster theme, so both of his kits revolve around more spooky elements.



## The Blood-Thirsty Butcher:

Difficulty: Easy

Another aggressive boss kit. The blood-thirsty butcher is less about getting in opponents' faces and getting opponents' into his face.

### Pros & Cons:

- Pros:
  - With fast speed, damage, and ult. He can easily destroy defenses and pick people out of the crowd for a 99% guarantee kill.
  - While bosses cannot heal, he does have some self-sustain through his gas canister. This can be handy if timed properly.
- Cons:
  - He lacks range outside of his ult.
  - Unlike most bosses, he lacks armor in his health pool, so his self sustain is his only damage reduction he has.

### Differences between standard Roadhog:

- 120% damage
- 120% speed
- No secondary fire
- Ult charge set to 100%

### Unique moves/features of this kit:

- There are no unique moves for this kit.

## The Ghostly Butcher:

Difficulty: Easy

This butcher waits for his prey to become vulnerable. Not as aggressive or as defense destroying as his other kit, he does have some perks up his sleeve. With the help of his teammates, he can easily pick off many enemies instead of relying on the hook exclusively. And enemies, better hope one of your teammates isn't frozen, or else the boss will be right on your doorstep.

#### Pros & Cons:

- Pros:
  - Still has increased damage and speed. He also has the unique teleporting ability to get right into vulnerable enemies' faces.
  - Still has his own self sustain that can be either spammed or timed for the right events.
- Cons:
  - He does not have much to break down better defenses.
  - He is team reliant, so if his team cannot get the picks, this kit will be overall inferior to his counterpart.

#### Differences between standard Roadhog:

- 120% damage
- 120% speed
- No ult
- No secondary fire
- Unique teleport move

#### Unique moves/features of this kit:

- He can teleport to the closest frozen enemy with the interact key. He also will face them as well, making it very easy to land a killing blow on them. If the teammates get many successful freezes, he can easily teleport to each one and kill them.

# The Ape:

The ape is kinda like the Knight in terms of getting into the enemies' faces to deal damage. However, instead of just charging and swinging the hammer, the ape must make more calculated jumps that can easily be either worthless or devastating. Each kit has a different way of breaking down opponents with the leap.



## The Technological Ape:

Difficulty: Easy

The technological ape is more traditional to the regular Winston playstyle. With his shield, leaps, and gun, he can melt his enemies with correctly timed jumps, which hack nearby enemies.

## Pros & Cons:

- Pros:
  - He has a very durable shield that can easily open holes for his teammates to get in.
  - His hacks combined with his shield easily disrupt and destroy enemy defenses, you just have to make sure you have someone to help back up your push
- Cons:
  - If the teammates successfully get out of the hack or you miss the leap, then your tesla gun damage may not be enough to quickly finish off foes.
  - His hacks and shield are suited with some teamplay, so if your teammates do not follow up, then a lot of potential is wasted.

## Differences between standard Winston:

- 130% damage
- No ult
- Unique leap status effects

## Unique moves/features of this kit:

- On leap landing, the Technological Ape can hack nearby players within a 6 meter radius (assuming LOS is not broken and other CC cancellers are not being used). This hack lasts for 1.5 seconds.

### The Brutal Ape:

Difficulty: Easy

The Brutal Ape ignores the team at times to deal some more damage. With his ult and leap stuns, he can easily bully enemies and make them submit to him. In exchange though, he lacks those extra defenses, so make sure those leaps are well-placed!

### Pros & Cons:

- Pros:
  - His leaps stun, which can disrupt both enemy defenses and any pushes very quickly. That extra time with the stun can also prevent potential healing that can help finish off some foes.
  - Still has extra damage and speed, and now with an ult, can easily apply that stun leap for the ultimate bully offense.
- Cons:
  - Without his shield, he lacks decent defenses. He must make sure he lands key stuns and use his ult to save himself.

### Differences between standard Winston:

- 140% damage.
- No shield
- Unique leap status affect

### Unique moves/features of this kit:

- His leap impact can stun foes within a 6 meter radius (assuming LOS isn't broken or certain CC cancelling abilities aren't being used). The stun last for 2 seconds.

# The Queen:

The queen of the team is mostly support based. Both kits are about capitalizing on her teammates' kills and pushes. However, if the situation calls for it, she can pull out insane damage to prevent enemy pushes as well.



## The Supporting Queen:

Difficulty: Medium

The supporting queen wants to capitalize bad enemy position and teammate pushes. With her ult, she can help her teammates quickly freeze foes so that she can quickly kill them with her headshot damage.

## Pros & Cons:

- Pros:
  - Her headshot damage is insanely strong. If she targets a frozen foe, they can be easily killed from any range.
  - She also has a very strong shield to help her teammates in a push or enemy attack.
- Cons:
  - She lacks a lot of her regular abilities, and without her shield (or bad placement of the shield, she can take a lot of damage very easily.
  - She also lacks some mobility as well, so she needs to work with her teammates to capitalize on her key strengths.

## Differences between standard Oriso:

- 110% damage
- No Fortify
- No Secondary
- Fully charged ult.

## Unique moves/features of this kit:

- There are no unique moves for this kit.

## The Spawning Queen:

Difficulty: Medium

Another kit for capitalizing on teammates' potential. Instead of helping clear an area, this kit allows her teammates to quickly get back into the action. With constant pressure, pushes with the Spawning Queen can easily succeed.

### Pros & Cons:

- Pros:
  - With teammates spawning on her, this always ensures she is never alone, as eventually her teammates will spawn back to protect her.
  - She still has the insane headshot damage and shield, so she is a fortress to be reckoned with.
- Cons:
  - If your teammates don't die often, then her unique ability is wasted. This kit is actually a mix of teamwork and solo play as it somewhat relies on your teammates to mess up a bit. If they are good, the other kit is better for capitalizing on that.
  - Even though she can be good for pushes, she still lacks fortify and such. Think of her as a backline support, being an anchor of leading the team into the push but not actually doing the pushing.

### Differences between standard Orisa:

- 110% damage
- No Fortify
- No Secondary
- No Ult
- Unique spawning ability

### Unique moves/features of this kit:

- All teammates that respawn while the Spawning Queen is active will automatically teleport to her without the spawn protection.

# The Gravity Bender:

The latest addition to the roster, the gravity bender presents a pretty different style to the boss selection. He is much more damage-based in exchange for his health pool. He also boasts the most unique abilities in his kits compared to his counterpart bosses.



## The Airborne Gravity Bender:

Difficulty: Medium

The gravity bender uses altering gravity on himself to take to the skies. He can fly basically and get away from ground-based CC. With his increased projectile range, he can cause damage from above.

## Pros & Cons:

- Pros:
  - Flying and increased projectile range allow him to safely stay away from enemies while causing a bunch of damage
  - It is harder to land crowd control on him as a result.
- Cons:
  - Lacks self sustain except for kinetic grasp (which has a larger CD), so if the enemy has ranged heroes, he can be melted in the sky.
  - His ult doesn't do half-hp damage to enemies.

## Differences between standard Sigma:

- 120% projectile speed
- 120% speed
- No shield
- Weaker ult damage
- Full Ult charge
- Unique flight ability

## Unique moves/features of this kit:

- By holding jump, the Airborne Gravity Bender's gravity is set to 0 and can fly in a certain direction as a result. He gains 100% gravity when it is let go.

## The Singularity Gravity Bender:

Difficulty: Hard

The gravity bender abuses gravity on his opponents to cause mass damage. He can pull enemies into a ball and launch them into a certain direction, which can have insane damage potential, whether that be throwing them into a pit or into the midst of your prepared team.

### Pros & Cons:

- Pros:
  - He can easily take control of the situation if the enemy let's their defenses down. If your team is prepared, a killing spree can occur.
  - He has his shield again so he can approach enemies safely. Despite that, his shield still has limited health.
  - In addition, his kinetic grasp still has its damage reduction potential with the gravity effects.
- Cons:
  - He lacks the mobility of the other kit, so he can become easily stunned and his turn ended quickly.
  - His projectile speed is decreased from normal, so he is short ranged and relies on getting closer to his enemy in some shape or form.
  - The kinetic grasp unique move is not enough to destroy enemies. Most likely, you will need to follow up, and if you are alone with many enemies in your grasp, it can be gruesome for you.

### Differences between standard Sigma:

- 80% Projectile Speed
- 120% Damage
- 120% Move Speed
- No Rock
- Unique kinetic grasp ability

### Unique moves/features of this kit:

- Kinetic grasp has received an upgrade. Now, it pulls enemies within a 20 meter radius (assuming they are in LOS and are not using CC cancelling abilities), and after a couple seconds, launches them in your facing direction with 50 damage applied. Note, if they use a CC-cancelling ability while being held, they will not be launched or take damage.