

these will mostly be ideas for npcs or stronger versions of already existing bosses

Seamstress

950 HP

Hunter's Journal

One of few surviving members of the Pinstress order, specialising in close quarters pin combat.

Hornet's Notes

“ A noble fighter, carrying on the legacy of those she once left. Every sister of this order is fierce, it seems. Even long past their prime. “

The battle takes place on a huge mountain being flooded by lava where Hornet has to parkour with heavy emphasis on the Drifter's Cloak, while narrowly dodging attacks from reactivated Choruses puppeteered by void. The final part will be a long wind geyser where missiles chase Hornet but barely miss her, as a massive explosion sends her hurtling to the peak of the mountain. The scenery is green and serene. After 5 seconds in the arena, something red will teleport onto it and release a battle howl, revealing it to be the Seamstress.

(parkour will be removed on subsequent fights)

Phase 1

Puncture Dance

Seamstress will dash to the far end of the arena and perform a series of quick and wide ranged attacks with her pin, dashing from one side of the arena to the other and then ending her series of attacks by throwing her pin at Hornet and then teleporting to where it landed, catching it. If the pin hits Hornet, she will be knocked to the ground as Seamstress will teleport to it and pull the pin out, teleporting away.

Pin Storm

Seamstress will dash forward, using a volley of curved slashes which fire wind slashes which track Hornet. Seamstress will then teleport above Hornet, striking downward. If this strike hits,

she will teleport away after. If it misses, she will spend 1 second getting her pin out of the ground.

Swift Pin

Seamstress will charge an attack with her pin for three seconds before jumping up diagonally or dashing forward depending on Hornet's status (midair or grounded) and using an extremely long slash.

Pin Slash

Seamstress will do a quick short ranged slash with her pin. If Hornet is close enough or is hit by the slash, she will follow up with a dash slash.

Wind Dash

Seamstress will dash backwards if Hornet gets too close to her.

Wind Rider

Seamstress will strike the ground with her pin, forcing immense air gusts to flow through the arena. Seamstress can use these air gusts to get distance from Hornet or to close distance between them. This attack will only be used after Seamstress reaches 350 HP.

Chorus Ultima

1600 HP

Hunter's Journal

The strongest and most lethal creation of the Citadel, powered by millions of souls and Coghearts all the same. Designed to destroy enemies of the Citadel and lands it cannot take over.

Hornet's Notes

"A truly formidable beast. This machine is well adapted to any environment it battles in, and has extreme intelligence due to a psychic bond with the Architect inside. Absolute assimilation.. Is that the extent servants of the Citadel go to? That Architect, and the millions of other souls inside.. They made this beast willingly. "

Where the Fourth Chorus was fought, Hornet can now do a ' CHALLENGE '. If she does so, a humongous Chorus will jump from the horizon and land where the Fourth Chorus was. This

causes the platforms there to get flung up and split apart by geysers of lava. It then releases steel spines from its back to boost it into the air where Hornet is, letting out a roar to begin the battle.

Molten Rockets

Chorus Ultima fires 6 extremely quick tracking missiles one by one at Hornet which make massive explosions when they hit a surface.

This is the first attack Chorus Ultima will use.

Sweeping Claw

Chorus Ultima flings its hand through the platforms, following up by smashing a random one and then flinging its hand through again.

Lava Storm

Chorus Ultima lets out a prolonged roar as randomly placed boulders fall from the sky and geysers of lava burst out between the platforms randomly.

Power Bank

Chorus Ultima slowly channels electricity into its head for 3 seconds, before releasing it as a series of explosive cross bombs which spawn at Hornet's location.

After reaching 750 HP, Chorus Ultima will begin to power off as its steel spines retract and all the platforms fall to the ground. Hornet and it fall and hit the ground. Chorus Ultima quickly wakes up and lets out an almost 'bug-like' scream. Drills burst from its back, as it gets onto all fours.

Phase 2

Chorus Ultima retains all of its previous attacks with slight modifications to fit the new arena and its attacks become significantly faster. It also gains one new attack.

Space Drills

Chorus Ultima roars, as the drills in its back burst out and quickly zip at Hornet. After 6 of them are fired, they then come back while also targeting Hornet.

Devout Apostle

1450 HP

Hunter's Journal

The once-revered Weaver of faith and trust. She trusted in the Citadel's holy nature, and her great mother above all else.

Hornet's Notes

“ This Weaver.. She is, no doubt, the prime form of the First Sinner. A prodigal Weaver who clung to her faith and harnessed near-mastery over silk. Her waking to the true nature of Weaver kind was fortunate, yet unfortunate all the same. “

After playing the Elegy of the Deep outside of First Sinner's cage, Hornet will appear in a shining arena covered in Weavenest steel. In its centre is a Weaver, who is eventually illuminated by holy light as the Devout Apostle. She is draped in holy scrolls.

Blazing Needle

Devout Apostle channels silk for 1 second and then summons a silken needle which tracks Hornet and releases quickly after pausing.

Pale Needles

Devout Apostle quickly summons an array of fast silken needles which fire in spaced rows in a different order three times.

Horizontal

Vertical

Diagonal

This attack can be used while other attacks are being used.

Silk Glide

Devout Apostle quickly dashes through the arena, leaving a trail of silk geysers behind her.

Runes of Faith

Devout Apostle jumps into the air and weaves 5 runes of silk in random places before using a different attack and then weaving 15 randomly placed runes of silk.

Silk Warp

Devout Apostle will teleport away from Hornet and leave a silk geyser where she teleported from if Hornet gets too close to her.

Holy Bind

Devout Apostle will channel silk for 3 seconds. This can be interrupted if she is hit thrice by any means while channeling. If she is not interrupted, 6 runes will randomly spawn around the arena, a Pale Needle will track Hornet for 3 seconds and Devout Apostle will regain 250 HP.

Once she reaches 700 HP, Devout Apostle will erupt into silk and vanish. The silk she erupted into will begin to destroy the arena slowly.

The fully ravaged arena is now dark and covered in gleaming silk. The ' CHALLENGE ' prompt will appear in the centre. Triggering it will cause the First Sinner to climb up, clinging onto a wall and then jumping into the arena. Hornet jumps aside, as First Sinner roars, initiating Phase 2. The title card plays, reading " Forlorn Apostate ".

Phase 2

Forlorn Apostate retains all of her attacks from Phase 1, but loses Runes of Faith.

She gains two new attacks, one replacing Runes of Faith.

In this phase, the first Holy Bind used will also weave Forlorn Apostate a new dress from silk.

Blazing Fury (replacing Runes of Faith)

Forlorn Apostate will weave 15 runes at random places around the arena and then use Pale Needles. Once Pale Needles is over, she will weave 12 more runes at random places around the arena.

Crazed Pounce

Forlorn Apostate will jump into the air, diving at Hornet and doing 4 quick slashes diagonally downward.