

Summary:

The Liches of Tombstone is a 2D run-and-gun boss-focused shoot-em-up in the style of games like *Cuphead*, *Contra*, and *Gunstar Heroes*. The player plays as a character who travels to the ancient town of Tombstone, now filled with the undead, to destroy the liches that rule the city. Gameplay is primarily boss-focused, with each level being a boss fight against a specific enemy. Defeating these bosses allows the player to progress through the game. In between fights, players can access a shop and purchase weapons and upgrades, using resources earned by defeating bosses. Defeating the final boss wins the game.

The Player Characters

The player can choose one of three characters to play as: the melee-focused Warrior, the projectile-blasting Gunslinger, or the mana-managing Magician. Outside of their weapons, each character controls generally the same.

- The Left and Right arrow keys move the character in that direction.
- The Up arrow key makes the character aim upwards, allowing them to attack in that direction.
- The Down arrow key makes the character crouch. They can still fire left or right, but cannot fire upwards while crouching.
- The Space key makes the character jump.
- The X key makes the character attack. The character attacks in whatever direction they are looking (i.e. moving left means attacking left)
- Each character can hold up to two weapons. The player can switch between them by pressing the Z key.
- Each character has a special action (reflecting, reloading, or absorbing) that can be triggered with the F key.
- A select few weapons have alternate attack modes, which can be triggered with the C key.
- *The Warrior*
 - The Warrior is a melee specialist, focused on close-range combat. The class's weapons have many special abilities, such as being able to block incoming damage or reflect certain projectiles. You do have access to some projectile weapons, but they are usually either limited in amount or supportive in nature.
 - *Starting Health: 4*
 - *Starting Weapon: Hatchet*
 - Damage Type: Melee
 - Damage per hit: 3
 - Time between hits: 0.75 seconds
 - Hitbox Width: 2 units
 - Hitbox Height: Height of character
 - *Hatchets like this one became necessary tools for your people to survive in the frigid East. This hatchet has been passed down through your family for decades, and still remains in immaculate condition.*
 - *Starting Ability: Reflect*

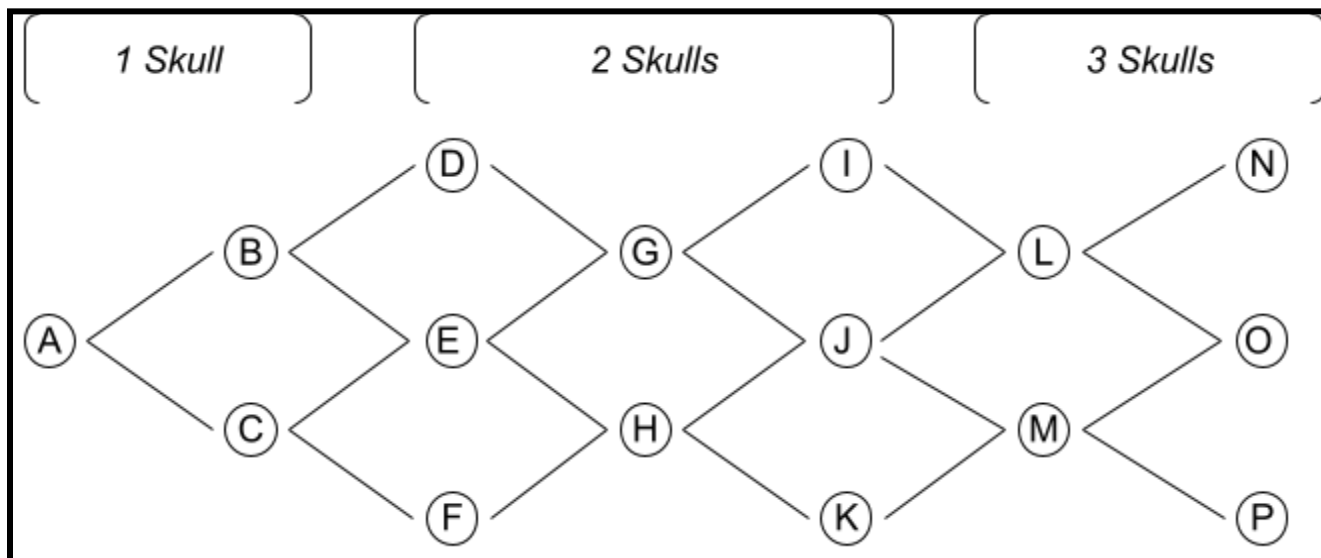
- If you press the action key upon making contact with a projectile, you will reflect that projectile in the opposite direction. Any type of projectile can be reflected, but melee attacks (swipes) cannot. The reflected projectile will deal 3 damage to whatever it hits. This ability has a cooldown of 10 seconds between each usage.
 - *Your stout weapons can deflect most projectiles, bouncing them back towards your attackers. Has a cooldown between each use.*
- **The Gunslinger**
 - The Gunslinger focuses on guns and projectile weapons. The Gunslinger has a variety of different weapons to choose from, which greatly vary in statistics, allowing for a greater personalization of playstyle. Keep in mind that, although you have infinite ammo, you still have to reload!
 - *Starting Health: 3*
 - *Starting Weapon: Revolver*
 - Damage Type: Projectile (Gun)
 - Fire Mode: Semiautomatic
 - Clip Size: 6
 - Damage per hit: 1
 - Time between shots: 0.25 seconds
 - Projectile Speed: 4 units per second
 - Reload time: 2 seconds
 - Accuracy: High (15 degrees of random bullet spread)
 - *An ancient weapon, one you have carried since the days before the curse. Even with the wear and tear of centuries, this little beauty still hits like a bull.*
 - *Starting Ability: Active Reload*
 - Each of your weapons must be reloaded. A gun can be reloaded at any time, even if the clip isn't empty, by pressing the action key. A bar will appear above the Gunslinger's head, representing how long the reload will take. You can perform an active reload as well: another bar will appear at the 3/4 mark of the reload meter. If you press the action button again as the bars cross, the reload will end earlier than normal.
 - *Every gun needs to be reloaded, but your centuries of experience have taught you that a bullet can always be chambered faster.*
- **The Magician**
 - The Magician uses magical abilities to attack foes. You have access to all sorts of powerful abilities, from weaponry to support abilities, but they all consume mana. You slowly regenerate mana over time, but you can also regain mana by absorbing projectiles with precise button inputs. This, combined with lower-than-average health, makes the Magician a difficult, but highly powerful character.
 - You start the game with 20 mana, with a regen rate of 1 mana per second.

- Some of the Magician's abilities affect their stats and abilities while active. These *passive effects* go into a weapon slot. You can only have one passive equipped at any time, and can only have one equipped if your other weapon slot is also filled (with a weapon). The effects can be triggered on and off by pressing the associated weapon button. However, each passive effect consumes a certain amount of mana each second, so to prevent potential exploits where the player can keep toggling the effect on and off quickly, there is a cooldown period between toggles.
- *Starting Health: 3*
- *Starting Weapon: Fireball*
 - Damage Type: Projectile (Magic)
 - Damage per hit: 2
 - Mana Cost: 3
 - Projectile Speed: 3 units per second
 - Accuracy: High (15 degrees of projectile spread)
 - Special Properties: Each shot has a 20% chance to ignite on contact, causing the enemy to take an additional 1 damage per second for 3 seconds. Burning effects do not stack.
 - *A simple fire spell granted by the consumption of hematite mana. Even if it doesn't light the target on fire, it will still hurt like hell!*
- *Starting Ability: Absorb*
 - If you press the action key right as you make contact with a projectile, you will absorb that projectile: the projectile is destroyed, you don't take any damage from it, and you instantly gain back up to 1/5 of your mana meter. Only projectiles can be absorbed; melee attacks cannot. This ability has a cooldown of 10 seconds between uses.
 - *You can channel the mana flowing within your body to reach out and absorb obstacles, breaking them down into their base magical elements. Has a cooldown between uses.*

Upgrade Trees, Weapons, and Abilities:

Each character has an upgrade tree, which can be accessed outside of combat. Here, the player can spend *skulls* to unlock new weapons and abilities. Skulls are earned by defeating bosses for the first time; each boss has up to three skulls that can be earned. The first skull is earned simply by defeating the boss; the second skull is earned by defeating the boss under a certain time limit (or par time); and the third skull is unlocked by defeating the boss without taking damage while also remaining under par. Bosses can be refought to earn any missed skulls, but once three skulls have been earned no more can be earned from the boss. As such, the player will, at minimum, have access to 9 skulls, and at maximum, 27. Since it takes 34 skulls to complete the upgrade tree, the player will never be able to unlock everything during a playthrough.

The basic layout of the upgrade tree is the same for all three characters, but the individual upgrades are different. An upgrade can only be purchased if a previous upgrade connected to it by a path has also been purchased.



Upgrades A-C cost 1 skull, D-K cost 2 skulls, and L-P cost 3 skulls each. Upgrades must be purchased in order (upgrades B and/or C can't be purchased until A is purchased). The upgrade tree is owned by an NPC, Uriel the Undertaker.

- *Uriel the Undertaker*
 - *In life, Uriel was singularly focused on Tombstone's cemeteries, and even in undeath his convictions still run strong. Unlike most of Tombstone's undead, Uriel has no innate conflict with the living. He seeks only to bury the dead, which is an unending task in the city of Tombstone. Uriel pulls his corpse cart across the town, gathering errant bones and the fresh corpses of deceased intruders. He has no need for the tools and trinkets left behind by the departed, but he's certainly willing to part with them in exchange for more body parts to bury.*
 - Uriel the Undertaker runs the upgrade tree system. By giving him skulls, he gives you your new items and weapons, which are items scavenged from the corpses of previous adventurers.
- *Warrior Upgrades*
 - *A: Parry*
 - If one of your melee swipes makes contact with an enemy's melee swipe, the enemy's attack will be blocked and they will be stunned for 2 seconds. Attacks that parry this way will not deal damage to the enemy.
 - *You've learned that every foe fights in a predictable way, especially those who don't have the brains to change their strategy.*
 - *B: Hunting Knife (short range, more damage per second)*
 - Damage Type: Melee
 - Damage per hit: 2

- Time between hits: 0.5 seconds
- Hitbox Width: 1 unit
- Hitbox Height: 1/2 height of character
 - *This knife is meant to finish off wounded animals during a hunt. It's sharp enough to cut through bone and light enough to attack quickly.*
- C: *Polearm* (longer range, less damage)
 - Damage Type: Melee
 - Damage per hit: 3
 - Time between hits: 1 second
 - Hitbox Width: 3 units
 - Hitbox Height: Height of character
 - *A polearm, once used by your ancestors to fend off the invaders during long sieges. The long handle makes the weapon unwieldy to handle, but lets you attack from further away.*
- D: *Dexterity*
 - Reduces the time between all melee swipes by 20%
 - *It doesn't matter how much strength you put into the first swing if you don't have enough left for the second.*
- E: *Reflect Adept*
 - Reduces the cooldown of *Reflect* by 25%.
 - *Reflecting projectiles now comes as second nature to you.*
- F: *Counterstrike*
 - Parrying an enemy melee swipe will now deal 3 damage to the enemy and instantly end your *Reflect* cooldown, in addition to the other *Parry* effects.
 - *You've learned how to sneak a hit in after blocking an attack, and the satisfaction of pulling it off fills you with new energy.*
- G: *Battle Axe* (Has a chargeable attack that does high damage, but reduces movement while charging)
 - Damage Type: Melee
 - Damage per hit: 4 (6 on charged hit)
 - Time between hits: 0.75
 - Hitbox Width: 1.5 units (2when charged)
 - Hitbox Height: Height of character
 - Special Ability: Hold the attack button down to charge up a longer, more powerful swing. While charging, your movement speed is halved and you cannot jump. It takes 3 seconds to fully charge the attack.
 - *A large, two-headed axe with incredible craftsmanship. You can put much more energy into your swings, but doing so will take time and effort.*
- H: *Throwing Hatchets* (travel in arcs)
 - Damage Type: Projectile
 - Damage per hit: 4

- Time between throws: 2 seconds
- Movement Type: Upwards arc
- Projectile Speed: 1 unit per second
- Hitbox Size: 1/3 by 1/3 of character size
- Maximum Amount Held: 4
- Recharge Time: 3 seconds
 - *Smaller hatchets suited for throwing. Commonly thrown in upwards arcs so as to catch enemies by surprise. You can only hold so many at once, but they recharge over time.*
- I: *Greater Force*
 - Increases the hitbox length of all melee swipes by 25%. Has no effect on projectile hitboxes.
 - *As your body grows stronger, so to does your blade.*
- J: *Reflect Impact*
 - Increases damage of *Reflected* projectiles by 25%.
 - *What hurts more: the injury, or the knowledge that the attack that hurt you was your own?*
- K: *Long and Tall*
 - Increases projectile movement speed and melee swipe hitbox height by 20%.
 - *You've learned how to throw your weapons faster and how to force your melee swings just a little higher.*
- L: *Greataxe* (Has longer range and does more damage per hit, but has much longer time between hits)
 - Damage Type: Melee
 - Damage per hit: 6
 - Time between hits: 2.5 seconds
 - Hitbox Width: 3 units
 - Hitbox Height: Height of character
 - *An immensely large and powerful axe, covered in beautiful etchings. Each swing takes all of your effort, leading to longer recovery times, but the damage it can do is unparalleled.*
- M: *Throwing Knives* (do less damage than throwing hatchets, but easier to control)
 - Damage Type: Projectile
 - Damage per hit: 2
 - Time between throws: 1 second
 - Movement Type: Horizontal line
 - Projectile Speed: 3 units per second.
 - Hitbox Size: 1/4 by 1/4 of character
 - Maximum Amount Held: 6
 - Recharge Time: 3 seconds

- *Stouter versions of your hunting knives, designed to be flung at foes. Deal less damage than your hatchets, but are much lighter to carry and easier to throw.*
- N: *Combo*
 - Attacking an enemy 3 times without going longer than 5 seconds between each attack will increase the damage of the 3rd attack by 50%. This passive ability has a 10 second cooldown between successful combos.
 - *Just as snowflakes link together to make great drifts of ice, so too do your swings link together to create grand finishing blows.*
- O: *Reflected Perfection*
 - Reflected projectiles are increased in size by 25% and have a 25% chance to *Reflect* any other projectiles they touch. Projectiles reflected by another projectile this way do not receive any bonuses.
 - *Why even bother with weapons? Let the enemy come to you, and deliver their own attacks back tenfold.*
- P: *Projectile Mastery*
 - Increases the max projectile cap for Throwing Hatchets and Knives by 2 and increases their recharge speed by 20%. Reduces the time between melee swings by 10%.
 - *Your constant practice has given you total mastery over thrown projectiles, and has also improved your abilities with regular bladed weapons.*
- *Gunslinger Upgrades*
 - A: *Butt Jab*
 - Press the alt-attack button to swipe forwards, using your gun as a melee weapon. In addition to dealing damage, the attack will knock the enemy backwards by up to 1 unit (unless they are on the edge of the screen).
 - Damage Type: Melee
 - Damage Per Hit: 1
 - Time Between Hits: 2 seconds
 - Hitbox Width: 1 Unit
 - Hitbox Height: Height of character
 - *Sometimes you need to remind someone that they're a bit too close for comfort.*
 - B: *Shotgun* (Close-range burst damage. Low clip size.)
 - Damage Type: Projectile
 - Fire Mode: Manual
 - Clip Size: 2 (fires 4 pellets per bullet)
 - Damage per hit: 1.5 per pellet (up to 6 for one bullet)
 - Time between shots: 0.5 seconds
 - Projectile Speed: 4 units per second
 - Reload time: 3 seconds
 - Accuracy: Low (60 degrees of random bullet spread, each pellet)

- *A powerful weapon designed to deal with large groups of malcontents. It doesn't hold too many shots and loses some potency at longer distances, but up close...*
- C: *Machine Gun* (High DPS and clip size, low individual damage.)
 - Damage Type: Projectile
 - Fire Mode: Semiautomatic
 - Clip Size: 15
 - Damage per hit: 0.5
 - Time between shots: 0.2 seconds
 - Projectile Speed: 4 units per second
 - Reload time: 4 seconds
 - Accuracy: Average (45 degrees of random bullet spread)
 - *A weapon created to lay down suppressing fire during extended fights. The bullets are light and the reload time is long, but that's a small price to pay for such a high rate of fire.*
- D: *Light Jackets*
 - Increases the speed at which your projectiles travel by 33%.
 - *A shell made of a lighter metal alloy reduces drag and allows your bullets to travel faster, without reducing lethality.*
- E: *Early Active Reload*
 - Active reloads now occur at the halfway point on the reload bar instead of the 3/4 way.
 - *Even you're surprised at just how quickly you can reload your guns when you put all your effort in.*
- F: *Jab Charm*
 - Increases Butt Jab knockback by 1 unit. Performing a Butt Jab will instantly reload 1 bullet.
 - *A strange charm hanging from the barrel of your gun causes bullets to magically materialize into the chamber in periods of immense pressure.*
- G: *Bayonet Rifle*
 - Damage Type: Hitscan
 - Fire Mode: Manual
 - Clip Size: 3
 - Damage per hit: 2
 - Time between shots: 0.5 seconds
 - Projectile Speed: N/A (Hitscan)
 - Reload time: 3 seconds
 - Accuracy: High (15 degrees of bullet spread)
 - Special Ability: Butt Jabs performed with this weapon deal an additional 200% more damage.
 - *A military-grade rifle with an attached bayonet. You used a weapon like this in life, during your time in Tombstone's army.*
- H: *Pepperbox* (3 projectile burst or slow single projectile)

- Damage Type: Projectile
- Fire Mode: Manual
- Clip Size: 6 (2 shots for Mode A, 1 shot for Mode B)
- Damage per hit:
 - Mode A: 2
 - Mode B: 6
- Time between shots: 0.25 seconds
- Projectile Speed:
 - Mode A: 4 units per second
 - Mode B: 1 unit per second
- Reload time: 3 seconds
- Accuracy:
 - Mode A: Average (45 degrees of bullet spread)
 - Mode B: High (15 degrees of bullet spread)
- Special Ability: Press the alt-fire button to switch between the gun's two firing modes. Mode A fires small projectiles in bursts of 3, while mode B fires larger, slower projectiles.
 - *A magical weapon with amorphous bullets that can be blended together. Can either fire 3 small bullets in rapid succession, or a single, heavier, slower bullet.*
- I: *Steady Hand*
 - Reduces the random bullet spread of each gun by 10%.
 - *Devoid of nerves and free of sweat, your skeletal hands can hold guns steadier than any living flesh.*
- J: *Damage Reload*
 - Completing an active reload will cause the first bullet of the clip to deal 1.5x more damage.
 - *Your bullets almost seem to respond to good performance, somehow growing more powerful when you handle your weapon more effectively.*
- K: *Extended Mags*
 - Increases the clip size of all guns by 25% (rounded down, minimum 1)
 - *Half of your guns don't even have magazines but can somehow still hold more bullets. Not that you're complaining.*
- L: *Big Iron*
 - Damage Type: Hitscan
 - Fire Mode: Manual
 - Clip Size: 1
 - Damage per hit: 7
 - Time between shots: N/A
 - Projectile Speed: N/A (Hitscan)
 - Reload time: 5 seconds
 - Accuracy: Immaculate (No random bullet spread)

- *The ultimate dueling pistol. You heard legends of it in life, told around campfires in hushed voices. Now, in death, it is yours to master.*
 - M: *Belt Fed Minigun*
 - Damage Type: Projectile
 - Fire Mode: Automatic
 - Clip Size: 36
 - Damage per hit: 0.25
 - Time between shots: 0.1 second
 - Projectile Speed: 4 units per second
 - Reload time: 9 seconds
 - Accuracy: Low (60 degrees of random bullet spread)
 - *A technologically advanced weapon, created just days before the curse of undeath was cast. Holds an absurd number of bullets and fires them at equally absurd speeds, but takes an exceptionally long time to reload.*
 - N: *Ethereal Bullets*
 - Your bullets can strike through and damage multiple enemies at once. If one of your bullets collides with an enemy projectile, there is a 10% for both projectiles to be deleted.
 - *Your bullets are coated with a mana alloy that allows them to pierce through multiple foes and stop projectiles in midair.*
 - O: *Hipfire*
 - Completing an active reload will grant a 2x increase in fire rate for 1 second.
 - *Your constant fast reloads have greatly improved your dexterity, allowing you to pull the trigger more and more quickly.*
 - P: *Riddle with Holes*
 - Each bullet has a 10% chance to bleed enemies, causing them to take 1 damage per second per each stack of bleed, up to a max of 5 (1 stack is 1 damage over 1 second, 5 stacks is 5 damage over 5 seconds, etc.). When you reach the max stack of bleed, no new bleed can be added until the effect ends.
 - *The undead curse keeps the marrow and blood within the bones just fresh enough to keep the body moving. Piercing through the bone can release that blood, making it much harder for your foes to keep their body moving.*
 - *Magician Upgrades*
 - A: *Double Jump*
 - Allows you to jump an additional time while in midair.
 - *With alabaster mana, you can channel the air around your body upwards, allowing you to gain even more height when you jump.*

It's such a simple spell that you don't even need to draw on your own power reserves to use it!

- B: *Ice Shard* (Fires ice projectiles, has a chance to temporarily slow on hit)
 - Damage Type: Projectile (Magic)
 - Damage per hit: 3
 - Mana Cost: 3
 - Projectile Speed: 2 units per second
 - Accuracy: High (15 degrees of projectile spread)
 - Special Properties: On hit, has a 10% chance to slow enemies, reducing their movement speed by 50% for 3 seconds. Any projectiles they fire while slowed will also be reduced in speed by 25%. The effect cannot stack.
 - *Calcite mana can be channeled into heavy, slow blasts of ice, which can creep into an enemy's joints on a lucky shot and greatly slow them down.*
- C: *Energizer* (Increases movement speed and jump height while active)
 - Damage Type: None (Passive Effect)
 - Mana Cost: 1 mana per second while active
 - Cooldown between toggles: 5 seconds
 - Effect: While active, increases your movement speed by 25% and your jump height by 33%.
 - *Magnesium mana tightens your muscles and clears your airways, letting you move your body faster and jump higher than normal. Of course, such hale heartiness only lasts as long as your mana reserves...*
- D: *Mana Habitation*
 - Increases your maximum mana reserves by 10.
 - *As your body becomes used to constant mana exposure, your kidneys and liver adjust themselves to hold more of it at once.*
- E: *Absorb Mastery*
 - Reduces cooldown of *Absorb* by 25%.
 - *Your experience with the absorption of mana through energy has become so complete that you can often do it with just the touch of a finger.*
- F: *Mana Regeneration*
 - Increases your amount of mana recharged per second by 1.
 - *Your digestive system has evolved to the point that it can detect mana from other digested matter and selectively break it down faster, allowing you to recharge your reserves at a faster rate.*
- G: *Dust Devil* (Fires whirlwinds in an upwards arc, has a chance to delete projectiles they touch)
 - Damage Type: Projectile (Magic)
 - Damage per hit: 4
 - Mana Cost: 4

- Projectile Speed: 3 units per second
- Accuracy: Average (45 degrees of random spread)
- Special Abilities: Projectiles travel in a parabola, moving in a straight line for 4 units before curving upwards. If a Dust Devil touches an enemy projectile, it has a 25% chance of deleting that projectile.
 - *Gypsum mana manifests in great swarms of wind, which you can channel into tiny tornadoes. Their movement can be unpredictable, but they often vacuum up other projectiles in their path.*
- H: *Shield*
 - Damage Type: None (Passive Effect)
 - Mana Cost: 2 mana per second while active
 - Cooldown between toggles: 30 seconds if broken naturally, 20 seconds if toggled off manually.
 - Effect: Grants a shield around your character that will negate one instance of damage, and then break. The shield has a cooldown after breaking, with a shorter cooldown if it is ended manually.
 - *Bismuth mana manifests a chromatic shield of energy around you, which can block incoming attacks. However, it is too fragile to block more than one hit, and requires extra time and concentration to remanifest after being broken.*
- I: *Panic Mana*
 - When you are below 25% of maximum mana, your mana will recharge 50% faster until you reach the 25% cap, after which it recharges at the normal rate.
 - *When your body gets low on mana reserves, your digestive tracts bursts into double-time, exclusively prioritizing the breakdown of mana over anything else. Side effects may include temporary indigestion.*
- J: *Mana Retransfer*
 - Absorbing a projectile will now grant mana equal to 1/4 of your mana meter.
 - *You can pull even more energy from the attacks you absorb, filling your mana reserves up even further.*
- K: *Multijump*
 - You can keep jumping beyond your Double Jump. Each consecutive jump after the second costs 3 mana per jump.
 - *You can focus your mana to improve your air time, at the cost of draining your reserves while doing so.*
- L: *Lightning Burst*
 - Damage Type: Hitscan (Magic)
 - Damage per hit: 3
 - Mana Cost: 4
 - Projectile Speed: 6 units per second

- Accuracy: High (15 degrees of random spread)
- Special Abilities: Has a 10% chance to stun on hit. Stunned enemies are frozen in place for 0.3 seconds, and any attacks they were preparing when stunned are interrupted.
 - *Pyrite mana allows you to channel static electricity from the environment and unleash it in a burst of energy. While its mana cost can be draining, such bursts of lightning can often shock enemies and interrupt their attacks.*
- M: *Damage Boost*
 - Damage Type: None (Passive Effect)
 - Mana Cost: 3 mana per second of usage
 - Cooldown between toggles: 20 seconds
 - Effect: Doubles the damage of all of your attacks while active.
 - *Copper mana triggers your amygdala, increasing your adrenaline and your fighting prowess. Such high aggression swiftly reduces your mana reserves, but for those brief few seconds your ferocity will be unmatched.*
- N: *Mana Mastery*
 - Increases your maximum mana by 10 and your recharged mana per second by 1.
 - *Your body is now a foundry, a machine created to process and refine mana, while ignoring such unnecessary distractions like food and water.*
- O: *Absorption Eruption*
 - Absorbed projectiles have a 25% chance to be reflected in the opposite direction, dealing 4 damage on hit. You still gain the mana bonus.
 - *Sometimes, the amount of mana you absorb from a projectile is so large as to trigger an involuntary reaction, releasing a burst of energy that injures everything in its path.*
- P: *Mana Rationing*
 - Reduces the mana cost/drain of all spells by 1.
 - *You've learned how to selectively channel mana in extremely efficient ways, such that you can achieve the same level of power from your spells without having to consume as much of it.*

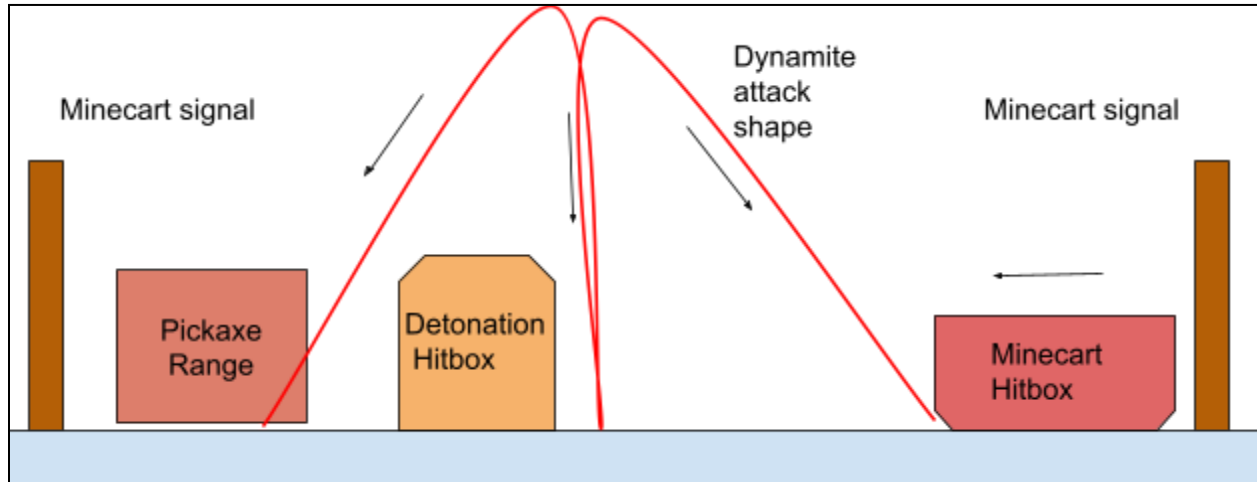
Bosses:

There are ten bosses in total, nine regular bosses and the final boss. The nine bosses appear in groups of three, and defeating two of each group opens the next group up to fight. The final boss can only be fought after all nine bosses have been defeated.

Group 1: The Wilderness

The lands leading to Tombstone are filled with undead fiends endlessly performing the tasks they did in life.

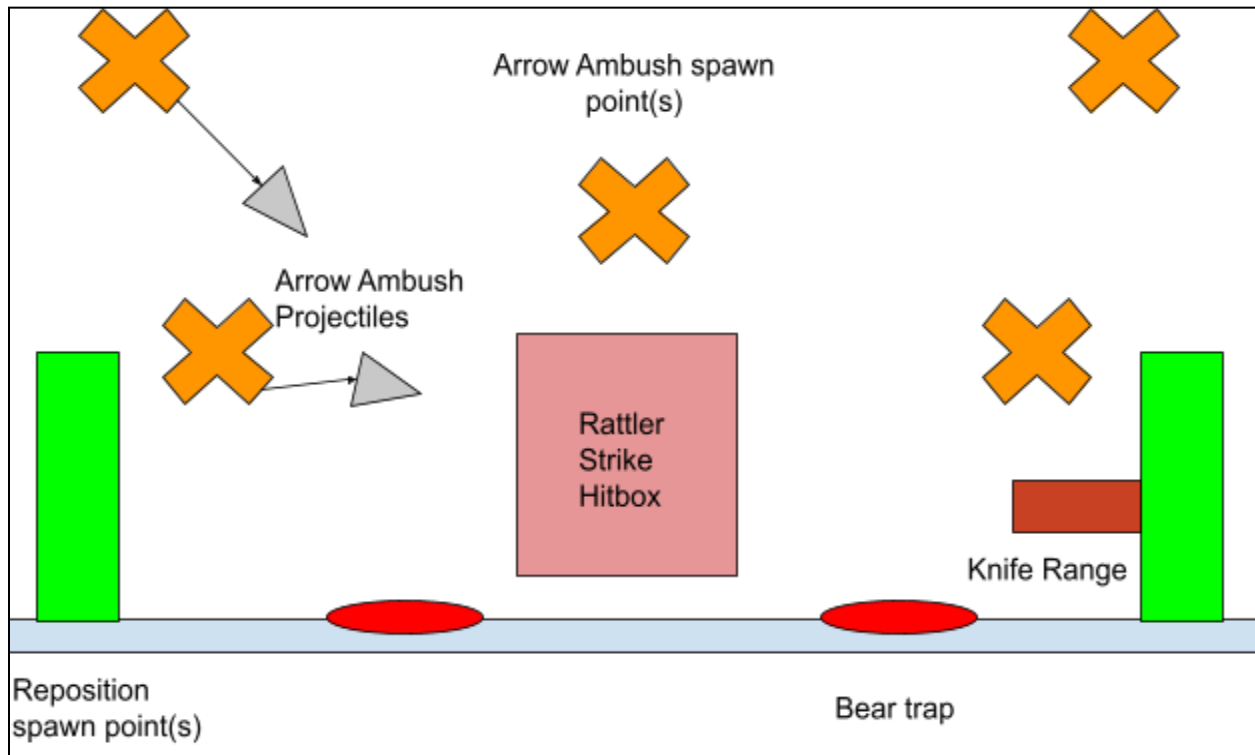
- *Wiley Glean, the Prospector*
 - Health: 125
 - Arena: *The Mines*
 - Par Time: 2 minutes
 - Arena Layout:



- Attacks:
 - *Pickaxe Charge*
 - Attack Type: Melee
 - Attack Range: 2 Units
 - Wiley runs towards the player and swings his pickaxe when he gets close. After swinging, his movement speed rapidly decreases back to 0. Wiley can also use the attack without running, if the player gets too close to him.
 - *Dynamite Toss*
 - Attack Type: Projectile
 - Attack Speed: 0.75 units per second
 - Wiley tosses a bundle of dynamite upwards. Once it crosses a line near the top-middle of the screen, it splits into 3 individual sticks of dynamite, which fall down in an m-shaped set of parabolic arcs before detonating on the ground.
 - *Detonator*
 - Attack Type: Other (Explosion)
 - Wiley pulls out a detonator plunger and pushes it, triggering a small explosion where the player was standing when it detonated. A small cursor will follow the player to indicate the position of the explosion before it triggers. This attack cannot be reflected or absorbed.
- Stage Hazards
 - *Mine Cart*
 - Attack Type: Melee
 - Triggered When: Wiley drops below 50% health

- When Wiley drops below half health and every 15 seconds thereafter, a minecart will dash across the bottom of the screen, dealing damage on contact unless it is avoided or parried. The direction the minecart will travel from is provided by one of two railroad signs located at the end of the left and right sides of the screen. The sign on the side of the screen the minecart will emerge from will start ringing 3 seconds before the minecart appears. If Wiley touches the minecart, he will jump into it and ride it, hopping out before it disappears on the side of the screen.

- *Jed Hoskin, the Trapper*
 - Health: 110
 - Arena: *The Cacti Forest*
 - Par Time: 2 minutes
 - Arena Layout:



- Attacks:
 - *Arrow Ambush*
 - Attack Type: Projectile
 - Attack Speed: 1 Unit per second
 - Hoskin disappears into the background. From here, he will emerge from 2 of 5 locations at random: 2 on the very left side of the stage, 2 on the very right, and 1 in the middle. When he emerges, he will fire a slow-moving arrow towards the player's immediate

location, before returning into the background and selecting another spawn point. Each of these attacks takes 3-4 seconds. Hoskin won't deal contact damage to the player while he's in the background, and as long as he's visible the player can still damage him. Once both attacks have triggered, Hoskin will reemerge from the background on either the left or right side of the screen, based on the player's current location. This attack can only be used every 20 seconds, and not while *Rattler Strike* is active.

- *Long Rifle*
- Attack Type: Projectile (Hitscan)
- Attack Speed: Instant
 - Hoskin draws his rifle, takes aim, and fires. It takes him several seconds to line up a shot before firing, during which time a preview of the hitbox line will appear on screen for the player to see. Hoskin will change the angle of his shot as the player moves up until 1 second before firing. Hoskin won't move again until the attack is finished.
- *Tanning Knife*
- Attack Type: Melee
- Attack Range: 1 unit
- Triggers When: The player gets within 1 unit of Hoskin and *Reposition* is on cooldown.
 - Hoskin swings his skinning knife at the player, dealing damage on contact.
- *Reposition*
- Attack Type: Other (Mobility)
- Triggers When: The player gets within 2 units of Hoskin
 - Hoskin morphs into the background and reemerges 1 second later on the opposite side of the screen. He cannot use this ability while in the middle of the arena. This ability has a cooldown of 10 seconds.
- *Rattler Strike*
- Attack Type: Melee
- Attack Range: 2 units wide, 2 units tall
- Triggers When: Hoskin reaches 33% HP
 - Hoskin will whistle to introduce the attack. 1 second after whistling, the background behind the player will begin to rustle, indicating the position of the rattler.. As the player moves, so does the rattler. After 5 seconds, the rattler will stop moving. 1 second later, it emerges from the brush, swiping downward. As long as the player is within its damage area or enters that area while it attacks, they will take damage. Hoskin cannot use *Arrow Ambush* while *Rattler Strike* is active, but he can use his other attacks/abilities. This

attack can only be used every 20 seconds, and not while *Arrow Ambush* is active.

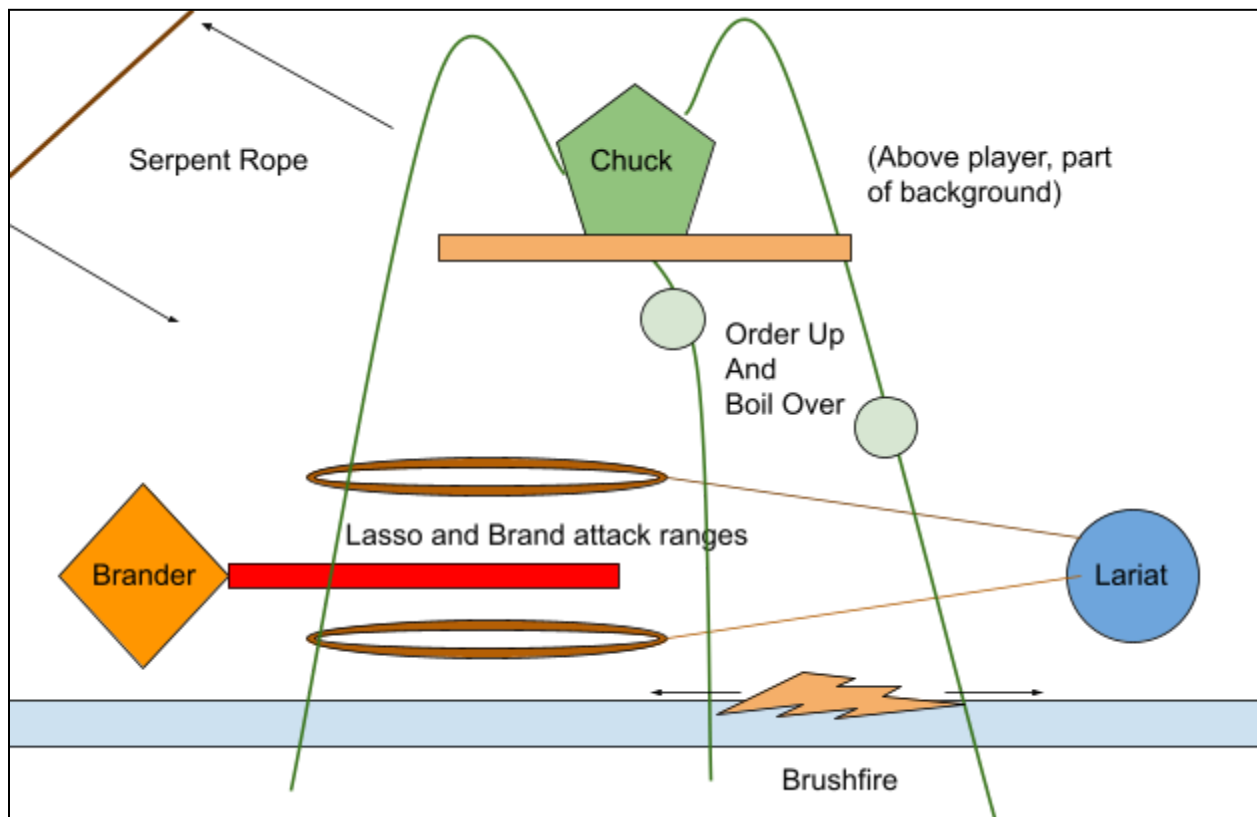
- Stage Hazards:

- *Bear Traps*
- Attack Type: Melee
- Health: 15

- Two bear traps lay on the ground of the arena: one on the middle-left and one on the middle-right. If the player touches one of the traps while it is active, the trap will trigger and they will take damage. The player can also trigger traps by reducing their health to 0 (which may require crouch-attacking). Triggered traps can be safely touched without taking damage. Triggered traps will heal to full health and rearm themselves after 15 seconds.

- *The Tombstone Cattle Drivers (The Lariat, the Brander, and the Chuck)*

- Health: 120 (40 per character)
- Par Time: 2 minutes
- Arena: *The Wagon*
- Arena Layout:



- Attacks:

- *Brand*
- Used by: *Brander*

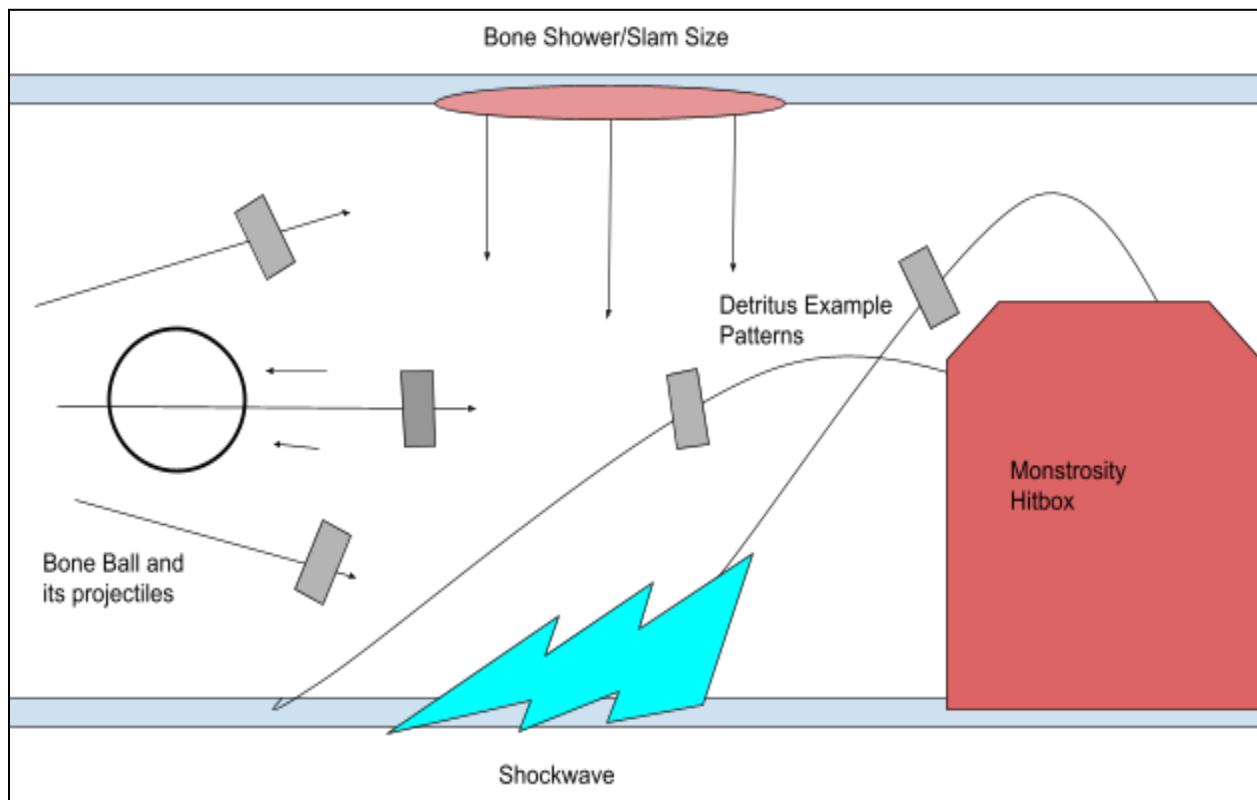
- **Attack Type: Melee**
 - The Brander lunges forward with his heated brand, reaching almost halfway below the secondary platform. He'll hold the brand in place for 3 to 5 seconds before pulling back.
- **Brushfire**
- **Used by: Brander**
- **Attack Type: Other**
- **Attack Speed: 1 unit per second**
- **Triggers When: Brander is defeated**
 - Upon defeat, the Brander leaves behind a small flame that begins to slowly travel along the floor of the arena, changing directions once it hits a wall. It is locked to the x-axis, so it can only move left and right.
- **Lasso**
- **Used By: Lariat**
- **Attack Type: Projectile**
- **Attack Speed: 2 units per second**
 - The Lariat prepares his lasso and swings it to the left, either above or below the player. Upon reaching the end of its path, it will sit in place for 2 seconds, before returning to the Lariat. The Lariat will look upwards or downwards while charging to indicate the corresponding direction of the attack. The wide circular end of the lasso is the hurt box; the rest of the rope remains part of the background.
- **Serpent Rope**
- **Used By: Lariat**
- **Attack Type: Projectile (cannot be absorbed)**
- **Attack Speed: 0.5 units per second**
- **Triggered When: Lariat is defeated**
 - When the Lariat is defeated, its rope will begin to move on its own. It moves in diagonal lines across the screen, changing directions when it hits the edge of the screen. The attack can be reflected and parried, but not absorbed. It will continue until all the cattle drivers are defeated.
- **Order Up**
- **Used by: Chuck**
- **Attack Type: Projectile**
- **Attack Speed: 0.75 units per second**
 - From his perch in the background, the Chuck will hurl slabs of burnt catta meat at the player in parabolic arcs. The Chuck will change the position of the attack based on the player's current location 1 second before it triggers. The Chuck has a 3 second delay between these attacks.
- **Boil Over**

- Used by: *Chuck*
- Attack Type: Projectile
- Attack Speed: 0.5 units per second
- Triggers when: Chuck is defeated
 - When the Chuck dies, the pot he's stirring begins to boil over, releasing a bubble projectile every 2 seconds. These bubbles will emerge from the pot in the background and slowly drift downwards, dealing damage on contact. The bubbles will hone in on the player when within a distance of 3 units. The player can destroy these bubbles with their attacks.

Group 2: The Town Outskirts

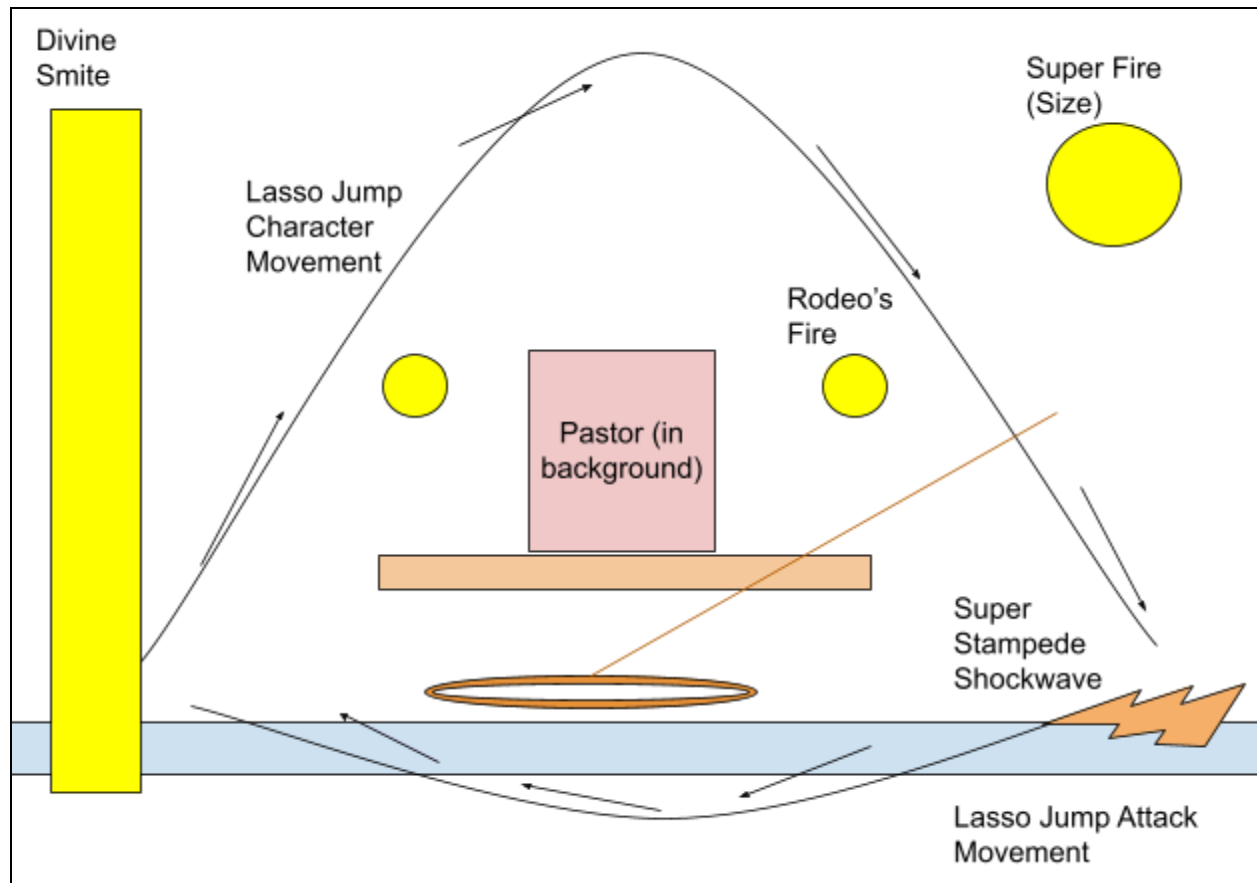
Even in the empty streets outside Tombstone's grand center square, vicious monsters prowl in an endless search for intruders.

- *The Boot Hill Monstrosity*
 - Health: 160
 - Arena: *The Catacombs*
 - Par Time: 3 minutes
 - Arena Layout:



- Attacks:
 - *Detritus*
 - Attack Type: Projectile

- Attack Speed: 0.75 units per second.
- Triggers: 10% to trigger each time it takes damage
 - Every time the Monstrosity is dealt damage, it has a 10% chance to release a slow-moving bone projectile that travels towards the ground in an arc. The trajectory of the arc is randomly chosen from within 45 degrees to 80 degrees.
- *Shockwave*
- Attack Type: Projectile
- Attack Speed: 2 units per second
 - The Monstrosity slams its fists downward, creating a shockwave that travels rapidly along the ground and must be jumped over.
- *Bone Ball*
- Attack Type: Projectile
- Attack Speed: 2 units per second.
 - The Monstrosity throws a ball of bones towards the opposite wall. On contact, it explodes into 3 bones, which travel in a trifork pattern in the opposite direction.
- *Bone Shower*
- Attack Type: Projectile
- Attack Speed: 2 units per second
 - The Monstrosity leaps onto the ceiling and rapidly crawls back and forth, shedding bone projectiles down towards the player. The attack lasts for 4 to 6 seconds, with 2 projectiles released every second and an additional projectile released every time the Monstrosity changes directions. After the attack ends, the Monstrosity *Slams* back to the ground.
- *Slam*
- Attack Type: Melee
- Triggers: After *Bone Shower* ends
 - The Monstrosity can only use this move after using *Bone Shower*. The Monstrosity continues crawling until it lines up directly above the player (along the y-axis). It then mirrors the player's movements for 2 seconds, stops and shakes for 0.5 seconds to telegram, and then slams back to the ground, releasing a *Shockwave*. The Monstrosity is stunned for 3-5 seconds after the attack ends. After the stun wears off, it jumps backwards to the closest side of the screen, away from the player if possible.
- *The Rodeo Chorus (The Pastor and the Clown)*
 - Health: 150 (75 per character)
 - Arena: *The Sacrificial Altar*
 - Par Time: 3 minutes
 - Arena Layout:

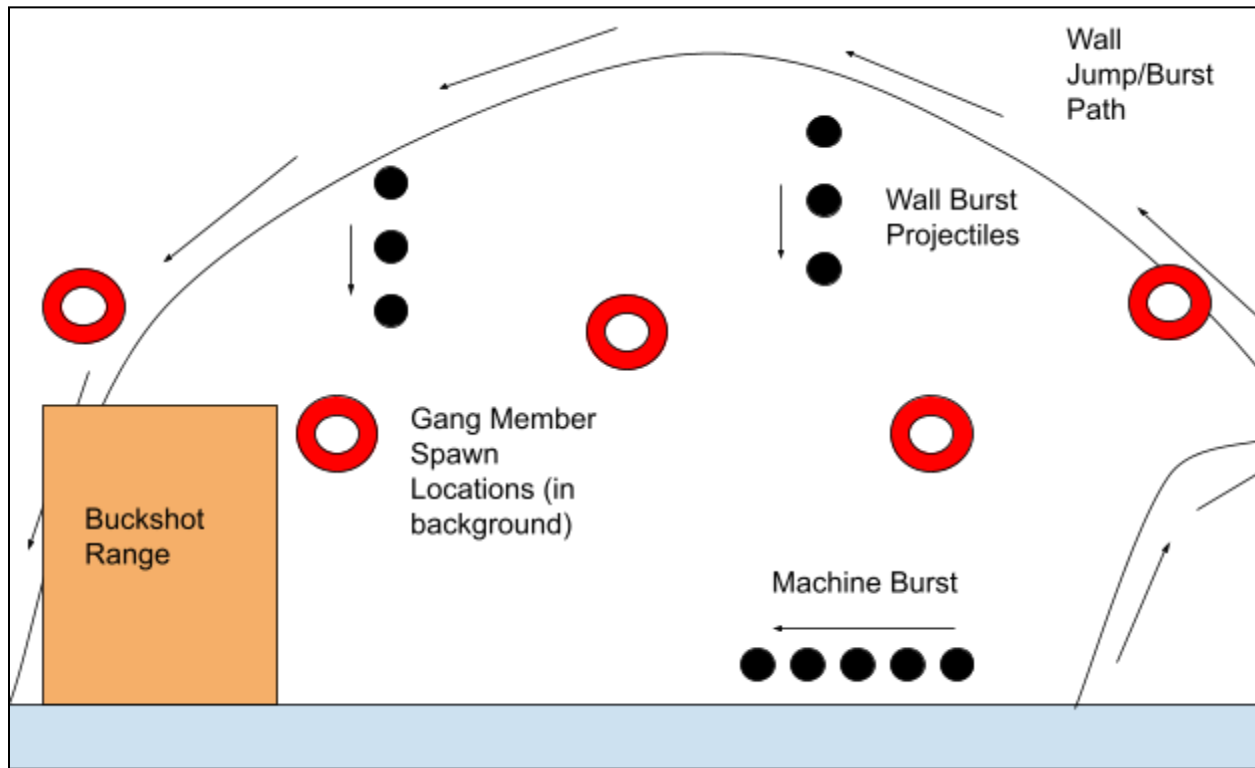


○ Attacks:

- *Lasso Jump*
- Used By: *Clown*
- Attack Type: Melee
 - The Clown and his steed leap from one side of the screen to another in an overhead arc. As they jump, the Clown will swing a lasso in a downwards arc along the opposite direction.
- *Super Jump*
- Used By: *Clown*
- Attack Type: Melee
- Triggers: after Pastor is defeated
 - The Clown's Super Jump replaces the regular Lasso Jump after the Pastor dies. Now, the Clown will either jump once or twice, and at a slightly faster speed.
- *Stampede*
- Used By: *Clown*
- Attack Type: Melee
 - The Clown stabs a dagger into his steed, which bellows and charges along the bottom of the screen, before stopping at the other side.
- *Super Stampede*

- Used By: *Clown*
- Attack Type: Melee/Projectile
- Attack Speed: 2 units per second
- Triggers: After Pastor is defeated
 - Super Stamped replaces the Clown's regular Stampede once the Pastor dies. Upon jumping over the first charge, the Clown and his steed will skid and charge in the opposite direction. Upon colliding with a wall, the Clown will release an additional shockwave that must be jumped over.
- *Divine Smite*
- Used By: *Pastor*
- Attack Type: Projectile (Hitscan)
- Attack Size: 0.5 units wide
 - The Pastor telegraphs this attack by holding his glowing hands outwards. A lightning projectile will strike shortly after, with its position based on the player's location when the attack begins. A column of white, fuzzy energy will appear 1 second before the attack triggers to telegram the exact location.
- *Super Smite*
- Used By: *Pastor*
- Attack Type: Projectile (Hitscan)
- Attack Size: 0.75 units wide
- Triggers: After Clown is defeated
 - This attack replaces the *Divine Strike* once the Clown is defeated. The Pastor will now trigger the attack 3 times in short proximity.
- *Rodeo's Fire*
- Used By: *Pastor*
- Attack Type: Projectile
- Attack Speed: 0.5 units per second.
 - The Pastor chants and summons two balls of energy on either side of his podium. These balls will slowly travel towards the player, homing in on their location. The projectiles will automatically dissipate after 5 seconds.
- *Super Fire*
- Used By: *Pastor*
- Attack Type: Projectile
- Attack Speed: 0.75 units per second.
- Triggers: After Clown is defeated
 - This attack replaces the *Rodeo's Fire* once the Clown is defeated. The projectiles the Pastor summons are twice as large, and slightly faster. They take 8 seconds to dissipate.
- *Crimson Jane, the Outlaw*
 - Health: 135

- Arena: *Black Sand Cave*
- Par Time: 2 minutes, 30 seconds
- Arena Layout:



- Attacks:
 - *Machine Burst*
 - Attack Type: Projectile
 - Attack Speed: 2 units per second
 - Crimson Jane fires a burst of 5 bullets from her machine gun, which travel towards the other side of the screen.
 - *Buckshot*
 - Attack Type: Projectile (Hitscan)
 - Attack Range: 2 units
 - Triggers: If the player gets within 1 unit of Jane
 - If the player gets close enough to Jane, she will fire out a burst of buckshot, which will deal damage to the player if they are within range and push them backwards. Jane will telegram the attack with an animation in which she pulls out a sawed-off shotgun and aims it at the player. She'll flash white directly before firing, and will put the gun away after the attack triggers, leaving her vulnerable for 2 seconds.
 - *Wall Jump*
 - Attack Type: Other (Mobility)
 - Crimson Jane leaps onto the wall and then jumps in an arc towards the other side of the screen.

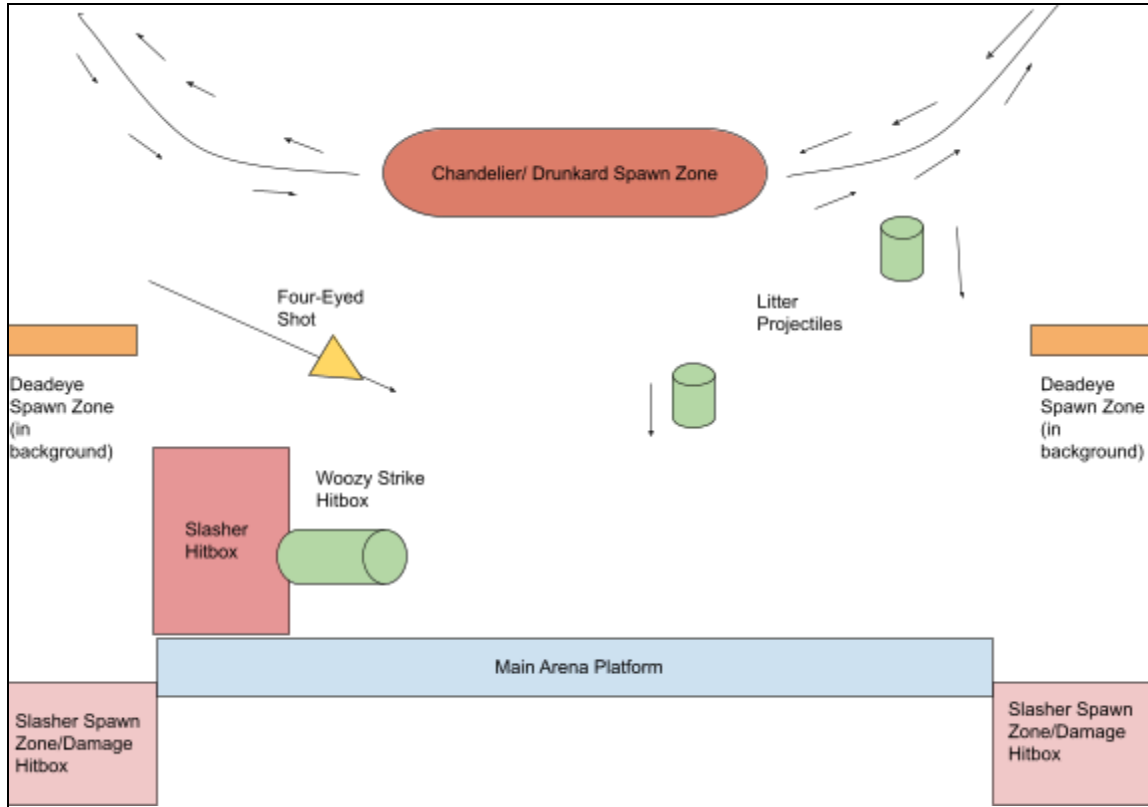
- *Jump Burst*
- Attack Type: Projectile/Mobility
- Attack Speed: 3 units per second.
 - This attack is an extension of the Wall Jump. Jane performs the same movement, but while traveling through the air above the player, she fires 2-3 lines of bullets directly downwards. Upon landing, she will reload, preventing her from attacking for 3 seconds.
- Stage Hazards:
 - *Black Sand Gang Members*
 - Health: 15
 - Gang members will appear in the background, hiding behind rock formations, and will fire projectiles at the player. 1 gang member will spawn every 15 seconds, up to a maximum of 3. Each gang member will fire a projectile at the player's location every 8 seconds until they are defeated.

Group 3: The Town Square

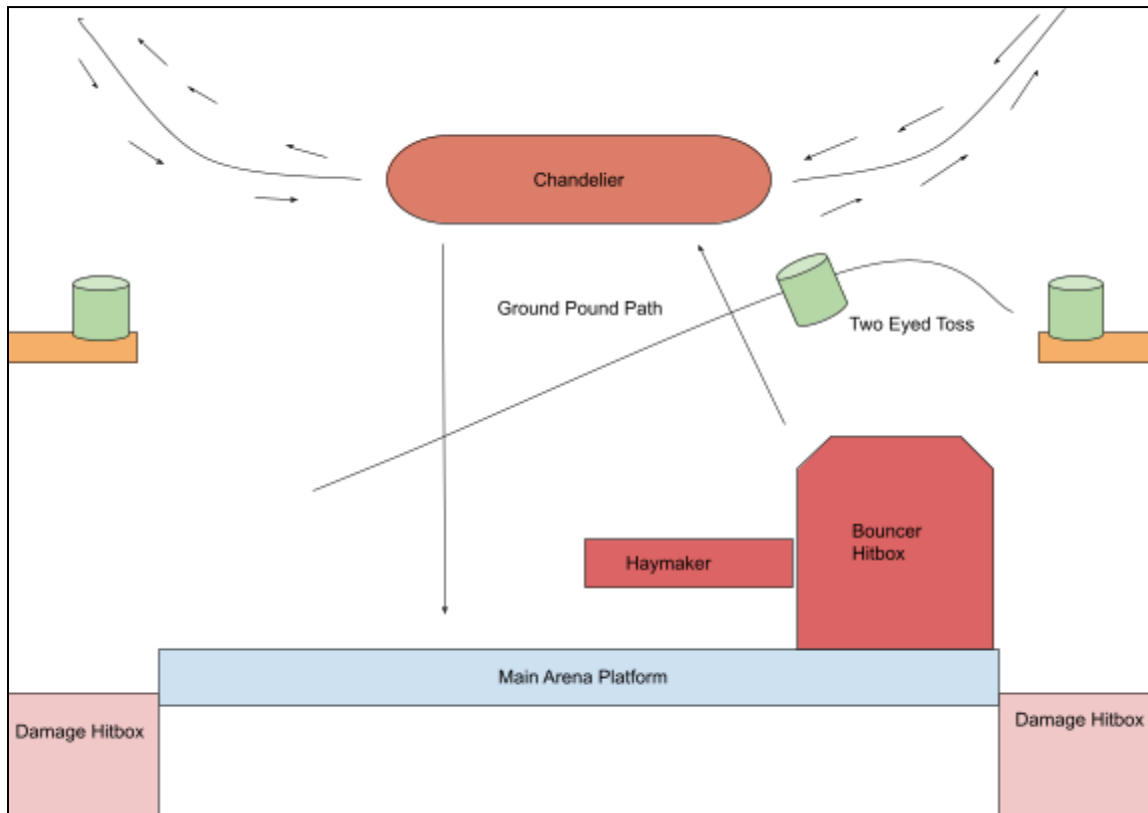
The town square of Tombstone was once one of the greatest hives of commerce and crime in the world. Now it is but a husk of its former self, full of mindless thralls who hawk sandworn furniture and long-since-rotten produce in dilapidated stalls.

- *The Barflies*
 - Health: 175 (10 health per regular enemy, 55 for Bouncer)
 - Arena: *The Saloon*
 - Par Time: 3 minutes, 30 seconds
 - Arena Layout:

Phase 1:



Phase 2:



- Phase 1: The Barflies (*Slashers*, *Drunkards*, *Deadeyes*)
- In this phase, three different types of enemies will spawn and attack the player.
- Slashers spawn in the gaps surrounding the main platform, before jumping onto the platform and remaining there until death.
- Drunkards spawn on the chandelier above the arena, which swings back and forth in a semicircular pattern.
- Deadeyes spawn on top of platforms in the background, on the middle-left and middle-right sides of the screen.
- The round starts with a Slasher immediately spawning in, with a Deadeye spawning after 5 seconds and then a Drunkard after another 5.
- 4 enemies can be active at any one time: 2 in one group and 1 in the others.
- When an enemy is defeated, a new enemy will spawn after 3 seconds, taking up whatever empty space is available. If multiple empty spaces are available, the enemy will be chosen at random, favoring whatever enemy type has had the longest gap between respawns. If there are one or less enemies on screen, a new enemy will spawn automatically.
- This continues until 12 enemies have been defeated. Once the 12th dies, the Bouncer will spawn and all other enemies will automatically die.
- Falling off the edge of the arena (representing a table) will deal one damage and bounce your character upwards, allowing them to recover.
- Attacks:
 - *Woozy Swing*
 - Used by: *Slasher*
 - Attack Type: Melee
 - Attack Range: 1 unit
 - Triggers: when the player goes within 1 unit of a Slasher.
 - The Slasher winds up and swings at the player with their broken bottle.
 - *Woozy Rush*
 - Used by: Slasher
 - Attack Type: Melee
 - Movement Speed: 2 units per second
 - The Slasher charges towards the player, waving their broken bottle violently. They'll stumble and stop once they reach the end of the table, taking 2 seconds to recover.
 - *Four Eyed Shot*
 - Used by: Deadeye
 - Attack Type: Projectile
 - Attack Speed: 2 units per second
 - The Deadeye takes aim and fires a projectile. The projectile has a 50% chance to be aimed at the player's most recent location, a 25% chance to be fired at a position that the Deadeye calculates the player to be moving towards (forcing them to double-back or risk running into the bullet), and a 25% chance to shoot wide and

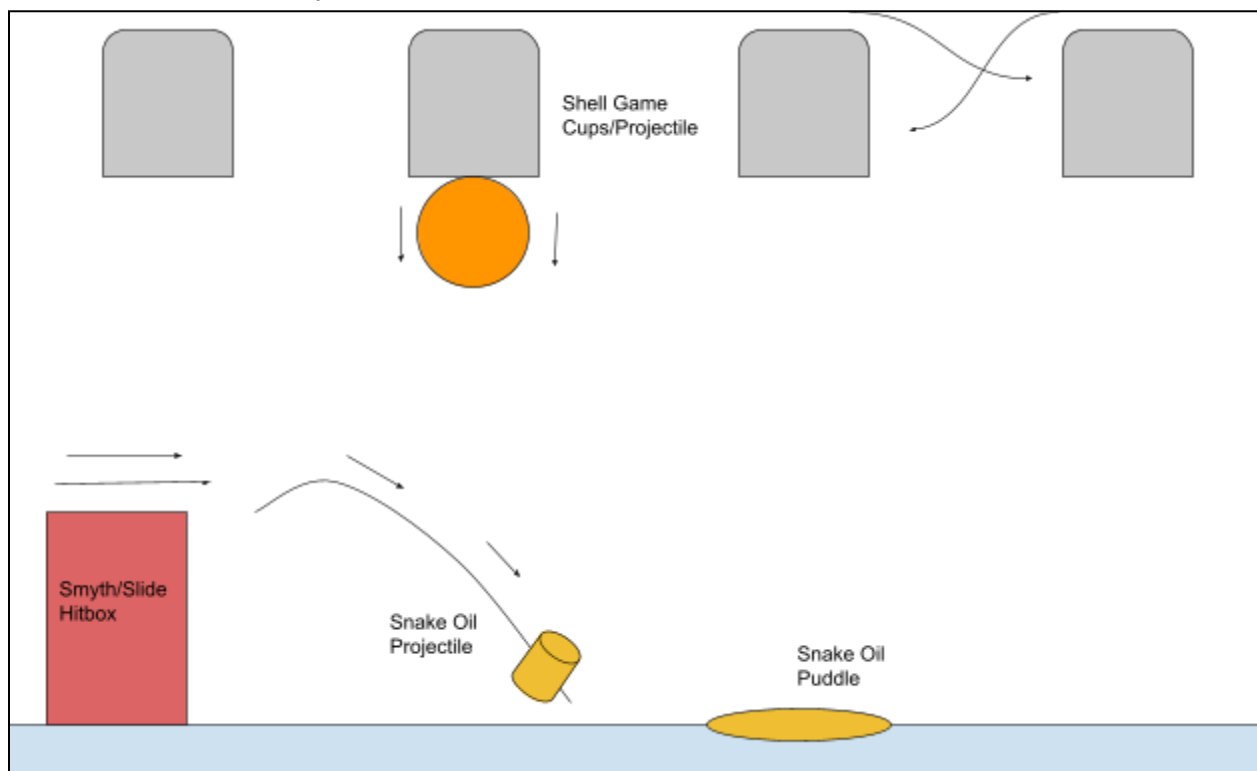
ignore the player's position entirely. The Deadeye has a 4 second delay between shots. Projectiles fired this way can also hit other enemies, dealing 1 damage on contact.

- *Litter*
- Used by: Drunkard
- Attack Type: Projectile
- Attack Speed: 1 unit per second
 - The Drunkard throws an empty bottle outwards from its position, which travels straight down before smashing on the ground. Making contact with the bottle before it hits the ground will deal damage. Enemies can be hit by these bottles as well; if they are, they will take 1 damage. Since the chandeliers the Drunkards stay on swing back and forth, the position from which they throw bottles will change rapidly. There is a 4 second delay between attacks.
- Phase 2: The Bouncer
- When the last enemy is defeated, the Bouncer will slam onto the middle of the arena, instantly killing all other enemies. The battle will end when the Bouncer is defeated
 - Attacks:
 - *Dramatic Entry*
 - Attack Type: Melee
 - Triggers: When the Bouncer first spawns
 - The Bouncer enters play with a bang, landing directly in the middle of the table, the impact knocking out all previous enemies. The attack is telegraphed by a warning silhouette 2 seconds before the Bouncer lands, and the other enemies will stop attacking and look upwards.
 - *Haymaker*
 - Attack Type: Melee
 - Attack Range: 1.5 units
 - The Bouncer charges up and releases a heavy punch, with higher range than the Slasher's attacks.
 - *Ground Pound*
 - Attack Type: Melee
 - The Bouncer leaps into the air and grabs onto the swinging chandelier. He will hang on for 3-5 seconds before letting go and slamming into the ground, much like *Dramatic Entry*. The Bouncer will only jump once he passes over the player's position (or vice versa) and will not jump if he is over one of the edge gaps.
 - *Two Eyed Toss*
 - Attack Type: Projectile
 - Attack Speed: 1.5 units per second
 - Triggers: only when the Bouncer is on either the left or right edge of the arena

- Empty bottles will spawn on the platforms that the Deadeyes previously stood on. If on the edge of the table, the Bouncer will grab the bottles and hurl them in a decaying arc, either towards the player's position or towards the other end of the table. The Bouncer will throw 2-3 projectiles this way. Once the attack is used, it cannot be done again until the bottles respawn after 4 seconds.

- *Quinterious C. Smyth, Purveyor of Miracles*

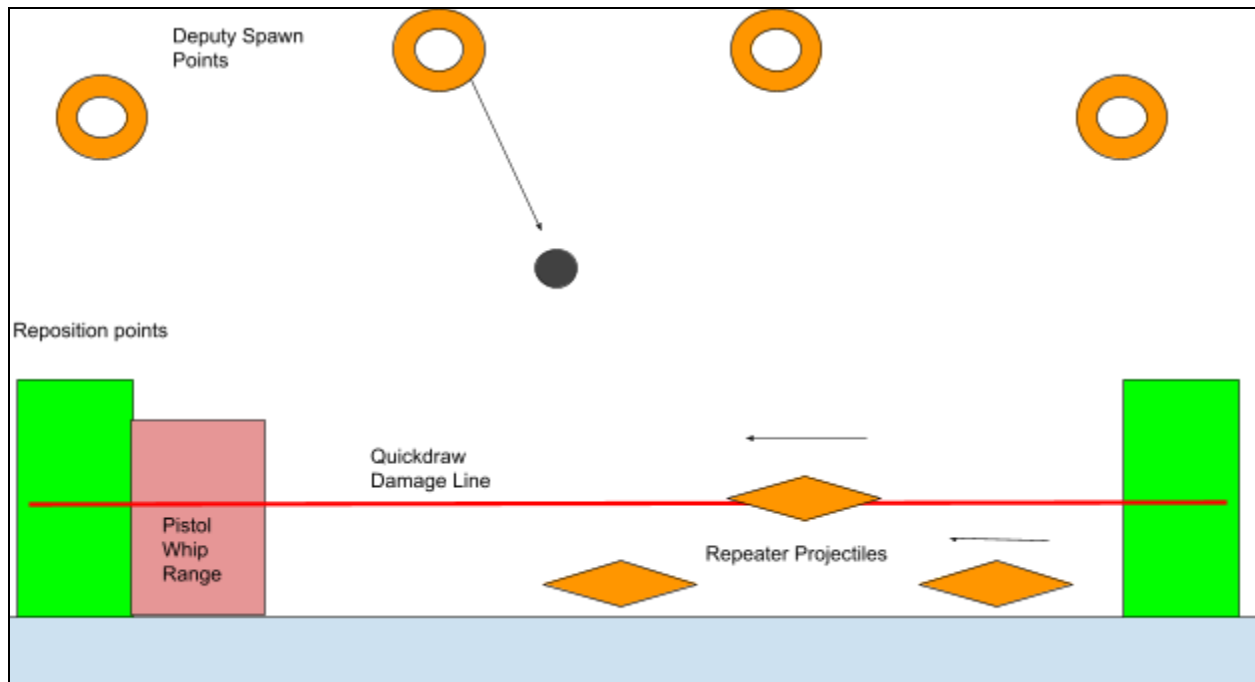
- Health: 175
- Arena: *The Storefront*
- Par Time: 3 minutes, 30 seconds
- Arena Layout:



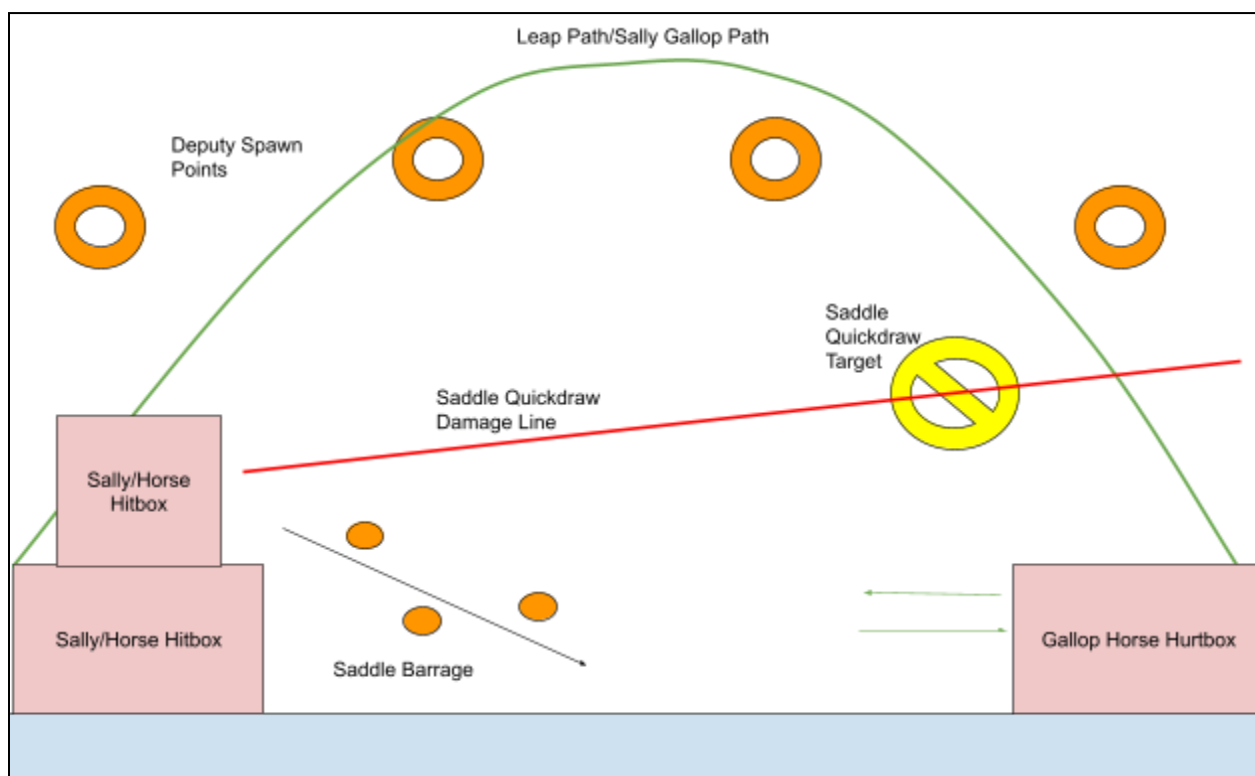
- Attacks:
 - *Slide*
 - Attack Type: Melee
 - Attack Speed: 1.5 units per second
 - Smyth slides towards the player with roller skates, dealing damage on contact. If the player jumps over Smyth, he will turn with a brief delay and then charge in the opposite direction. He will turn once by default and then twice when below 50% HP.
 - *Shell Game*
 - Attack Type: Projectile
 - Attack Speed: 3 units per second

- 4 stone cups hover over the arena. Smyth will stop and hurl a fireball upwards into one of the cups. The cups will then shift around a certain number of times, stop briefly, then shake and turn downwards, dropping the fireball directly downwards. The cups initially do 3 switches, but this increases to 4 once Smyth hits 50% HP, and then 5 at 25%. Slight plumes of smoke will also release from the top of the cup with the projectile in it, providing an additional, albeit subtle, tell for the attack.
- *Snake Oil*
- Attack Type: Projectile
- Attack Speed: 1 unit per second
 - Smyth tosses a vial of snake oil in an arc, aiming at the player. Upon landing on the ground, the vial will shatter and release a puddle of bright yellow goop, which will deal damage to the player if they touch it. The puddle will remain for 3 seconds before dissipating. At 50% HP Smyth will toss out two bottles per attack; at 25% HP, he'll toss out 3.
- *Miracle Cure*
- Attack Type: Other (Support)
- Triggers: When Smyth is at or below 25% HP
 - Smyth stops moving and pulls out a brightly colored vial of elixir, which he will drink from. The animation takes around 3 seconds. Upon completing, Smyth will regain 10 HP and all of his attacks will move 25% faster for 5 seconds. This move can only be used every 15 seconds and only when Smyth is below 25% HP.
- *Sally Brand, the Sheriff*
 - Health: 200 (100 first phase, 100 second phase)
 - Arena: *The Square*
 - Par Time: 4 minutes
 - Arena Layout:

Phase 1:



Phase 2:



- Phase 1 Attacks:
 - *Quickdraw*
 - Attack Type: Projectile
 - Attack Speed: None (Hitscan)

- Sally draws her revolver and fires a deft hipshot, dealing hitscan damage in a horizontal line close to the ground. The player will take damage unless they jump or crouch as she attacks. Just before she attacks, her hand next to her holster will twitch, with a visual glimmer and corresponding sound effect as a cue. The attack cannot be reflected or absorbed.
- *Repeater*
- Attack Type: Projectile
- Attack Speed: 2 units per second
 - Sally twirls two revolvers before unleashing a barrage of shots, alternating between lower shots that must be jumped over and higher shots that can be jumped over or crouched under. Sally will fire 8-12 shots before stopping.
- *Pistol Whip*
- Attack Type: Melee
- Attack Range: 1 unit
- Triggers When: The player gets within 1 unit of Sally and *Reposition* is on cooldown
 - Sally swings a revolver downwards, dealing damage on contact.
- *Reposition*
- Attack Type: Other
- Triggers When: The player gets within 2 units of Sally
 - Brand disappears in a cloud of sand and dust, reappearing in a similar cloud on the other side of the screen. This ability has a 10 second cooldown.
- Phase 2 Attacks
 - *Summon Mount*
 - Attack Type: Other
 - Triggers When: Sally reaches 50% HP
 - Sally whistles and leaps into the air, landing on top of her skeletal horse. The horse enters on the same side of the screen that Sally is on. The horse and Sally share the same hitbox and health.
 - *Saddle Barrage*
 - Attack Type: Projectile
 - Attack Speed: 2 units per second
 - Sally stands on top of the saddle and fires a barrage of 3 bullets at the player's location, before sitting back down.
 - *Leap*
 - Attack Type: Melee
 - Sally and her horse leap in an arc over the player, landing on the other side of the screen. The attack is telegraphed by the horse rearing upwards and whinnying, as Sally crouches closer to the saddle. *Leap* can immediately be followed by a *Gallop*.
 - *Gallop*

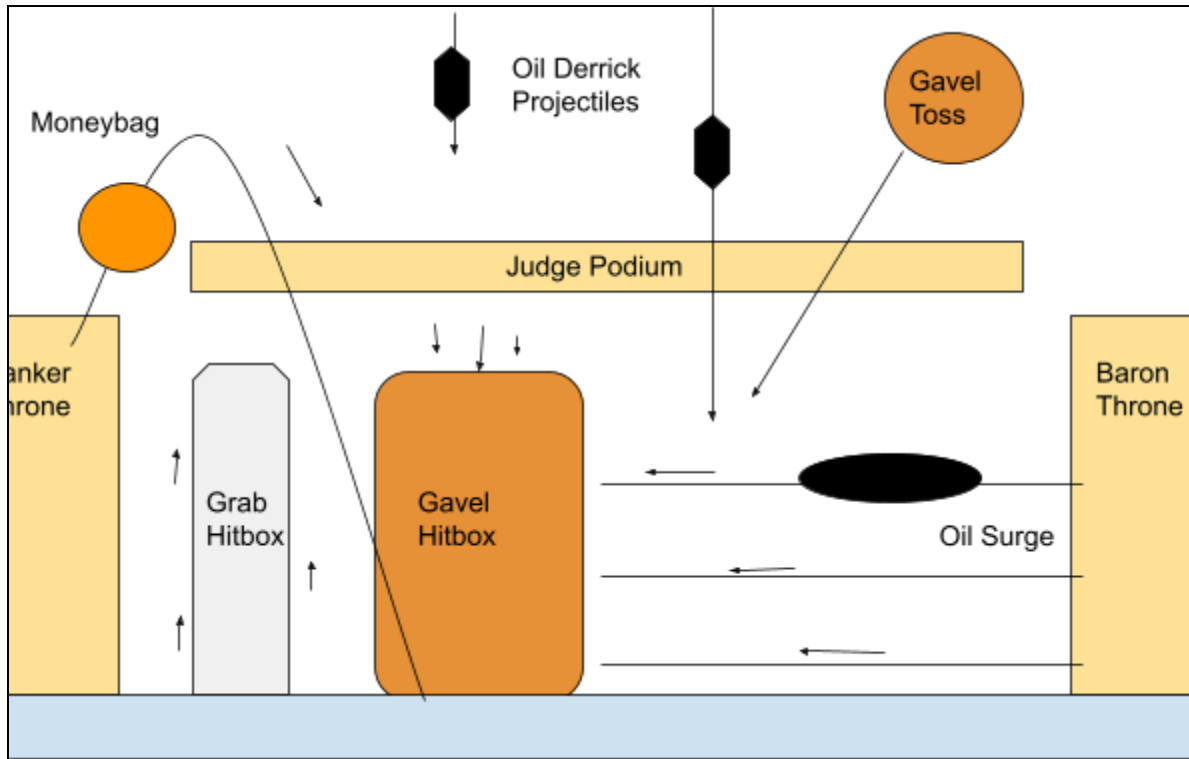
- Attack Type: Melee
 - Sally leaps into the air in an arc as her horse runs along the ground beneath her, forcing the player to jump over it or take damage. Sally lands on top of her horse on the other side of the screen. The attack is telegraphed by the horse pawing the ground as Sally moves into a half-crouch half-stand stance. *Gallop* can immediately be followed by a *Leap*.
- *Saddle Quickdraw*
- Attack Type: Projectile (Hitscan)
 - This attack is similar to the *Quickdraw* in the first phase, except Sally will fire at the player's location while standing on her horse. A target reticule will appear over the player as Sally prepares the attack; the target will stop moving 1 second before Sally shoots, damaging the player if in the line of fire. Like *Quickdraw*, a visual effect and sound effect will play when Sally is about to fire.
- Stage Hazards:
 - *Deputies*
 - Health: 10
 - Up to 4 deputies will spawn in points along the top of the screen, standing on the roofs of buildings in the background. One will spawn every 15 seconds, stopping if there are four in total. The deputies will fire a projectile at the player's location every 7 seconds; the projectile travels at 1.5 units per second.

Final Boss: City Hall

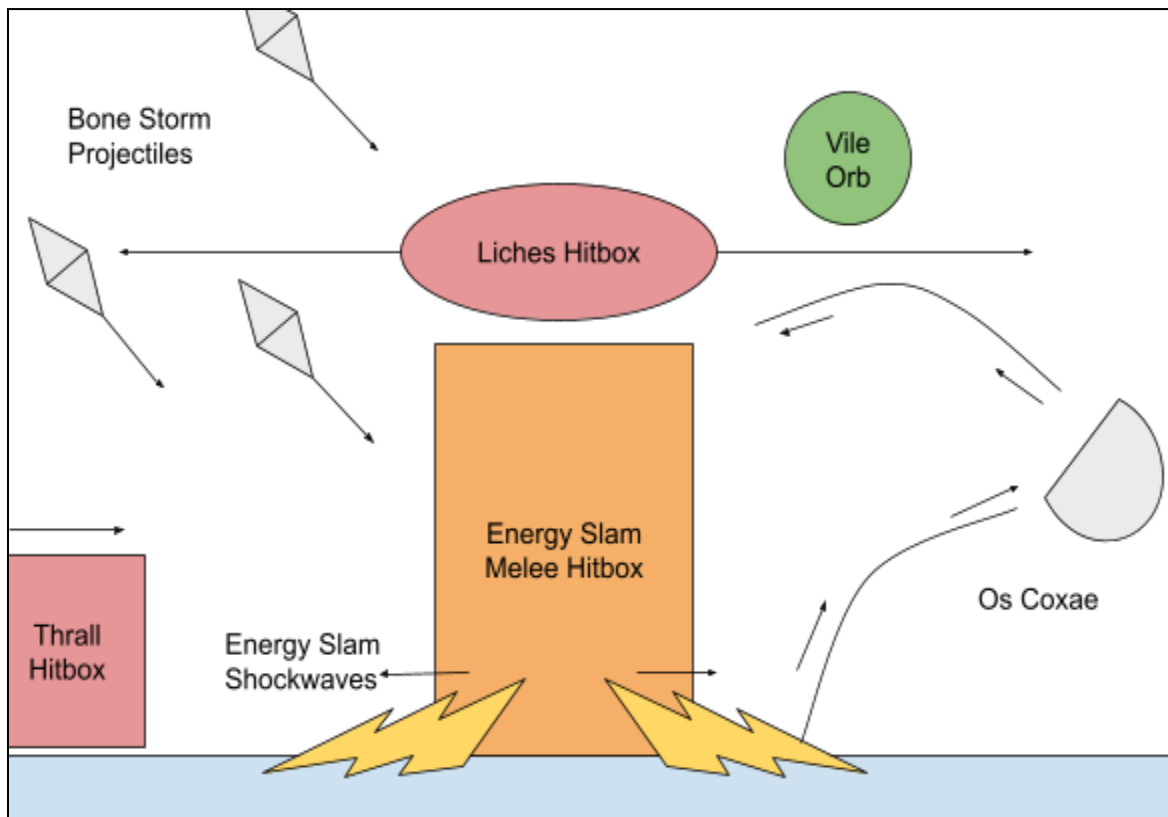
City Hall sits in the center of town, towering over the rest of the buildings. What was once an ebony symbol of leadership is now a monument to eternal avarice, covered in peeling paint and filled with voracious termites. It is here that the Liches lie, endlessly counting their rusted coins.

- *The Liches (The Banker, the Baron, and the Judge)*
 - Health:
 - Phase 1: 120 (40 per enemy)
 - Phase 2: 100
 - Phase 3: 80
 - Arena: *The Throne Room*
 - Par Time: 5 minutes
 - Arena Layout:

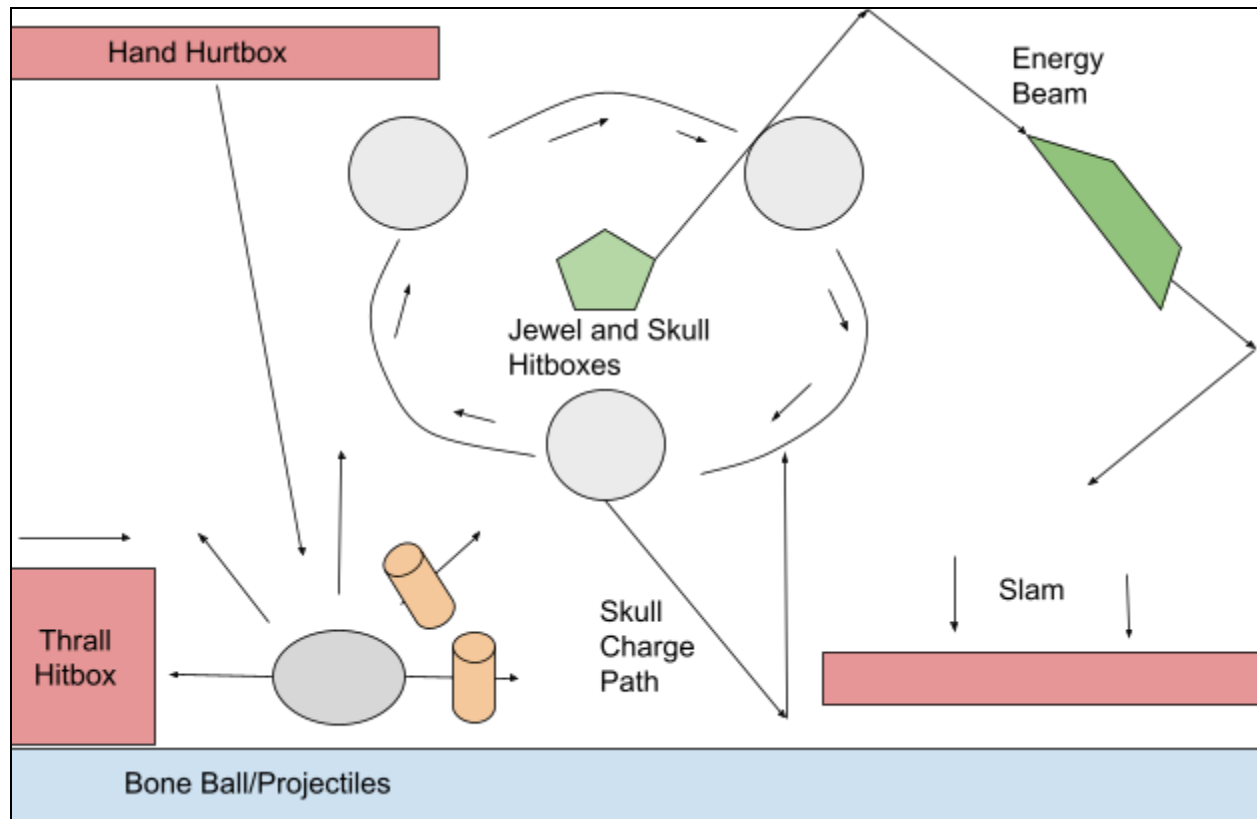
Phase 1:



Phase 2:



Phase 3:



- Phase 1: The Liches, Separate
- In this phase, the liches attack you from their spots in their throne room. The Banker sits on the left side of the screen and the Baron on the right, while the Judge sits behind a podium above the player.
- Attacks
 - *Gavel*
 - Used By: The Judge
 - Attack Type: Melee
 - Attack Range: 2.5 units
 - The Judge lifts a massive bone gavel into the air, and slams it onto the ground, dealing damage if the player is under it. The Judge will constantly move back and forth above the player, stopping shortly before attacking.
 - *Oil Surge*
 - Used By: The Baron
 - Attack Type: Projectile
 - Attack Speed: 2 units per second
 - The Baron fires out short streams of magic oil projectiles that travel in straight lines towards the other end of the screen. The streams can be fired from three different locations: one must be jumped over, one can be jumped over or crouched under, and one will fly above the player unless they jump into it.
 - *Moneybags*

- Used By: The Banker
- Attack Type: Projectile
- Attack Speed: 1 unit per second
 - The Banker hurls heavy bags of rusting coins in arcs towards the player's location, dealing damage on contact. The bags disappear in a burst of energy when they hit the ground, which will also deal damage on contact.
- *Gavel Launcher*
- Used By: The Judge
- Attack Type: Projectile
- Attack Speed: 2 units per second.
- Triggers When: The Judge is defeated
 - The Judge's body disappears beneath the podium, and several dozen hands reemerge, holding gavels. Every three seconds, a gavel will be tossed into the air, hover for 2 seconds, and then be launched at the player's position.
- *Oil Derrick*
- Used By: The Baron
- Attack Type: Projectile
- Attack Speed: 0.5 units per second
- Triggers When: The Baron is defeated
 - The Baron's skeletal body breaks apart and reforms into a simulacrum of an oil derrick, which launches out a steady stream of damaging oil magic. This oil slowly falls to the ground in drops, with a drop spawning at a random horizontal location along the top of the screen and falling to the ground. The drops deal damage and contact, and also leave behind a puddle for 0.5 seconds that will deal damage if the player touches it.
- *Avaricious Grab*
- Used By: The Banker
- Attack Type: Melee
- Attack Range: 1 unit
- Triggers When: The Banker is defeated
 - The Banker's body breaks apart and reforms into a giant skeletal arm, which burrows into the ground. Every 6 seconds, the arm will burst out of the ground at a random position and swipe upwards, grabbing a handful of coins before disappearing back into the ground, reforming it. The player will take damage if they touch the hand, but the cracks in the ground are decorative. The position of the hand will be telegraphed by the ground where it will spawn cracking apart.
- Phase 2: The Liches, Combined
- When all the liches are defeated in Phase 1, their bones fly into the air and merge together into a single terrible creature, with a saucer-like body, three

heads, and long, lanky arms. The throne room in the background begins to whirl with energy, flinging coins through the air.

- Attacks
 - *Energy Slam*
 - Attack Type: Melee/Projectile
 - Attack Range: 2.5 units (melee)
 - Attack Speed: 2 units per second (projectile)
 - The Liches stop moving and launch out a burst of energy directly under them, with the same area as the *Gavel* attack from the first phase. The slam will send out two shockwaves along the ground, one on each side, which must be jumped over.
 - *Vile Orb*
 - Attack Type: Projectile
 - Attack Speed: 1 unit per second
 - The Liches summon and fire an orb projectile, which will slowly home in on and chase after the player. The orb will remain on screen for 8 seconds before dissipating.
 - *Bone Storm*
 - Attack Type: Projectile
 - Attack Speed: 0.5 units per second
 - The Liches raise their hands into the air to trigger this attack. Bones projectiles will slowly travel in diagonal lines from either the top left or top right sides of the screen towards the bottom. 6-10 projectiles will be launched this way.
 - *Os Coxae*
 - Attack Type: Projectile
 - Attack Speed: 1.5 units per second
 - The Liches manifest an energized pelvic bone, which they throw towards either the left or right wall. The projectile will bounce along the ground in wide arcs, and change direction if it touches a wall. The projectile will have a trail of energy behind it, but only the projectile itself will deal damage; the trail is decorative. The projectile will disappear after 5 bounces
 - *Summon Thrall*
 - Attack Type: Other
 - The Liches point towards either the left or right side of the screen. A skeletal thrall will emerge from that side and move across the bottom of the screen, disappearing if they reach the other side or are defeated. The Thralls deal damage on contact. They have 10 HP.
- Phase 3: The Liches, Unbound
- On their last legs, the Liches unleash the rest of their power, combining all the bones in Tombstone into two giant skeletal hands, which hover along the top of the battlefield. The skulls of the Liches grow in size and orbit around their

phylactery, in a final effort to protect it. The jewel is the weak point of this phase; it is the only thing that can be dealt damage.

- Attacks:
 - *Skull Block*
 - Attack Type: Other (Shield)
 - The Liches' three skulls orbit around the jewel of mana. The skulls themselves are invincible, and will block any melee strikes or projectiles they touch.
 - *Skull Charge*
 - Attack Type: Melee
 - Attack Speed: 1.5 units per second
 - Every 10 seconds, one of the three orbiting skulls will stop moving, before charging towards the player's location. Once it reaches the ground, it will stop, then move back upwards and start orbiting the jewel again. The skull will deal damage on contact, even outside of charging.
 - *Slam*
 - Attack Type: Melee
 - Attack Range: 3 units
 - One of the skeletal hands will hover over the player and briefly follow their position, before slamming into the ground and slowly traveling back upwards. Only one hand can *Slam* at a time.
 - *Bone Ball*
 - Attack Type: Projectile
 - Attack Speed: 2 units per second
 - One of the skeletal hands clenches into a fist, then throws a projectile towards the ground at a slightly random trajectory. Upon hitting the ground, the ball will explode into 5 bone projectiles, which travel straight outwards at various trajectories until they hit the edge of the screen. Only one hand can throw a *Bone Ball* at a time.
 - *Energy Beam*
 - Attack Type: Projectile
 - Attack Speed: 1 unit per second
 - The phylactery jewel glows and launches a beam of energy towards the ceiling, at a random trajectory. The beam will bounce across the screen, changing directions when it touches an edge. It will disappear after 6 bounces.
 - *Summon Thrall*
 - Attack Type: Other
 - Functions identically to the *Summon Thrall* attack from phase 2.