

# Wither (Boss)

(WORK IN PROGRESS)

The Wither Boss or more commonly known as the wither, is a player constructed flying mob with immense destructive capabilities. It can be constructed with 4 soul sand in a T shape and 3 wither skulls overlaying the top. (Note: This can be reconfigured in many ways as long as it remains a T and the skulls line what would be the top relative for that position.)

The wither has different HP for different difficulties:

Easy: 300♥

Normal: 450♥

Hard: 600♥

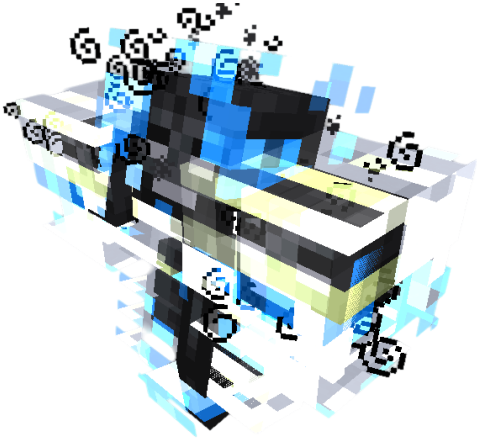
The wither has two distinct stages:

- **Stage 1:** The wither flies when it sees a target or is trying to pathfind somewhere and will shoot out 1 dangerous wither skull passively every ~15 seconds. If it finds a target it will lock onto that target and rarely redirect unless the target is unable to be reached or shot at. It will begin its firing cycle when it locked onto a given target. When the wither is hurt in this phase it will break a 4x6x4 shape out of the blocks around itself dropping their items 20 ticks after the attack and fire out a single dangerous wither skull. The wither will be in the northwest corner of the center 4 blocks when this happens.



- **Stage 2:** This stage is indicated by the glowing "Shield" around itself and the summoning of 3 wither skeletons on its position this stage happens when the wither reaches half

health. The wither will then begin its charge attack where it will charge at a given target breaking a 6x8x6 cuboid around itself every tick until the charge is stopped which lasts around 1 second (20 ticks) the wither will again be in the northwest corner of the center 4 blocks. The wither will also no longer use its break attack when hurt only during the charge. Another thing to note is the wither cannot be harmed with projectiles in this phase.



The wither shoots out two types of flying projectiles:

- `wither_skull`

This skull can penetrate through limited blocks. It has a low blast power akin to the ghost fireball explosion. It is fired out of the host wither quite fast and cannot be redirected with a hit.



- `wither_skull_dangerous`

This skull can penetrate through almost any block minus a few exceptions: bedrock, reinforced deepslate, command blocks, barriers, water logged blocks, moving blocks, end frame, light blocks,

end portal tile, structure blocks, and end gateways. It can be redirected with a hit and is fired out of the wither at a slower pace than its counterpart.



The projectiles can be fired out either passively, when the wither is harmed, or in its firing cycle. The firing cycle consists of firing 3 wither skulls and 1 wither skull dangerous at the end. The time in between these skulls is dependent on how much damage the wither has sustained and if done right through healing the wither and then attacking again its firing rate can get up to 1 skull per tick. Each firing cycle has a 7 second intermediate period where the wither does not start firing until the cycle starts again.

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