

# The Chophouse

*By Supercst*

## Theme and Story

Bonegrind wouldn't have said he loved his job. Tirelessly working day and night, he cut, cooked, and served all sorts of meat to feed Oryx's massive appetite. And even though it wasn't a glamorous position, Bonegrind did his job as well as he could. See, he had dreams. Dreams of Michelin Stars, packed reservations, amazing reviews. One day, he would manage a restaurant worthy of the Court of Oryx itself.

That is, until one day an adventurer wandered into his kitchen and turned his world upside down.

After years and years of rebuilding, Bonegrind is back with a new gig: the Chophouse, the realization of all his hard work. Bonegrind's obsession has turned on him however, and his beloved restaurant has fallen into disrepair and been completely overrun by his various edible creations. Raiders will experience a crazed chef, his loyal employees, and a culinary adventure that is *definitely* not up to code. They may even unleash the fowl menace locked away inside...

You may have thought him an easy fight before, but now Bonegrind is ready for you!

## Design

This is my interpretation of an Epic Oryx Kitchen dungeon, inspired by players joking about an "epic Tutorial". Bonegrind is making a reappearance, and yes- so are chickens. This is food themed!

For this dungeon, I pictured a formerly clean, professional kitchen that has been slowly falling apart. There is grime and dirt all over the place, and no small amount of blood in every room. Think the Oryx Kitchen dungeon, but the palette is much whiter and there are much more blood and grime spots.

This dungeon will be randomized. Any number of players is acceptable, but at least 3 are recommended.

The main gameplay mechanic of this dungeon is Armor Break. There are pools of Red Sauce found in many areas of the dungeon; walking into them deals Armor Break for a few seconds. The Red Sauce should NOT do damage- this is important for the boss fight.

This dungeon has a heavy emphasis on diversion. In many rooms, if a player can drag away certain enemies (Nachos, Meatballs, Lobsters), the other players can much more easily handle the rest of the enemies. Healing is very important in this dungeon; with the amount of

Armor Break, players can go from full health to flashing in a few wrong moves. Some specified items also work particularly well in a couple rooms. For instance, an Ogmur or Crystallized Venom makes a Meatball room much quicker. A Puri can come in clutch when a player is Armor Broken. Stuns in the Seafood Room means a whole lot fewer shots to dodge. Etcetera.

## ***Pathways***

*6-10 rooms*

### ***Entrance***

When players spawn in, they find themselves in a waiting room. There are comfy chairs, benches, and a reception desk at the top of the room. There are two doors next to the desk. At the desk is an Ice Sprite named Tracy, who says, "Hello! Welcome to the Chophouse. What name is your reservation under?" I imagine there are some nice little jokes you could put in depending on what the players say, like if they say "Oryx" or "Craig", and then she'll open the doors. But assuming the players say something else, Tracy replies, "I don't see your name on here... I'm sorry, I can't let you in without a reservation." At this point, players can break the doors (Tracy says, "I'm gonna go get my manager...") and enter the dungeon.

### ***Burst Pipe Room (Skill Challenge)***

A burst pipe sits in the center of the room. It fires MANY shots out in a spiral counterclockwise around itself. The amount of shots is akin to an MBC tentacle- a constant stream. There are also pools of Red Sauce scattered around the room. The goal is for the player to rotate around the room to get to the next exit, while avoiding the Red Sauce. The tentacles aren't immensely deadly on their own, but getting hit while Armor Broken should be a major worry.

### ***Meatball Room (Basic)***

This room has four pools of Red Sauce in each corner. 1-3 Monstrous Meatballs sit center, with Mini Meatballs scattered throughout the room. The Monstrous Meatball will pause, then charge at the nearest player. As the Meatballs are Armored, leading them into the Red Sauce will make them very vulnerable. The Mini Meatballs, while not enough to severely harm the player, should be annoying if not cleared.

### ***Dip Room (Basic)***

This room is circular. In the room, there are 1-2 Queso Blobs surrounded by Exploding Nachos. The Nachos move relatively fast, chasing players around the room. If they catch up to the player, they will pause for a split second and explode. The Quesos will slowly move towards players, firing long range but easily dodged projectiles towards them. They leave a trail behind them, inflicting Slow.

### ***Sauce Room (Basic)***

A boiling pot sits in the center of a large room. There are also Line Cooks of Oryx and Fry Cooks of Oryx that aggro the players. The Line Cooks will rush the players, while the Fry

Cooks stay back and fire upon them. The pot will fire off bombs around the room every so often, and wherever they land spawns a group of Red Sauce tiles (In a manner similar to the T Room boss in Abyss of Demons). The sauce may not cover the 9x9 platform the pot sits on, nor 3 tile wide strips that connect the center to the exits of the room. Once all enemies have been defeated, the pot becomes inactive. However, the pools of Red Sauce it created remain.

### ***Seafood Room (Difficult)***

Three tanks sit in this room, each in different areas. They are filled with either a Shrimp Colony or a Bed of Clams. The Shrimp (3 or 4 each) shoot high damage singular shots. The Clams shoot many low damage shots. There are 2 or 3 Lobster Kings as well. These are slow moving tanks that, when close, shoot a low damage Armor Break shotgun. This room can be quite difficult, as players must balance dodging the shots and escaping the Lobster Kings. Slows (for the Lobsters) and Stuns (For the others) come quite in handy.

### ***Note on Rooms***

With the theme of this dungeon being “food”, there are many different directions that could be taken. I felt that 5 rooms was a good number to have, but that could be increased or decreased at the designer’s leisure.

### ***Boss Room 1- Main Kitchen***

This is a circular room that can only be entered from the bottom. This room should be quite large- perhaps comparable to Malthus’. Bonegrind will spawn in the center, stirring a large pot. Three Sous Chefs wait at tables along the top, left, and right walls, preparing food. There is a ring of grates around Bonegrind’s platform, so that the room is split equally between an outer circle and an inner circle.

The main feature of this room are the grates. These act similarly to the Flame Traps in Cave of a Thousand Treasures; when they light up, players can take damage. This flame burst cycles throughout the grates in a clockwise manner. The other peril is that the floor (excluding the grates and the platform Bonegrind’s pot is on), will eventually completely turn into Red Sauce over the course of the fight. Furthermore, if players walk over the pot in the center of the room, they will take 45 armor piercing damage per tick.

### ***Boss Room 2- Private Storeroom***

This is a square room that is relatively small, and can only be entered from the bottom. There are no hazards, but there are a large amount of Delicious Chickens. A cage sits at the top of the room, where the Prized Hen will spawn.

### **Monster List**

#### **Monstrous Meatball**

- Moderate amount of HP. These are tank types, but their survivability comes from their super high defense, not so much HP.
  - Immune to Slow, Paralyze, and Stasis, as it is a movement based monster.

- They move quite fast- should be dodgeable, but still challenging. They are quite aggressive.
- These deal a hefty amount of damage (>100), but only on contact with the player
- The Meatball will stand still, flash for a second, then charge the nearest player. It will repeat this until it dies. It deals damage on contact, like the Boulders in Tcave. It also applies Dazed when hit, giving more incentive not to tank their hits.

### **Mini Meatball**

- Small amount of HP. These are minion types.
- The Minis fire moderately fast projectiles that deal small amounts of damage.
  - The Minis will also follow the players around, albeit much slower than the Monstrous Meatballs. They will fire at the players with two small projectiles. These are comparable to some of the smaller enemies in Toxic Sewers.

### **Queso Blob**

- Moderately high amount of HP.
- Shoots heavy damage but slow single projectiles. Also, it leaves a trail behind it as it moves that slowly dissipates.
  - This acts quite similar to the slimes in the Toxic Sewers. It slowly moves around, and if a player runs into its trail they are Slowed. As the player will be running from the Nachos, they should avoid this.

### **Exploding Nacho**

- Small amount of HP.
- Chases the player around. If it gets near them, it will flash then explode in an array of high damage projectiles.
  - They are quite fast and aggressive- comparable to the Lair Vampires in UDL.

### **Line Cook of Oryx**

- Moderately small amount of HP.
- Chases the player, firing small shotguns that deal moderate damage.
  - These are also like the Lair Vampires, but slower. Also aggressive.

### **Fry Cook of Oryx**

- Moderately small amount of HP.
- Stays behind, firing weak projectiles that move fast.
  - Will run from the player, but not quickly- similar to the Drake Baby.

### **Shrimp Colony**

- Moderately small amount of HP.
- Stays in their tank, firing singular, slow moving but high damage projectiles.

### **Bed of Clams**

- Moderately small amount of HP.
- Stays in their tank, firing multiple fast-moving but weak projectiles.

### **Lobster King**

- Moderate amount of HP.
- Moves slowly towards players. Fires an Armor Break shotgun that deals low damage- but opens the player up to getting shredded by the Shrimp and Clams.

## Sous Chefs

- There are three Sous Chefs- Giovanni, María, Kimiko. Each one has a high amount of HP. They have no immunities.
- Their behavior and attacks will be detailed in Bonegrind's section.

## Delicious Chicken

- These are basically identical to the Evil Chicken Minion.
- They spawn randomly around the dungeon, and are always found in the Storage Room.
  - They have a small chance to drop HP/MP pots

## Calamari

- Quite similar to Hermit God tentacles
- Shoot close range shots that Silence

## Boss List

- Executive Chef Bonegrind - 60,000 HP (20% Scaling)
  - Immune to Armor Break, Stun, Paralyze, Slow, Stasis, Weak
  - Located in The Main Kitchen
    - *Bonegrind has never forgotten the adventurers that ruined his previous job. He spent years getting back on top, and can finally unleash his recipe for doom.*
  - **Start**
    - Bonegrind is found at the large pot in the center of the room; stirring the concoction inside. When approached, he says "I see you've come back for seconds! Let's hope you can stomach this!". The battle begins.
  - **Phase 1**
    - Bonegrind begins to circle around the pot, taking huge swipes with his cleaver. These shots are massive, but slow, and deal heavy damage. Watch out! They apply Daze for a couple seconds as well.
      - Meanwhile, the Sous Chefs begin firing from their tables- similar to Daichi's flames. Giovanni's deal Pet Stasis, María's deal Sick, Kimiko's deal Exposed. These shots should be easily dodgeable and not overwhelm the player- they serve to be a nuisance when trying to deal with Bonegrind.
    - This phase lasts until  $\frac{1}{3}$  of his HP is gone.
  - **Phase 2**
    - Bonegrind returns to the pot and resumed stirring, saying "You're adding a little too much spice... Chefs! Protect me!"
      - The Sous Chefs now go on the grates and rotate around, firing at the players. They fire in a radial pattern- this should be tougher to dodge, but not impossible. Once all 3 reach 25% HP, they stop firing, and Bonegrind is vulnerable until he loses another  $\frac{1}{3}$  of his health.
  - **Phase 3**
    - Bonegrind says "Bah! If you won't be useful as my employees, at least I'll

have use of you as ingredients! Come, it's time for the appetizer!" The three Sous Chefs, one by one, jump into the pot. Immediately, it starts to bubble over, and the room floods with Red Sauce. Bonegrind cackles maniacally, and the pot begins to fire six spiraling tentacles- two that deal Pet Stasis, two that deal Sick, and two that deal Exposed. These tentacles rotate like the Burst Pipe room, but slower.

- Six Calamari appear from the mass of Red Sauce in the inner circle and fire at players in a manner similar to the Hermit God's tentacles. They do not move.
- Once all the Calamari have been defeated, Bonegrind is vulnerable- but the pot still shoots and players must rotate.
- The phase ends when Bonegrind loses another  $\frac{1}{5}$  of his HP.
- **Phase 4**
  - Bonegrind says "Are you ready for the main course? Bon appetit!" and begins to chase the players around the room. He is relatively slow, and has two attacks- two smaller projectiles that fire diagonally in front of him, and his high damage/Armor Break (slow moving) cleaver shot. Players should still be able to fairly easily outrun him even in the Red Sauce.
    - Meanwhile, the pot periodically fires shots that Sicken, Expose, and Pet Stasis. These are easily dodged.
  - When another  $\frac{1}{5}$  HP is gone, Bonegrind becomes invulnerable and stops firing. He says "Huff... huff..." "You think you can defeat me? You are no match for my complex flavors!" and continues to chase players at a very slow pace. To activate the next phase, he must be dragged on to the pot.
    - Bonegrind falls into the pot, which bubbles and boils violently.
- **Phase 5**
  - The pot *explodes*, and standing where it stood, a horribly disfigured Bonegrind rises. He roars, "NO! YOU WILL NOT SPOIL THIS!", "Enjoy some brûlée!" and the chase begins again. But, the grates on the edges flare up, cutting off the inner circle from the outer circle. Players can still cross, they just would have to take damage. The grates will turn off every 10 seconds for 3 seconds. During this chase, Bonegrind flashes and charges in a manner similar to the Monstrous Meatballs, firing the same projectiles as before. Bonegrind will flash for 5 seconds, then charge and attack- and repeat. When half his remaining HP is gone, he stands still for 10 seconds and catches his breath. If he is not killed during this, the charging begins again. This happens until he is killed.
    - When he dies, he says "I can't believe it... It's rare to see so much power. Well, medium rare."
- **Flavor Text**
  - There's so much flavor text you could add here. Things like "You may send your compliments to the chef!", "Wouldn't want to undercook the meat!", "Maybe a pinch of salt...", etc.

- Prized Hen
  - Located in the Private Storeroom
    - *Oryx's Prized Hen lays all of his most delicious meals, and is the source of the endless amount of eggs he consumes. Interestingly, no one is quite sure who its mate is...*
  - When Bonegrind is defeated, an automated voice will say, "Warning... Private Storeroom security failing..."
    - Four switches around the dungeon become active. These can be found around the minimap.
  - In order to free the Prized Hen, players must find and DPS the switches until all four are dead. However, if a player takes sixty seconds before killing the next switch, all switches reset.
    - Whenever a switch dies, the timer is reset to sixty seconds
    - When a switch dies, the automated voice says, "Security failure! Rebooting..."
    - When the switches reset, it says, "Finished reboot. All systems secure."
    - When all four die, it says, "System is shutting down. The Private Storeroom has been..."
  - When this happens, the Prized Hen is released from the cage in the back of the Storeroom. The Hen is invulnerable, and walks to the center of the room. It says, "Bawk! Bawk bawk bacawk!" then teleports from the room, leaving a Golden Egg in its place.
    - The Egg is essentially a chest.

### **Item Suggestions**

I'm not too great at item creation, but I think it would be cool to have one like this:

#### **Chef's Clapper (Lute)**

*This gigantic bell is rung to announce dinner will be out shortly. Its bright, clear sound is enough to placate the irritable patrons who have had to wait a long time for their food.*

- 130 MP cost
- Gives +10 HP, 2 VIT
- Hearty Stew
  - Summons a cooking pot on the player. Pot gives Purify in 2 tiles for 4 seconds.
- Gives Energized for 4 seconds.
- 5 second cooldown