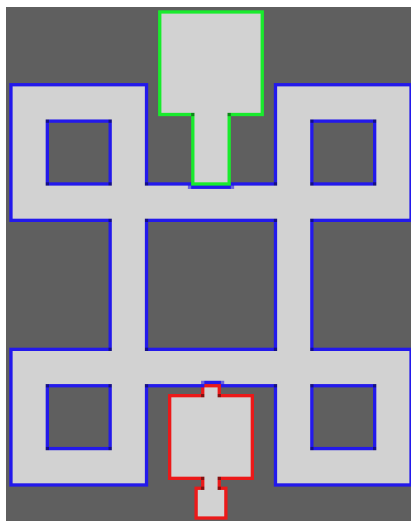


# The Workshop

By Takushiari

*“High above the realm floats a massive island. Deep inside countless artificers and constructs toil away, creating the magical weapons needed for Oryx’s endless legions. Overseeing it all is Supreme Architect Lyza. Personally appointed by Oryx, she is the mastermind behind the Workshop and does not take kindly to your intrusion...”*

The Workshop is a static dungeon with three distinct sections. These are in order of appearance: the Courtyard, the Interior and Lyza’s private Laboratory.



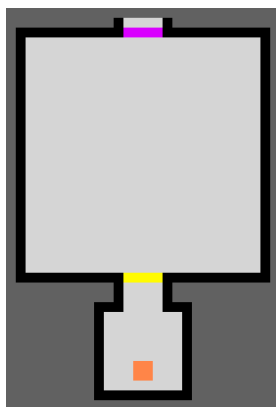
Shown here is a map of the dungeon. The three sections are outlined as follows:

- The Courtyard in red.
- The Interior in blue.
- Lyza’s private Laboratory in green.

Players begin in the Courtyard and progress from one section to the next by defeating that section’s boss.

Teleportation is disabled inside the Workshop.

## Section 1: The Courtyard:

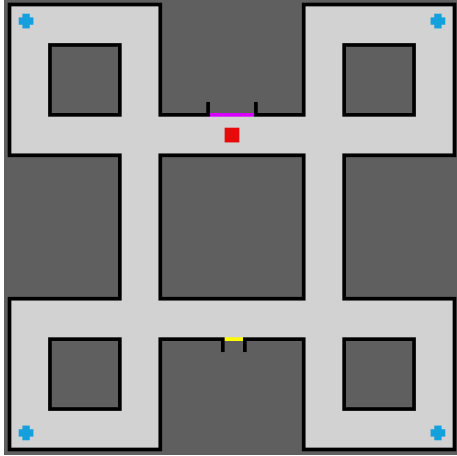


*“Littered with the remains of Lyza’s constructs and ill-fated heroes, the Courtyard is where intruders attempt to gain entry into the Workshop. Here countless robots will lay down their lives to stop interlopers from gaining access.”*

This image shows the layout of the first section. The orange square denotes where players load in, and where the portal of cowardice spawns. The yellow line shows where a wall will appear 40s after the first player approaches the guardians. Finally in pink is a door that will open once all enemies have been defeated.

The starting room is 8x8 and the Courtyard room is 24x24. The connecting corridors are 4x4.

## Section 2: The interior:

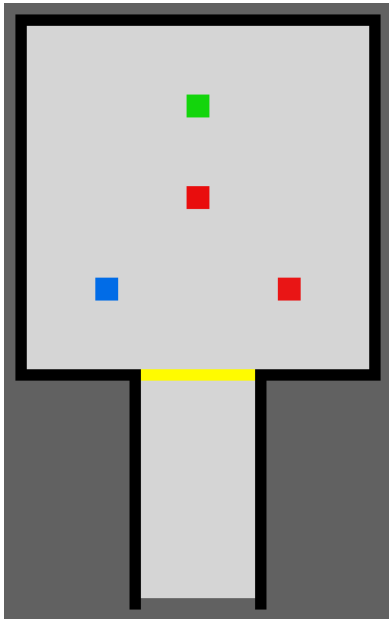


*“Past the Workshop’s entrance lies a vast system of interconnected hallways. Here Artificers and constructs toil away creating weapons for Oryx. In the distance you can hear a rumbling noise that seems to be getting... louder?”*

This image shows the second section of the dungeon. Same as before, yellow indicates a wall that will close 40s after entry, and pink a wall that will open once this section’s boss has been defeated. The boss in question is denoted by the red square. The four blue circles in each corner are batteries that must be destroyed to defeat the boss.

The hallways are all 10 tiles wide, and the entirety of section 2 is 120x120.

## Section 3: Lyza’s Private Laboratory:



*“In the deepest depths of the Workshop sits Lyza’s private laboratory. At its center awaits the Supreme Architect, surrounded by three Gargantuan machines. Each radiates a distinct energy and all three have space for a pilot...”*

This image shows the third and last section of the Workshop. Similarly to the Marble Colossus, this room will close itself off 30s after Lyza is activated. Lyza herself is represented by the red square in the center of the room. The three remaining squares are machines that Lyza will pilot during the fight.

The hallway leading up to the boss room is 10x22, and the laboratory itself is 30x30.

## Elemental Typing System:

Enemies and bosses in the Workshop make use of a color coding system. This system displays to players what type of attacks, behaviour and toughness to expect from an enemy. Monsters of the same element will also share status immunities and weaknesses (where reasonable).

The three elemental types are:

1. Noxious (Green)
2. Volatile (Red)
3. Nebulous (Blue)

Noxious enemies are characterised by:

- Almost exclusively attacking with grenades. May temporarily turn ground tiles into “Noxious” ones, which will inflict sick and deal damage.
- Inflict bleeding, sick and pet stasis.
- Move slowly or remain stationary.
- Are immune to slow and paralyze and stasis, but not to stun.

Volatile enemies are characterised by:

- Using a combination of grenades and regular shots.
- Do not inflict any status effects.
- Aggressively charge towards players. (Similar to Katalund’s Golden Sphinx)
- Are immune to paralyze and stun, but not slow and stasis.

Nebulous enemies are characterised by:

- Focus on healing allies and creating stationary hazards. (Such as bombs from the Red Shatters Archmage)
- Inflict slow and dazed.
- Avoid players and run away from them. (Similar to Leprechaun)
- Are immune to paralyze, slow, stasis and stun.

Individual monsters may deviate from or build off of these concepts, but all enemies will retain a majority of their color’s core characteristics. Select enemies will be “infused” with all three elements, and will therefore exhibit behaviour from all three colors.

### **Enemies:**

Instead of using exact damage values, this document makes usage of keywords to denote certain numerical ranges:

- Low Damage:  $x < 75$
- Medium Damage:  $75 < x < 150$
- High Damage:  $150 < x < 225$
- Very High Damage:  $225 < x < 300$

Enemy health and defense should be comparable to those of Lost Halls enemies, with Noxious enemies having more on average and Nebulous enemies having less on average. Enemies infused with all elements will have health and defense above even Noxious ones.

Unless specified otherwise, all attacks target the nearest player.

All enemies can be armor broken and exposed. All other immunities are determined by Elemental typing, unless specified otherwise.

### **The Artificer family:**

*“Designing and creating all manner of weapons, the artificers are the zealous lifeblood of the workshop. In an attempt to evolve beyond their human bodies, they have enhanced themselves with magical components.”*

A group of Artificers is composed of one Head Artificer acting as the master and two Lesser Artificers for each Element type acting as slaves, making the total group size seven.

### **Head Artificer:**

*“Maddened by a thirst for both knowledge and power, a Head Artificer has infused their body with all three elements. Although usually committed to creating weapons, they will not hesitate to lead lesser Artificers into battle. ”*

The Head Artificer leads six Lesser Artificers in defending the Workshop. The Lesser Artificers will use the Head Artificer as reference point when executing their own behaviour. The Head Artificer is a master to the Lesser Artificers it spawns with and to the ones it creates.

#### **Attacks:**

1. Fire 5 shots in a narrow arc dealing High damage.
2. Lob a grenade dealing High damage that inflicts pet stasis and bleeding.
3. Throw 4 bombs around the Head Artificer that explode into 10 shots each dealing Medium damage.

#### **Behaviour:**

- Slowly chases nearest player (Similar to Commander of the Crusade)
- Uses attack 1 and 2 twice each before using attack 3 and restarting the cycle.
- At 50% health, summons one of each Lesser Artificer.

The Head Artificer is immune to paralyze and stasis, but not stun and slow.

### **Noxious Lesser Artificer:**

*“Infused with a Noxious element, this artificer will lob poisonous acid at unsuspecting intruders.”*

The Noxious Artificer will harass players from long range whilst rotating around a Head Artificer.

#### **Attacks:**

1. Lob a grenade dealing high damage that inflicts bleeding.
2. Lob a grenade dealing low damage that inflicts sick.

#### **Behaviour:**

- Rotates around its master slowly. Stands still if its master has been defeated.
- Alternates between using attack 1 and 2 if a player is in range.

### **Volatile Lesser Artificer:**

*“Infused with a Volatile element, this artificer will aggressively chase unlucky Interlopers.”*

The Volatile Artificer will attempt to rush players and sit on them for massive damage.

#### **Attacks:**

1. Fire 10 shots in a circle that deal High Damage.
2. Fire 1 huge shot that deals Very High Damage and pierces.

#### **Behaviour:**

- Follow its master until a player is in range, at which point it charges, then retreats back.
- Uses attack 1 at end of charge, uses attack 2 when returning to master.
- Will continuously charge if its master is defeated.

### **Nebulous Lesser Artificer:**

*“Infused with a Nebulous element, this artificer will heal its allies and leave hazards for unwanted invaders.”*

The Nebulous Artificer will heal nearby allies while lobbing bombs at players.

#### **Attacks:**

1. Throw a bomb that explodes into 10 shots each dealing Medium Damage.
2. Fire a single stationary shot that deals Very High Damage.
3. Heal one random ally for 2.5% total health.

#### **Behaviour:**

- Follows behind its master until a player is nearby, at which point it flees until no players are nearby.
- Uses attack 1, 2 and 3 in succession, waits, then repeats.
- Will flee from players if its master is defeated.

### **Protector Family:**

*“Constructs infused with elemental energy. They roam around the Workshop performing a variety of tasks, be it manual labor or cleaning up adventurers.”*

Constructs do not have complex behaviour or attacks. Instead their strength comes from clumping together (Similar to Godlands Construct family) and creating massive swarms.

### **Noxious Protector:**

*“A Protector infused with a Noxious element. Leaves behind a trail of acid to trap invading heroes.”*

The Noxious protector will leave behind a trail of Noxious tiles, whilst throwing grenades.

#### **Attacks:**

1. Turn the tile under the Noxious Protector into a Noxious tile that lasts for 10 seconds.
2. Lob a grenade dealing High Damage that inflicts pet stasis.

#### **Behaviour:**

- Slowly move towards players, using attack 1 whenever possible.
- When a player is in range, begin using attack 2.

### **Volatile Protector:**

*“A Protector infused with a Volatile element. Will fire a damaging beam at unlucky heroes.”*

The Volatile Protector will rotate around a Noxious Protector, whilst shooting a stream of shots at nearby players.

#### **Attacks:**

1. Fire one shot dealing Medium Damage that pierces.
2. Lob four grenades around itself each dealing High Damage.

#### **Behaviour:**

- Rapidly rotate around a Noxious Protector in a large circle. If none are available it moves around randomly.
- When a player is within range, use attack 1 in very quick succession.
- When dying, rush towards players and use attack 2.

## Nebulous Protector:

*"A Protector infused with a Nebulous element. Will heal allies and throw hazards at overconfident heroes"*

The Nebulous Protector will follow a Noxious protector, whilst healing allies and placing hazards.

### Attacks:

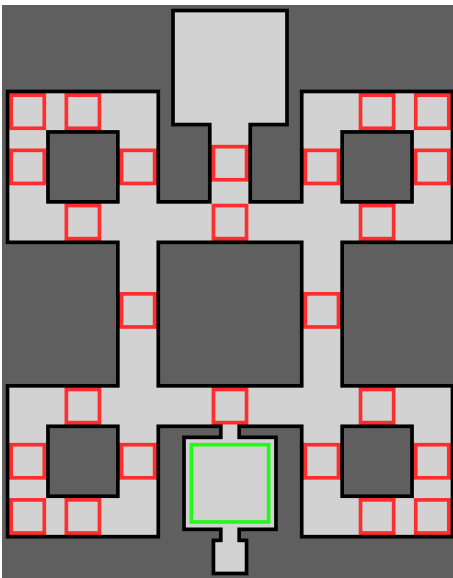
1. Throw a bomb that detonates into four shots that move very slowly, last a long time and deal Very High Damage.
2. Heal one nearby ally for 1.0% total health.

### Behaviour:

- Slowly follows a Noxious Protector. If none are available it remains stationary until approached by a player, at which point it will flee.
- Alternate between using attack 1 and 2 at medium pace.

## Enemy Spawn Locations:

Enemies will spawn in the following locations:



Each red square indicates where a random group of enemies will spawn.

There are three possible group types:

- Two of each Artificer type.
- Three of each Protector type.
- One of each Artificer type, and one of each Protector type.

The green square indicates where a wave-based fight takes place. Here players will have to defeat a number of waves of Protector enemies to progress. Arrival of waves will be time based and the number of enemies per wave will depend on the number of players inside the dungeon. Only once all spawned enemies are defeated will players be able to head inside the Workshop.

### Courtyard Battle Waves:

1. Starts 40s after player entry. Creates five of each Protector + 1 random Protector for every 3 players.
2. Starts 40s after the start of wave 1. Creates 10 of each Protector + 1 random Protector for every 3 players.
3. Starts 40s after the start of wave 2. Creates 15 of each Protector + 2 random Protectors for every 3 players.

## Boss List:

Both Lyza and the batteries (They have a shared health pool) have health and defense comparable to Malus's second phase.

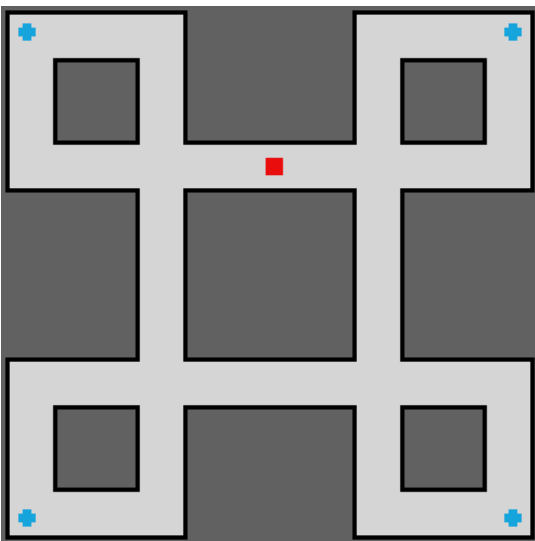
### Boss 1: The Workshop Overseer:

*"Personally created by Lyza, this construct roames the interior of the workshop in pursuit of intruders. Moving at high speeds the overseer will crush those unfortunate enough to stand before it. Powered by four magical batteries, the overseer will only cease moving when its energy source is destroyed."*

This boss is very similar to the Spectral Sentry (From the Realm event), both in how it moves around its designated area and how players interact with it. Instead of dealing damage directly to the Overseer, players must destroy four "batteries" to defeat the boss. These batteries are located in the middle section of the dungeon, and are guarded by a plethora of monsters. Once all four batteries have been destroyed, the Overseer deactivates, drops loot and opens the way forward. Damage dealt to the batteries counts towards soulbound, as the Overseer itself is never vulnerable.

When players enter the middle section of the dungeon one of the bottom two batteries is selected for a quest. **Only the battery that has a quest pointing towards it is vulnerable.** After the first battery is destroyed, the second lower battery is selected as a quest objective. When both lower batteries are gone, one upper battery is randomly selected as objective and the cycle continues.

The Overseer can move in four distinct patterns, depending on how many batteries remain:



*In this GIF, the red square represents the Overseer, and the blue circles represent the four batteries. Note: the movement of the Overseer in the GIF has been sped up. It should not move that fast in game.*

As players destroy batteries, the Overseer will adapt by only patrolling areas that still contain a battery. When only one battery remains, the Overseer will only rotate around the corner containing said battery. This means that destroying each consecutive battery becomes increasingly difficult, as the Overseer will more frequently patrol near players.

The Overseer will have a movement speed of 10 tiles per second.



#### Attacks:

1. Fire a stream of non-damaging projectiles in the direction the Overseer is moving. These projectiles should move significantly faster than the Overseer, as they are intended to alert players of its presence.
2. Fire four parallel shots in the direction the Overseer is moving, that deal Very High Damage each and travel 1 tile with the same speed as the Overseer.
3. Lobs a grenade at the nearest player that High damage, inflicts pet stasis and bleeding and has a radius of 4 tiles.
4. Heal 5 nearby allies for 5% total health.

#### Behaviour:

Whenever moving the Overseer will use attack 1. This is to alert players of its approach.

Whenever a player is within range of the Overseer:

- Use attack 2 very rapidly. This attack is trying to emulate getting rammed by the Overseer, since Rotmg does not have contact damage.
- Use attack 3 rapidly.
- Use attack 4 every couple of seconds.

The Overseer is immune to all status effects and invulnerable, since it is not meant to be attacked. The batteries can be armor broken and exposed.

When batteries are under attack they will spawn additional enemies at certain health intervals:

- At 75% Health a battery will spawn three of each Protector.
- At 50% Health a battery will spawn two of each Artificer.
- At 25% Health a battery will spawn two of each Protector and one of each Artificer.

### **Boss 2: Supreme Architect Lyza:**

*“Once an ambitious mage, Lyza has used magic and machine to gain enormous power. Recruited by Oryx and given near unlimited resources, she created the workshop to supply the Mad God’s army with tools of war. After decades of work and experimentation Lyza has become a fusion of magic and machine, barely recognizable as human...”*

Throughout the fight Lyza will “pilot” (Read: her sprite will change) the three machines sitting in her laboratory. Each machine makes use of a different elemental typing, and this will be reflected in Lyza’s behaviour and attacks while piloting said machines.

After the door to Lyza’s laboratory closes, she will move towards a random mech and enter it. After losing a certain percentage of her health the machine will “break”, and Lyza will run to and enter one of the two remaining machines. When all machines are broken, Lyza will “absorb” their power and enter a rage state where she will make use of all elemental typings.

**Noxious Machine Phase:**

- While in the Noxious Machine, Lyza will move to the center of the room and remain there.
- Lyza will continuously lob grenades in a circle around her, that deal High Damage and inflict pet stasis.
- Lyza will fire 10 slow moving shots dealing Very High Damage in a circle every few seconds.
- As Lyza loses HP the normal tiles furthest from her will be converted to Noxious tiles. Eventually only a small ring around Lyza should be normal tiles.
- When the Noxious Machine is broken, the tiles will revert back to normal.

**Volatile Machine Phase:**

- While in the Volatile Machine, Lyza will chase the nearest player.
- Lyza will continuously rapidly fire a circle of 10 shots dealing High Damage.
- At 75%, 50%, and 25% Volatile Machine health (Not total health) Lyza will stop chasing, and lob a volley of 15 grenades in quick succession dealing High Damage all around her, then continue chasing.
- At 0% Volatile Machine health, Lyza will fire a massive amount of shots in a spiral pattern, dealing High Damage, piercing and traveling until they hit a wall.

**Nebulous Machine Phase:**

- While in the Nebulous Machine, Lyza will run from the nearest player.
- Lyza will continuously fire stationary shots dealing Very High Damage, persisting for a long time, and being equal in size to the big Void Entity shots.
- Lyza will continuously throw bombs at the nearest player that explode into 10 shots, each dealing High Damage, move slowly and persist a long time.
- Every 30s Lyza will heal for 5% total health, but will never go above her health total when entering the Nebulous Machine.

**Rage Phase:**

- While in her rage phase, Lyza will continuously move around the center of the room in a wide circle.
- Every 45s from the beginning of the rage phase, the furthest normal tiles from the center of the room will be converted to Noxious tile (Similar to Void Entity battle).
- Lyza will rapidly fire a circle of 5 shots that deal Very High Damage, move slowly and persist a long time.
- Lyza will rapidly lob a grenade that deals High Damage and inflicts sick, bleeding and pet stasis.
- Lyza will throw a bomb that explodes into 15 shots that deal High Damage and move quickly.

Lyza can be exposed and armor broken during all phases, but is immune to all other statuses.

**Thanks for reading :)**