

Gatekeeper of Stone

A massive stone golem guarding a key passage. It has high damage reduction but loses armor through its own attacks. The battlefield is hazardous with rolling boulders, which the golem can use to repair itself unless the player destroys them first.

Arena Overview:

- **Mountainous terrain** with a slope or cliffside.
 - **Rolling boulders** periodically descend from the mountain.
 - Boulders that **stop in the arena** become resources for the golem to restore armor.
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Environmental Hazard - Rolling Boulders:

- **Boulders roll from the mountainside** at random intervals, forcing the player to stay mobile.
 - If a boulder **hits the player**, it deals damage and staggers them.
 - Some boulders **stop in the arena**, acting as **sources of armor restoration** for the golem.
 - The player can **destroy stopped boulders** before the golem reaches them to prevent armor restoration.
 - The golem can also **accidentally destroy boulders** with his own attacks.
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☐☐ Golem Mechanics:

Armor System:

- The golem starts with **high damage reduction** due to its stone armor.
- **Each heavy attack (slam, throw, charge) chips away at its armor**, reducing its defense but increasing its **speed and attack damage**.
- The golem can **restore armor** by reaching and absorbing **stopped boulders** in the arena.

Attacks:

- **Boulder Throw** – Grabs a rock (or a stopped boulder if available) and hurls it at the player.
- **Ground Slam** – A powerful smash that can **destroy boulders** in the arena if they are in range.

- **Shockwave Stomp** – Creates a radial shockwave, knocking back the player.
 - **Charge Attack** – A rushing attack that can **crush stopped boulders** if they are in the way.
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☐☐ Phase 1 (Full Armor - Defensive & Slow)

- The golem starts with **high damage reduction**, making direct attacks less effective.
- **Boulders begin rolling into the arena**, acting as both hazards and future armor sources.
- The golem performs **slow but heavy-hitting attacks** (Boulder Throw, Ground Slam).
- The player must **survive the boulders** while chipping away at the golem's armor through **baiting attacks**.

☐☐ Phase 2 (Armor Breaking - Faster & Stronger)

- As armor is destroyed, the golem becomes **faster and more aggressive**, with shorter attack recovery times.
- He begins to **actively seek out stopped boulders** to restore his armor.
- The player now has to **destroy boulders** before the golem reaches them OR **position themselves** so the golem's own attacks destroy them.
- More **rolling boulders appear**, increasing battlefield chaos.

☐☐ Phase 3 (Desperation - Unstable & Relentless)

- Most of the golem's armor is **gone**, making it vulnerable, but its attacks are **wild and relentless**.
 - It **charges more often**, increasing its movement unpredictability.
 - **Rolling boulders come in waves**, creating high-pressure movement challenges.
 - The player must **dodge hazards, bait the golem into destroying boulders, and finish it off quickly** before it gets a chance to restore armor.
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