

# Dungeon Dudes - Golems

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## 1 Overview

This documents outlines the implementation requirements for the Golem type creature encountered within the Dungeon Dudes program. Golems consist of four modules. The golem module containing the base golem class. Stone golem module contains the stone golem class and its two subtypes, granite and obsidian. The treasure golem module contains the treasure golem class. And the metallic golem module contains the metallic golem class and its three subtypes, iron, chromatic, and mithril.

## 2 Base Golem

The base golem class has the following skills and attributes:

- Attack - Level 1 - Deals physical Damage with a base of its attack power
- Construct - Level 1 - Passive: Golems are immune to poison damage
- Sum of their parts - Level 1 - Passive: Attack and defense power are reduced by 15% each time they lose 25% maximum hit points
- Damage Variance - Deal physical damage with a standard deviation of 3%
- Skill selection - Golems return a random action from their available actions each turn

Base golem stat growth:

- Intelligence - 0 - Golems have no intelligence
- Special - 0 - Golems have no special stats
- Experience - Golems are worth 10 initial experience, increasing by 20 per level
- Gold - Golems are worth 6 gold, slightly more than other monsters

### 3 Stone Golem

Stone golems are a child class of the base golem, and come with two subtypes: granite, and obsidian. Stone golems have a 75% chance of being a granite subtype and 25% chance of being an obsidian subtype. Stone Golem skills:

- Grounded - Level 1 passive: Stone golems are immune to lightning
- Ignore Pain - Passive: Stone golems ignore 2 damage from every incoming damage event. Increases by 2 every 10 levels
- Absorb Heat - Level 10 passive: Whenever a stone golem takes fire damage, they improve their physical damage by 10 for the remainder of the encounter.

Stone Golem stat growth:

- Hit points - Stone golems begin with 75 hit points and increase by 17 every level
- Strength - Initially 18, increase by 4 every level. Strength translates to attack power at a rate of 1:1
- Agility - Initially 10, increase by 2 every level. Translates to defensive power at a rate of 1:2

#### 3.1 Granite Golem

Stone golems have a 75% chance of being a granite golem.

- Splinter - Level 5 skill: Whenever Sum of Their Parts triggers, granite golems splinter into lesser golems. Lesser golems deal an additional attack of 33% attack power
- Exploding Shards - Level 10 passive: The first attack after a splinter deals an additional 100% attack power physical damage. If absorb heat has been triggered, exploding shards also deal an additional 50% attack power fire damage
- Lightning Rod - Level 15 skill: Once per combat, the golem grounds itself, calling forth a lightning bolt for every consecutive action. It deals 40% attack power lightning damage.

#### 3.2 Obsidian Golem

Stone golems have a 25% chance of being an obsidian golem.

- Harden - Level 3 passive: Whenever an obsidian golem takes an action, their defensive physical modifier is improved by 5 for the remainder of the encounter. Taking fire damage resets harden to 0.

- Improved Absorb Heat - Level 10 passive: When absorb heat triggers, defense power is reduced by 5% and attack power is increased by 10% for the remainder of the battle. The next action after absorb heat triggers deals an additional 30% attack power fire damage
- Thermal Core - Level 15 skill: Once per battle, the obsidian golem ignites. It adds 50% fire damage to every consecutive action. Every incoming damage event causes an additional 25% fire damage to the golem. The fire damage triggers improved absorb heat, absorb heat, and resets harden

## 4 Treasure Golem

The second subclass of golem, treasure golems only has one type. Treasure golem stat growth:

- Hit Points - 70 initial, 15 per level
- Strength - 10 initial, 4 per level. Translates to attack power at a rate of 1:1
- Agility - 8 initial, 2 per level. Translates to defense power at a rate of 1:2
- Gold - 20 initial, 20 per level. Treasure golems are worth more gold than other monsters
- Experience - 5 initial, 10 per level. Treasure golems are worth very little experience

Treasure golem skills:

- Molten Gold - Level 1 passive: Whenever a treasure golem takes fire damage, they lose 5% of their gold and their next attack deals 50% additional fire damage
- Gem Rain - Level 5 skill: Summons a rain of gems. The gems deal 50% attack power physical damage immediately and 20% additional attack power physical damage every time the treasure golem takes an action for the remainder of the encounter. Gem rain initially increases the treasure golem's gold by 10%, and an additional 4% every round thereafter.
- Gold to Iron - Level 10 skill: Improves its defensive modifier vs physical, fire, ice, and holy damage by 15 for the remainder of the combat. Reduces its defensive modifier to lightning by 15. Reduces treasure golem's gold by 15%

## 5 Metallic Golem

Metallic golems between levels 1-10 are 75% Iron golems and 25% Chromatic golems. Metallic golems above level 10 are 55% Iron golems, 25% Chromatic golems and 20% Mithril golems. Metallic golem skills:

- Defensive Modifiers - Level 1 passive: take 50% more lightning damage and 20% less physical damage.
- Greater than the sum of their parts - Level 1 passive: Sum of their parts still triggers, but has no detrimental effect to attack or defense power.

Metallic golem stat growth:

- Hit Points - 60 initial, 13 per level
- Strength - 18 initial, 4 per level. Translates to attack power at a rate of 1:1
- Agility - 11 initial, 2 per level. Translates to defense power at a rate of 1:2

### 5.1 Iron Golem

Iron golem skills:

- Improved Defense Modifiers - Level 1 passive: take 30% less damage from ice, fire, and holy
- Razor Sharp Body - Level 1 passive: Whenever an Iron Golem takes an Action which deals Physical damage, their next Action will do additional Physical damage equal to 25% of the damage deal. (Razor Sharp Body damage does not trigger the effects of Razor Sharp Body)
- Double Attack - Level 1 skill: Iron Golem quickly Attacks with both hands, dealing 75% attack power based damage with each strike.
- Spiked Body - Level 10 skill: Once per Combat Iron Golem creates Iron Spikes out of its body, every time the Iron Golem takes Physical the its next Action will deal 25% attack power based damage to the opponent.

### 5.2 Chromatic Golem

Chromatic golem skills:

- Improved Defensive Modifiers - Level 1 passive: passive: Chromatic Golem are always immune to the last type of damage they took from: Lightning, Fire, Ice, Holy damage. (If a Chromatic Golem takes Fire damage, it is immune to Fire damage until it takes Lightning, Ice, or Holy damage.) While immune to one of these damage types, every Action the Golem takes deals an additional 33% attack power damage of that damage type.

- Elemental Discharge - Level 1 passive: Whenever damage to the Chromatic Golem triggers Sum of their parts the Chromatic Golem discharges elemental energy. Causing it to randomly take 1 Lightning, Fire, Ice, or Holy damage. This triggers Improved Defensive Modifiers
- Explode - Level 10 skill: Once per Combat When Sum of their parts triggers at 50% or 25% max hit points, Chromatic Golems have a 50% chance to Explode as their next Action. Explode reduces the Chromatic Golem to 1 hit point, deals 1.5x attack power based Physical damage, and attack power based damage of the current Improved Defensive Modifiers immunity damage type. On their next Action, if the Golem is still alive, it takes no action and is defeated.

### 5.3 Mithril Golem

Mithril golem skills:

- Invulnerable - Level 1 passive: Mithril Golems have a 50% chance to avoid any incoming damage event. All damage dealt to a Mithril Golem is reduced to 1. Whenever a Mithril Golem takes damage, they become immune to all damage until their next Action
- Run Away - Level 1 skill: Mithril golem escapes from the encounter
- Skill Selection: Mithril Golems can Run Away or Attack, they have a 25% chance to Run Away each turn. This is increased to 75% when they are reduced to 1 hit point.

Mithril Golem stat growth:

- Hit Points - 3 initial, 0 per level
- Strength - 15 initial, 3 per level. Translates to attack power at a rate of 1:1
- Agility - 100 initial, 0 per level. Translates to defense power at a rate of 1:1
- Gold - 0
- Experience - 100 initial, 25 per level.