

# ***“The Forge of Hell”***

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*A 5 player dungeon concept set in the Mountains of Keegan*

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## Introduction

The forges of Mount Keegan have served humanity good for decades until someday a rift tore up beneath the mountain. Under the command of Slave Keeper Adara the demons of hell have conquered and used the forges of Mount Keegan to support their never ending armies. The many slaves Adara has taken from the nearby villages, leaving them in ashes is no longer acceptable. You need to free the slaves, destroy their supply line and weapons, and put an end to Adara.

## Dungeon Areas

The dungeon "Forges of Hell" is structured in 4 main areas that each have tasks to complete:

- Blacksmith Slave Area – free the slaves
- Supply Chain – sabotage the machine
- Storage Halls – destroy remaining weapons of hell
- Main Forge – kill Slave Keeper Adara

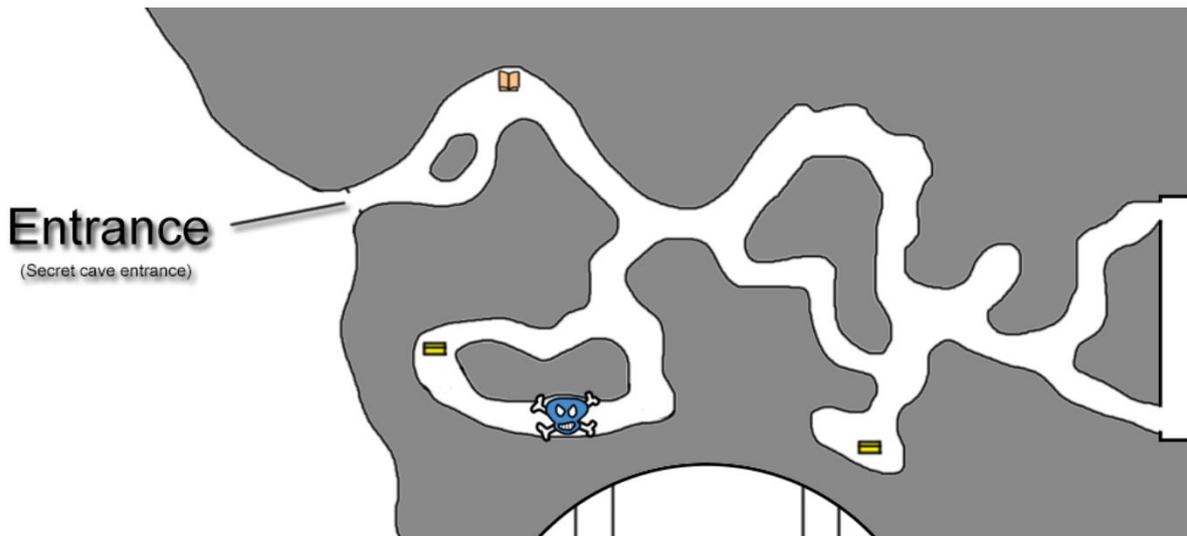
Each area, hallway and room may contain smaller groups of enemies for the player to kill during his journey. In addition there will be several drop points for enemies to jump down and engage. Some of the enemies can also emerge through the floor as fire spirits surprising the players at any time.

In the following I will briefly explain a walkthrough of the dungeon.



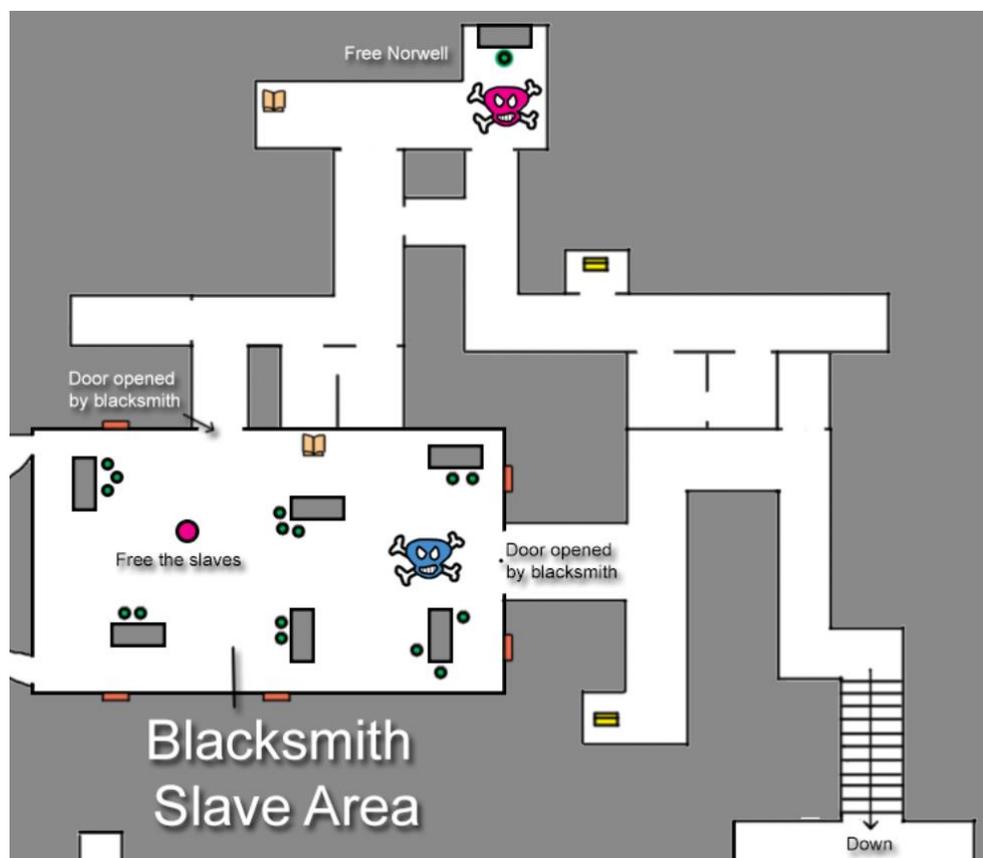
## Entrance

The main entrance of the forge is locked by Adara. The players need to enter via the secret cave entrance that leads inside the mountain. One champion (stronger foe) will be lurking in these caves, guarding one of the random chests. Also one lore entry can be found here, telling about a blacksmith that accidentally ran into this enemy.



### Blacksmith Slave Area

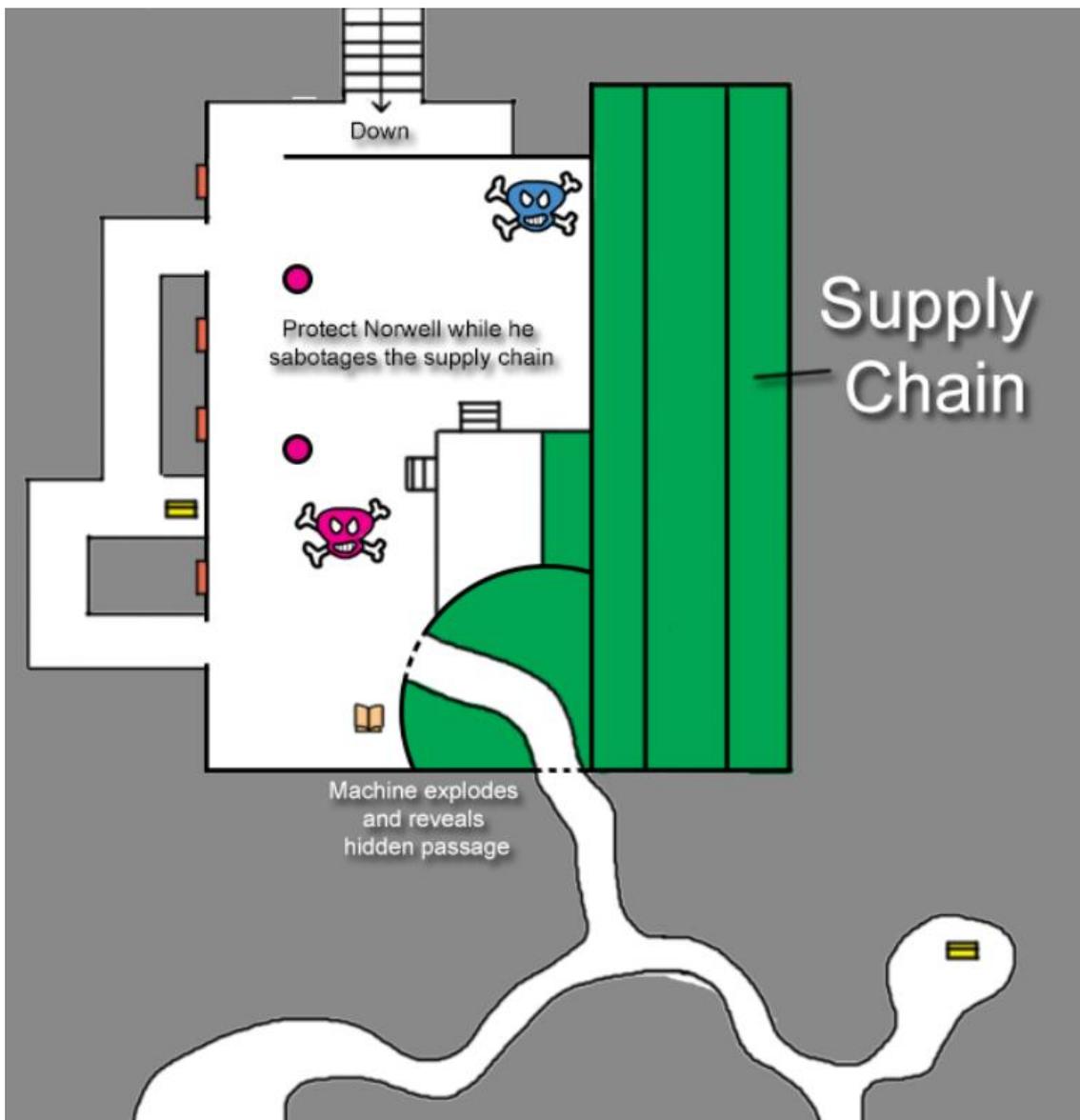
The second area consists of six small forges where blacksmiths are enslaved to work for Adara. The player needs to free at least 4/6 blacksmith groups in order to proceed. Once group four is freed, one of the blacksmiths opens up the two doors leading into the next areas. Also one of them tells about Norwell who needs to be freed. There will be one champion patrolling through this area, guarding the slaves. The player is also firstly introduced to the water barrel mechanic that is later on used in the boss fight. Upon activation a water barrel will empty itself from above in a small area of effect extinguishing flame enemies for a limited amount of time. While this effect applies the enemy is weakened and players deal 40% more damage to these enemies. Another lore entry can be found here telling about the skilled blacksmith Norwell, who has been put away to work individually.



As the player moves on to find Norwell he will encounter an empowered champion that guards him. Once Norwell is freed he will help the players to sabotage the supply chains of the forge. Another lore can be found here that describes the suffering of Norwell.

### Supply Chain

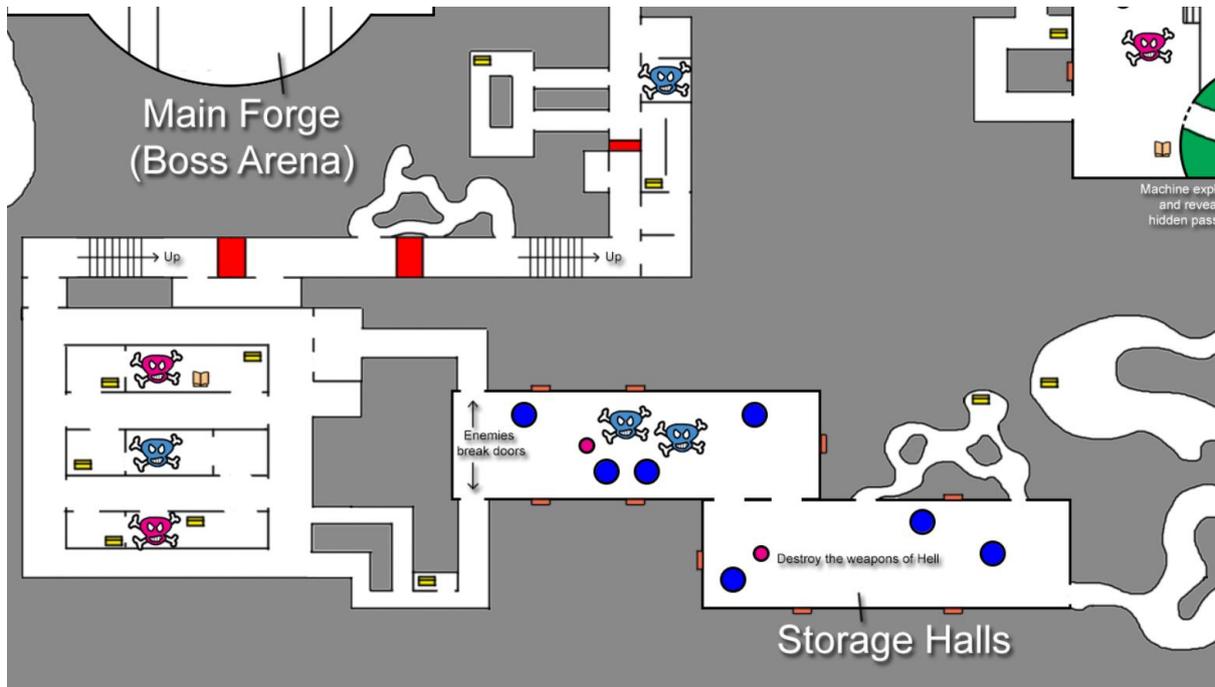
As the player goes down the stairs into the supply chain room he will find a massive mechanical construction that is guarded by two champions. Once these are defeated Norwell will start sabotaging the supply chain and the players need to protect him from incoming enemies. Again there are two water barrels that can be activated by the players in order to weaken their enemies. Another lore entry can be found telling about the flaws of the machinery.



After Norwell has successfully sabotaged the supply chain, the machine will explode and leave a small passage for the player to walk through. The passage leads into another part of the numerous caves the demons of hell created throughout their search for the forge.

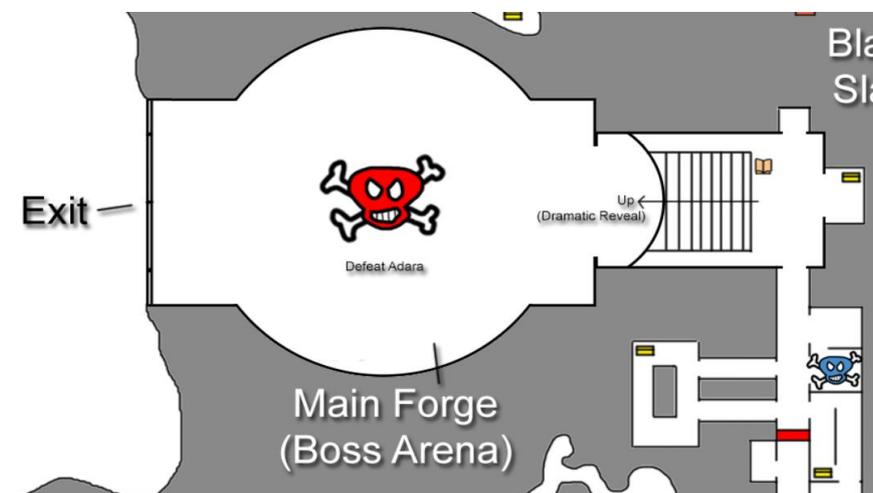
## Storage Halls

The cave passage will lead into the storage halls where the weapons of hell are stashed. The player needs to destroy at least 5/7 weapon piles/racks in order to proceed. As soon as this is done the two doors are blown up by enemies to attack the players. The player now can move on into optional areas for loot or directly go towards Adara. A lore entry can be found near one of the empowered champions telling about his past days on the battlefield. The upcoming blockades can be easily avoided and the player will reach the last part of the level.



## Main Forge (Boss Arena) & Exit

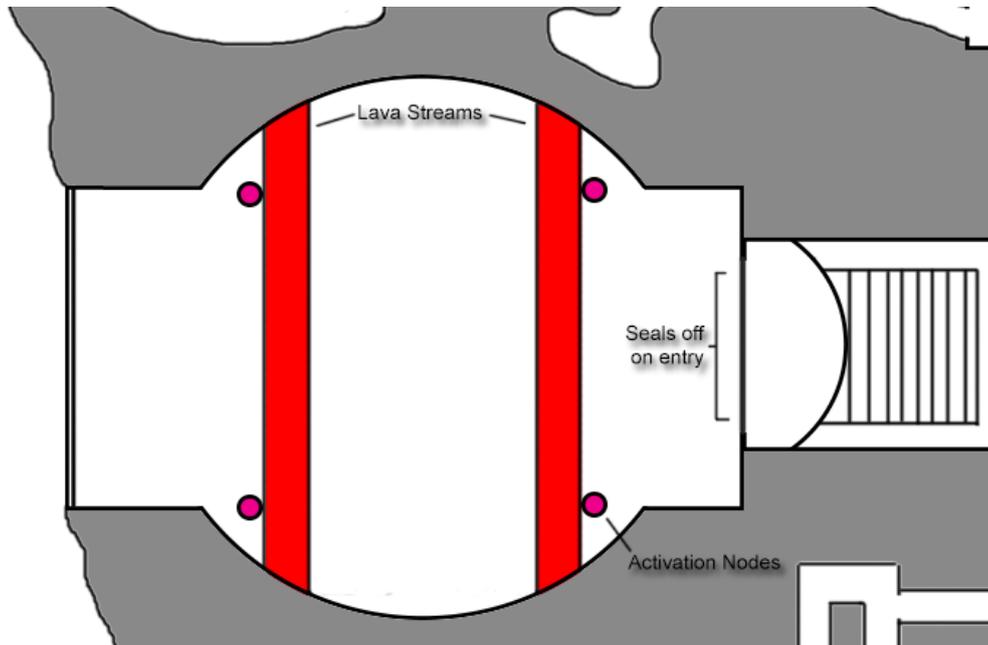
Next to the stairs players can find another lore entry that describes some of the horrible deeds of Adara. As the player walks up the massive stairs a gigantic arena/ forge area is revealed where Adara just burned a group of slaves with one of her attacks. The players need to Kill Slave Keeper Adara to complete the dungeon. Once she is defeated the main doors of the forge will open leading the player outside the mountain next to the secret passage where he / she entered. The dungeon is completed.



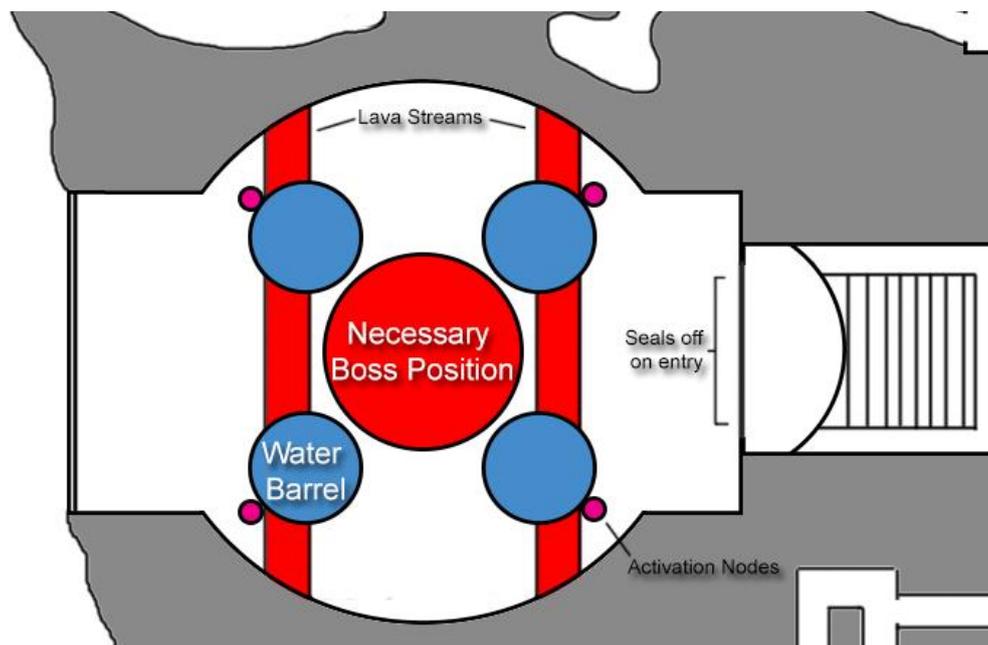
## Boss Fight – Slave Keeper Adara

The boss fight takes place in the main forge at the end of the dungeon and consists of four stages. Adara is a close to medium ranged boss that can melee and shoot fire bolts at players within reach. With each stage either she or her environment become more dangerous and the player will need to adapt to it.

Arena layout bottom (lava streams are part of stage 2):



The arena also offers four water barrels that can be used to weaken Adara. In order to do so the tank player needs to lure Adara in the middle of the room and the other four players need to activate one water barrel each. Only if all four water barrels hit Adara at the same time the weakened effect is applied (there will be a 1-3 second leeway reaction time for the players to coordinate).



The weakened effect will extinguish her flame and leave her 30% more vulnerable to player attacks for a limited amount of time. The water barrels fill up again over time and will fill slightly quicker if the players have missed the opportunity. However there can only be one successful weakened effect for each stage. All damage over time can be cleansed by healing the player.

### Stage 1 (100-75% health)

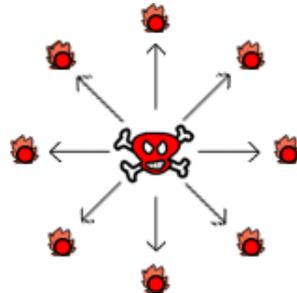
At the first stage Adara has her basic attacks which are close combat melee and shooting medium ranged fire bolts. Her fire bolts also deal damage over time for 4 seconds.

### Stage 2 (75-50% health)

Once Adara reaches 75% health she becomes furious and shoots two fire bolts at the wall that create two separate holes for lava to pass out. The lava streams form two parallel streams as seen in the picture below. These need to be avoided as they deal significant damage to the players and apply a damage over time of 2 seconds. The player will need to jump over these streams (if applicable, otherwise there will be two small bridges) in order to avoid damage.

### Stage 3 (50-25% health)

Adara will receive an additional attack when she hits 50% health. Every 12-15 seconds she has the ability to emit fire bolts in all directions spreading out in a circle. Each direction will only fire one fire bolt at a time (no burst fire).



These bolts move slower than her initial fire bolt attack but become bigger the further they are away from Adara. This means that players will need to get closer to Adara for a moment to dodge the fire bolts. If a player is hit by a fire bolt he / she also receives damage over time of 4 seconds.

Fire Bolt becomes bigger over distance



### Stage 4 (25% health - death)

After reaching 25% health Adara will shoot uncontrollably fire bolts into the area for 5 seconds that players need to dodge. She will also hit parts of the ceiling causing burning debris to fall down which will keep to fall down until Adara is defeated. The debris' falling position is indicated by a red circle on the floor that becomes bigger as it will impact (like a shadow). If the player is hit he / she will receive damage and a damage over time of 2 seconds. Upon defeat Adara will fall to ashes, disappear with the wind and leave a boss chest.

## Rewards

Item quality from lowest to highest:

- Normal
- Rare
- Epic
- Legendary

## Random Chests

The small chests that are distributed can show up as seen on the map. Not all chest locations are active however. Only a maximum of 6/18 chests will be present throughout the map. The distribution remains equal, meaning that it's not possible to have all first six chests locations and the rest is empty. This will keep the player looking for small chests as they contain gold and normal to epic items. The chance of getting an epic quality item is about 5%.

## Lore

The lore that can be found inside the dungeon tells about various stories and actions that have taken place in the area. For each new found lore entry the player also receives experience.

## Boss Loot

The end boss Slave Keeper Adara will give gold, experience and 3-5 direct loot drops with the chance of at least one epic item. In addition there will be a 1% drop chance for a legendary pet/ mount (if applicable) and a 7% drop chance for a corresponding class weapon "Adara's Flame" (legendary). This weapon can't be dropped in the boss chest.

## Boss Chest

As Adara is defeated a giant loot box will appear. This loot box contains gold and 3-5 items with at least one of them on epic quality. There is a 90% chance to receive a set item from the "Forged in Hell" legendary set (see below for details).

## Set Items

The "Forged in Hell" set consists out of a helmet, shoulder, shoes and weapon. In combination with each other they will unlock additional perks:

- 2 set pieces: Reduces 10% incoming fire damage
- 3 set pieces: Walk 5% faster (in warm areas)
- 4 set pieces: Adds 10% fire damage (complete set)

## Other Rewards

As the dungeon is completed players will receive additional gold and experience (based upon their rating if applicable). The player will also receive a title based on the times he/ she has completed the dungeon.

- 1 completion                      Flame keeper
- 10 completions                      Adara Slayer
- 50 completions                      Fire Walker
- 100 completions                      Hell bound