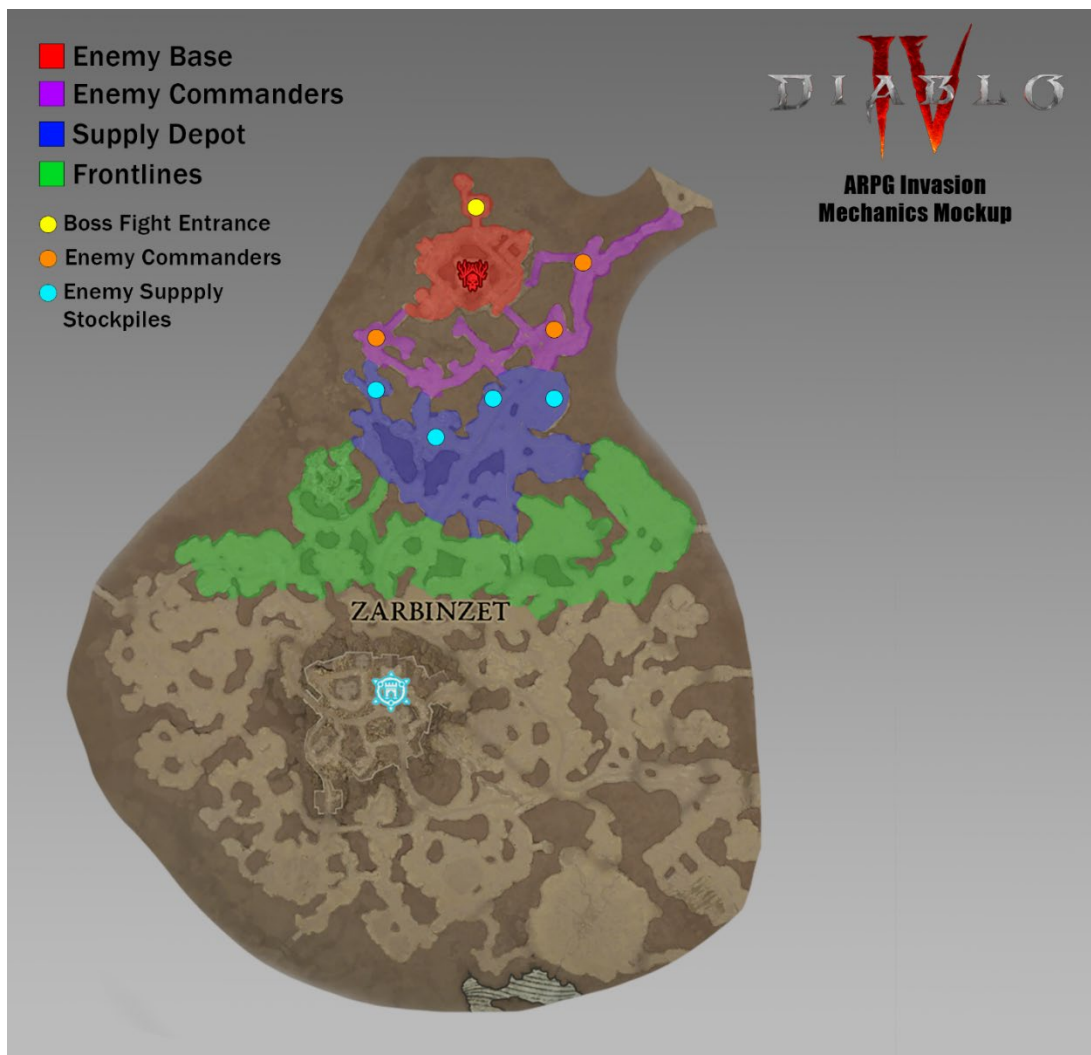


ARPG Gameplay Mechanics – Diablo 4 Integration Mockup

Designed by Michael Denhart

Gameplay Breakdown

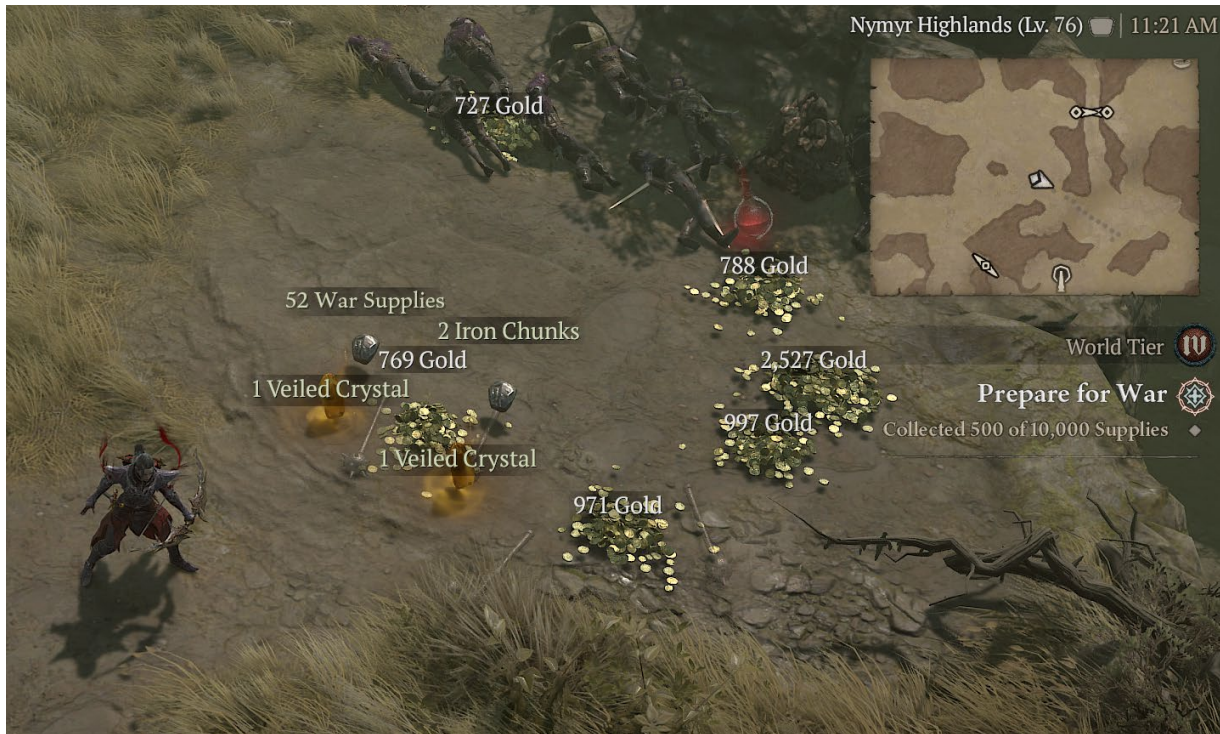
The invasion of Hell is a two-week event targeting a random zone in Sanctuary. Players will have one week to prepare and one week to fight back. The second week of the event will add new objectives and enemies.



Phase 1 – Preparation



Entering zone flagged for invasion will auto populate the quest Prepare for War.



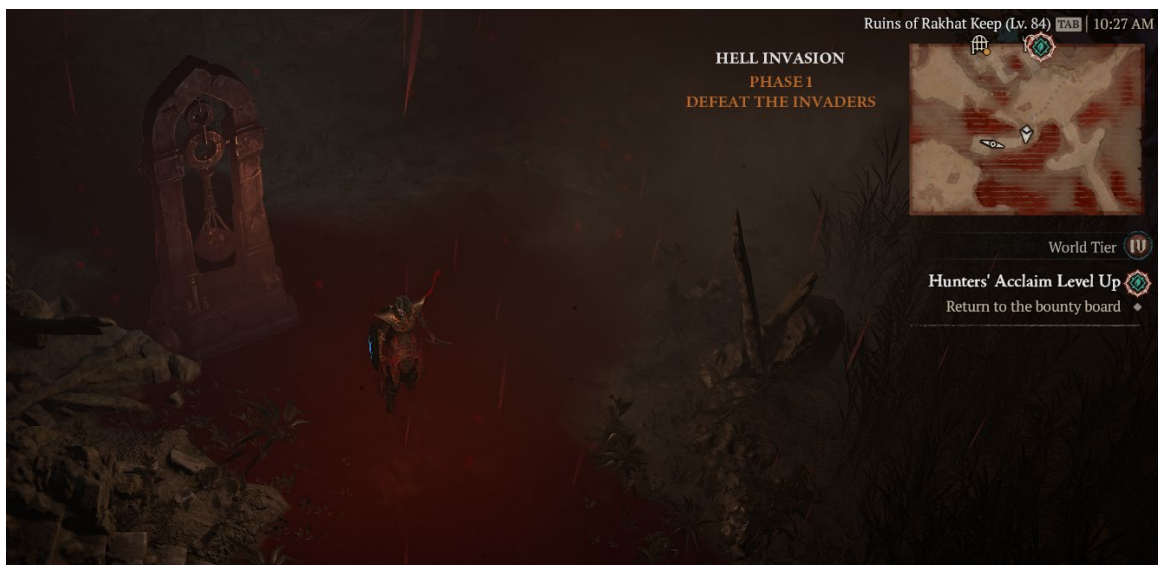
Enemies defeated in the flagged zone will have a chance to drop War Supplies for each player. Players can hold up to 10,000 War Resources at a time.



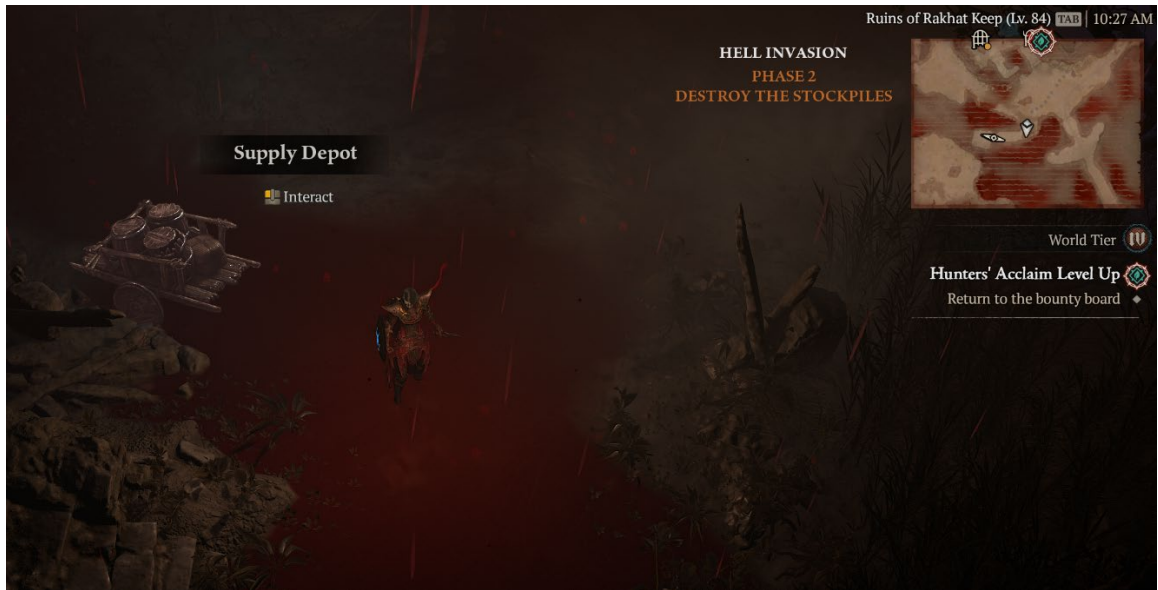
Turning in War Resources will add to the world total to activate the second phase buff and Uber Unique drops. The required quantity will vary between each world tier.

After one week of preparation the second phase will activate, and the invasion will trigger.

Phase 2 – Hell Invasion



In phase one the players must defeat a set number of enemies within the frontline zone. Players are blocked from the supply zone by enemy fortifications which fall when requirements are met.



In phase two players must defeat additional enemies as well as destroy stockpiles of enemy supplies. Once requirements are met enemy fortifications again fall and players may continue to the third zone. Stockpiles will remain and respawn to allow players to collect the resources for the duration of the event.



In phase three the commanders of the invading army must be defeated as well as a set number of additional enemies. Completion of requirements open the keep base and access to the final boss encounter.



In the fourth and final phase players will be able to attack the final boss to complete the event. The boss encounter cannot be reset if completed, but will have a four-hour cooldown reset for the boss to respawn.