

ARPG Gameplay Mechanics

Designed by Michael Denhart

- 2 Week Event
 - Week 1 Defense
 - Random Zone/Town Selected for invasion
 - Zone has special material spawns
 - Materials gathered and delivered to town increase defenses
 - Higher defenses provide a better chance of winning
 - Week 2 Battle
 - Stronghold in zone is converted to base for invasion and boss
 - 3 Zones extend out from base
 - Frontlines
 - Basic enemies
 - Standard loot drops
 - Supplies
 - 40% Elite enemies
 - 60% Standard enemies
 - Increased loot drops
 - 50% chance on special items
 - Stockpiles for crafting materials and items
 - Commanders
 - 30% Mini Bosses
 - 50% chance on end game items
 - 30% Elite enemies
 - 50% Chance on special items
 - 40% Standard enemies
 - 50% Increased chance of rare crafting materials
 - Zone Clearing
 - Zones have specific requirements for a “clear” status
 - Clear status modifies zone and unlocks access to next zone
 - Example:
 - Zone 1 (Frontlines) – Defeat 50,000 enemies
 - Zone 2 (Supplies) – Defeat 30,000 standard enemies, defeat 1,000 elite enemies, and destroy 50 stockpiles
 - Zone 3 (Commanders) – Defeat 10,000 standard enemies, defeat 2,000 elite enemies, and defeat 10 mini bosses
 - Clear status is server wide for all players to assist with
 - Base Assault

- 40% Standard enemies
- 60% Elite Enemies
- Enemies guard boss chamber
 - Final battle is random endgame boss enemy
 - Loot table is retained
 - 5% Increased chance of top tier item
 - Can be farmed once reached
- Post Event
 - Players successful in killing boss
 - If boss was defeated buff “Spoils of War” is active for 1 week
 - Spoils of war increases vendor item quality and provides 10% discount on cost of items
 - Boss retreats and event ends
 - If the end boss was not defeated at least once the debuff “Long Recovery” is active for 3 days
 - Long Recovery decreases vendor item quality and there is a 10% increase in item cost