ARPG Gameplay Mechanics – Diablo 4 Integration Mockup

Designed by Michael Denhart

2 Week Event

- o Week 1 Defense
    - Random Zone/Town Selected for invasion
    - Zone has special material spawns
    - Materials gathered and delivered to town increase defenses
    - Completed defenses provide a buff against invading army
        - "Ready for War" buff provides 10% damage increase, 5% XP Boost, 15% Gold Boost, and increases chance of legendary and unique, drops by 5%
            - o Unlocking buff will also unlock a 2% chance of uber unique drops from event boss
        - [Mockup Tooltip]

- o Week 2 Battle
    - Stronghold in zone is converted to base for invasion and boss
    - 3 Zones extend out from base
        - Frontline Zone
            - o Basic enemies
            - o Standard loot drops
        - Supply Depot Zone
            - o 40% Elite enemies
            - o 60% Standard enemies
            - o Increased loot drops
                - 50% chance on rare and legendary
            - o Stockpiles for crafting materials and items
                - All normal and rare materials have chance to drop plus:
                    - 10-15 Fiend Rose
                    - 5-10 Forgotten Soul
        - Commander Zone
            - o 30% Mini Bosses
                - 1 or 2 legendary drops guaranteed
                - 35% chance of unique drop
            - o 30% Elite enemies
                - 50% Chance legendary drops
                - 1% chance of unique drop

- o 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
      - o 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
      - o The final battle is random endgame boss enemy
        - ▪ Boss chamber is instanced for party of 1-4
        - ▪ 5% Increased chance of 925 legendary item
        - ▪ Can be farmed once reached

- o Post Event
  - ▪ Players are successful in killing boss at least once:
    - • Buff "Spoils of War" is active for 1 week
      - o 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.
      - o Long Recovery decreases vendor item quality and there is a 10% increase in item cost.