



This document provides a performance diagnosis of the current state of Diablo IV following the PTR. It will focus on key elements and also give ideas to improve the game. If you have any question, feel free to contact us at contact@creepshieldconsulting.com.

1. LEVELING DIFFICULTY 1 TO 60

Current state:

- S7 leveling was too fast (drops and experience), but in comparison S8 leveling is very long. S8 seasonal activity is not broken (for XP and drops) which is great, allowing us to go back to a real leveling (helltide, dungeons, seasonal events, etc).

Improvement ideas:

- A middle choice for the 1 to 60 duration between S7 and current S8 could be more convenient.

2. CRAFTING AND QOL

Current state:

- Enchantment, tempering and masterworking are long, non-ergonomic and mental breaking.

Improvement ideas:

- Enchantment: gold and material are not a problem anymore; the point would be to stop spamming the reroll button while still making it not “direct” to have the right affix. Splitting enchantments and being able to choose between categories would be ideal, otherwise add one or two choice options would help
- Tempering: add another choice option and allow us to keep the current temper (like enchantments)
- Masterworking: being able to choose our affix at each breakpoint for a massive cost increase. The idea is to not shortcut obducite farming but to remove the RNG and time to masterwork

3. TORMENTS AND DROPS

Current state:

Increasing difficulty is good, as we reached too fast T4. But you also decreased a lot the items that we can have, meaning it will get much longer and less interesting.

Improvement ideas:

- Reduce a bit the overall torments difficulties
- Guarantee GA in boss farming, pits and nightmare dungeons, for example 1 item GA in T3, 2 items GA in T4, scaling in T4+ in pits
- Buff ethers drop in Infernal Hordes or change bad modifiers, to be aligned with other activities
- Change the 20 secs timer when you kill an uber boss for 5 or 10 secs (people won't want to wait 20 secs doing nothing)
- Keep the drop table for a boss, it is great! Adding random items from other bosses is not needed and will only remove items we are looking for. If possible, a table for each boss, including splitting Andariel, Duriel and so on. You also give us stones to get the summoning material we want, so it will be just great to farm a boss and get the loot we expect.
- One or two additional torments could also help to increase the drops to optimize endgame+ gear



4. BALANCE

Current state:

You need to play a S build to play in T4 and a S++ build to get your glyphs level 100. Pit 150 does not make much sense and has almost 100 more steps than T4 which is pit 55 now. S8 powers are too strong making you build on powers instead of what your class has to offer. Quickly fixing bugs, exploit, snapshotting or new S+++ build is great.

Improvement ideas:

- Reduce the global S8 boss powers
- Global buff to non S+ builds, it's OK to have less players in T4, but you would be forced to play S++ to do the full content. If you want to play something else, you will be stuck in T2/T3 no matter your gaming time. From my feedbacks, people want to enjoy the full content of the game while playing A (and S) tiers builds, without only relying on boss powers.
- Capping pit to 100 could have more sense and reducing the max glyph level (without reducing their power) could help tiers A builds to play in T4.

5. TRADING

Current state:

- D4 trading does not make much sense, any good item will go for 50+ billions. With the S8 update, drops will be harder to find and a "good Tal Rasha but not fancy" will go for this kind of price.

Improvement ideas:

- Even if I would love to go back to D3 trading system for party only, which would fit D4 dropping system, that may be too much. A hybrid system with items only tradable within party could be great. Also, a quick fix would be to limit gold on characters, for example to 1 billion. Trades would have more sense and also limit RMT. About auction houses, I am not a fan of it as D4 makes it great to find your own stuff.

6. ITEMIZATION

Current state:

- Offensive items have defensives affixes, making them less interesting. Also, we cannot use four mythic items, which can be very frustrating.

Improvement ideas:

- Band of Ichorous Rose: swap poison res and max res
- Ahavarion: swap all resistances for damage and change power, for example granting 1 shrine bonus every 30 secs during 20 secs, so we can use it on boss
- Selig: global rework on affixes and power to grant you damage instead of resistance
- Shattered Vow: change unique power by % increase in DOT
- Nesekem: grant an overpower crit attack every X attacks instead of mark system

Also, there are many new uniques as helmet (ice shard Sorceress, human form Druid) meaning you can't use mythic helm. Considering other options like gloves would be great.



7. LILITH?

Current state:

- The most iconic boss of Diablo 4 is not... in Diablo 4! Once you quickly killed her in T1 and get your spark, additional torment difficulty and killing does not give anything

Improvement ideas:

- Add it to boss farming! for example after getting the material from the true form of Belial

8. CONCLUSION

Diablo 4 has 95% of great and amazing stuff, but 5% of the issues can lead to a frustrating experience. I hope these ideas will help you and if you have any question, I'll be glad to give you more details!