

DR2: Outpost Run

Overview:

[Description - Fill in later.]

- **Difficulty:** Medium
- **Lives:** 1
- **Time Limit:** 200 seconds.
- **Group Size:** 1 Player

Loot Table

The loot tier is determined by your total points when the run is completed.

Points	Loot Tier
27000	★★★★★
24000	★★★★
21000	★★★
18000	★★
0	★

Guaranteed Drops (Will always drop from any tier loot chest)

- 5x Shard Dust
- 1000-2000xp

Loot Rolls (Amount of loot that the loot tables below will drop)

This table shows how many "rolls" you will have in each loot pool. You gain additional rolls for achieving a higher tier loot chest! Each "roll" is one instance of loot being chosen from the tables below at a weighted random. More rolls mean more chances for rare loot!

- **Tier 1:**
 - 30 Resources
 - 1 Treasure Drop
- **Tier 2:**
 - 60 Resources
 - 2 Treasure Drops
- **Tier 3:**
 - 100 Resources
 - 3 Treasure Drops
- **Tier 4:**
 - 150 Resources
 - 4 Treasure Drops
- **Tier 5:**
 - 400 Resources
 - 7 Treasure Drops

Resource Pool

The boss will pull loot drops from this table depending on the number of rolls. The weight of each item in the table determines how likely that item will be chosen during each roll. Higher chest tiers will grant you more loot rolls in this table.

Item	Weight
Iron Ingot	1000
Gold Ingot	900
Lapis Lazuli	500
Emerald	400
Shard Dust	200
Undead Essence	30

Treasure Pool

Item	Weight
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Aetherian Steel	1000
Cloud Essence	700
Starlite Alloy	700
Azurite Crystal	100
Dragon Shard	100
Aether Essence	80

To determine the probability of obtaining an item, you must divide that item's weight by the sum of all other weights.

Approximate chance of receiving an Aether Essence is ~3% per roll.

Revision #18

Created 8 May 2024 13:06:20 by Dragon

Updated 13 May 2024 07:42:57 by Dragon