



PITCH DECK: REWARD DESIGN

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Introduction:

I have put together this small slideshow for your consideration as part of my application. This is just a very brief glance at the two classes I have been working on and not meant to be an extensive design document.

I also have more design documentation on each section of the presentation, the various aspects of World of Warcraft not covered here, and also for other IPs.

So if you have any questions then do not hesitate to ask me, or if you have any feedback on how I could improve I would welcome it gladly!

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NEW ITEMS

“Trinkets! Yes... pretty Trinkets!

Power, great power... power in Trinkets!”

Weapons & Armor



Reapers Deathshroud
Item Level 895
Binds when picked up
Chest
382 Armor
+1973 Agility
+2959 Stamina
+893 Critical Strike
+651 Haste
Classes: Rogue (Outlaw)
Equip: While Curse of the Dreadblades is active you gain the Death Blossom buff. Death Blossom causes Saber Slash and Run Through to fire free Pistol Shots that hit all targets within 10 yards. Free Pistol Shots gained from Opportunity will be automatically consumed and deal a critical strike.
Requires Level 110
"Die! Die! Die!"
Sell Price: 92g, 23s, 11c

I originally designed this during Legion, when the Legendary system was based on random-drops, rather than questlines in previous expansions; and as Combat Rogues has just been renamed Outlaws, I thought a pistol-based Legendary would be a good addition.

This was an item I designed based on a boss description someone else created. The boss that dropped this trinket was a Murloc Matron who was defending her tribe's Eggs.

Clutch-Keeper's Authority
Item Level 355
Binds when picked up
Trinket (Ranged DPS)
Unique-Equipped
+134 Critical Strike
Requires Level 120
Equip: Your ranged attacks and spells have a chance to hatch a tiny hoard of Tadpoles that cling to the target, dealing Instant Damage and reducing their movement speed for 5 Sec.
Requires Level 120
Sell Price: 63g, 4s, 37c

Weapons & Armor

I had this idea when I was designing a Troll Dungeon, and the item would drop from a Frog boss, who I decided would be a Loa (which even happened in BFA!). It is meant to be a crystalized wing of an insect it has eaten. The original sketch of this item, along with another item, will be included on the next slide.

Wingblade of the Anura
Item Level 355
Binds when picked up
One-Hand
275 - 459 Damage
(141.22 damage per second)
+124 Strength
+201 Stamina
+56 Haste
+50 Versatility
Durability 110 / 110
Requires Level 120
Equip: Your attacks have a chance on hit to form a barrier of wind around you, causing the next attack you receive to deal reduced damage.
Requires Level 120
"The wind shows us how close to the edge we are."
Sell Price: 103g, 54s, 94c

Wormwood
Item Level 355
Binds when picked up
Two-Hand
286 - 387 Damage
(93.49 damage per second)
+1,104 Intellect
+403 Stamina
+129 Critical Strike
+86 Versatility
Durability 120 / 120
Requires Level 120
Equip: Your damaging spells have a chance on hit to cause a Locust Swarm to engulf the target, dealing Nature Damage over time, and spreading to up to two nearby enemies within 5 yards.
"The poisonous hatred of many a man was harnessed to create this staff."
Sell Price: 128g, 1s, 82c

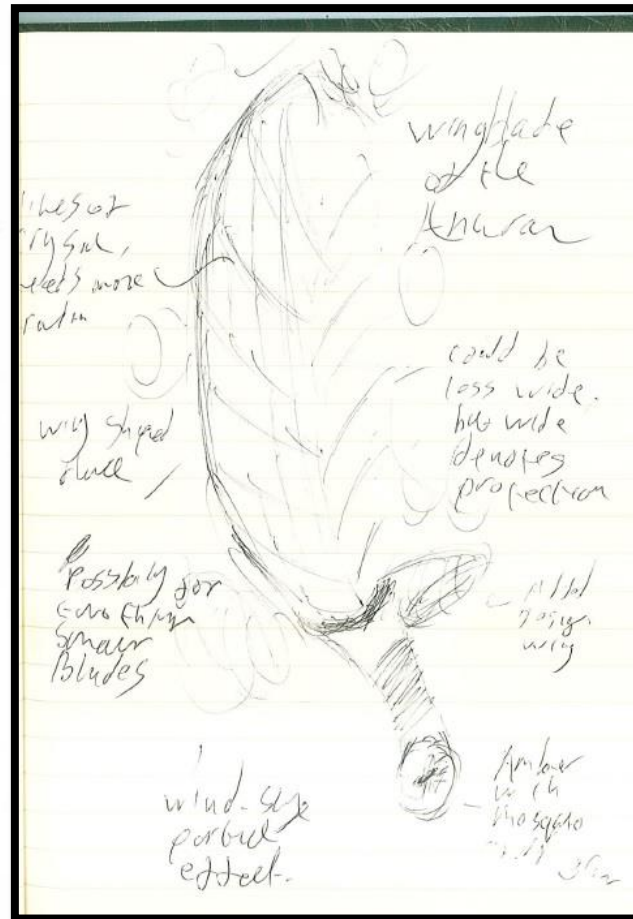
Like the idea on the first page, I wanted to Easter-Egg our other IPs in some way, so this is an item from Diablo 3 that I thought would make an interesting one for 2-handed weapon wielding Casters in World of Warcraft, especially Druids for Transmog purposes.



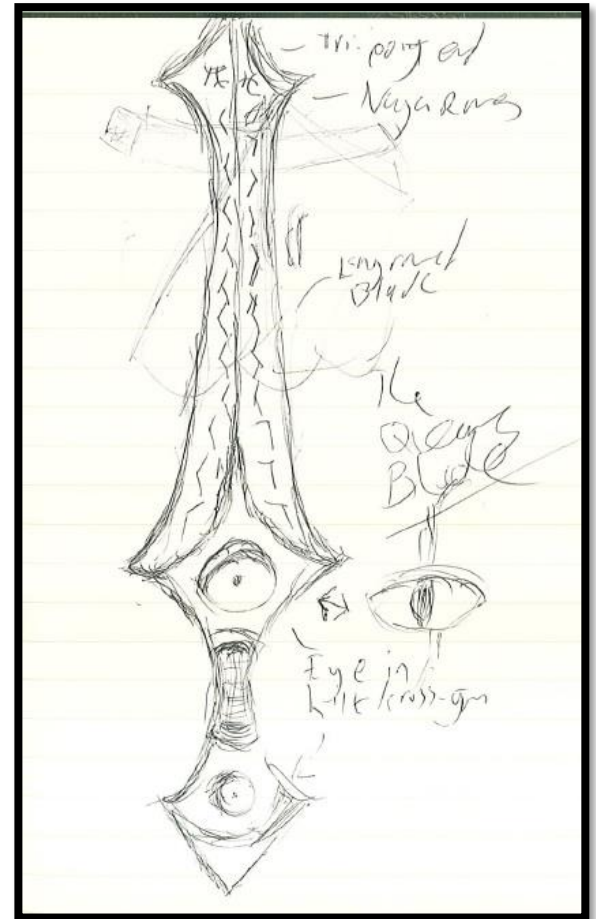
Item Sketches

Behold the Artistic Skills at my disposal!

Wingblade of the Anura



The Queen's Blade



Old Legion Tier Sets

Affliction Warlock

Set Name: **"Terrorgrasp Raiment"**

2-Piece: Agony & Corruption apply a stack of Unstable Affliction to the target. This effect can only trigger on the same target once per application per X seconds.

**Note: So that you can't keep full stacks of it up without having to use the spell version of Unstable Affliction. It would also probably mean people having to add a timer in their addon of choice for refreshing it for free. I also considered making this ability remove the Soul Shard cost of UA for the next cast, instead of applying it at the same time as the other DoTs. **

4-Piece: Summon Darkglare gains a second charge. While Darkglare is active your Damage over Time spells are empowered; dealing their maximum damage on every tick. When Darkglare expires, the spells are automatically re-applied with their full duration without losing stacks.

**Note: Not a too exciting one, as my philosophy would have liked, however this would also mean it keeps up the Pandemic effect and would also re-apply 2 stacks of Unstable Affliction from the 2-Piece! **

Vengeance Demon Hunter

Set Name: **"Fiend-Leather Battlegear"**

2-Piece: Absorbing Soul Fragments using Soul Cleave grants an additional X% healing, and this bonus is also added as temporary maximum hit points for X seconds.

4-Piece: Sigil of Flame causes you to enter demon form for X seconds after it finishes its duration, and while in this form the bonuses granted by Demon Form are increased by 100%.

**Note: A beefed-up Vengeance version of the Havoc Talent Demonic. **

Holy Paladin

Set Name: **"Lightshard Regalia"**

2-Piece: Holy Shock can be re-cast within 3 seconds of the initial cast. The second cast has a 100% critical strike chance and heals for 100% more.

4-Piece: Holy Light & Flash of Light place a Lightshard over their target. When a target with a Lightshard is healed by Holy Shock or Light of the Martyr the Lightshard mirrors the healing to another nearby target, healing them for X% of the healing on the initial target and consuming the Lightshard. You can have up to 3 Lightshards active at once.



The background is a composite image. The top half shows a deep space view of the Milky Way galaxy, with stars and nebulae in shades of blue, purple, and green. The bottom half shows a terrestrial scene at night, featuring a bright green aurora (Northern Lights) in the sky, a bright sunset or sunrise on the horizon, and the dark silhouettes of trees and hills in the foreground.

THANK YOU FOR
YOUR TIME!