

Mechanics

- Danger Zone
- Movement
- Invasion
- Loot

Danger Zone

The Danger Zone is a mechanic in Nightreign.

As the players progress through the nights of the hunt, the map closes in, becoming smaller after each night survived.

The Danger Zone will ultimately shrink until the players are forced into the area containing the final boss.

Movement

Movement in Nightreign is unlike most other SoulsBorne games, and is particularly fast-paced.

Players have access to a significantly boosted sprint speed, as well as mounts, grappling hooks, wall running, and climbing.

Invasion

Invasions are a mechanic in Nightreign.

Unlike previous Souls games, players can be invaded by bosses and enemies, rather than players.

Loot

Loot in Nightreign can be found by defeating enemies, looting chests, and destroying certain overworld objects. It includes items, upgrades, passive skills, active skills, affinities and more.

When a boss is killed, the player is offered a choice between 3 loot drops, typically passive or active skills or rare items.

Regular drops are shared between players, with all items available to all 3 members of the party. Boss drops, however, are unique, and are specific to each player.