

The Lost of the Dark and The Faithful of the Light: NPC Attributes

The Faithful of the Light (Defensive Faction)

Core Concept

The **Faithful of the Light** are designed to excel in **defense**. They have the ability to fortify their base and control the battlefield with powerful defensive NPCs and structures. Their NPCs can leave the base and follow the player, but their true strength lies in holding ground and outlasting their enemies.

Faithful of the Light NPC Dynamics

1. Abilities:

- **Defensive Specialization:** NPCs are equipped with powerful defensive abilities such as shields, healing, and buffing allies.
- **Base Fortification:** NPCs can help fortify the base by constructing barricades, setting traps, and reinforcing walls.
- **Mobile Defense:** While NPCs can leave the base, their primary role is to support defense, whether by healing or engaging in tactical skirmishes to protect their territory.

2. Appearance:

- Glowing, radiant armor with light-based weaponry.
- Examples: Paladins, Healers, and Shieldbearers with defensive auras and buffs.

3. Strategic Advantage:

- **Stronghold Defense:** The Faithful of the Light can set up powerful defense lines with NPCs who can heal, buff, and provide support.
 - **Base Control:** They are adept at holding their ground, especially with NPCs that can quickly repair and reinforce defenses.
 - **Commanding NPCs:** Faithful players can issue commands like "Fortify Base" to strengthen their position or "Cover Me" to have NPCs follow and assist in tactical defense operations.
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The Lost of the Dark (Offensive Faction)

Core Concept

The **Lost of the Dark** are the **offensive** faction, designed to **break through defenses** and aggressively push forward into enemy territory. They excel in offensive tactics, mobility, and overwhelming enemies with sheer numbers and rapid respawns.

Lost of the Dark NPC Dynamics

1. Abilities:

- **Offensive Specialization:** NPCs are equipped with offensive abilities such as high-damage attacks, stealth, and debuffing enemies.
- **Quick Respawn:** NPCs respawn in **5 seconds**, allowing the Lost of the Dark to constantly apply pressure on enemy defenses.
- **Swarm Tactics:** NPCs can be commanded to overwhelm specific targets, using numbers to break through defenses.

2. Appearance:

- Dark, shadowy armor with corrupted, sinister weaponry.
- Examples: Shadow Assassins, Dark Knights, and Wraiths with debuffing and

- Examples: Shadow Assassins, Dark Knights, and Warlocks with debuffing and damage-dealing abilities.

3. **Strategic Advantage:**

- **Offensive Prowess:** The Lost of the Dark are constantly on the move, launching attacks and overwhelming enemy positions with numbers and speed.
- **Relentless Pressure:** The rapid respawn of NPCs allows them to flood enemy bases with continuous waves of attackers, forcing defenders to respond quickly.
- **Mobile Attacks:** While they lack the ability to fortify their base, they excel at striking fast and hard, making it difficult for enemies to hold their ground.

Super Center Control and Strategic Impact

1. **Faithful of the Light Control:**

- The Faithful can **fortify** their Super Centers and bases, setting up defenses and healing stations for their NPCs.
- **Defensive Buffs:** Players can enhance their NPCs' combat abilities with buffs that improve durability and healing.

2. **Lost of the Dark Control:**

