

Pillars – I Play This For...

- **...Challenge**
 - As a pinnacle activity, this shouldn't be easy. The best rewards come from going flawless. Players should be able to recognize those who have gone down that path.
- **...Time with Friends**
 - You should be able to play this with 5 of your friends and walk away with something by the end of it, whether that be a story of how you saved your team from losing against the big boss or one of you getting a sweet rolled weapon.
- **...Fun**
 - Let us reward you for continuing to play by dropping tokens in matches and having random rolled loot to chase. Maybe you'll never go flawless, but at least by playing weekly with your friends you'll walk away with plenty of chances to get something good.

Introduction:

- 6v6 Player activity
- One round, winner takes all.
- Tied to a new reputation similar to Glory.
- Rotates boss and map weekly.
- Ticket system similar to Trials of Osiris; go flawless on a ticket and you'll get access to Drifter's ship social space and a chest with amazing rewards.

Trials of the Drifter is the working title for this activity. Like Gambit, two teams will compete to see who can burn their boss the fastest. However, the twist here is that we're not following the same format as Gambit previously; important enemies from their pasts will be the bosses. (Examples: Skolas, Crota, Ghoul, Calus, etc) Each boss will feature an old mechanic from the original encounter.

Rewards:

- **Tokens**
 - They can't be used until you either go flawless or complete 15 matches that week.
 - They can be used to buy static weekly rolls or a random roll engram.
 - Tokens drop from bounties or on match completion.
- **Emblems**
 - Three emblems; one from engrams, one from match completions, one from flawless.
- **Weapons & Armor**
 - Each boss has a unique weapon drop, either specific to the encounter or expansion they were from. Each should have a damage perk against the specific enemy type.
 - Recolored Trials of the Nine armor should be available with random rolls.

Mechanics:

- PvE Mechanics
 - Each boss will have an undamageable shield that must be broken by relics before players can attack it.
 - Bosses will have one of their unique mechanics, starting at 65% health and repeating at 20%. During these mechanics, bosses cannot be damaged and will immediately get their shield back.
 - **Skolas:** Mines will spawn and must be defused within 45 seconds.
 - **Crota:** Crota will summon an oversoul that must be killed in 30 seconds.
 - **Ghaul:** Ghaul will use a different Guardian super and roam the map for 45 seconds.
 - **Calus:** Calus will do his last stand move from the encounter in Leviathan, which must be stopped within 30 seconds.
 - If you do not complete the boss objective, the boss will regain 30% health. Subsequent failures will result in losing damage buff stacks and smaller health gains for the boss. Mechanics will not have to be repeated.
 - Relics will drop from major enemies throughout the fight.
 - Utilizing the same throwable relics used in the Val Ca'uur fight and the Seraph tower events.
 - Three relics need to be thrown at boss to break shield. You do not need to throw them all at once.
 - If you miss any, enemies will keep spawning until you get one & don't miss.
 - Enemy waves will spawn every 45 seconds, consisting of minor enemies and one major with the relic.
- PvP Mechanics
 - Invades are limited to 3 uses but can be used whenever.
 - Bosses will get 5% health back from each kill.
 - Invaders can steal relics and bring them back through the portal.
 - Each player will get one revive token. If there are no tokens or no one chooses to spend one on a player, it will take 20 seconds to respawn.