

# Unstoppable Brig/Wyvern

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I have no doubt that these champions are already in development, but I have included their designs here regardless. The only difference I would have between these champions and their counterpart in the **Hive Ogre** is to take advantage of the unique behaviour of these enemies. Both the **Brig** and the **Wyvern** have crucial areas hidden by default, which make them considerably harder to handle. A single **Unstoppable** shot should remove the playing on the Brig or force the Wyvern to expose its core, to make them more vulnerable and distinguish them thematically from the Ogre. This would also allow these champions to have less armour/damage negation than the Ogre, as they are not as vulnerable otherwise.



**Concern:** Missing champion types

**Proposal:** Adapt champion types, include unique mechanics to reward stun.