

This document will go over a potential design for end game content in Lightfall with accompanying season content, particularly focusing on end game content.

This document will talk about a new race of enemies named "The Veil", Raid, Dungeon & an activity based on giving people an end game feeling in a repeatable activity. As well as discussing some gear to chase, discussing perks and mods. It will focus more on systems and mechanics rather than a full discussion on art style but some style references will be made.

The items discussed in this document are designed to show a true battle against the darkness where the light might not win. The guardian has spent years mastering the power of the darkness to use alongside their powers of the light. As a true conclusion to the Light vs Darkness Saga. A conclusion where Guardians will be pushed to their very limits. With gear to allow them to fully harness the powers of light and dark.

New Enemy Race - The Veil

The Veil are the forces of the Darkness, serving the Winnower in its fight against the Gardener, Traveller & the guardians.

The Veil function similar to the other enemy races in the games with a similar set of units however have a few standout units in their arsenal that are unique to The Veil. These units have their own unique ability that can be staggered by unstoppable properties and frequency slowed by Overload mods. A Veil unit can only be staggered out of the same cast 3 times before it becomes immune for that cast, this immunity will reset once the cast completes.

The purpose of this cast system is to add more challenge into the player's average combat encounter. To give priorities and even assign roles outside of end game content in a way that isn't forced but helps in a serious way. It also aims to slowly introduce some more simple mechanics to players in a way that will feel natural. These enemies will make up minor bosses during the campaign. It also is designed to try give the Overload & Unstoppable mods more use outside of Champions which some players in the community to consider not fun.

Seamstress - This unit acts like a wizard however has a unique attack of channeling an attack to deal a large amount of damage to people in line of sight in a medium range around her (Radius = 2x Well of Radiance's diameter)

Charger - This unit will focus on an enemy for a few moments and then charge at them, if it hits them it deals high damage, however if it hits any world geometry it will get staggered for a few seconds.

Threadbreaker - This unit will cast for a few seconds then blast a high damage beam in a medium range in front of them for a few seconds, it cannot turn while this attack is in use. If staggered it will be able to turn before re-casting.

Threadweaver - This unit will cast for a few seconds then begin a wide aoe healing ability for all Veil units near them. This persists until staggered.

