

Destiny Raid Guides

DECO1400 – Website Implementation Report

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Contents

Introduction.....	1
Summary of Implementation	2
Challenges Faced and Lessons Learnt	5
Nielsen's Ten Usability Heuristics	6
Visibility of System Status.....	6
Match Between System and Real World	6
User Control and Freedom.....	6
Consistency and Standards	6
Error Prevention.....	6
Recognition Rather than Recall	6
Aesthetic and Minimalistic Design.....	6
Conclusion	7
References.....	8
Appendix.....	9
Appendix A - Homepage	9
Appendix B – About page.....	10
Appendix C – Active Raids page.....	11
Appendix D – Vaulted Raids page.....	12
Appendix E – Destiny 1 page	13
Appendix F – Destiny 2 page.....	14
Appendix G – Contact Us page	15
Appendix H – Last Wish page	16
Appendix I – Garden of Salvation page.....	17
Appendix J – Deep Stone Crypt page	18
Appendix K – Vault of Glass page	19
Appendix L – Vow of the Disciple page	20

Introduction

The Destiny franchise is a live service first person looter shooter first developed by Bungie in 2014 and has been running for almost 8 years. Throughout this time, the raid release has been the highlight of each expansion with an increasing number of players attempting the day 1 completion each year. In Destiny, raids are 6 player activities that require good teamwork, communication, and mechanical execution to beat and as such are difficult for newer players to get into.

As a fan of these activities, I have attempted to create a website to host guides for any raid currently in Destiny 2, as well as keep track of those that have been removed or left behind in Destiny 1. The aim of the site has never been to replace a good video or an in-game guide, but to act in complement to these and be an easily referenceable source of knowledge on raids that you can have up on a second monitor during the activity.

When designing Destiny Raid Guides, I based the theme around the Destiny 2 raid death screen (more commonly referred to as a wipe screen), see **Figure 1** below, as it was the one thing that remained consistent across raids in the franchise even over the leap from Destiny 1 to 2. The wipe screen is often instrumental during the day 1 raid race in figuring out raid mechanics and is also a screen you end up seeing a lot in your early days of running a raid.

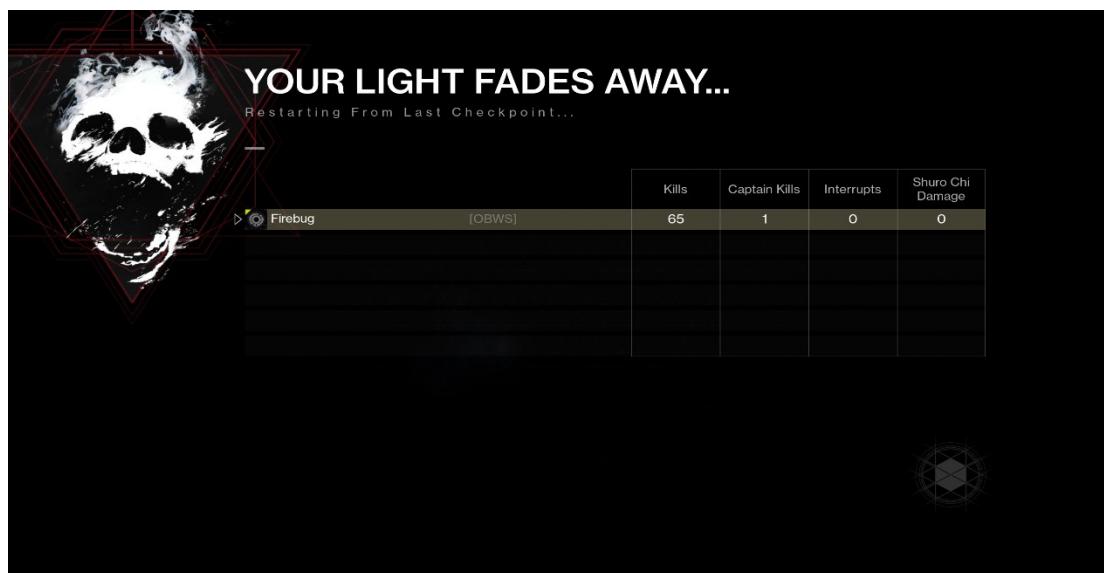


Figure 1 – Destiny 2 death screen from the Shuro Chi encounter in Last Wish (Bungie, 2017)

All images used within the site are copyright Bungie and I claim no ownership over them.

Summary of Implementation

As a result of my inspiration by the Destiny 2 wipe screen, I ended up using the colours within the screen for Destiny Raid Guides, although I had to increase the brightness of the red and greys as the page was too dark even for me without doing so.

The result was a style like what can be seen in **Figure 2** (larger version can be seen in **Appendix A**). I used the darkest greys used for the header, breadcrumbs, and footer, with a lighter grey for the main background colour of the site. The red from the wipe screen is used for accents to the page generally and for all buttons.

The site logo is the same as the skull decal from the death screen and was taken from the API files from the Darkest Day emblem (Hannon, 2022).

Finally, the font used is a free derivative of the commercial font used by Bungie in the Destiny franchise.

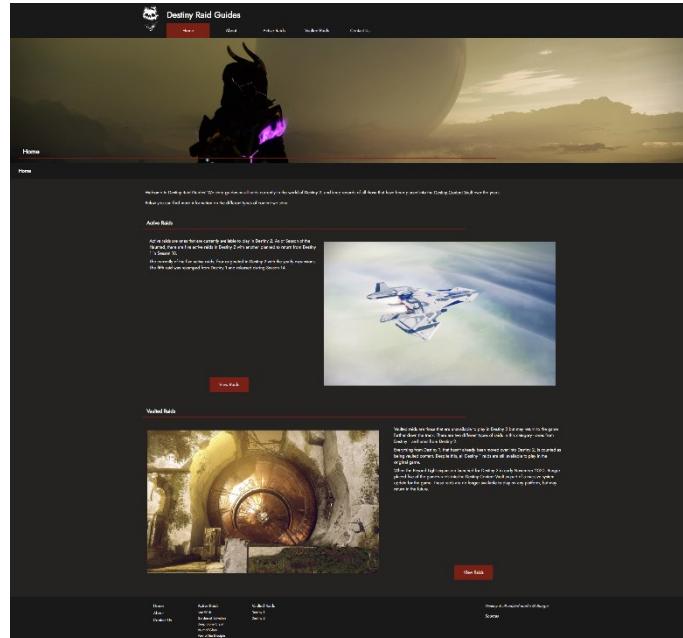


Figure 2 – Completed homepage for Destiny Raid Guides

I created several other pages that follow this template including the about, active raids, vaulted raids, Destiny 1 and Destiny 2 pages, full versions of which can be found in **Appendices B-F**.

To create this format, I used containers to separate out the header, banner, content, and footer sections of the of the page. The header, content and footer sections were double wrapped so that I could set a max width on the contents of the page whilst keeping it in the centre of the page.

Using lists, I created a top navigation bar with drop downs for additional pages (**Figure 3**). The navigation bar buttons transition to the red accent colour for 100ms when hovered over using CSS transitions. When the Active Raids or Vaulted Raids pages are hovered over, a dropdown list appears using the display property, which is set to “none” when these pages are not highlighted.

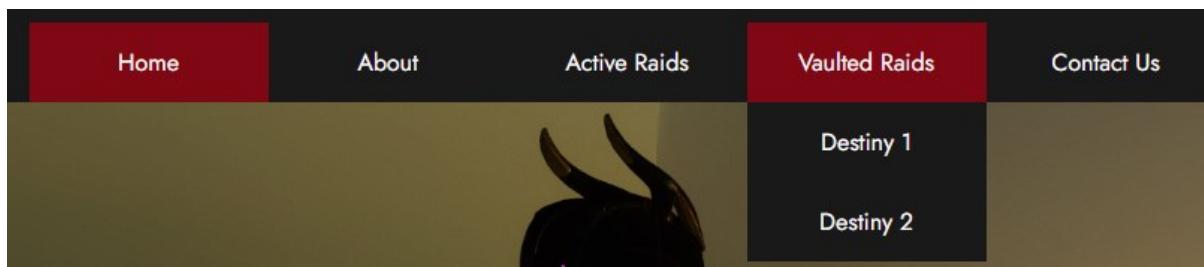


Figure 3 – Navigation bar showing dropdown on hover of Vaulted Raids page

The banner images were created by changing the background of a div to the desired image and then using CSS to centre it and make sure that the height would always be 35% of the total screen space. This means that when the screen changes size, the amount of the image viewable also changes as is demonstrated in **Figures 4 and 5**.

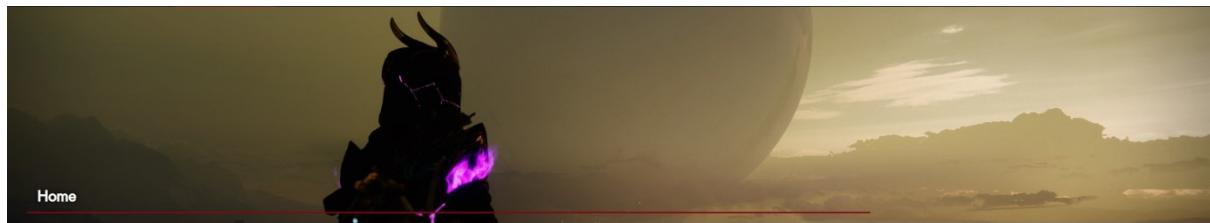


Figure 4 – Banner in a 1920x969px window

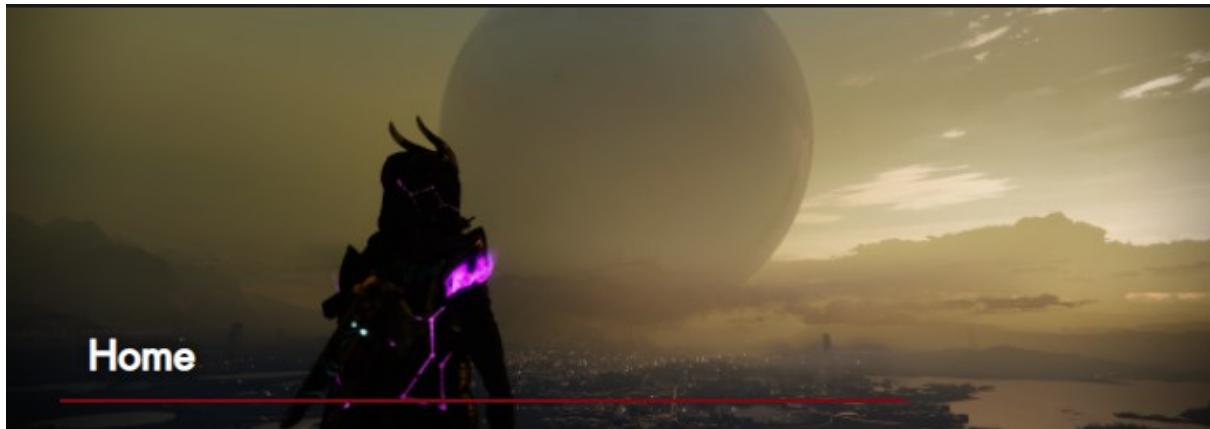


Figure 5 – Banner in a 711x691px window

Using CSS flexboxes, I was able to create my sections in these type pages whilst aligning my preview images with both the text and button remaining in line, as can be seen in **Figure 6**. In the below figure, the different flexboxes are highlighted by the blue and green boxes.

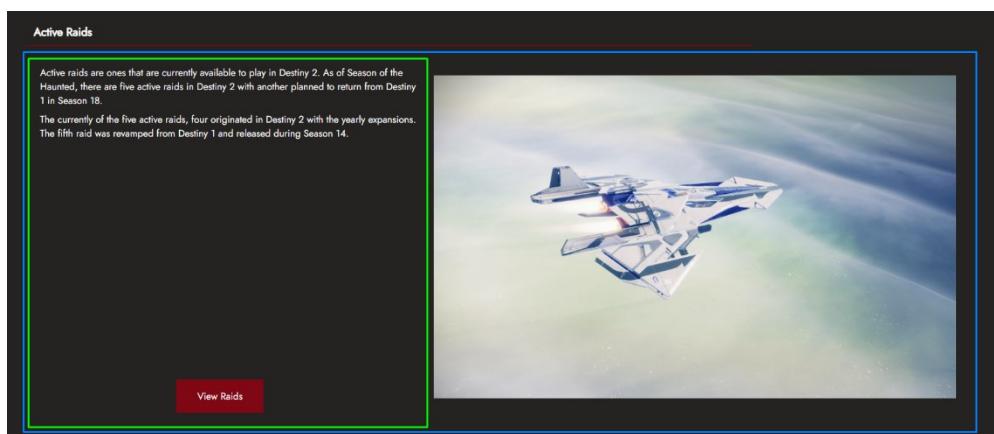


Figure 6 – Demonstration of application of flexboxes

The final common element to Destiny Raid Guides pages' is the breadcrumb navigation (**Figure 7**) which was achieved using lists displayed inline with “/” inserted between list items using CSS.

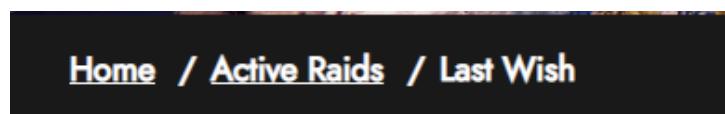


Figure 7 – Breadcrumb navigation for the Last Wish page

These HTML structures and CSS styles are used on almost every page; however, the Contact Us page uses a HTML form (**Figure 8**), the full page for which can be found in **Appendix G**.

This contact form uses the standard HTML elements for a form, but also groups the labels and inputs into two separate containers. This was done to enable me to align the inputs more easily into a column whilst keeping the labels to the left side.

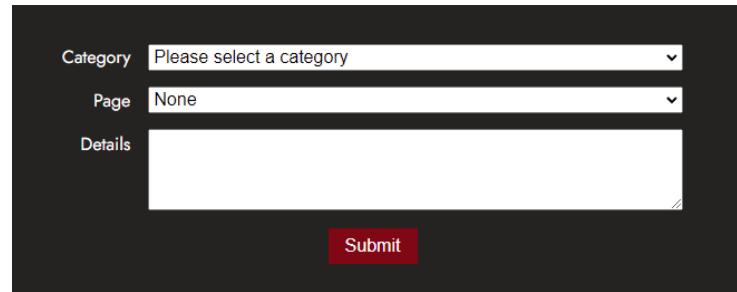


Figure 8 – Contact form from Contact Us page

The final type of page that I created was the guide page, which was used for the Last Wish, Garden of Salvation, Deep Stone Crypt, Vault of Glass, and Vow of the Disciple pages (see **Appendix H-L** for full views). The main different feature is the addition of a table of contents for these guide pages to enable quick navigation, an example of which can be found in **Figure 9**.

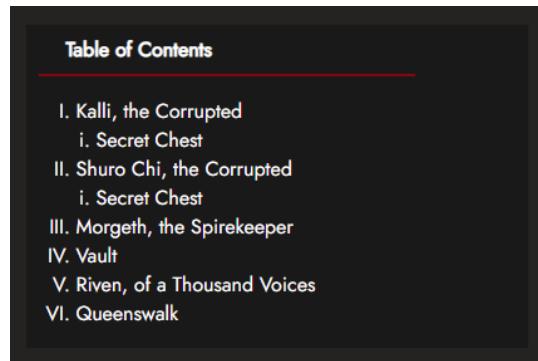


Table of Contents	
I.	Kalli, the Corrupted
i.	Secret Chest
II.	Shuro Chi, the Corrupted
i.	Secret Chest
III.	Morgeth, the Spirekeeper
IV.	Vault
V.	Riven, of a Thousand Voices
VI.	Queenswalk

Figure 9 – Table of Contents from Last Wish

This was also achieved using lists, this time using ordered lists as encounters are numbered. I used the same dark grey for the background of the container as I used for the header and footer as without it, they blended in too much to the background.

I mainly used JavaScript in Destiny Raid Guides to deal with changing the navigation bar for small screens. When the screen width drops below 720px, the header will remove the top navigation bar from view and replace it with a hamburger menu (**Figure 10**).

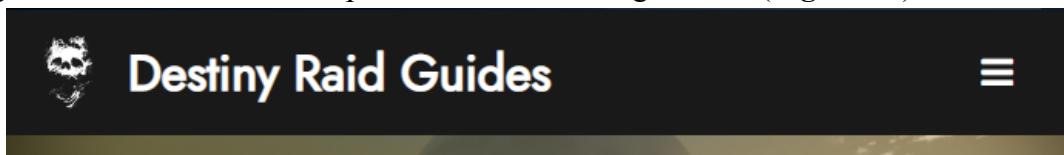


Figure 10 – Header with hamburger menu rather than top navigation bar

This was achieved using media statements in CSS. The JavaScript implementation is used to toggle the appearance of the navigation bar on click of this hamburger menu. JS was also used to ensure that if the window was resized after collapsing the hamburger menu, the top navigation bar would correctly reappear, rather than vanishing completely.

JavaScript is also used on opening a guide page to alert the user that the page is incomplete, see **Figure 11**.

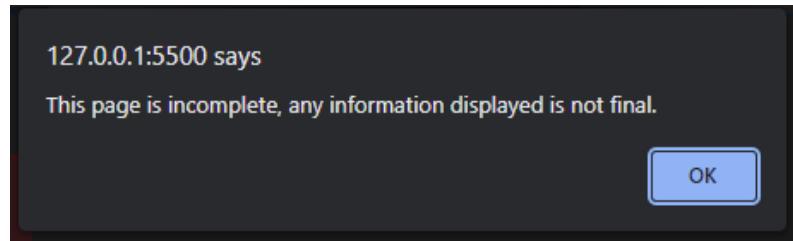


Figure 11 – Alert box showing page incomplete message.

Challenges Faced and Lessons Learnt

When creating Destiny Raid Guides, I started out with two goals in mind:

- Creating a place to collect guides on all current raids; and,
- Creating a place to store information on old and/or removed raids.

Whilst I feel I can safely say that I have achieved the latter, I have not truly completed the first point.

I feel there are several reasons for this but the most pressing would be that I simply bit off more than I could chew with this project. My original design had me implementing 13 pages (including a page to list all my image sources properly) and whilst I feel I did complete 8 of these pages to an acceptable standard, the remaining 5 guide pages did not receive the attention they deserved, and I simply ran out of time to populate them as I wanted to.

For this reason, I have listed this as my first challenge faced and my first lesson learnt. Whilst I consider myself to be rather well versed in programming languages, I underestimated how finicky HTML/CSS would be and as such spent far too much time working on structure. The easy remedy to the situation would have been to not overextend myself initially when I was already dealing with a language I was largely unfamiliar with.

With that out of the way I faced a couple of smaller challenges with what I did produce. The first being trying to work out how to make the banner image display properly. As stated in the previous section, I set the height of the banner container to a percentage, not realising that without a parent container to inherit from my banner would just end up taking the amount of space the header required. Setting the html and body tags to 100% solved this issue quickly enough but it took me unreasonably long to work this out.

The second smaller challenge I faced in implementing my design was with trying to implement animations on the dropdown menus in the top navigation bar. This was something I also fought with for a while and is something I ultimately gave up on. Which brings me to my second lesson learnt, don't hold onto something just because you've spent time on it. I could have saved myself a lot of time that could have been dedicated elsewhere in this project if I had not tried to save a doomed component of my design. I was more reluctant to get rid of the effort I had put into my design than I was to get rid of the element itself, which is an attitude that I found incongruent with progress.

Nielsen's Ten Usability Heuristics

When I had initially designed Destiny Raid Guides, I had identified ways in which I wanted to address Nielsen's usability heuristics. Because of the ultimate change in scope of what I produced; the ways I was aiming to address the heuristics somewhat changed, and hence I have failed to address as many as I would have liked (only around half of them by my count).

Visibility of System Status

The main place to address this heuristic was in the submission of the contact form. As it stands, my site does not acknowledge the submission of the form, it just submits it. Which is a failing of my implementation. However, I did add notifications on the completion status of the web pages for a user to view.

Match Between System and Real World

As the site is aimed at Destiny players, the language used throughout does follow community naming conventions to make the transition from looking at the guide and actively engaging in the activity with other players as smooth as possible.

User Control and Freedom

This heuristic once again is most applicable to the Contact page. The simplest design feature to enable a user to back out is to provide a popup confirmation on click of the submit button. This makes sure the button was not clicked too early or by mistake. Which my implementation currently does not have.

Consistency and Standards

My main concern when I was designing Destiny Raid Guides was to ensure that it fit with general industry expectations for web design. To do this I kept the logo on the top left of the header, followed by the website title and the navigation bar, as is the standard. I have also made sure to keep any headings on the left side of the page to improve flow through the website.

Error Prevention

Error prevention in Destiny Raid Guides once again links to the contact form. To prevent user error, relevant fields are mandatory to help reduce improper form submissions. However, there is no validation of data as the form is submitted, thus reducing the efficiency of the error prevention of my website.

Recognition Rather than Recall

This has primarily been achieved in the design by explicitly labelling raids and their encounters by name and/or by number because the two are often used interchangeably within the community.

Aesthetic and Minimalistic Design

I have tried to keep my design as simple as possible with only two main background colours, consistent text colour and font, and a single accent colour when necessary. This helps reduce visual clutter and makes the website easier to both use and manage.

Conclusion

As an active Destiny 2 raider, I wanted to create a website that contained the raid information that I would have wanted when I first was learning raids. I created Destiny Raid Guides with this idea in mind as a place to collect raid guides and keep records of old raids. In doing so I overcommitted and overextended myself and as a result did not produce everything that I wanted to.

However, I did successfully create a responsively designed website based off the Destiny 2 death screen that keeps records of old raids in a format that is aesthetically pleasing to look at and has a clear web flow. So as my first attempt at such a project I am proud of what I did achieve whilst acknowledging that there is much I didn't.

Going forward I want to complete the website, for my own sake, by completing the unfinished raid guides and by fixing my contact form so that it meets the Nielson usability heuristics I missed in my current implementation. I also would like to improve my mobile version of the website to include features such as collapsible sections in the guides section to reduce clutter on a much smaller screen.

Only after this work would I like to continue my old goals of making the guides themselves more interactable for a user, as this would increase their potential as a teaching tool by testing user information retention of things like raid mechanics.

References

Bungie. (2017). Destiny 2. Bungie.

Hannon, M. (2022). *Emblem Details: Darkest Day*. Retrieved from Destiny Emblem Collector:
<https://destinyemblemcollector.com/emblem?id=4132147348>

Appendix

Appendix A - Homepage

The screenshot shows the homepage of Destiny Raid Guides. At the top, there's a navigation bar with links for Home, About, Active Raids, Vaulted Raids, and Contact Us. Below the navigation is a large banner featuring a dark, hooded figure with glowing purple energy against a backdrop of a large planet and a cloudy sky. The main content area has two main sections: "Active Raids" and "Vaulted Raids".
Active Raids: This section contains text about active raids being available in Destiny 2, mentioning five active raids in Season 18, and a note that one was revamped from Destiny 1. It includes a "View Raids" button and an image of a futuristic white and blue ship flying over a green planet.
Vaulted Raids: This section contains text about vaulted raids being unavailable but potentially returning, mentioning two types: ones from Destiny 1 and ones from Destiny 2. It includes a "View Raids" button and an image of a large, ornate circular door set into a stone wall, likely representing a vault.
At the bottom, there's a footer with links for Home, About, Active Raids (with sub-links for Last Wish, Garden of Salvation, Deep Stone Crypt, Vault of Glass, and Vow of the Disciple), Vaulted Raids (with sub-links for Destiny 1 and Destiny 2), and Contact Us. The footer also includes copyright information: "Destiny & all related media © Bungie" and "Sources".

Appendix B – About page

The screenshot shows the 'About' page of the Destiny Raid Guides website. The header features a logo of a skull with wings and the text 'Destiny Raid Guides'. The navigation bar includes links for Home, About (which is highlighted in red), Active Raids, Vaulted Raids, and Contact Us. The main content area has a large, dark, abstract background image. The 'About' section title is 'About' with a red underline. Below it, a breadcrumb trail shows 'Home / About'. The 'What is Destiny Raid Guides?' section contains text explaining the purpose of the site, mentioning its goal to provide guides for active raids and its secondary objective to keep records of past raids. At the bottom, there are links for Home, About, and Contact Us under 'Active Raids', and links for Last Wish, Garden of Salvation, Deep Stone Crypt, Vault of Glass, and Vow of the Disciple under 'Vaulted Raids'. A copyright notice at the bottom right states 'Destiny & all related media © Bungie' and 'Sources'.

About

[Home](#) / [About](#)

What is Destiny Raid Guides?

Destiny Raid Guides is a place to collect information on all Destiny raids, past and present.

Our goal is to provide new players with guides for all active raids that will help them learn these great activities. The guides themselves aren't meant to replace a traditional sherpa or video guide, but can be used as a quick reference to specific information.

Our secondary objective is to keep records of the raids that aren't in Destiny 2 and as such are considered to be in the Destiny Content Vault (DCV). As the years go by and Destiny 2 continues to expand it is important to remember what has come before and the good memories that it gave us. These records also serve as reminders for raids that come out of the DCV of what the mechanics of those raids are.

[Home](#) [About](#) [Contact Us](#)

[Active Raids](#)

- [Last Wish](#)
- [Garden of Salvation](#)
- [Deep Stone Crypt](#)
- [Vault of Glass](#)
- [Vow of the Disciple](#)

[Vaulted Raids](#)

- [Destiny 1](#)
- [Destiny 2](#)

Destiny & all related media © Bungie

[Sources](#)

Appendix C – Active Raids page

The screenshot displays the 'Active Raids' section of the Destiny Raid Guides website. At the top, there's a navigation bar with links for Home, About, Active Raids (which is highlighted in red), Vaulted Raids, and Contact Us. Below the navigation is a large banner featuring a white and blue futuristic ship flying through a dark, star-filled space.

The main content area is titled 'Active Raids' and shows five entries, each with a 'View Guide' button:

- Last Wish**: Released in September of 2018 with the Forsaken expansion. It features a screenshot of a stone doorway with glowing blue arches.
- Garden of Salvation**: Released in October 2019 with the Shadowkeep expansion. It features a screenshot of a dark, atmospheric garden with a glowing circular portal in the background.
- Deep Stone Crypt**: Released in November of 2020 with the Beyond Light expansion. It features a screenshot of a vast, light-filled stone crypt with a lone figure standing on a platform.
- Vault of Glass**: Released in March of 2022 with the White Owl expansion. It features a screenshot of a massive, ancient-looking stone structure with a bright light emanating from within.
- Vow of the Disciple**: Released in March of 2022 with the White Owl expansion. It features a screenshot of a dark, misty environment with a figure standing near a stone structure.

At the bottom of the page, there are footer links for Home, About, Contact Us, Active Raids (Last Wish, Garden of Salvation, Deep Stone Crypt, Vault of Glass, Vow of the Disciple), Vaulted Raids (Destiny 1, Destiny 2), and a link to Destiny & all related media © Bungie.

Appendix D – Vaulted Raids page

The screenshot shows the 'Vaulted Raids' section of the Destiny Raid Guides website. At the top, there's a navigation bar with links for Home, About, Active Raids, Vaulted Raids (which is highlighted in red), and Contact Us. Below the navigation is a large, circular image of a raid boss in a futuristic setting. To the left of this image is a smaller thumbnail labeled 'Vaulted Raids'. Below the main image, there's a breadcrumb trail: Home / Vaulted Raids. A descriptive text block explains that vaulted raids are unavailable in Destiny 2 but may return. It distinguishes between Destiny 1 and Destiny 2 raids. There are two sections: 'Destiny 1' and 'Destiny 2'. Each section contains a large image of a raid ship in flight over Earth and a 'View Raids' button.

Vaulted Raids

Home / Vaulted Raids

Vaulted raids are ones that are unavailable to play in Destiny 2 but may return to the game further down the track. There are two different types of raids in this category - ones from Destiny 1 and ones from Destiny 2.

Destiny 1

Everything from Destiny 1, that hasn't already been moved over into Destiny 2, is counted as being vaulted content. Despite this, all Destiny 1 raids are still available to play in the original game.

View Raids

Destiny 2

When the Beyond Light expansion launched for Destiny 2 in early November 2020, Bungie placed five of the game's raids into the Destiny Content Vault as part of a massive system update for the game. These raids are no longer available to play on any platform, but may return in the future.

View Raids

[Home](#) [About](#) [Contact Us](#)

[Active Raids](#)

Last Wish
Destiny Salvation
Deep Stone Crypt
Vault of Glass
Vow of the Disciple

[Vaulted Raids](#)

Destiny 1
Destiny 2

Destiny & all related media © Bungie
Sources

Appendix E – Destiny 1 page

 **Destiny Raid Guides**

Home About Active Raids Vaulted Raids Contact Us

Destiny 1

Home / Vaulted Raids / Destiny 1

Destiny 1 was first released in September of 2014 and would receive its last content update in March of 2017 with the Age of Triumph event. During its lifetime it launched four raids, one of which was revamped in Destiny 2 during Season 14 with another slated to get the same treatment in Season 18.

Crota's End

Crota's End was the second ever Destiny raid, releasing in December 2014 alongside the Dark Below expansion.
The raid is



Screenshot credit: Sinden0

King's Fall

The King's Fall raid released with the Taken King expansion in September of 2015 and is considered to be one of the best in the series.



Screenshot credit: Sinden0

Wrath of the Machine

Wrath of the Machine was the last raid to be released in Destiny 1. It was released with the Rise of Iron expansion in September 2016 and is considered to be another of Destiny's best raids.



Screenshot credit: Matthew Shadow

[Home](#) [Active Raids](#) [Vaulted Raids](#)

[About](#) [Last Wish](#) [Destiny 1](#)

[Contact Us](#) [Garden of Salvation](#) [Destiny 2](#)

[Deep Stone Crystl](#)

[Vault of Glass](#)

[Vow of the Disciple](#)

Destiny & all related media © Bungie

Sources

Appendix F – Destiny 2 page

Destiny 2

Home / Vaulted Raids / Destiny 2

Lavishian

Destiny 2's first raid, The Lavishian released along side with Destiny 2 in September 2017. The playset was set on this raid as much as they were about the tree in Destiny 2 at launch, but it still remains some people's favorite raid.

The raid was popular being invited aboard the Lavishian ship by the disguised Emperor Calus, where their purpose is to gather information from the throne room.



Enter of Worlds

Enter of Worlds was released with the Curse of Osiris expansion in December 2017 and is currently the only raid to have its world first taken by an Ig team.

The raid sees guardians return to the Leviathan, where Inspector Calus has twisted them to venture into the ship's underbelly and defeat the Vex Mind that has taken up residence within.



Spite of Stars

The Spite of Stars raid last launched in May of 2018 with the Warmind expansion and is the last raid for Bungie to make.

The raid once again takes place on the Leviathan as Inspector Calus invites guardians to take out the remaining Red Legion Cabal and their commander, Val Calor, that have infested his ship.



Scourge of the Past

Scourge of the Past was the first raid released post Last Wish, releasing with Season of the Forge in December 2018. The raid is the reason that every day 7 raid runs since has had an active correct modifier for the first 24 hours as players severely overlevelled and removed the last correct modifier.

Ade-1 tasks the guardians to reclaim the Black Armory's weapon vault from the Fallen and Prince Senator of Sirka Kell's Scourge.



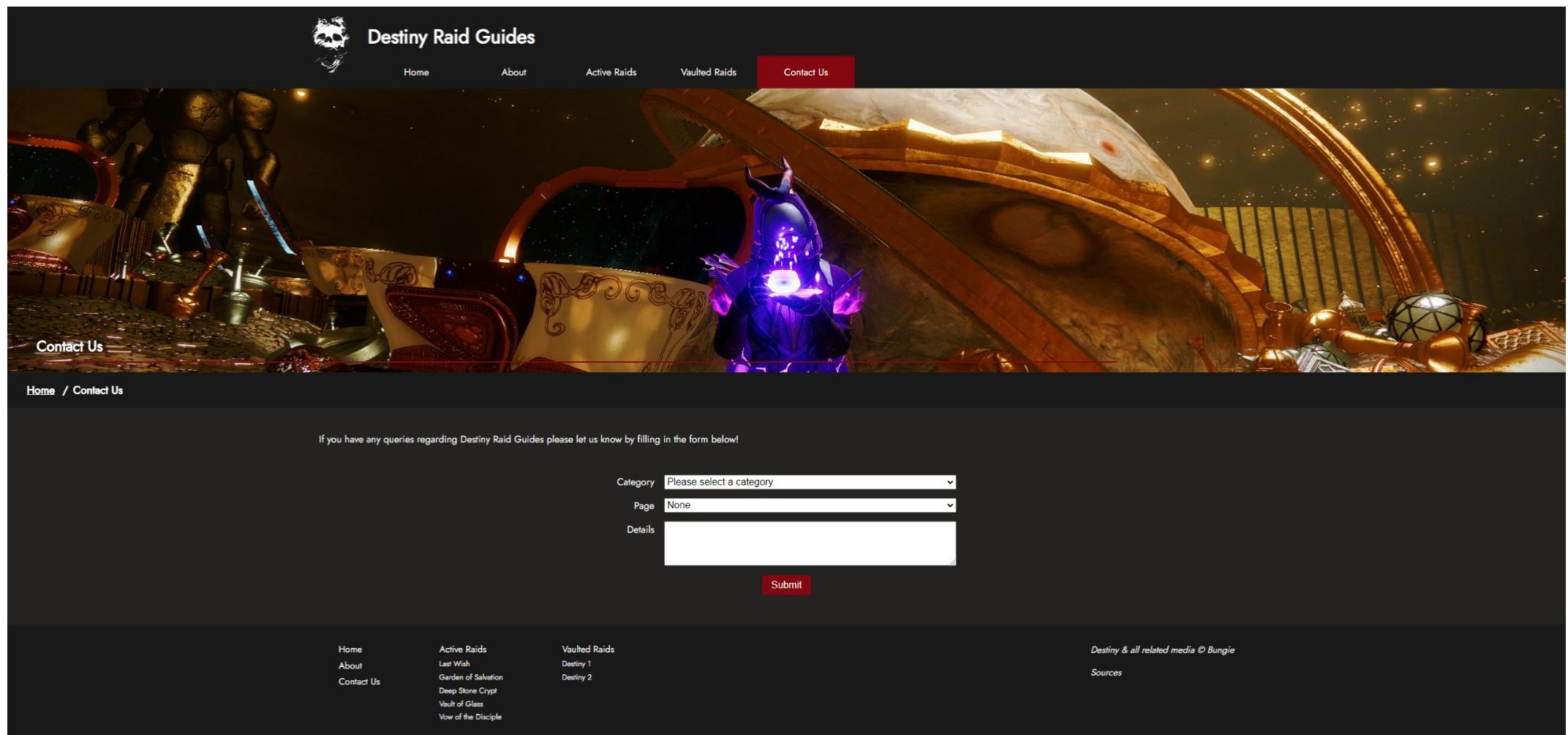
Crown of Sorcer

The most recently released raid to be placed into the Destiny Content Vault, Crown of Sorcer was released with Season of Conquest in June 2019. With a day 1 raid run that ended in heartbreak as two teams finished within minutes of each other, with both exceeding the records for best completion times, the raid has been highly regarded as one of the best raids to be released as having one of the best final boss encounters to date, but with one of the most opening encounters it could be a long to finish.

The raid sees guardians being summoned to the castle of the Leviathan at the request of Inspector Calus, this time he wants to defeat Gathon, a cabal who Calus used to wear the Crown of Sorcer, who was ultimately mind controlled by the Cabal.



Appendix G – Contact Us page



The screenshot shows the 'Contact Us' page of the Destiny Raid Guides website. The header features a logo of a skull with wings and the text 'Destiny Raid Guides'. The navigation menu includes links for Home, About, Active Raids, Vaulted Raids, and Contact Us. The main content area has a large background image of a purple, glowing character standing in front of a massive, ornate golden structure. A red horizontal line highlights the 'Contact Us' link in the top navigation. Below the image, the page title 'Contact Us' is displayed, along with a breadcrumb trail 'Home / Contact Us'. A message encourages users to fill out a form if they have any queries. The form fields include 'Category' (a dropdown menu with 'Please select a category'), 'Page' (a dropdown menu with 'None'), 'Details' (a text area), and a 'Submit' button. At the bottom, there are links for Home, About, and Contact Us under 'Destiny Raid Guides', and links for Active Raids, Vaulted Raids, and Sources under 'Destiny'. A copyright notice at the bottom right states 'Destiny & all related media © Bungie'.

Contact Us

Home / Contact Us

If you have any queries regarding Destiny Raid Guides please let us know by filling in the form below!

Category: Please select a category

Page: None

Details

Submit

Home

About

Contact Us

Active Raids

Last Wish

Garden of Salvation

Deep Stone Crypt

Vault of Glass

Vow of the Disciple

Vaulted Raids

Destiny 1

Destiny 2

Destiny & all related media © Bungie

Sources

Appendix H – Last Wish page

The screenshot shows the 'Destiny Raid Guides' website with a dark theme. The header includes a logo, navigation links for Home, About, Active Raids, Vaulted Raids, and Contact Us, and a large banner image of a rocky, glowing blue environment. Below the banner, the page title 'Last Wish' is displayed. The main content area has a breadcrumb trail: Home / Active Raids / Last Wish. The page text describes the Last Wish raid's release in September 2018 and its location in the Dreaming City. To the right, a 'Table of Contents' sidebar lists six sections: I. Kalli, the Corrupted, II. Shuro Chi, the Corrupted, III. Morgeth, the Spirekeeper, IV. Vault, V. Riven, of a Thousand Voices, and VI. Queenswalk. Each section has a corresponding sub-section link below it. The bottom of the page contains footer links for Home, About, Contact Us, Active Raids (with sub-links for Last Wish, Garden of Salvation, Deep Stone Crypt, Vault of Glass, and Way of the Disciple), Vaulted Raids (with sub-links for Destiny 1 and Destiny 2), and a copyright notice: 'Destiny & all related media © Bungie'.

Last Wish released in September of 2018 with the Forsaken expansion and is currently the oldest raid still in Destiny 2, not counting the revamped Vault of Glass raid.

The raid sees your fireteam fight their way into the Keep of Voices at the heart of the Dreaming City to take down Riven and free the city from the Taken curse.

I. Kalli, the Corrupted

Kalli is the both the first encounter and first boss of the Last Wish raid.

i. Secret Chest

After leaving the first encounter, you will come across a white bridge that you need to cross to get to the second encounter. Dropping down just before passing the second pillar of the bridge will lead to a small alcove in the cliff.

Inside this alcove is the first secret chest of the raid.

II. Shuro Chi, the Corrupted

The second boss of the Last Wish raid is Shuro Chi. Shuro Chi has the exact same attacks as Kalli before her and the same 2x crit damage multiplier that makes precision weapons such as snipers and linear fusion rifles so effective against her.

i. Secret Chest

The second secret chest of this raid comes just before the main jumping puzzle. Turning left instead of right towards the portal will take you up a cliff to the next secret chest.

III. Morgeth, the Spirekeeper

The boss of the third encounter, Morgeth is an extremely large Taken Ogre with simple mechanics to learn.

IV. Vault

Often considered the hardest encounter of Last Wish despite being the only encounter without a boss, the Vault is a test of communication and whether you can tell your left from your right.

V. Riven, of a Thousand Voices

Riven is the final boss of the Last Wish raid and has a lot of moving parts. Parts that rarely are appreciated since she's very easily beaten without engaging with most of her mechanics due to some long existent bugs.

VI. Queenswalk

To finally round out the raid we have the Queenswalk which isn't technically an encounter but is necessary to complete the raid. After killing Riven, the freed Techeuns will order you to carry her heart out of her body and back through the spire almost to where you entered after defeating Morgeth.

Appendix I – Garden of Salvation page



Destiny Raid Guides

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Garden of Salvation

Home / Active Raids / Garden of Salvation

Garden of Salvation released in October 2019 with the Shadowkeep expansion. Whilst one of the shorter raids in the game, as Bungie's first DLC as an independent developer it still holds strong.

This raid returns to the Black Garden to take down the Vex minds protecting it and learn more about the Darkness in the process.

Table of Contents

- I. Open the Portal
- II. Evade the Consecrated Mind
- III. Summon the Consecrated Mind
- IV. Defeat the Consecrated Mind
- V. The Sanctified Mind

I. Open the Portal

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II. Evade the Consecrated Mind

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III. Summon the Consecrated Mind

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IV. Defeat the Consecrated Mind

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I. Secret Chest

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V. The Sanctified Mind

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Appendix J – Deep Stone Crypt page

The image is a screenshot of the Destiny Raid Guides website. At the top, there's a navigation bar with links for Home, About, Active Raids, Vaulted Raids, and Contact Us. The main content area features a large, atmospheric image of a character standing in a dark, stone-walled crypt. Below this image, the title "Deep Stone Crypt" is displayed. A breadcrumb navigation shows "Home / Active Raids / Deep Stone Crypt". To the right of the main content, there's a sidebar with a "Table of Contents" section containing five numbered sections: I. Survive the Storm, II. Secret Chest, III. Ataks-1, Fallen Exo, IV. The Descent, and V. Taniks, the Abomination. The main content area contains several sections of text, each starting with a bold heading (I. Survive the Storm, II. Secret Chest, etc.) followed by a block of placeholder text (Lorem ipsum dolor sit amet, consectetur adipiscing elit...). The website has a clean, modern design with a white background and a sans-serif font.

Appendix K – Vault of Glass page

The screenshot shows the 'Vault of Glass' raid page on the Destiny Raid Guides website. The header features the site's logo and navigation links for Home, About, Active Raids, Vaulted Raids, and Contact Us. The main content area has a large background image of the Vault of Glass raid environment. Below the image, the title 'Vault of Glass' is displayed, along with the breadcrumb navigation 'Home / Active Raids / Vault of Glass'. A text block describes the raid's history and its connection to the Timeless Council. To the right, a 'Table of Contents' sidebar lists the raid's sections: I. Raise the Spire, II. Confluxes, III. Oracles, IV. The Templar, V. Gatekeepers, and VI. Atheon, Time's Conflux. Each section has a corresponding numbered link below it. The bottom of the page includes links for Home, Active Raids, Vaulted Raids, and Contact Us, as well as copyright and source information.

Appendix L – Vow of the Disciple page

The screenshot shows a website for "Destiny Raid Guides". The main header features a logo of a skull and crossbones with wings, followed by the text "Destiny Raid Guides". Below the header is a navigation bar with links to "Home", "About", "Active Raids", "Vaulted Raids", and "Contact Us". The main content area has a large, atmospheric background image of a jungle or forest setting. A red horizontal bar at the bottom of the image contains the text "Vow of the Disciple". Below this, the breadcrumb navigation "Home / Active Raids / Vow of the Disciple" is visible. The central content area contains several sections of text, each starting with a bold heading like "I. Escort", "II. Acquisition", etc., followed by a block of placeholder text. To the right of the main content, there is a sidebar titled "Table of Contents" which lists the sections: I. Escort, I. Secret Chest, II. Acquisition, III. The Caretaker, III. Secret Chest, IV. Exhibition, and V. Rhulk, Disciple of the Witness.

Vow of the Disciple

Home / Active Raids / Vow of the Disciple

The latest raid to be released in Destiny 2, Vow of the Disciple was released in March of 2022 with the Witch Queen expansion. The raid faced a fair number of issues on launch day, but has managed to cement itself as one of the best raids Bungie has created to date.

Throughout the raid you are goaded by the first disciple of the Witness, Rhulk, who you will ultimately fight and (hopefully) defeat at the climax of the raid.

I. Escort

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i. Secret Chest

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II. Acquisition

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III. The Caretaker

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IV. Exhibition

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V. Rhulk, Disciple of the Witness

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