

Wish of the Darkness

This is a general design idea to bring a Destiny 2 raid up to the same tier of difficulty typically seen in other MMO. This intends to keep how destiny 2 uses 3D space and its pickup usage as well as general gameplay with subclasses as they are. Guides are provided for each encounter to provide a base knowledge of how each encounter works in Destiny 2 as a starting point.

Despite using the encounters as a starting point, this design is intended as a remake of the encounters while keeping the initial feeling of each encounter the same. To make them seem familiar to players who did the original raid while challenging them in new ways and throwing in new curveballs. However, I will take a different direction towards the Riven of a Thousand Voices encounter and Queenswalk where I will replace Queenswalk with a final boss of Savathun, a massive name in the lore of Destiny 2. I will also place adjustments to the lore around how I would do it as a little extra.

Environment changes required are specified at the start of each encounter. All encounters are designed for Destiny 2's raid player count of 6 people. Please watch the guides provided if you have no knowledge as base mechanics will be referred to.

As a warning: Some videos linked will use obscene language. I have opted for videos that are good guides / showcase points I want to make clearly instead of worrying too much about the obscenity in them.

Any design comments are put in italics.

Lore leading to this new difficulty in the raid.

Upon the pyramid ships entering the solar system a distress call was received from Petra in the dreaming city. She claims that the curse has struck again but worse than usual with Kalli & Shuro Chi being taken again with Morgeth being spotted at the spire but before she can explain more, she is cut off by Riven talking to the player. Riven explains that the defenders of the last wish were taken by the darkness however are suffering from a far greater corruption. Petra regains the focus of the player and explains that she needs another fireteam to enter The Dreaming City and slay riven again to attempt to end this new curse.

Encounter List

Kalli, The Corrupted

Shuro Chi, The Corrupted

Ascendant Jump Encounter

Morgeth, The Spirekeeper

The Vault (Displayed in triumphs as: Vault Infiltrated)

Riven of a Thousand Voices

Savathun, The Witch-Queen (Displayed in triumphs as: **Wish of the Darkness** Completed)

Replaces Queenswalk

WHAT I REFER TO

All Symbols -

	SEAWEEED FISH		LEFT FIRE
	DOUBLE FISH		RIGHT FIRE
	DOWN FISH		LEFT SPEAR
	UP FISH		RIGHT SPEAR
	INFINITY SNAKE		DOWN BIRD
	EIGHT SNAKE		UP BIRD
	DOWN SNAKE		SITTING BIRD
	UP SNAKE		STANDING BIRD

General Raid Improvements

The boss's health bar will now show what ability they are channeling with a progression bar to show how far it is to completion.

Fading light is removed.

Revives are on a 90 second cooldown (On the reviver not the revived) and require the button to be held for 6 seconds. A player must also remain dead for 20 seconds before they can be revived.

Revived players will have a 30s long 'light recovering' debuff which reduces super energy gain by 75% and prevents them from casting their super, gathering an orb of light will reduce the timer by 1s in addition to reduced super energy. If they die with 'light recovering' active, the time required before they can be revived is extended 20s+the duration left of 'Light Recovering'. 'Light Recovering' prevents the player from reviving other players.

This change is to allow for the higher difficulty of Mechanics and to allow players to recover if they play exceptionally well after mistakes are made. This however does not let teams make consistent mistakes or to just constantly revive chain by adding in a per player cooldown and the minimum time. It also adds in hero moments by removing the fading light timer that makes it so multiple people dying may not mean a wipe.

All damage from bosses affects player deplorables (unless stated otherwise).

Unless stated otherwise: Bosses do not have stomps.

Pre-Encounter Objective: Infiltrate the Dreaming City.

Subtext: Find a path to sneak into The Dreaming City.

Kalli - <https://www.youtube.com/watch?v=mj6qnB1g7nU>

Objective: Defeat Kalli, The Corrupted.

Subtext: Bring Kalli back to the light to find out what caused the revival of riven

Kalli is designed as an introduction to mechanics the players can expect to see in the raid. The first mechanic being the symbols and matching these symbols to execute mechanics. This will feature again in the Vault and in the Riven of a Thousand Voices fight. The other mechanic being the ogres and the pools they leave behind, which will function similarly throughout the whole raid.

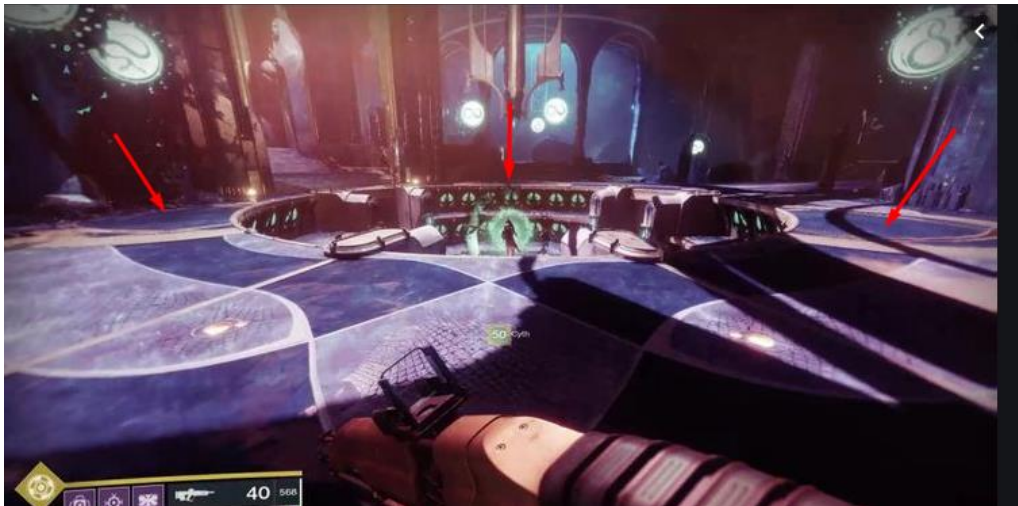
ENVIRONMENT

Middle Plate in the 3 groups of plates are all removed but the position is still important. Leaving 6 total plates.

Symbols in middle are removed.

Symbols above all plates are hidden.

A small plate appears on the high ground overlooking the boss above each group of doors (Referred to as 'Door Plates')



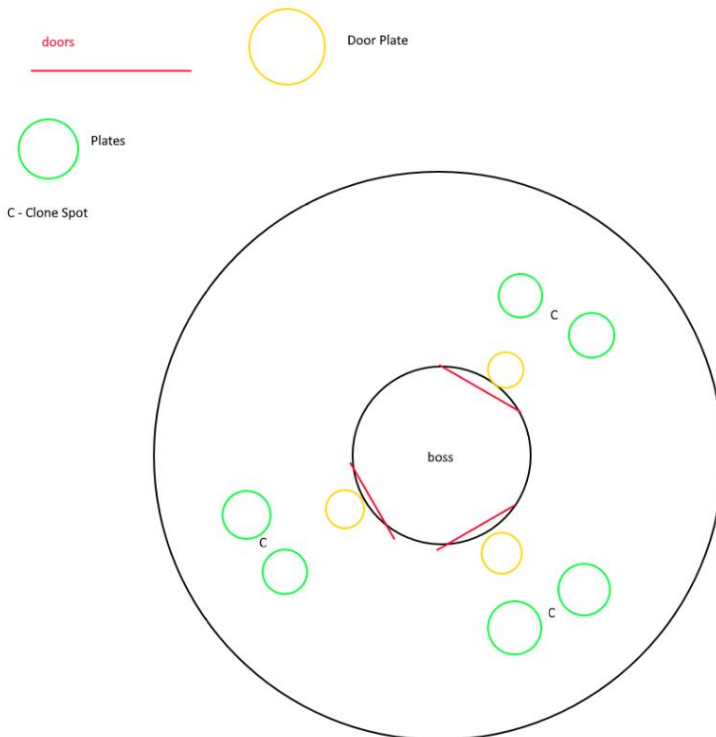
Doors in middle all take 1 symbol from the whole set with each group of doors being considered its own unique entity (so the same symbol can appear across each group of doors). An example is shown below.



In practice, other changes would be required for the environment to allow certain enemies to path through areas where they currently cannot. These are not detailed here.

OTHER THINGS OF NOTE IN THE ENVIRONMENT

Each pair of plates will be aligned with doors in the middle for the purpose of some mechanics, these are linked. These plates are located behind the doors. A very simple top-down map of the environment can be found below.



GENERAL ENCOUNTER

Kalli stays in the center where she starts usually. However, she stays immune while plate phase is active. She has drastically increased health from standard to account for more DPS opportunities and to increase the length of the encounter.

Currently in the live version of Destiny 2. Kalli proves to be not challenging. The fight is over very quickly and does not provide much satisfaction to groups that raid regularly. I believe increasing health will make the encounter last longer and require better execution of mechanics with less room for failure. The increased health is also to account for how much more time exists through the encounter for DPS.

PLATE PHASE - 60s

Each player must stand on a plate as standard. When the encounter starts, a clone of Kalli will spawn where the middle plate should be. These clones can be damaged and will damage the main boss, however they start with taking 50% reduced damage. Each clone spawns a swarm of taken thrall that head to each plate every 5 seconds. They also start channeling a wipe attack that takes 60s to cast. The outer edge of the plate has a glow that progresses around the plate showing the % progress.

When the plate is 'complete' aka when the knight spawns, the knight will be immune. The player must drag it up to the Kalli clone where it will be absorbed, and the plate's symbol will appear. Plate completion takes 35s. Symbols must be memorized by players.

If both plates for a pair are done. Their clone becomes vulnerable and takes standard damage and thrall will stop spawning allowing players to just do damage.

Upon all plates being completed the clones are staggered out of the wipe ability channel and teleport away.

The update to this plate phase is designed to make the mechanics harder to bypass. In the live version of destiny 2 all mechanics are bypassed by freely damaging the boss during the plate phase (<https://youtu.be/-uuCPrl2Q?t=61>). By reducing damage being dealt to the boss till some mechanics are completed should stop this from happening. Combining this with a longer time required to complete the mechanic as well as more annoying additional enemies but also allowing everyone to dps while doing the mechanic still should encourage the mechanics to be carried out more. This also adds a level of mastery by maximizing DPS during this phase by waiting to complete your plate till the last moment.

OGRE PHASE

A few seconds after the clones teleport away, an ogre major named "Corrupted Ogre" will spawn at each of the positions where the clones were sat and make their way to the center where Kalli is now vulnerable. These ogres turn any forms of CC received into a slow which is capped at 50%. It takes an ogre ~10s to reach Kalli.

If an ogre reaches the boss, the ogre will be absorbed, and the boss will instantly cast a raid wide damage attack that will bring all players to critical health and applies a permanent damage reduction debuff (-10%) to all players. This debuff stacks infinitely (10 stacks meaning a definite wipe as no damage can be dealt)

Killing an ogre will leave a pool where the ogre died that deals damage over time and applies an indefinite damage reduction to players in it. The debuff given by the ogre's pool will be automatically cleansed at the end of the rotation. The pools disappear at the end of the rotation.

This phase is designed to smooth a transition for players to move from the outside of the room towards the inside of the room. While also punishing mistakes in the first phase that may have led to someone having to run to another plate by adding risk to not being near your plate when the ogres spawn to kill them in time. It also encourages dealing with the ogres sooner to avoid having pools to getting in the way of the DPS phase mechanics. This phase also serves as a DPS check to ensure groups will have enough DPS to clear future mechanics.

DOORS / DPS PHASE

All symbols vanish from the plates.

The boss will continue to be damageable. The boss will begin channeling a wipe ability that activates after 25s.

Three taken witches will spawn on each door plate. The plate cannot be activated until the witch on it is dead. These witches will cast damaging AOE's that knock up and follow up with a knockback. (Same attacks Kalli uses in the actual raid)

Standing on a door plate will lower the doors below the plate, exposing a vulnerable taken orb behind every door. The symbols will still show but will become transparent. Each orb takes 3 shots to kill from any weapon.

Other players must shoot the orbs behind the correct symbols depending on the symbols shown on the plates on the same side of the room as the doors.

Shooting the incorrect symbol will kill the player standing on the plate. Shooting the two correct symbols will stagger the boss preventing a wipe.

After this the boss will channel again but this time if it is executed a permanent vulnerability debuff will be applied to all players and the DPS phase will end. Shooting the correct symbols will stagger the boss again. This can be repeated for the 3rd set of symbols too. After the 3rd set the rotation ends. Every time the boss is staggered any witches left alive will teleport away and new witches will spawn on the door plates.

This DPS phase has received a complete change. Instead of making players enter doors that open the symbol matching game that was present in the plates phase now applies to here. Requiring more memorizing by the player to ensure the mechanics are executed correctly. Also having dangerous enemies spawn throughout DPS ensures players are careful to not just stand still and shoot the boss but to dodge their attacks or to invest the time to get rid of the enemies.

ROTATION END

When the door phase end. Any indefinite debuffs applied by mechanics are cleansed. Permanent debuffs and any debuffs caused by player's stay.

A message will also appear in the bottom left in the combat log saying "Kalli focuses". This increases the speed of the orb rotations on plates and decreases the time spent in plates phase by 10%.

When entering the 4th rotation Enrage is near will be displayed to all players. Entering 5th rotation will display enrage to all players as they cannot interrupt the clones' wipe attack in time so they must attempt to kill the boss before this attack goes off.

Enrages are typical of any raid boss in an MMO, this is no different and means there is the added benefit of a DPS check to ensure the players can handle what is coming up in the rest of the raid. Enrage is designed to feel more natural instead of just a hard cap of how many phase rotations a team can go through. It also ramps up the pressure as the fight goes on as the pace of mechanics increase players will have to complete these faster and faster.

Overall, the intention for the update to this encounter's mechanics is to ensure the players have a complete experience by carrying out all mechanics while still offering ways of optimizing damage and providing a sense of mastery of the encounter.

Transition Objective: Breach the inner Dreaming City.

Subtext: Find a way into the Spire.

Shuro Chi - https://www.youtube.com/watch?v=bBjwtkE_Kw

Objective: Defeat Shuro Chi, The Corrupted.

Subtext: Bring Shuro Chi to the light to proceed further into The Dreaming City.

Shuro Chi is designed to be a 'chase' fight. Where you chase the boss through their tower to the top where you finally kill the boss. This is achieved by the developers at Bungie by splitting the boss's health into 6 individual DPS phases with the boss being immune outside of these phases and having the boss teleport after each DPS phase through the tower. However outside of the teleport the boss is too static for a 'chase'. I want to introduce more boss movement to have the players challenged with their ability to aim and to give the encounter a lot more of that feeling of chasing the enemy. I also want to introduce the 'Ascendant Realm' into this part of the raid. This is a foggy, windy, dark and destroyed version of areas seen throughout the game. An example is shown below of "The Shattered Throne" dungeon which takes place entirely in the Ascendant Realm. Here is a video of a run-through of the shattered throne. This is being introduced now as an introduction to more Ascendant Realm areas throughout the raid.



ENVIRONMENT

The floors are made longer (Bigger central area, puzzle room stays same size, paths are same width but just go round longer)

The second floor is the same layout but as an Ascendant Realm.

For the sake of this design: The fog effect will be referred to in the future as "Ascendant Storm."

The Ascendant Storm will not be active until a mechanic calls upon it to start. Ascendant Realm areas will appear dark but not foggy/stormy.

GENERAL ENCOUNTER

The plates do not cause damage to players stood on them.
Shuro Chi has drastically increased health.

CHASE PHASE - 1st Floor

As players walk up to the encounter door it will open. A taken barrier will stop players from proceeding further. Once all players have walked into the room the door will close behind them. The taken barrier will fall and the encounter will start.

When the encounter starts taken corruption starts flowing from the doorway and slowly spreads through the room. This damages players when standing on it. This is the main enrage mechanic for the encounter.

Shuro Chi has a shield that makes her immune to nearly all damage. This is broken by the Taken Essence's basic gun. Shield regenerates after 5s. This is delayed by shuro chi taking damage, up to a max of 10 seconds.

Taken captains named "Eye of Riven" will spawn through the raid. In this encounter 2 will spawn every time and respawn which is after the previous ads have been cleared.

Taken Essence is a pickup that has many abilities that can be activated by the player pressing the keys for their own abilities (e.g. Q is default for grenade). All abilities are not affected by silences. Using an ability consumes the essence. The taken essence does not have the death timer on it that the normal mode essence has.

Ammo Count: 10 Shots

Grenade = Cleanse – Removes certain raid debuffs on every player in a short radius around the user. Removes all stacks of Taken Charge. Also cleanses bindings.

Class Ability = Taken Shield - Heals all allies in a short radius around the player to full hp, grants a 'taken shield' reducing taken damage by 50% for 5 seconds

Alt-Fire = Taken Charge – Applies a stack of Taken Charge to all players. This increases damage dealt by the player (10% / 25% for 1 / 2 stacks). Has a timer of 15 seconds. Can apply a maximum of 2 stacks. Applying a new stack resets the timer (Does not reset if at max stacks). When the timer runs out the player detonates dealing 50% hp damage if at 1 stack. Deals 100% of a players' hp if at 2 stacks.

Super = Provoking Shot – Changes the boss' target. This has no impact in this encounter.

Basic Shooting = Shield Break – Damages Shuro Chi's shield Takes 4 shots to break the shield.

Shuro Chi has many attacks that require certain interactions from players.

Taken Bindings (Fast moving Projectile) - Stuns the player hit and gives them a timer of 15s. Another player must grab a taken essence and use its cleanse ability on the player, or the player will die.

Call of the Ogre - Shuro Chi summons ogres to her aid, this spawns 2 corrupted ogres somewhere in the room and they will walk towards Shuro Chi. These have the same effects as corrupted ogres in the Kalli fight.

Taken Scream - Shuro Chi channels a raid wide AOE attack that damages all players. A combat message will be shown next to the players' crosshair stating "Kalli prepares her scream" to warn players.

Shuro Chi will channel for 6 seconds and then execute the first attack. This first attack applies a silence to all players and destroys all deployables players have put on the field (e.g., warlock's healing rifts and well of radiance).

After 5 seconds a 2nd AOE attack is fired which removes the silence. The combined damage is enough to kill players if they do not use the Heal ability on the taken essence.

The puzzle room starts blocked off. This unlocks when Shuro Chi is reduced to 66% HP. Shuro Chi becomes immune the moment she hits 66% HP and will not go any lower than 66% HP this phase. This puzzle room works the same as it does in normal mode.

This is a lot of information to start with but it setups the encounter and explains the main mechanic being introduced: The Taken Essence. In bungie's version of Last Wish does not achieve much in this encounter. It has 1 mechanic related where it can stun Shuro Chi during DPS to delay her wipe mechanic. However, this is not needed for majority of raid groups due to the lenience of the DPS check. This removes the main mechanic from Shuro Chi so my goal with this encounter is to make it more fluid and less of a stop start while giving that mechanic room to exist.

This is also to start introducing roles. Ad clearing is important to keep the source of Taken Essences going. Damage is constantly required to hit DPS checks, and 1 person is required to keep the taken essences near them to deal with mechanics and to allow the raid to constantly do DPS.

ASCENDANCE – 2nd Phase/Floor

After completing the puzzle room. Three orbs will spawn. These will grant players Ascendancy. With the ascendancy buff they will be able to see a taken portal and these 3 will jump into it and be teleported to an Ascendant Realm resembling the 2nd floor. The other 3 players will jump up via the jumping puzzle as usual. The second floor is intended to be a lot longer than it is in the normal mode.

An Ascendant Shuro Chi will appear in the Ascendant Realm. Shuro Chi will appear in the real realm.

Real Realm

Shuro Chi will be immune to damage however her shield can be broken from the real realm. The Real Realm's goal is to deal with her mechanics, clear ads and keep the shield down so that the Ascendant realm team can complete their DPS phase.

Taken Corruption keeps flowing from the previous floor. It will progress at a 50% faster rate till it reaches the 2nd floor where it will return to normal speed. This rewards teams who complete the first floor faster by giving them more time.

Breaking the shield on Shuro Chi will make the ascendant Shuro Chi vulnerable to damage.

Ascendant Realm

When the 3 players drop into the ascendant realm there will be less ads to deal with however, they will have the Ascendant Shuro Chi. Ascendant Shuro Chi has different attacks to deal with and moves along the path matching where the corruption is in the real realm (Note that if taken corruption is still on the first floor, she will stay at the start)

Ascendant Bomb – One player will have an AOE placed around them, with a debuff and a timer of 8s attached. When the timer expires everyone in the AOE will receive a moderate amount of damage that is increased by how many people are in the AOE (1/2/3 people = 25%/50%/100%). When the ability fires, the AOE will also be filled with taken corruption. This taken corruption is not traversable by Shuro Chi in this phase.

Taken Imbuement – One player is marked for taken imbuement which has a timer of 5s and places an AOE around the player. The other players must gather in this AOE to split the damage. Split values are as follows for 1/2/3 people: 100%/50%/10%. If all 3 players split the damage, they gain a stack of Taken Force granting 20% bonus damage. This attack will only grant Taken Force attacks on its first use on each set of players.

These attacks server as an introduction to split/stack mechanics as well as rewarding good play with extra DPS.

The ascendant realm's team is responsible for damaging the boss and taking the boss to 55% HP as fast as possible as the corruption is spreading in the real realm.

When Shuro Chi reaches 55% HP the two teams will swap realms where the team that was in the real realm previously must get Ascendant Shuro Chi to 40% HP and the previous ascendant realm team must handle the shield breaking in the real realm.

At the health points the swap happens instantly. There is no immune phase in the swap. At 40% HP any more damage will be blocked, the boss goes immune and teleports away.

When Shuro Chi teleports away A taken barrier will drop and allow the teams in the real realm and the ascendant realm to enter the puzzle room and clear it. Half the puzzle tiles in the real realm will be covered in taken corruption and not in use and the other half of the puzzle tiles in the ascendant realm will be broken and not in use. Both teams must work together to uncover all 3 symbols. Upon all symbols being uncovered every player will be teleported to the start of the real realm version of the 3rd floor.

3rd Floor –

With all the players on the 3rd floor. Shuro Chi appears for the final chase sequence. She will spawn at the start of the path and will spread taken corruption from her position. She will slowly move along the taken corruption as it spreads. Taken corruption spawned by Ascendant Bomb's will now move Shuro Chi further forward if it is dropped connecting to the spreading Taken Corruption. It will also allow the taken corruption to spread from there once it is connected.

Shuro Chi now adopts the attacks Ascendant Shuro Chi used with some differences.

Ascendant Bomb – Targets all alive players instead of 1 player.

Taken Imbuement – Now marks 2 players instead of one. Applies a stack of taken charge if stacking with 3 or more people instead of taken strength. This attack will now fire multiple times through this phase among her other abilities.

When Shuro Chi reaches halfway through the floor “Enrage is near” will be displayed to all players

If Shuro Chi reaches the end of the floor a message will appear saying “Shuro Chi is overwhelmed with Taken Energy” in the bottom left and “Enrage” will be displayed next to all players’ crosshairs and all the corruption will disappear. She will use a raid wide silence attack that lasts till she dies, or the raid is wiped and destroys all deployable abilities. She will then do alternating casts of Ascendant Bomb and Taken Imbuement. No more ads will spawn so no more eyes of riven will be available except from the one’s players have picked up. The taken essences form the only healing that players will have access to except for Lumina.

Note ascendant bombs will still create new pools of taken corruption during the enrage phase.

The encounter is completed when Shuro Chi is killed.

This 3rd floor design is intended to be the big climax/ As players have traversed realms to hunt down Shuro Chi the final showdown happens on the players’ terms in the real realm. This also introduces some real co-ordination challenges for players as the Ascendant Shuro Chi’s mechanics are introduced on a more challenging scale. With ascendant bombs to manage to minimize the number of boosts Shuro Chi gets it requires raid teams to decide how they want to position the taken corruption pools as well as giving leniency in how they want to use the Taken Essence provided. The enrage is also designed to allow good raid teams to extend the enrage phase with good co-ordination and good preparation.

Transition Objective: Find a way into the Spire.

Subtext: Find a way to sneak into the spire

Jump Encounter

Objective: Reach the Spire

Subtext: Survive the unknown bombardment and escape the ascendant realm

Jumping puzzle reference: <https://youtu.be/JePwHVrilgk?t=6216>

This is designed to add a few mini mechanics to the jumping puzzle to also introduce some basic mechanics ahead of the next encounter.

An unstable taken orb will appear where the portal usually spawns. When all players are near the orb it will expand into a portal absorbing all players and the encounter will start. When entered the players will start on their side of the bridge with the broken bridge pieces ahead of them. These will cover a wider area than the jumping puzzle covers in the normal mode and the distance of the jumping puzzle will be increased.

All attacks will originate from the other side of the jumping puzzle out of sight. This is where Ascendant Morgeth, The Spirekeeper is. Players will not directly attack Morgeth in this encounter.

Various attacks will be used that will appear in the typical bosses' casting bar.

Rock Throw – Ascendant Morgeth throws rocks that target all players with an AOE. After 3 seconds the AOE will detach from the players and stay at the same position. 1 second after a rock will hit the AOE, damaging all players in the radius and destroying all ledges in the radius.

Dart Bombardment – Ascendant Morgeth summons 30 axion darts. 5 Axion darts will target each player. The axion darts can be shot by players to destroy them. Axion darts will explode on contact with a player and deal a small amount of damage but will apply a permanent vulnerability debuff to all players hit that increases damage taken by 5%. This stacks infinitely.

Ogre Stomp – Ascendant Morgeth stomps with all his strength. This will knockback all players and stun any player that is not in the air. This is followed by a second stomp that will knockback any players that are stunned.

Eastern/Western Ascendant Storm – Ascendant Morgeth calls upon the Ascendant Realm to bring a storm with a combat log text being created saying "Morgeth calls for a western/an eastern Ascendant Storm". After a short cast, Morgeth will channel for 5 seconds. During this channel, the storm will constantly apply velocity changes to the player nudging them left/right depending on the cast that was made (Random).

Every time a player dies combat log text will appear stating "Ascendant Morgeth drains the Guardian's Light."

If 4 players die the combat log text will say "Ascendant Morgeth channels the guardian's light into the darkness" and begins a wipe animation. After a few seconds, the remaining guardians will wipe.

Any player that makes it to the end is no longer targeted/affected by Ascendant Morgeth's attacks.

3 Players must make it to the end to open the exit portal and finish the encounter. Upon opening the portal combat log text appears saying "Morgeth, The Spirekeeper, prepares for battle."

Completing the encounter grants players non-powerful raid loot.

Morgeth: <https://www.youtube.com/watch?v=4xTXWzvLEkA>

Objective: Defeat Morgeth, The Spirekeeper.

Subtext: Defeat the guardian of the spire to proceed into the keep.

Morgeth is one of the easiest encounters in the Last Wish Raid. Despite being one of the biggest raid bosses. He has the smallest health pool and does not seem too threatening in himself as he does not do much interaction with the players. I hope to add some interaction here between the boss and the players to make the boss seem much more threatening. The previous addition to the jumping puzzle to turn it into a mini encounter was designed to alleviate some of the learning process for this encounter as players will have to learn how to manage the targeting of the boss while dealing with mechanics. This design will take some inspiration from the Golgoroth fight in Destiny: The Taken King's raid: 'Kings Fall'.

At the start of the encounter. A portal appears in the sky in front of the door from the ascendant realm and Morgeth drops from it spawning taken corruption around him.

General Encounter Changes

Morgeth has *seriously* increased total health compared to the normal version. 4x at least as a rough estimate. However, this is split between his Real-World Phase and his Ascendant Phase. (Roughly 25/75 split).

In phase 1 – Morgeth's health bar will represent only 30% of the actual health required. When this health bar is reduced to 0, Morgeth will cast Ascendance and Phase 2 will start where his health bar will be refilled.

An ascendant realm arena is created for phase 2. It is similar in layout to the real-world version.

Morgeth does not start immune.

Ads are constantly spawning. 3 Eyes of Riven will spawn per ad wave.

Mechanics that start in first phase.

Morgeth's Focus – Morgeth gains stacks of Focus throughout the encounter whenever the raid team makes a mistake with certain mechanics or over time. Each stack reduces Morgeth's cast time and cooldown time between abilities by 5% This starts at 8s. Every 30 seconds in the encounter will grant Morgeth a stack of Focus. This timer is reduced by the cast time reduction granted by Focus. Morgeth will gain access to new abilities as his focus grows.

25% Focus – Morgeth casts **Ascendant** early (Before HP boundary).

50% Focus – Morgeth can start using **Call of the Ogre**.

75% Focus – Morgeth upgrades **Ascendant Gaze & Focus Fire** to affect 2 targets.

90% Focus – Morgeth casts **Light Drain**

100% Focus – Morgeth casts **Ascendant Apocalypse**

These focus stacks are the enrage timer for this encounter and acts as a generous enrage timer that is brought forward for every mechanic mistake the players make. Mechanics should overlap to the point

where it is almost impossible to have a perfect run and players will have to let Morgeth gain some focus from mistakes.

Morgeth's Gaze – Morgeth's gaze only affects one player at a time. Majority of Morgeth's attacks will target the player under the effects of Morgeth's gaze. If the same target holds Morgeth's Gaze for 20 seconds Morgeth will focus. This causes a combat log text to appear saying "Morgeth focuses on {Target of Morgeth's Gaze}". This will apply a stack of Focus to Morgeth. Morgeth's gaze will be shifted to a player that hits Morgeth with Provoking Shot from the taken essence and it will reset the timer.

Focus Fire – This attack will only be used when Morgeth has focused on a target. After a short wind up Morgeth will fire high-damage explosive bolts of darkness from his eyes that penetrate cover until his target is dead. This attack will end early if Morgeth's Gaze is shifted from the target. Every second this attack is active will spawn a Taken Strength.

Taken Strength – Taken Strength will be spawned via various attacks. Taken Strength are orbs that float above a pool of taken corruption. The orb will start descending into the taken corruption. A player can move into the orb to pick it up and get a stack of Taken Strength. If the orb is fully submerged in the taken corruption (Takes 3 seconds) then a combat log text will appear saying "Morgeth gains focus from Taken Strength". The taken corruption will then explode dealing major damage to anyone nearby. The taken corruption will then disappear.

Taken Surge – Morgeth causes a surge in taken power. Attaching a debuff with an AOE marker to every player with a Taken buff/debuff (Taken Strength, Taken Charge, Taken Essence). If a player dies with the debuff the surge will detonate dealing raid wide damage. After 3 seconds the debuff will change to "Primed Taken Surge". If 2 AOE's overlap the surges will connect and explode killing both players. At this point Morgeth will start casting **Surge Detonation**. Primed Taken Surge cannot be cleansed.

Surge Detonation – Morgeth starts preparing to detonate all the taken surge. After a 10 second channel every player who still has Primed Taken Surge will explode killing them and anyone close to them instantly. During the channel players may run up to Morgeth which will funnel the Taken Surge into Morgeth, cleansing the player of the debuff and applying a stack of the debuff to Morgeth. When Surge Detonation fires he will take massive damage based on the amount of stacks he has. If Morgeth has no stacks when Surge Detonation fires he will receive a permanent damage increase buff that stacks.

Energy Explosion – Morgeth channels a massive explosion from his back. After 3 seconds of channeling Morgeth's back will explode instantly killing anyone not underneath Morgeth, this effect will last for 6 seconds where Morgeth will receive a vulnerability up, making him take more damage for the duration of the attack. Morgeth will then do nothing for 3s before channeling stomp.

Stomp – Morgeth prepares to stomp the ground for 2 seconds. After 2 seconds Morgeth will slam the ground dealing massive damage to anyone underneath Morgeth instantly killing anyone who does not have an overshield. This mechanic will also instantly kill any deployable in the area. Note this mechanic is not triggered whenever a player gets close to the boss like typical stomps. It is an ability like the others.

Ogre's Rage – Morgeth prepares to stomp the ground. After 3 seconds of channeling Morgeth will stomp the ground knocking every player up into the air. Morgeth will then unleash a roar knocking all players back. If players are towards the back of the arena, this knockback will send them off the edge of the arena.

Ascendance – Morgeth lets out a scream as a call to the Ascendant Realm and becomes overwhelmed with taken energy. Morgeth becomes Ascendant Morgeth and his health bar is refilled with a bigger health pool (Info: General Encounter Changes) Note that if Ascendance is cast by the focus boundary his existing health will be added to the extended health pool. A portal will open in the Taken Corruption below him that he will slowly descend through. During his descent Morgeth receives a vulnerability up debuff making him take more damage, the descent lasts 10 seconds. When he has descended Players will have to follow Morgeth through this portal to enter the Ascendant Realm, this is indicated with a voice line by ghost saying, "eyes up guardian, he's not dead yet". The boss fight now enters phase 2.

Ascendant Morgeth Phase 2

Morgeth continues using the same attacks from Phase 1 + the following:

Ascendant Gaze – Replaces Morgeth's Gaze. It works the same way except the timer is 10s instead of 20s.

Taken Explosion – Mechanics changed for this phase. One of the **Taken Explosion** variants are chosen.

Taken Explosion – Morgeth surges energy to his back. When detonated this variant deals damage to everywhere except underneath Morgeth. This explosion lasts 5 seconds and Morgeth is vulnerable to damage during these 5 seconds.

Biased Taken Explosion - Morgeth surges energy to one half of his back. When detonated this variant deals damage to the side of the arena correspondent to the side the energy surged to. It will deal constant damage for a few seconds.

Focused Taken Explosion – Morgeth surges energy in his back in a line and places a target on a random player. Morgeth channels for 5s where the debuff "Taken Surge Target" is added to a player. This debuff is hidden from view when the channel ends. When detonated a beam attack from Morgeth to the player fires dealing massive damage and applying 2 stacks of Taken Strength. This will also deal massive damage and apply taken strength stacks to anyone in the beam path. The beam penetrates the player off the edge of the map.

Spraying Taken Explosion – Morgeth surges energy in his back to form 3 lines originating at a point and splitting off. When detonating beams will fire at all players instantly destroying overshields and dealing 50% hp damage instantly. If a player is hit by 2 different beams it is a guaranteed kill.

Taken Detonation – Morgeth will channel this for 2s and detonate based on the type of **Taken Explosion** cast.

Ascendant Portals – Morgeth activates portals placed randomly around the area. These can be destroyed by the players, but they have a significant health pool. Certain attacks from Morgeth will interact with these portals. These are queued up to be cast every minute (Will be casted as soon as possible every minute, will not interrupt any ongoing mechanics but will happen after). After Ascendant Portals has been activated. He will activate **Ascendant Call**.

Ascendant Call – Morgeth calls out to the ascendant realm summoning a group of ads through every Ascendant Portal. A group of 6 ads will spawn from each portal that is active. This will not spawn ads from portals activated from the last **Ascendant Portals**.

Ascendant Storm – Morgeth calls for an ascendant storm to ravage the battlefield. This ability fires at 20% health. The storm's focal point is a Taken orb that spawns in the middle of the arena. This orb can be destroyed by players. The Ascendant Storm ticks every second dealing constant damage to players. If the orb is destroyed the Ascendant Storm stops.

Ascendant Imprisonment – Morgeth imprisons 2 random players. These players die after 20 seconds. They can be freed with the Taken Essence cleanse.

Call of the Ogre – Morgeth summons 2 corrupted ogres in 2 corners of the room. These function like previous encounters. This attack is locked behind a focus boundary.

Light Drain – This is the start of enrage. When this mechanic fires 'enrage' will be displayed to all players. This attack applies a permanent, non-cleansable debuff named 'Drained Light' to all players. The debuff silences the player and disables natural regen. Morgeth continues his normal attacks until 100% focus. Taken Essence keeps spawning during this phase and is one of the only forms of healing.

Ascendant Apocalypse – This is the final mechanic in enrage. A combat log entry appears saying: "Morgeth focuses on the Ascendant Apocalypse" Morgeth detonates all the energy in his body dealing raid wide damage constantly until all players have died.

When Ascendant Morgeth reaches 0 hp. The encounter is complete, a portal opens that players may jump into and continue to The Vault.

The Vault

Objective: Breach the Vault

Subtext: Break through the Vault doors to enter the heart of the dreaming city.

This encounter in Bungie's version is a puzzle encounter instead of a boss encounter which had received a partially negative outlook due to the fact it does not include a boss of any form (Source: Interview about Last Wish: <https://www.pcgamesn.com/destiny-2/last-wish-best-raid-destiny> under "Is there anything about Last Wish that you don't like"). It also is considered a very slow encounter compared to the rest of the raid. So, I want to keep the puzzle aspect of this encounter while adding in a boss... or three to make room for extra mechanics so everyone can constantly interact in the encounter. This will use the puzzle in Bungie's version of the Vault while taking inspiration from The Division 2's raid 'Operation: Dark Hours' where in the Buddy and Lucy encounter <https://www.youtube.com/watch?v=3uYOcn1RpTk&> it featured 2 bosses which had to be kept in the same health range.

For this encounter the general idea is a mechanic check for the raid team to ensure they can juggle mechanics correctly that will be required for Riven of a Thousand Voices. The central vault serves as a ticking time bomb that players must deal with while trying to break the locks that are the spirits and their mechanics.

General Encounter notices

The barriers around the room are mostly removed except 2. This is explained in **The Vault Clock**.

The vault creates three taken spirits: Warrior of the Forest. Archmage of the Temple. Behemoth of the Mountain. The bosses use the appearance of a Taken Knight, Wizard and Ogre, respectively.

These boss's health bars appear on top of each other. A bar appears overlaying the health bars like in the Buddy and Lucy encounter from The Division 2. It covers a 15% however the bosses use different max HP values meaning that the 15% will initially cover 92.5%-100% of each bosses individual HP at the start of the encounter.

Only 1 signature ability from a taken spirit may be prepared/casting at one time. Archmagi's Focus is counted as finished casting once the debuff has been applied, not when it ends.

Three Taken Orbs will spawn on each of the vault platforms. The Tree's orb will grant "Disruptor of the Forest" to the player that picks it up. The spawn's orb will grant "Disruptor of the

Temple” to the player that picks it up. The rock’s orb will grant “Disruptor of the Mountain” to the player that picks it up. A player cannot pickup two Disruptor buffs at the same time. The disruptor buff is explained more in **Spirit Disruptor**.

Upon all orbs being picked up the encounter will start, and the three bosses will spawn on their respective plates. They will immediately channel **Vault Spirit Awakening**.

All areas of the vault are made bigger to provide more room for players to handle mechanics.

All taken spirits use the following abilities.

Vault Spirit Awakening – The Spirit cannot do anything but move towards its zone. The Spirit is unstoppable during this cast so they cannot be knocked back, stunned or slowed. *This is shared by all spirits.*

Vault Purge – This is a 4 second channel. If this channel completes the central vault mechanism will surge with power. A combat log message will appear saying “Vault Purge Mechanism Active”, the vault will detonate its power and the raid will wipe. *This attack is shared by all spirits.*

Final Vault Purge - This is a channel for 6s however the guardian remains in its animation after finishing the channel. Upon all alive guardians channeling this ability the vault will explode wiping the raid. *This attack is shared by all spirits.*

For the purpose of making it clear. Mechanics will be categorized as follows:

General Mechanics – Ongoing mechanics that exist throughout the fight.

Central Vault Mechanics – Mechanics that fire by the central vault system

General Spirit Mechanics – Mechanics all Spirits use.

{Name of boss} Mechanics – Mechanics that each spirit uses.

General Mechanics

The Last Resort Protocol – The vault has a set timer for how long vault guardians may be deployed. If the Guardians are still alive after 10 minutes the vault will immediately instruct all Spirits to return to the central vault mechanism and commence **Final Vault Purge**. At 9 minutes “Enrage is near” will be displayed to all players with a combat log appearing saying “The vault enters its final clock cycle...”. When 10 minutes are up “Enrage” will be displayed and a combat log text will appear saying “The Spirits prepare Final Vault Purge”. When 1 spirit is killed a combat log text appears saying “The Spirits use their last resort” and initiate **The Last Resort Protocol**.

Vault Stability Protocol – The Spirits constantly check each other’s health to ensure the vault is not in danger. If a Spirit detects that another Spirit is in danger compared to itself (outside of the marked area) all Spirits will return to their plates and regenerate rapidly once there. If the Spirits are brought back in line before they reach their plates, regeneration will be cancelled, and they will all channel **Vault Spirit Awakening**. When regeneration starts it cannot be interrupted. All Spirits will regenerate to the healthiest Spirit’s health +10%. If the stability protocol activates all other protocols are temporarily disabled. Upon regeneration ending all Spirits channel **Vault Spirit Awakening**.

Vault Location Protocol – The Spirits are only permitted to be in their area and the central vault. If they enter another Spirit’s territory, they will detonate instantly killing all players.

Spirit Radiance – The Spirits are strong beings and their energy links to each other if they are close. If the Spirits are near each other they become immune and reflect all damage dealt to them to the player who dealt it to them.

Spirit Disruptor – The Spirits will always target whoever has their respective “Disruptor” buff. This buff is lost on death and the same orb will appear at the players’ death location. When the player marked as the Disruptor dies a combat log text appears stating “The Spirit of the {area} reports to The Vault.” The Spirit will make their way back to the plate. If they make it to the plate, they will channel **Vault Purge**. If another player picks up the disruptor buff before Vault

Purge completes, the Spirit will stop the channel/moving towards the plate and continue as usual. A spirit cannot enter the Ascendant Realm and will treat the disruptor as dead if they enter the Ascendant Realm until they return.

Central Vault Mechanics

These mechanics are interactions with the central vault mechanisms. These mechanics will be named and then followed with the combat log text that is used as the only tell that a central vault mechanic is happening.

Vault Clock *The Vault's Clock Starts turning...* - 2 barriers are present around the central vault mechanism. One stays static at 12 o'clock. The other slowly moves around. One full cycle is a minute. This mechanic is used throughout the whole encounter and starts when the encounter starts.

Vault Overpowering *Energy signatures in the vault rise...* - The Vault surges with power. 3 players must step on the three central plates to accept the energy. If this mechanic is dealt with correctly. The 3 players will receive a 30s long 15% damage increase buff. This mechanic fires every other time the barriers are opposite each other. If Vault Corruption is passed before this positioning happens Vault Overpowering will still trigger ignoring if it is the wrong cycle.

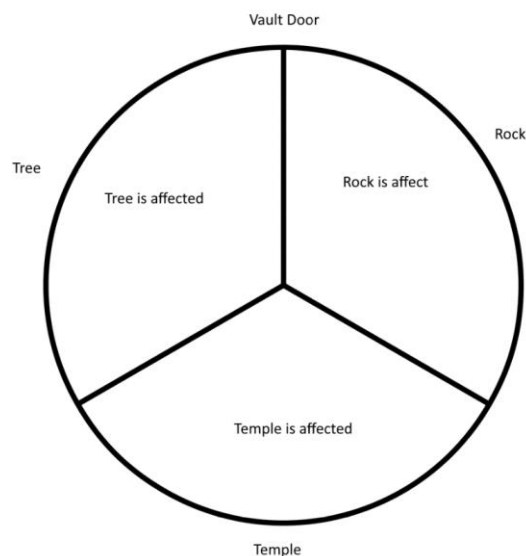
Vault Corruption *Corruption levels in the vault rise...* - All three plates become overflown with taken corruption. If all plates are stood on the symbols are shown on the central vault mechanism. The symbols are generated in an identical way to how the original raid generates them. The solution is the same but requires different action from players. The players must figure out what buff they need to get to solve the odd one out (E.g., 2 plates need Penumbra and 1 needs Antumbra, they need to only fix Antumbra). A portal will then open by the vault doors taking the player to an Ascendant Realm vault. There they must find the correct Eye of Riven to kill and return to the portal to cleanse the correct plate which passes the mechanic. If the wrong plate is cleansed or the wrong type of essence is used, the mechanic will fail. The mechanic fires every time the two barriers overlap (Every minute). If the mechanic fires again before a plate is cleansed the previous mechanic will fail.

The reward / punishment depends on what plate needed to be cleansed.

Zone that needed to be cleansed	Reward for passing the mechanic	Punishment for failing the mechanic
Forest	Players receive Bonus Shield regen + Overshield for 20s	All spirits gain a shield for 15% of their max health.

Temple	Players deal 15% Bonus damage for 20s	Spirits get 30% bonus damage for 60s
Rock	Players receive 15% less damage for 20s	Spirits take 30% less damage for 60s.

Vault Defense Mechanisms – One of various mechanisms may activate every minute as part of the Vault’s Defense. For the first 5 minutes, they are all chosen 1 by 1. After all mechanics have happened, they will be randomly chosen. What area is affected by these mechanisms is dependent on where the barrier rotating as part of the clock is. This is shown below.



Vault Lockdown *The Vault enters lockdown* – 2 of the doors to the central vault room will be locked with a taken forcefield. The area affected will be unlocked.

Corruption Vent *The Vault attempts to vent excess corruption* – The area that is affected will be afflicted with taken corruption dealing constant damage to any player in the zone.

Vault Defenses *The Vault deploys additional defenses* – The area that is affected will have extra ad spawns.

Vault Suppression *The Vault suppresses the attackers* – Anyone in the affected area that is affected will be suppressed.

Tunnel Lockdown *The Vault’s tunnels enter lockdown* – The tunnel entrances in the affected area will be blocked with a taken forcefield.

Vault Protectors *The Vault calls upon its protectors* – A Might of Riven spawns from all areas. If the boss reaches the area's plate it will stab its sword in and channel **Vault Purge**. It will spawn another wave when the clock reaches halfway through its cycle. (This has a 2-cycle cooldown minimum)

Warrior of the Forest Mechanics

The Warrior's Armor – The Warrior has average resistance and therefore serves as the balance between the Archmage and the Behemoth.

Slicing Dash – The Warrior prepares to dash forward with his sword for 3s. Any players in front of the guardian or in the line will take massive damage and be knocked back.

Sword Spin – The Warrior channels for 2s and then spins for 3s dealing high damage to anyone surrounding the Warrior.

Parry – The warrior channels for 5s absorbing all damage dealt to the front of him. A DPS check must be hit from behind him to stagger the warrior. If he is not staggered, he will deal all absorbed damage to the disruptor.

Combat Leap – The warrior prepares to leap and strike the Disruptor (Cast Time: 6s). Players must stack on the Disruptor to split the damage between them (100%/50%/40%/30%/20%/10% of players' health). After this is used, the warrior will be stunned for 6s and will be extra vulnerable to damage (+15%)

(SIGNATURE) Second Wind *The warrior of the forest steadies its breathing...* – The combat log text appears 10s before this will cast. When it casts the warrior channels for 8s healing 20% of his HP over the 8s. The Warrior can be staggered by players meeting a DPS check.

Left/Right Swing – The warrior channels for 3s preparing to swing. Depending on what direction was used, a semicircle to that side receives massive damage.

Archmage of the Temple Mechanics

The Archmage's Armor – The archmage has weaker resistance resulting in having 15% less max health than the Warrior.

Death Chains – The Archmage channels for 8s tethering all players in line of sight. Players must break line of sight before the channel completes or they will be killed.

Black Hole – The Archmage casts for 5s and then channels for 8s. For the duration of the channel a large area around the Archmage is turned into a black hole dealing damage over time and slowing anyone in it. The Archmage is vulnerable (+15% damage) during the cast and channel.⁹

(SIGNATURE) Archmagi's Focus *The Archmage begins to focus on it is disruptor* – The combat log text appears 3s before this is cast. This is instantly cast with no interrupt window. The Disruptor of the Temple will receive the debuff "Archmagi's Focus" for 60s. While this debuff is active any ability cast will also use the debuff holder as another origin point. The debuff holder will be immune to all the abilities originating from themselves but still vulnerable to any that originate on the boss.

Taken Bomb – The Archmage places AOE markers on the disruptor and the nearest player (Under archmagi's focus, this also places an AOE marker on the player nearest to the disruptor). After casting for 4s all players in any of the AOE markers will take a large amount of damage.

Fatal Bolt – The Archmage channels for 5s and then launches a massive bolt of Taken Energy at the Disruptor. The player hit by the bolt is instantly killed. (Must be blocked by Sentinel shield/world geometry)

Taken Rift – The Archmage casts for 5s and then launches a line of taken energy in the direction of the Disruptor going through world geometry until it is off the map. This line persists for 30s and deals damage to anyone touching it.

Behemoth of the Mountain Mechanics

The Behemoth's Armor – The Behemoth has much stronger resistance than its counterparts giving it 15% more HP than the Warrior.

(SIGNATURE) Ascendancy *The Behemoth prepares its Ascendancy...* - The combat log text appears 10s before this will cast. When it casts the Behemoth will cast for 6s. A DPS check exists that if met will stagger the Behemoth out of its cast. If the cast is completed the Behemoth will heal for 15% of its HP instantly and gain a permanent 15% damage resistance buff.

Taken Roar – The behemoth channels for 3s and then unleashes a roar dealing major damage to anyone in the area around the Behemoth.

Might of the Behemoth – The behemoth channels for 3s and then slams the ground instantly killing anyone underneath him falling off to no damage in an area around the Behemoth.

Charge – The behemoth channels for 3s and then charges towards the disruptor dealing major damage and knocking anyone in the path aside. If the behemoth hits world geometry before hitting the disruptor he will be stunned for 5s and receive 15% more damage while stunned.

Rapid Assault – The Behemoth pulls all its energy into its eye blasts rapidly blasting the disruptor for 6s. After this has finished the Behemoth will be stunned for 4s receiving 15% more damage.

Leap – The Behemoth channels for 3s and leaps at the Disruptor dealing massive damage to anyone in the area around the disruptor.

The encounter is completed when all three spirits are dead.

Objective for transition: *Find Riven's Chamber*

Subtext: *Find the chamber where Riven of a Thousand Voices resides*

Riven of a Thousand Voices

Objective: *Slay Riven of a Thousand Voices*

Subtext: *Slay Riven of a Thousand Voices*

Encounter starts as usual with players dropping down into Riven's Chamber however they will immediately land on orbs of darkness. There are multiple orbs of darkness of varying sizes around the chamber that players must jump on to avoid attacks. In the windows in Riven's chamber. Taken sniper enemies are posted that will attempt to snipe players. The pillar riven is based on appears corrupted and taken.

Phase 1 – The Crystal Chamber (100%->70% or 3minutes)

Darkness Orbs – Darkness orbs are placed around the room. If any of Riven's attacks hit an orb it will detonate exploding dealing a large amount of damage to anyone near it.

Taken Burst – Riven targets a random player and then attempts to strike them with a blast from the corrupted gem, she will target for 4s and then will have a 1s windup before striking where the target was at the end of the 4s target time.

Rising Corruption – Riven roars and a wave of corruption flies up from the floor. Players hit take heavy damage and must quickly escape or die. The corruption sits there for 10s before falling.

Ahamkara's Smash – Riven whips her tail back striking at anyone directly behind her dealing heavy damage and knocking them either left or right.

Riven's Roar – Riven repositions herself to face a random player. She then charges energy in her mouth for 2s before unleashing a giant beam that pierces and follows the player at a set pace.

Crystal Eruption – Riven roars and energy surges from the Crystals. Riven remains damageable however after 10s the crystal will detonate instantly killing everyone in The Crystal Chamber. Players must escape to one of the side rooms to avoid this.

Phase 2 – Ascent

This phase is aimed to feel like the first phase of the live Riven Fight. However, with some differences to overhaul the mechanics.

Riven will appear in one side's chamber. Instead of choosing one attack she will alternate between a few attacks. She will stay for 60s before leaving.

Tentacle Strike – Riven targets a player with her tentacle. If the player does not hide behind cover they will be immediately killed. When the tentacle is slammed, it will persist for a few seconds allowing players to deal damage.

Tentacle Slam – Riven prepares to slam the center of the room. When she slams the ground, it unleashes a shockwave rippling out across the entire room dealing major damage and disorientating all players hit. When the tentacle is slammed it will persist for a few seconds allowing players to deal damage.

Fire Breath – Riven prepares to charge energy in her mouth. After a couple of seconds, she will blast a random player in the room. The fire persists on the floor.

If players deal 15% of her health during this phase. She will be stunned and stay for 6s taking extra damage. During this she will reveal a pair of eyes, every 2s for a total of 6 eyes. These must be shared with the other team.

The other room will have to complete the usual puzzle.

The rooms will then swap sides. The other side will not have mechanics to deal with but instead can deal damage. They must shoot all the eyes before riven charges **Ahamkara's Devastation**.

Ahamkara's Devastation – After a 10s cast, riven will devastate the entire dreaming city, wiping the raid.

Once the eyes have been shot players can go up to the next floor where the rooms will be reversed. Once repeating this phase once, players will move up to the top floor for the final showdown.

Phase 3 – Ahamkara's Final Stand

This is Riven's final stand. This is the final phase of the encounter which adds only a few more mechanics to warm players up for the actual final boss.

Upon all players reaching the top floor, riven will appear out of one of the windows.

Hindsight of the Wish – Riven has learnt from the Ascent. She has shielded her weak points that were exploited before. Damage dealt to riven outside of her mouth no longer does health damage.

Players must continue doing the Ascent mechanics however there will be new mechanics.

Wish of Fire – Riven targets each player with a line AOE. After a few seconds she will blast a line through every player to the end of the room leaving a permanent line of fire. Players take high damage to the point they cannot take 2.

Tentacle Slam Strike – Riven fuses her previous 2 tentacle attacks together. Players must instead stack around the player to split the damage between them. If under 3 people share this damage, all players hit die.

Each time riven is stunned 2 pairs of eyes will be revealed for a total of 12 (with duplicates). Players will need to shoot these in the order they appeared

Riven appears in the final window. She begins charging attacks from her eyes. Players can deal damage to Riven's mouth. Every 15s all her eyes will start to glow, and she will charge **Eyes of Annihilation** for 5s. If the first 4 correct eyes are shot, she will stagger and cancel her charge. and take 50% more damage for 5s. This will repeat 3 times. Then **Enrage** will appear on player's screens and no more eyes can be shot to stagger riven.

Eyes of Annihilation – The Entire Raid is wiped

After riven is killed, players must make their way inside riven to destroy the heart as usual.

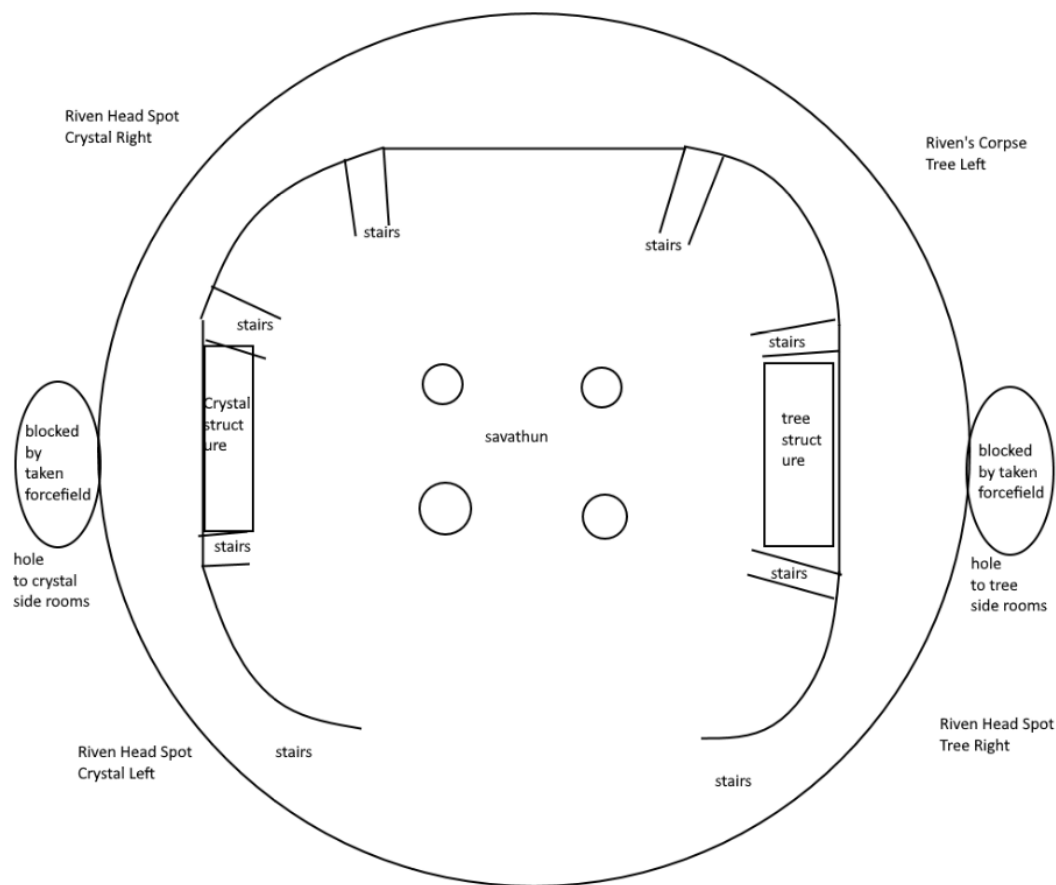
Savathun, The Witch Queen

Objective: *Defeat Savathun, The Witch Queen*

Subtext: Make the final strike against Savathun and end The Ordeal of The Dreaming City once and for all

This is intended to be an encounter where I can get fully creative and design it how I want. This fight is very complicated so it will be split between the 3 phases: The Witch-Queen's Army, The Might of the Blade Transform and Savathun's Vengeance. Each phase will have specific ongoing mechanics or changes to mechanics from other phases. Then mechanics will be grouped and separated in a way that make sense for each phase.

The encounter is started by a player picking up **Riven's Heart** and then exiting Riven's Body. Savathun will be waiting in the center of the room where the Riven fight starts.



Very rough visualization of the room layout referenced throughout the document.

Phase 1 – The Witch-Queen’s Army

This phase is the start of the fight. For this phase Savathun’s health bar is displayed as the raid boss health. Savathun has dialogue that happens upon the encounter starting.

“You kill my brother and his son. You try but fail to kill my sister’s daughter Dul Incaru. You will not add my name to that list. Behold **the Witch-Queen’s Army!**”.

“Quria, Blade Transform. Aid me in this fight!”

Kalli and Shuro chi also say dialogue to all players over the ‘radio’ saying: “Balance the power of light and dark in the heart guardians. Then riven will help you”

Ongoing Mechanics

Quria, Blade Transform – Savathun calls upon Quria, Blade Transform who hides in the ascendant realm but will attempt to ‘take’ guardians throughout the encounter. Quria has 2 ongoing mechanics that will be in effect until **Phase 3**.

The Blade Transform’s Grasp – Quria constantly attempts to ‘take’ the players. While not in a safety bubble, players will have a ‘Taken’ debuff that ticks up to 100 stacks giving a player not in a safety bubble a tick every 0.5s Upon a player receiving 100 stacks of ‘Taken’ the player will die and a Taken Major Knight will spawn in their place with the player’s name which will be immune. A combat log text will appear saying “{PlayerName} has been Taken by Quria”. When the player is revived the Knight will be killed

Quria’s Curse – Quria serves Savathun and will attempt to protect her. Upon Savathun dropping below 75% health Quria will trigger The Dreaming City curse to protect her. This will fully heal Savathun to 100% health. If this mechanic triggers a combat log text will appear saying “Quria triggers The Dreaming City’s curse to protect Savathun.”

Ahamkara’s Heart – Riven’s Heart provides a large safety bubble when it is being held by a player. When picked up Riven’s Heart provides a debuff to the player holding it called “Ahamkara’s Heart” that lasts 10s. The safety bubble shrinks in size as the debuff timer ticks down. Upon the timer reaching 0, the heart holder is teleported into the heart as well as anyone directly next to them. The heart can be thrown to another player. This will reset the timer on the heart. The player holding the heart has 50% increased grenade regeneration and damage. They can use all abilities while holding the heart.

Mechanics for players in the heart room:

The room specific mechanics are separated. The heart room mechanics serve to progress the encounter while Savathun's mechanics are distraction mechanics to keep the other players on their toes.

Linked to Light – All players in the heart will have 'Linked to Light' as a buff. This has several components though:

- The players afflicted with the buff will gain the equal amount of super progress as the player holding the heart.
- The players afflicted with the buff will take 50% health damage if the player holding the heart is killed.
- While the heart is not being held, the buff changes to a debuff named "Detached from the light" suppressing the afflicted player. This is changed back to "Linked to Light" upon the heart being held.

Absorbing Light – This is the main responsibility of players in the heart room which is killing enemies to generate light for the heart to absorb. This allows another guardian every 20 enemies killed. This is indicated by a voice line from Riven to the heart holder saying, "O Guardian Mine, Enter my heart". The capacity starts at 1 guardian. If more guardians enter the heart, then there is capacity for the heart will implode wiping the raid with a combat log stating "Riven's Heart becomes overloaded with light."

This absorption is represented by particles going to a central pillar of light in the heart room. If any enemies enter the pillar a combat log text appears saying "Riven's Heart absorbs darkness". If 5 enemies are absorbed the heart will explode with taken energy wiping the raid with a combat log stating "Riven's Heart is overcome by the darkness".

Cleansing Light – The central light pillar serves as a safety bubble for **The Blade Transform's Grasp**. It cannot be shot in or out of but also reduces **Taken** stacks by 2 every second.

Quria's Forces – Quria teleports forces into the Heart Room constantly to assault the light pillar.

Quria's Projections – Quria creates a projection of a random boss from the raid. Players must do a certain mechanic or kill the projection to defeat it. For projections, the players must kill the boss will have 25% more health than a typical major.

Projection of Kalli – 2 Taken Knights will spawn and will be immune to damage. These must be baited into Kalli, so she absorbs them. The projection will be channeling a wipe attack until the knights are absorbed. If the channel lasts 30s all players in the heart room will be killed.

Projection of Shuro Chi – The projection will cast Ascendant Bomb on all players in the heart room every 10s. Shuro Chi will move towards the light pillar. Shuro Chi must be killed before she is absorbed by the light pillar (Her absorption counts as 3 enemies). She moves faster if Taken Corruption spawned by Ascendant Bomb is placed near her like the encounter.

Projection of Morgeth – The projection will cast Ascendant Imprisonment and spawn 2 Eyes of Riven every 20s. The projection must be damaged during this as he will be gaining 5% focus every 5s and will kill all players in the heart room if Ascendant Apocalypse is cast. No other focus boundaries are active with this projection.

Projection of the Vault Spirit – One of the three vault spirits will be spawned. The spirit uses its same combat abilities as it does in Vault.

Projection of Riven – Tentacles will rise out of the area surrounding the land the players are on, they will rise in a certain order. They will then use **Tentacle slam** in the same order they appeared with 4s between them.

Heart Portal – Quria opens a portal. Mechanics that Savathun executes now include players in the heart room for the duration of the portal being open. Players can jump in the portal to teleport outside of the heart room.

Mechanics for players outside of the heart

*As a reminder: Savathun is damageable however dropping her to 75% health while in this phase will cause Curia to reset the cycle fully healing Savathun. Damage dealt in this phase will carry onto **Phase 3**.*

Savathun's Plan – Savathun knows the weaknesses to her plan and will stop at nothing to stop the guardians exploiting them, namely the heart. Savathun will constantly target the player holding the heart.

The Witch-Queen's Trickery – This is a 3s channel that will seemingly do nothing however players need to keep an eye for when this ability is channeled as any spell Savathun fires will then be inversed (explained per mechanic). If spells are already inversed, it will make them fire normally.

Overwhelming Darkness – Savathun channels for 5s targeting the quadrant that the player holding the heart is in. After the channel completes Savathun strikes that quadrant with darkness stunning any player in the area for 5s. The other players must move in and protect the player holding the heart and any other players that were caught.

- If Heart Portal is active: Heart room players must stay in the cleansing light pillar to avoid being stunned.
- If inversed by Trickery: All quadrants other than the one the heart holder is in are struck with overwhelming darkness.

Corrupted Ground – Savathun channels for 6s. She does one of 2 animations: She will either put her arms up or arms down. If her arms are down the immediate area around her will be covered in taken corruption. If her arms are up everywhere but the area around her will be covered in taken corruption. Players standing in the corruption take minor damage but also gain a stack of **Taken** every second.

- This attack is not affected by Heart Portal.
- If inversed: The area affected is of the opposite animation.

Devastation – Savathun faces towards the heart holder and charges an attack for 3s (Same animation as Kalli and Shuro Chi's wipe channel). When the attack charge ends Savathun creates a line of taken fire from wall-wall perpendicular to where the heart holder is. The taken fire rises from the ground dealing massive damage to anyone in it or jumping over it.

- Heart Portal: The same line is created at the same rotation in the Heart Room.
- Inverse: The line instead goes straight towards the heart holder

Upon the Heart's capacity being extended to 6 guardians. The phase can end, and a combat log text appears saying "Riven's Heart has balanced the power of the light and the darkness". Riven has dialogue saying "O murderers mine. Enter my heart. We will end this cycle". When all players have entered the heart, their stacks of **Taken** will be removed and **Phase 2** starts.

Phase 2 – Might of the Blade Transform

This is a mini-boss phase that will end some of the mechanics that were present when fighting Savathun. Quria is intended to be a 3-minute phase at most.

This phase is started with Riven teleporting all players into an ascendant realm of the arena above. The arena is comprised of 2 hollow circles of platforms. The inner circle is lower down with the outer circle being higher up. Quria is placed in the middle of these 2 circles. A taken forcefield forms a sphere around the arena.

Savathun's health bar is removed from the HUD and is replaced with Quria, The Blade Transform's health bar. There is a break marker at 10% which is the health required for players to pass this phase.

Quria uses many mechanics to face the guardians. It can simulate guardians but requires that it must analyze every guardian first. The time it takes Quria to analyze all guardians is the enrage timer. Every 30s Quria will be able to force analyze a target. Some of Quria's abilities will also analyze players if they are not handled correctly.

Analyzed – Players receive stacks of 'Analyzing' from various mechanics in this phase. Analyzing stacks up to 100 where the debuff will change to **Analyzed**. These debuffs are not dropped on death. Upon 5/6 players getting **Analyzed**, enrage is near will be displayed and a combat log text appears saying "GUARDIAN SIMULATION NEARLY ACHIEVED". When all guardians are analyzed Enrage is displayed and combat log text appears saying "GUARDIAN SIMULATION ACHIEVED. VICTORY ENSURED". Quria will then channel domination but will summon rockets on both levels and will constantly resummon more. This will be cancelled if Quria is dropped to 10% health.

Suppress and Analyze – Quria traps and suppresses a random player who does not have **Analyzed**. Quria holds them until they receive **Analyzed** giving them 20 stacks of **Analyzing** a second. While analyzing, Quria receives 25% more damage.

Suppressing Fire – Quria channels for 3s and then starts firing tons of bolts of energy in the direction it is facing. During this time Quria spins around and randomly looks up and down to target the lower and higher platforms simultaneously. Players must follow the shots to avoid getting hit. Players who are hit will take damage as well as receive 25 stacks of **Analyzing**. (This will tick every second the player is being hit)

Domination – Quria channels for 5s and prepares rockets around her. The rockets will be on the height level of one of the two circles. The rockets go all around Quria. When the channel ends the rockets fire hitting the targeted circle near instantly and dealing major damage to anyone hit. Anyone in the circle will also receive 50 stacks of **Analyzing**.

Axis Mind Protectors – Quria creates projections of portals that constantly spawn taken vex enemies. These portals can be destroyed to stop them spawning enemies.

Energy Absorption/Release – Quria prepares to release/absorb energy for 3s. After 3s Quria will pull/push players towards/away from it. Players will need to be on the outer/inner circle to avoid falling off the arena.

Energy Vent – One half of Quria's body will begin radiating with energy. After channeling for 5s. Quria will vent all energy out that side of its body dealing massive damage and sending players hit flying away from Quria.

This phase will end when Quria hits 10% HP. This will be signified by Quria going immune and a combat log text stating "CRITICAL DAMAGE SUSTAINED TO SIMULATION SYSTEMS. DIVERTING ALL AVAILABLE POWER TO SHIELDS AND ORYX SIMULATION". Petra will speak to the guardians saying "Guardian, the cycle has ended but there are still massive amounts of taken energy coming from Riven's Chamber. You have to end this!". 6 Taken Strength orbs will appear around the arena with a combat log text saying, "Riven provides a passage to the Guardians". Picking up a Taken Strength will teleport the player back to the main room with Savathun present. The encounter will then enter **Phase 3**.

Phase 3 – Savathun’s Vengeance

Stage 1

This phase is broken up into 2 stages. The 2nd stage starts when Savathun has 25% health left.

Ahamkara’s Heart – is no longer in place however **Ahamkara’s Fang** and **Ahamkara’s Eye** is now active.

Ahamkara’s Fang – An equippable relic that is found near Riven’s body. It uses its super charge as a ‘mana’ bar with no super able to be used. Upon all super charge being depleted the relic is dropped. Another Fang can be spawned by baiting one of Savathun’s attacks to hit Riven’s body. An additional 15 fangs can be spawned in total.

Shoot – Shoots a magic projectile from the Fang dealing single target damage (Cost: 5% Super)

Precise Throw – Infuses the Fang with light and throws it in a straight line. If it hits an enemy, it deals high damage and explodes dealing moderate damage around the target hit. Damage scales with the % super left. (Consumes all super charge left)

Ahamkara Protection – Creates a shield at the end absorbing any projectiles hit. (Cost: 10% /s & 2% for every instance of damage blocked)

Provocation – Fires a projectile that causes Savathun to target the player holding the relic. Can only be used once per relic. (No Cost). This removes all ‘threat’ off other players and adds 100% threat to the player holding the relic.

Ahamkara’s Eye – An equippable relic that is spawned when a player shoot’s one of Riven’s eyes. It uses its’ super charge as a ‘mana’ bar with no super able to be used. Upon all super charge being depleted the relic is dropped.

Shoot – A healing beam that heals any entity in its path. This pierces players and enemies and can heal enemies including Savathun. (Consumes 7% every second)

Cleansing Energy – Places a circle at the players’ feet. Players standing in this cleanse 8 stacks of **Taken** every second. It lasts 3 seconds. (Consumes 40%)

Final Wish – The player charges for 3s and then absorbs all taken stacks in the raid into themselves. This consumes all energy left in Ahamkara’s Eye.

Direct Cleanse – The player cleanses all **Taken** stacks off the player closest to them within a small radius. The player holding the eye receives half the stacks of **Taken** cleansed. (Consumes 20%)

Ascendant Bombardment – Savathun casts for 5s and then places large AOE markers on every player's location. The time for the AOE marker's detonation scales from 4s-1s dependent on the **Taken** stacks the player has. This is 4s at 0 stacks and 1s at 75 stacks. Every 3s a new AOE marker will be placed on all players. Every time a player is hit it will add 10 stacks of **Taken** to them.

Darkness Link – Savathun channels for 3s and then stuns every player and teleports them to her placing them in a circle around her. She applies **Darkness Link** to every player which tethers them to her and adds 5 stacks of **Taken** every second. Savathun then flies up. Players must break line of sight to break the tether. If a player runs into another player's tether, they will take the tether from them. The taken stacks per second stack for every tether a player has.

Taken Ground – Savathun marks all players with AOE markers and then channels for 5s. After the channel ends the AOE markers are locked in place and after 2s pools will be dropped in these locations. These AOE's deal damage and split 24 stacks of **Taken** every second among all players in the pool. While in the pool players also get **Taken Imbued** granting 20% bonus damage and 15% damage resistance. Taken Ground prevents the effects of Cleansing Energy. After a pool is stood in it will last for 4s and will then disappear.

The following mechanics can only be cast after **Taken Ground** was activated. One of these are guaranteed to be used within 30s of Taken Ground finishing.

Purge of Light – Savathun prepares to purge all non-taken life in the room. After channeling for 5s she will do a raid wide blast instantly granting 100 stacks of **Taken** over 2s to any player who does not have **Taken Imbuement**. She will then channel again for 2.5s and do the same. She will repeat this casting it a total of 6 times.

Savathun's Champion – Savathun makes herself immune and summons her Champion. The champion is immune to everyone except people who are under the effect of **Taken Imbuement**. After all the **Taken Ground** are cleansed Savathun will be able to be damaged again. If the Champion is not killed it will continue to exist and disrupt players. It may be killed the next time **Taken Ground** is cast. Savathun will keep casting other mechanics during this time.

Immediately after **Purge of Light** or **Savathun's Champion** is finished **Corrupted Ground** will fire.

Corrupted Ground – Savathun channels for 6s. Upon the completion of the channel any remaining **Taken Ground** will explode dealing 40% health damage to the whole raid. The pools will double in size and become permanent **Taken Corruption**.

Savathun's Fury – Savathun focuses her anger on the player she is currently targeting. She will constantly barrage her target with taken projectiles for the 20s channel dealing high damage over time. Savathun will not randomly re-target onto another player unless Provocation is used from **Ahamkara's Fang**. If a guardian is killed Savathun gains 20% Haste speeding her ability usage by 20% and targets a random player.

Stage 2 – 40% HP left

Savathun switches to Plan B is printed to combat log to mark this phase starting. Dialogue starts from Savathun saying "You are the first to thwart my plan. You will be the last. The Witch-Queen would never just have one plan." All previous mechanics still fire but new mechanics are added in. Petra then talks to the guardians saying "Guardian, if you are still in there, the dreaming city has fallen to the corruption. I can see it climbing the spire to Riven's Chamber. I pray you make it out alive."

Ahamkara Annihilation – Savathun channels for 15s. During this channel Savathun receives 15% more damage. Upon the channel completion Savathun fires a blinding blast that immediately destroys all relics, destroys Riven's corpse and instantly kills any players not blocking LOS with her.

Creeping Darkness – The outer edges of the room become covered in taken corruption. Players who stand in this corruption gain 5 stacks of **Taken** a second. The corruption slowly spreads into the center of the room. This is the enrage mechanic for this phase.

Corruption Fire – Savathun channels for 3s and then sends lines of taken corruption towards every player. This leaves lines of taken corruption to the end of the room.

Deep Isolation – Savathun channels for 4s. Any players who are not near 2 other players when this channel completes will become instantly taken. Players who are near 4 or more players gain a 10% damage buff that stacks.

The Worm God's Bargain ENRAGE @10HP – Savathun calls upon her Worm to annihilate the light. She channels a large explosion for 15s that drains all ability and super energy from all players and slowly drains their health. At the end of the cast all players are instantly killed.

