1. Encounter

Kalli, the corrupted will be your first boss which your team is going to encounter in the last wish raid. It is easy, because in the middle of the room you will find 6 symbols. In the outer section of the encounter you will find 9 different plates and when you step on one of them the encounter starts. You are only allowed to cleanse the plates with a matchmaking symbol on top of them. If u cleanse a wrong plate it is not going to wipe you there will be an ogre spawning in the middle and if you are fast enough you can search the right plate again , because the symbols in the middle will disappear and if there is one left you can see the symbol in the middle. Now every symbol got cleansed and you can go into the middle section where Kalli will spawn and you can do damage to her. After a short time she will raise her hands, that a sign for you that you will go under her location where she spawned there will be 6 opening door you can step in to safe yourself from her wipe mechanic. Only one player can go in one of those doors otherwise the door will not close after you stepped in it. There are the number of doors opened like you cleansed the right plates. The plates you need to cleanse are divided into 3 sections and on one of those sections you can stay on the others will kill you after a short time. After you survived her wipe mechanic you can step out and deal again damage to her (this will repeat until you had 3 damage phases. If you could not kill her in this damage phase you can do the same with the plates again but watch out for the new symbols in the middle. Now if she is dead you finally freed the techeun Kalli.

1. Encounter

Now after you defeated Kalli your team needs to do the same with Shuro Chi, the corrupted. There are 3 sections on the tower you will climb up while fighting. On each section there are 2 locations where you can do damage. At the first plate you need to kill all enemies to see 3 crystal spawning. 3 people need to pick one crystal up and jump on one of the small plates around Shuro. On the plates you can create a light beam and shoot on the player on your left side. Now if you connected all 3 players together around Shuro you can start with damaging her, but if you are not fast enough, she will wipe you. You can easily avoid that problem and cleanse Shuro with an orb that spawns from a taken captain while she is raising her hands up to wipe you. That needs to be done two times on each section. To proceed to the next section, you need to enter the puzzle room. There is one symbol (symbols from Shuro Chi) at each wall (in total three) where specific pieces are missing. Your team needs to jump on the right plates at the same time to fulfill the symbol at the wall but be careful you can only jump on one plate once and you will get damage the whole time (can be easily avoided with a well of radiance or blocking with a sword) once you fixed all 3 symbols you reset Shuro Chi’s song which will wipe you when the timer hits zero. Now you will do the same on the second section and the same at the second puzzle room and you arrive at the last section at the top of her tower. Now you just need to kill her within those 2 plates and you also successfully freed the techeun Shuro Chi.

1. Encounter

Morgeth, the Spirekeeper will be your next boss in this raid. In the boss fight you need to kill all captains that spawn otherwise you can wait there forever to go on with the encounter. Morgeth will spawn many taken strengths on the encounter-room. One player can only pick up 2 taken strengths otherwise you die. After the first spawn of taken strengths one player with 2 taken strengths will be trapped by Morgeth. If u do not cleanse him in time he is going to die, and you need to pick up 2 taken strengths again. You can cleanse the trapped player by getting an orb like those from the second encounter and go to the trapped player and pressing the grenade key. But be careful before cleansing him and get the amount of taken strengths so if u have more than one and the player also more than one you will die because you only can hold 2 taken strengths. Once you started the encounter by picking up the first strength you need 2 cleanses within the fight and you start the damage phase by picking up the same taken strength you used to start the encounter. If you cleanse somebody the one who got cleansed will have 0 taken strengths and he can be the player that will cleanse the second trapped player. If you do not kill him in time, he will wipe so you can stop his wipe mechanic by picking up the taken strengths on his left and right of the boss.

1. Encounter

In this encounter, also known as the part, where every fireteam struggles you need to assign 3 player the defender role and the other 3 players will be the readers. There are 3 sections in this room the tree side the rock side and the stairs side. Each reader needs to step on one plate and the one on the stairs side starts to describe the symbol he has in the middle of his shown symbols. Now one the others need to say on which side someone it has whether rocks left or right or trees left or right. If it’s on trees left the plate needs to be cleansed with a ball that has the debuff Antumbra and if its right penumbra. One section will open, and a captain will spawn. Kill this captain and you will get an orb that he drops. After you picked it up you should cleanse the right plate whether with Antumbra or penumbra (use the in-game chat as a reminder which plate was penumbra or Antumbra). After you cleansed all 3 plates the vault access countdown will reset like the Shuro Chi song. You need to do this 3 times and you are done with the vault encounter.

1. Encounter

Now you will kill riven the final boss of the last wish raid. You start the encounter after everyone stands on one of the six plates in the room. The strategy that every raid group is using is that you are going to one phase here with sword weapons. Once you went down you will go to the path that is assigned with a blue crystal. If your team reached the room where the enemies are spawning, you need to look for a shadow moving in the back of the room. If there is a shadow, you are fine and can stay in the room but if not, you need to head back to a specific place where you will get joining allies. If u joined allies you are in the first room again and you can get to your right to the side which is assigned with a tree. Once riven spawned in your room you can go to her left claw to do damage to her until 10% of her health is left because now she will spawn you in a ascendant realm where you need to reach the top and collect the taken strength. Now everyone will spawn at her final stand where you need to kill her but wait it is not done yet you need to climb in her move to kill her heart as fast as possible because you will get damaged over time like in the ascendant realm. If you killed her heart the encounter is done and the only thing that is between you and your last loot chest is the Queenswalk, the last encounter.

1. Encounter

The Queenswalk is a run through the raid back to the elevator before the vault encounter. But on your wait out you need to take the heart of riven with you. But every 16 second the carrier of the heart will get sucked into it on a specific world. After one player got sucked into it, he can now pick up one taken strength in the world to give the current player a reset of his timer. After time more and mor player will be in this world and you need to take more taken strengths in the world. The best thing would be when the first carrier will always pick up the last taken strength so the others can focus on clearing all the enemies inside and outside of the heart. Once you reached the elevator before the vault encounter you can slam it next to the 2 techeun statues and the riven statue. The everyone will get teleported out of the heart and you hopefully get the 1000 voices exotic fusion rifle which can only drop from the last chest in the raid. A quick note is also that you do not stand to close to the heart player because you can get sucked in as well. Also, around the heart carrier will appear a bubble where you don’t get a debuff which ´kills you when it reaches 10. So, stay close to the heart carrier but not too close when his timer reaches 0. The best would be if u start picking up the last taken strength in the heart-world to have overall more time for the carrier.