

LAST WISH

Complete Raid Guide

Walkthrough • Challenges • Triumphs • Loot • Wishes • Secrets

LAST WISH — RAID LOGIC REFERENCE

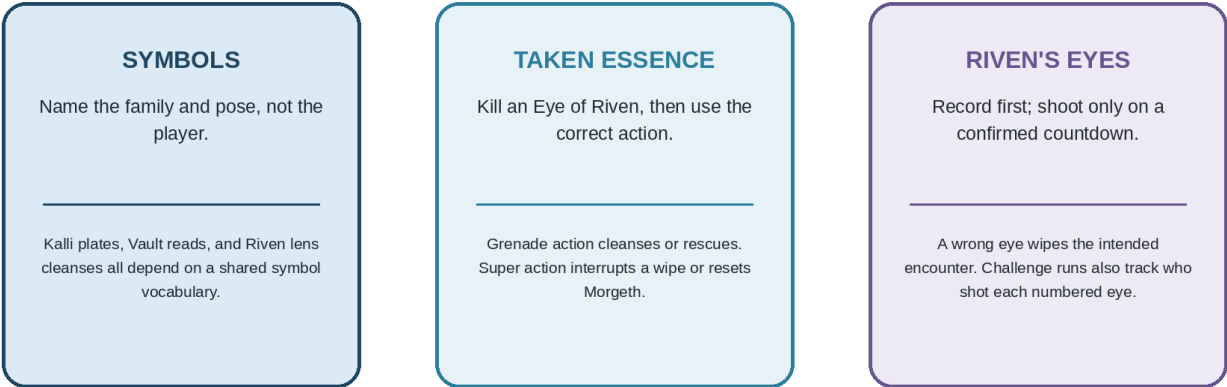


Figure 1. Raid-wide symbol, Taken Essence, and Riven-eye reference.

Written, compiled, and edited by Grandeur

Mechanics, records, and reward references last checked July 2026

Scope note

Last Wish is currently labeled Standard in-game. This guide keeps each weekly challenge inside its encounter, distinguishes official record names from community strategy names, teaches the intended Riven encounter, and labels the common damage skip as patch-sensitive.

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How to use this guide

Each encounter follows the same sequence: overview, orientation, roles, numbered walkthrough, failure and recovery notes, suggested loadout philosophy, weekly challenge, and a compact quick reference. Riven receives separate intended-method and common-skip sections because the two executions teach different skills.

Orientation convention

Left and right are described from the rally banner or room entrance while facing the encounter. Vault rooms are Stairs, Tree, and Rocks. Riven rooms are Crystal and Tree. Lock those names before the pull and do not replace them mid-run with player names.

Challenge naming

The selectable Shuro Chi modifier is “Which Witch,” while the current Rivensbane record is “Coliseum Champion.” The guide shows both so the fireteam knows that the activity modifier and the seal record refer to the same encounter constraint.

Loadout policy

Weapon suggestions describe functions: add clear, Major deletion, movement, precision, or burst. Exact artifact perks and top damage combinations change over time; use the activity launch screen and current sandbox when choosing the specific weapon.

Recommended callout discipline

Situation	Preferred callout	Reason
Symbol	“Branch,” “Snake Eight,” “Double Fish”	Short, unique names survive pressure.
Vault read	“Stairs center Branch; left Infinity; right Spear.”	Publishes the full comparison set once.
Riven eyes	“Eyes L2 and R4.”	Separates recorded eyes from the shoot countdown.
Taken Essence	“Essence P to Tree,” or “Rescuing left.”	Says both resource and destination.
Queenswalk timer	“Heart 15 ... 5, back.”	Keeps the aura group and spread timing synchronized.

Raid-wide reference and Wall of Wishes

A shared 16-symbol vocabulary

The raid uses 16 pictograms across Kalli, the Vault, Riven’s cleanse rooms, and the Wall of Wishes. Names are community conventions, not official UI labels. Pick one vocabulary and keep it for the full run.

Family	Suggested short names
Fish	Basic Fish • Double Fish • Jumping Fish • Curled Fish
Dragon	Impaled Dragon • Two-Tail Dragon • Basic Dragon • Spear
Snake	Snake Eight • S-Snake • Smiley Snake • Infinity
Bird	Branch Bird • Flappy Bird • Skydive Bird • Chill Bird

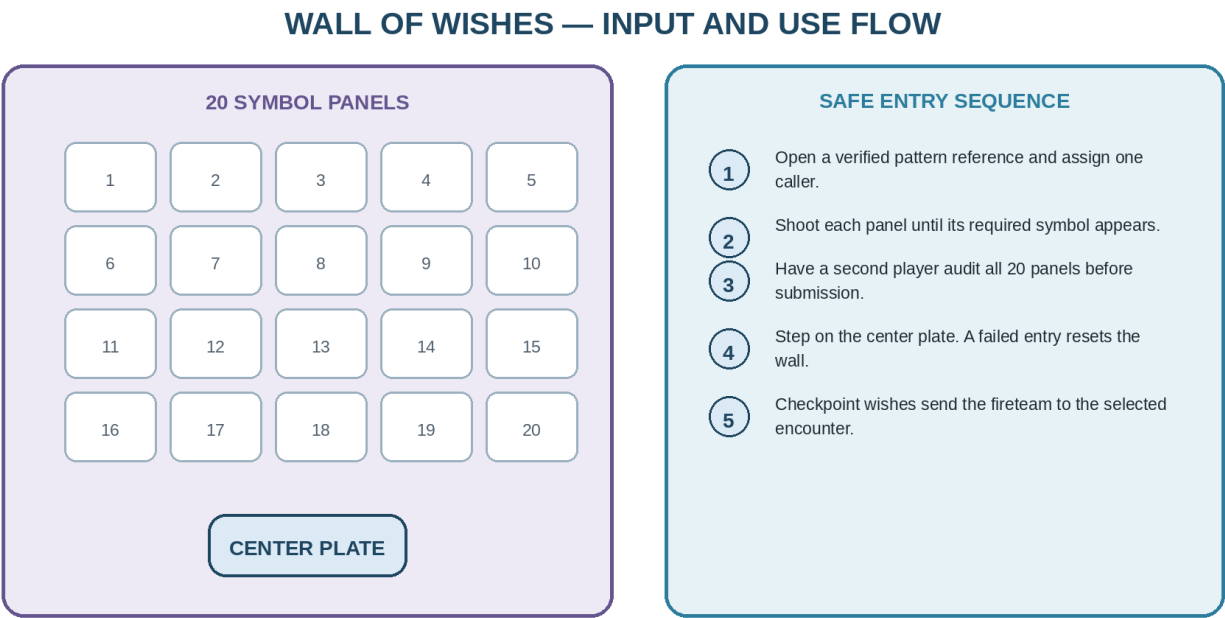
Do not over-describe
A three-word description such as “bird looking left on branch” sounds precise but becomes slow and inconsistent. Use a short name, then confirm the team recognizes the same image.

Taken Essence: grenade action versus super action

Input	Primary uses in this raid
Grenade action	Rescue Umbral Enervation at Morgeth; cleanse Penumbra/Antumbra plates at the Vault; cleanse the lens-called symbol in Riven’s lower rooms.
Super action	Interrupt Shuro Chi’s Obliterate sequence; stagger/reset Morgeth when his wipe meter is nearly full.

Greed and lockouts
Taken Essence is not a permanent relic. Carriers accumulate a limiting debuff and may be temporarily unable to take another Essence after using one. Assign backups rather than assuming the same Guardian can carry every time.

Wall of Wishes



The wall accepts 14 player-entered wishes. Wish 15 is part of later story content and cannot be entered at the raid wall.

Figure 2. Wall of Wishes input sequence and 20-panel layout.

The wall sits before Kalli. From the approach, take the left-side route near the water and follow the greenery to the hidden chamber. Shoot each panel to cycle its symbol, audit all 20 panels, then step on the center plate to submit.

Wish	Effect
1	Grants an Ethereal Key. This wish is limited to one use per account.
2	Spawns the Glittering Key chest between Morgeth and the Vault.
3	Unlocks the Numbers of Power emblem.
4	Teleports the fireteam to Shuro Chi.
5	Teleports the fireteam to Morgeth.
6	Teleports the fireteam to the Vault.
7	Teleports the fireteam to Riven.
8	Plays "Hope for the Future."
9	Uses Failsafe dialogue throughout the raid.
10	Uses Drifter dialogue throughout the raid.
11	Enables Grunt Birthday Party on precision kills.
12	Adds a changing cosmetic effect around each Guardian's head.
13	Activates Petra's Run: any death sends the fireteam to orbit.
14	Spawns Corrupted Eggs that require Wish-Ender to destroy.
15	Story-only. It cannot be entered at the raid wall.

Pattern reference

The guide lists the effects but does not redraw 14 separate 20-panel codes. Use one verified pattern sheet and have a second player audit the wall before submission; a single incorrect panel invalidates the entry.

1. Kalli, the Corrupted

Kalli opens the raid with a symbol-to-plate check. The fireteam captures 6 called plates, kills the Knights that open safe doors, damages Kalli in the center, and shelters from Obliterate before repeating.

At a glance	Details
Team shape	6 independent plate players, with nearby players helping any pressured plate.
Primary goal	Complete the 6 plates whose symbols appear at center.
Wipe protection	Every completed Ravenous Taken Knight opens one door below Kalli.
Challenge	Summoning Ritual — complete all 9 plates before damage.

Orientation and roles

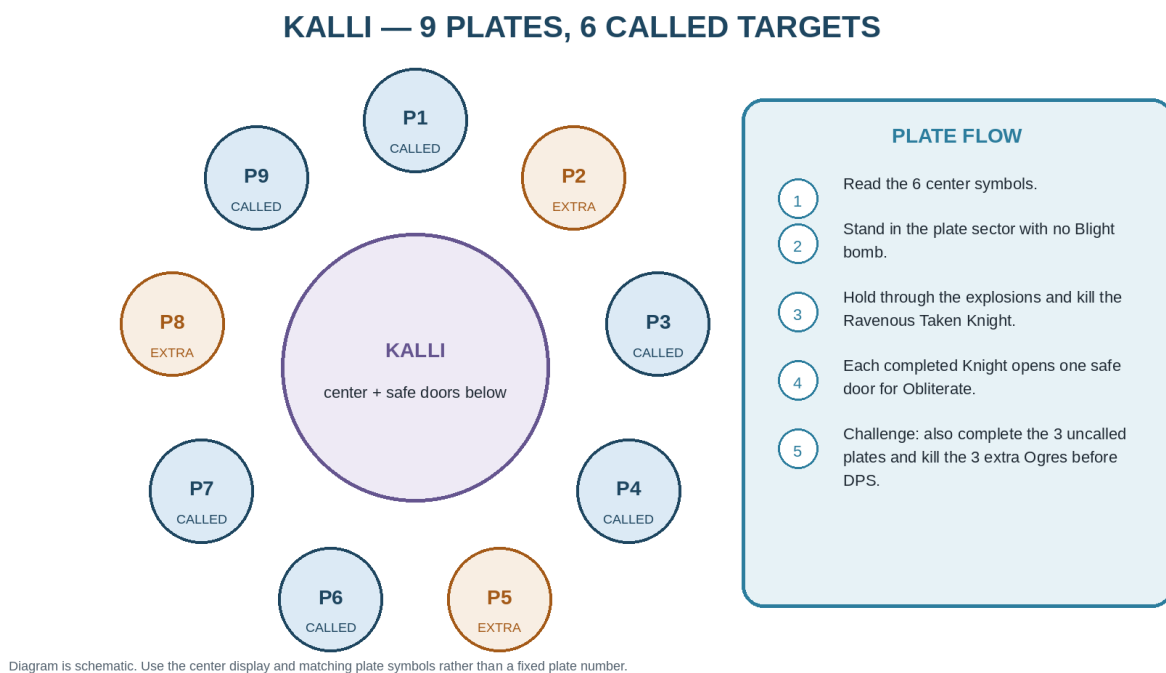


Figure 3. Kalli's 9-plate arena, showing called plates and the additional challenge plates.

Role	Count	Primary responsibility
Plate player	6	Find one called symbol plate, stand in the safe sector, kill the spawned Knight, then move toward center.
Symbol caller	1, concurrent	Read the center display and confirm the 6 matching plates.
Floater / recovery	Any available	Help kill a Knight, force Kalli away from a plate, or cover a dead player's symbol.

Standard walkthrough

- At center, read the 6 displayed symbols. They correspond to the 6 perimeter plates the team must capture; the 3 uncalled plates are ignored on a Standard clear without the challenge.
- Spread to the matching plates. Each plate has 3 sectors and 2 Taken Blight bombs overhead. Stand only in the sector with no Blight above it.

3. Hold the sector through the detonations and clear the Taken. Kalli may teleport to a plate; damage her enough to force another teleport without abandoning the safe sector.
4. A Ravenous Taken Knight spawns when the plate completes. Kill it. That Knight opens one of the safe doors below Kalli for the coming Obliterate.
5. After all 6 called plates are complete, regroup at center and damage Kalli. Use a reliable close-to-mid-range setup; her small head makes precision-only plans less forgiving.
6. When Kalli prepares Obliterate, each Guardian enters a different open door below the center. Stay inside until the blast resolves, then return to damage.
7. If Kalli survives, leave center and repeat the plate cycle. New safe doors require new Knight kills.

Failure states and recovery

Problem	Recovery
A player dies on a plate	A nearby Guardian takes the plate and finishes the Knight. Revive after the plate is stable.
A Knight remains alive	Call the symbol and kill it before center DPS; an unkilld Knight means one fewer safe door.
Two players enter one door	One leaves immediately for another open door. Each door protects one Guardian.
Wrong plate started	Without the challenge: leave it and return to a called plate. With the challenge: commit to completing all 9.

Suggested loadout

Reliable setup

Bring fast Taken add clear, a Major-killing special for Knights and challenge Ogres, and burst damage that does not rely on perfect head tracking. A support super at center is helpful but not mechanically required.

Weekly challenge — Summoning Ritual

1. Assign all 9 plates before the pull. The 3 uncalled plates spawn 3 additional Taken Ogres.
2. Complete every plate and kill every Ravenous Knight and extra Ogre.
3. Do not damage Kalli until all 9 plates and their spawned enemies are confirmed complete.
4. Regroup for the ordinary center damage and door cycle.

Challenge failure risk

The common accidental failure is beginning center damage as soon as the 6 called plates finish. Use a single “all nine complete” call before anyone shoots Kalli.

Quick reference

Call	Meaning
“Symbols read”	6 called target plates identified.
“[Symbol] done”	Knight dead and one safe door earned.
“All nine complete”	Challenge condition ready; damage may begin.
“Doors”	Stop damage and shelter from Obliterate.

2. Shuro Chi, the Corrupted

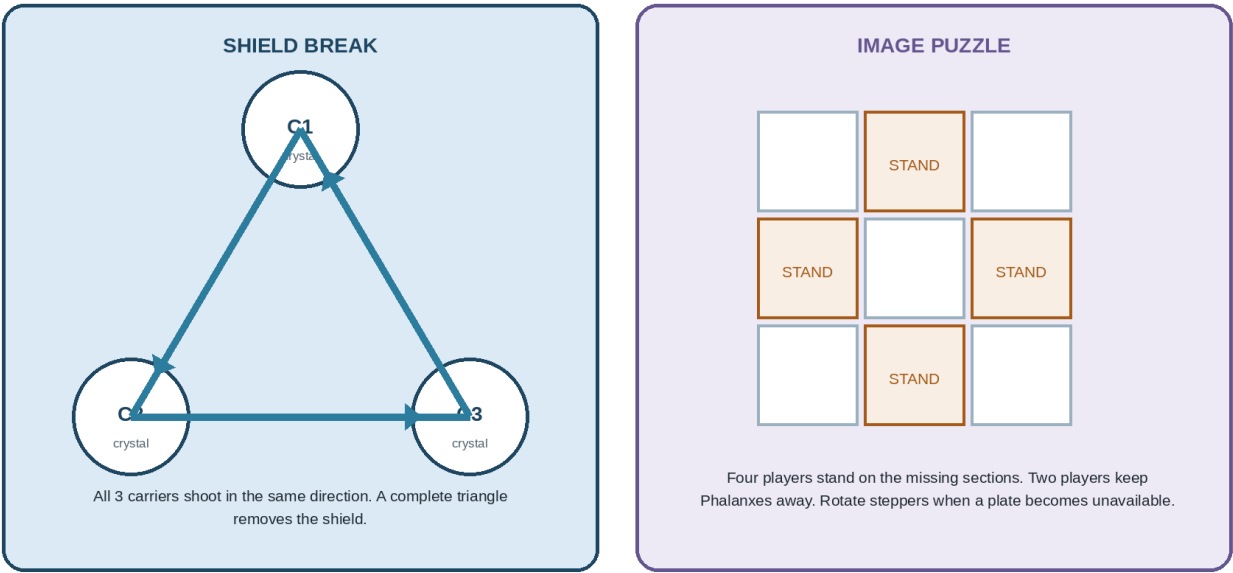
Shuro Chi is a timed ascent through 6 short damage rooms and 2 image rooms. Clear adds, form a crystal triangle, remove one health segment, solve 3 images, and climb to the next floor.

At a glance	Details
Structure	3 floors; 2 damage rooms per floor; image room after floors 1 and 2.
Timer	Shuro Chi's Song runs for roughly 4 minutes per floor and resets after the image room.
Shield break	3 crystal carriers form a triangle in one consistent direction.
Challenge	Which Witch modifier / Coliseum Champion record — avoid all ranged Arc blast damage.

Roles

Role	Count	Primary responsibility
Crystal players	3	Step on the crystal plates, pick up prisms, and shoot the next carrier in the agreed direction.
Essence carriers	2 rotating	Preserve Taken Essence and use its super action if Obliterate must be interrupted.
Add clear / image guard	2–3 flexible	Delete Eyes of Riven and Phalanxes; protect the 4 image-plate steppers.
Image steppers	4	Stand on the 4 missing cells for each projected image; rotate if a plate rejects a repeat.

SHURO CHI — CRYSTAL TRIANGLE AND IMAGE ROOM



One floor contains 2 damage rooms, followed by 3 image completions. Repeat for 3 floors / 6 health segments.

Figure 4. Shuro Chi crystal triangle and 3x3 image-room logic.

Standard walkthrough

1. Enter together and begin clearing immediately. The Song timer starts for the floor; the shield step does not unlock until the active add wave is dead.

2. Kill the Eye of Riven but leave its Taken Essence on the ground until it is needed. Rotate 2 designated carriers so Greed or a post-use lockout never strands the team.
3. When 3 crystal plates activate, 3 players step on them and pick up the prisms. Call one direction — clockwise/right or counter-clockwise/left — and keep that direction for the entire run.
4. Each carrier shoots the next carrier in the chosen direction, creating a complete triangle. The beams must connect quickly; the plates damage anyone standing on them.
5. The shield drops. Deal enough damage to remove exactly 1 of Shuro Chi's 6 health segments. If she begins Obliterate before the segment breaks, an Essence carrier uses the super action beside her as late as safely possible to reset the cast.
6. Advance to the second room on the same floor and repeat the add-clear, triangle, and one-segment damage sequence.
7. In the image room, the leftmost wall projection is active first. Four players stand on the plates corresponding to its 4 missing sections while 2 players keep Phalanxes and other Taken away.
8. Complete all 3 images. A player knocked off a plate may need to trade positions because the same plate can reject a repeat stand during that image.
9. Take the newly formed platforms upward. Repeat the full process for floors 2 and 3 until all 6 health segments are removed.

Failure states and recovery

Problem	Recovery
Triangle does not form	Confirm all 3 prisms are held and every carrier is shooting in the same direction. Reset quickly before plate damage wins.
Damage is late	Use the saved Taken Essence super action near Shuro Chi to interrupt Obliterate, then finish the health segment.
Image stepper is knocked off	Call the cell and swap a different player onto it; do not repeatedly force the rejected plate.
Song timer is low	Prioritize required enemies and the image cells. Optional ammo collection can wait until the next rally.

Suggested loadout

Reliable setup

Use high-coverage add clear, a quick Major-killing option for Eyes of Riven and Phalanxes, and burst damage that can remove one health segment immediately after the triangle. Image-room mobility and self-healing are more valuable than a narrow boss-only loadout.

Weekly challenge — Which Witch

No Guardian may take damage from Shuro Chi's long-range Arc blast. The current Rivenbane seal labels the completion record "Coliseum Champion," while the activity modifier remains "Which Witch."

1. Spread enough that one blast cannot catch multiple players, but keep the crystal team close enough to form quickly.
2. Watch Shuro Chi rather than the adds during her wind-up. Move laterally the moment the blast launches.
3. Use cover in the image rooms and on approach lanes; a late hit anywhere in the encounter fails the challenge.
4. Avoid damage-over-time confusion by treating any visible ranged blast contact as a reset.

Quick reference

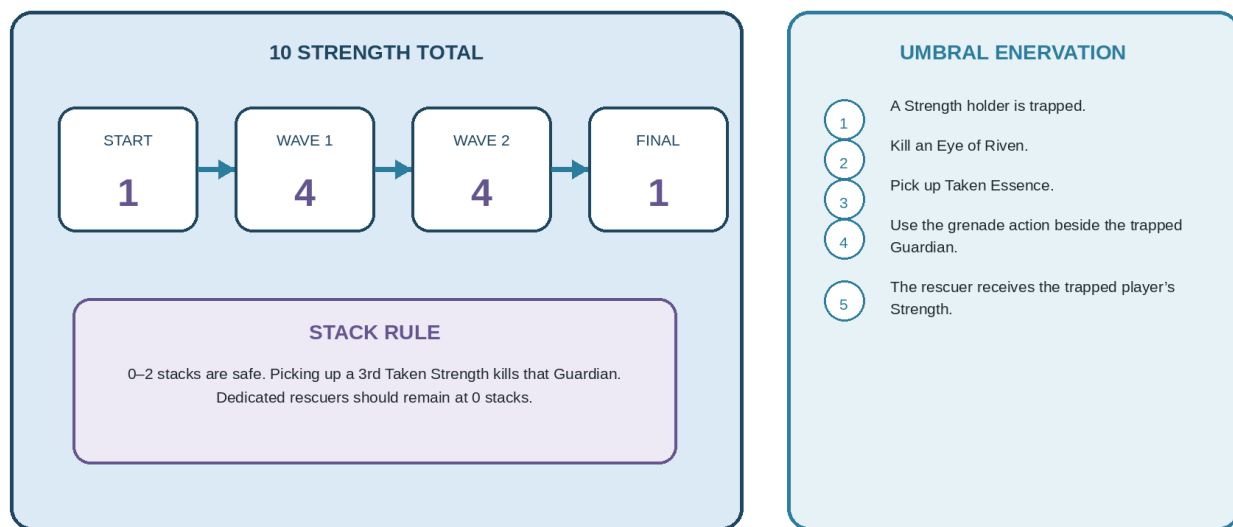
Call	Meaning
"Adds clear"	Crystal plates are about to activate.
"Triangle right"	Every carrier shoots the next carrier clockwise.
"Essence now"	Use Taken Essence super beside Shuro Chi to interrupt Obliterate.
"Image 2: four cells"	Caller marks the current missing plate positions.

3. Morgeth, the Spirekeeper

Morgeth is a controlled collection encounter. The team gathers 10 Taken Strength without letting any Guardian reach 3 stacks, rescues trapped holders with Taken Essence, then burns Morgeth before his strength meter fills.

At a glance	Details
Strength sequence	1 start • 4 first wave • 4 second wave • 1 final center orb.
Personal cap	2 Taken Strength. A 3rd stack kills the holder.
Rescue	Taken Essence grenade action frees Umbral Enervation and transfers the trapped player's stacks.
Challenge	Forever Fight — leave the 4 smaller Ogres alive.

MORGETH — TAKEN STRENGTH AND RESCUE FLOW



Challenge: leave the 4 smaller Ogres alive for the entire encounter.

Figure 5. Morgeth's 10-Strength sequence and Umbral Enervation rescue.

Roles

Role	Count	Primary responsibility
Strength runners	4	Collect assigned left/right orbs while tracking personal stacks.
Dedicated rescuers	2	Stay at 0 stacks when possible, kill Eyes of Riven, and free trapped holders.
Meter reset carrier	1 backup	Preserve a late Taken Essence and use its super action on Morgeth if the strength meter nears full.

Standard walkthrough

1. Split 3 left and 3 right. Pick up the first center Taken Strength to start.
2. Clear the opening Taken and collect the first 4 Strength orbs, 2 per side. Call your total every time you pick one up.
3. When Umbral Enervation traps a Strength holder, that player calls side and stack count. A 0-stack rescuer kills an Eye of Riven, takes Essence, and uses the grenade action beside the trapped player.

4. The rescuer inherits the trapped player's Strength. Never rescue while already at 2; receiving even 1 more stack causes death.
5. Repeat for the second wave of 4 Strength. Preserve one accessible Eye of Riven Essence if the team expects a long damage phase.
6. The final Strength appears near the original center location. Confirm the pickup will not create a 3rd stack, then collect it to make Morgeth vulnerable.
7. Regroup on the steps behind Morgeth or another agreed safe damage point. Damage the glowing weak spots while clearing Axion Darts.
8. If Morgeth's strength meter approaches full before the kill, use a Taken Essence super action on him to reset/stagger the encounter and continue with the next Strength cycle.

Failure states and recovery

Problem	Recovery
A runner reaches 2 stacks early	That Guardian stops collecting. Reassign later orbs before they spawn.
A holder dies	The lost Strength reappears after a delay. Stabilize adds and reassign the pickup.
Rescuer now holds Strength	That rescuer stops taking Essence and joins the runner count; another 0-stack player becomes rescuer.
Meter is nearly full	Use saved Taken Essence super on Morgeth. If none is available, commit all damage immediately.

Suggested loadout

Reliable setup

Bring mobile add clear, a fast Eye-of-Riven kill option, and strong sustained boss damage from the agreed perch. The challenge adds constant Ogre pressure, so control and survivability matter more than clearing every enemy.

Weekly challenge — Forever Fight

1. Do not kill the 4 smaller Taken Ogres positioned in front of Morgeth.
2. Use cover and crowd control to manage their sightlines while runners collect Strength.
3. Avoid wide-area supers, explosives, or automatic tracking that can accidentally finish an Ogre.
4. Complete the ordinary collection, rescue, and damage sequence with all 4 Ogres alive.

Quick reference

Call	Meaning
"Strength left, picker?"	An orb is active and needs an assigned safe holder.
"At 2"	That Guardian cannot collect or absorb another stack.
"Trapped left, 2 stacks"	A 0-stack rescuer is required immediately.
"Essence reset"	Carrier uses super action on Morgeth before the meter fills.

4. The Vault

The Vault is a 3-phase symbol-routing puzzle with no boss. Three readers determine whether each plate requires Penumbra or Antumbra, runners deliver matching Taken Essence, and room defenders prevent Might of Riven from reaching the center.

At a glance	Details
Rooms	Stairs at the banner, Tree on the left, Rocks on the right.
Read	Each plate shows Left • Center • Right symbols.
Rule	Another plate's Center matching your Left = Penumbra; matching your Right = Antumbra.
Challenge	Keep Out — no Might of Riven may enter the center chamber.

THE VAULT — ROOMS, PLATES, AND P/A LOGIC

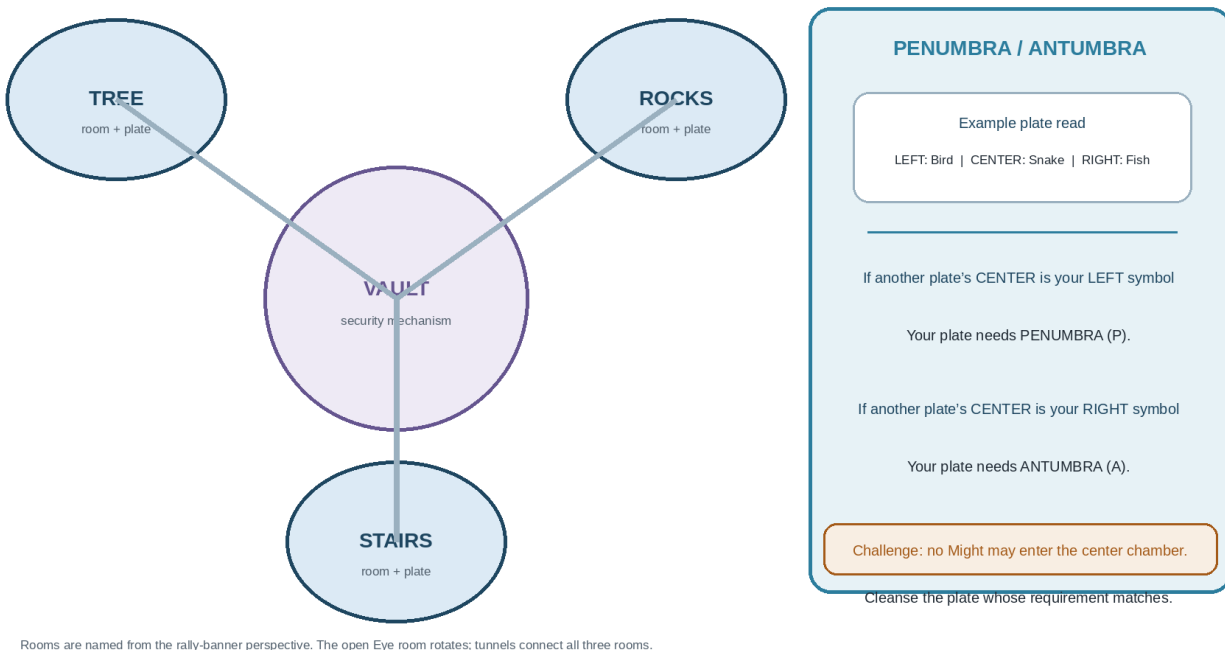


Figure 6. Vault room layout and Penumbra/Antumbra comparison rule.

Role setup

Role	Count	Primary responsibility
Plate readers	3	One at Stairs, Tree, and Rocks; publish all 3 symbols and determine the plate's P/A requirement.
Essence runners	3, often same readers	Kill the Eye of Riven, take its Penumbra/Antumbra Essence, and cleanse the matching plate.
Might defenders	3, paired by room	Kill Might of Riven before they reach or slam the center mechanism.

Reading Penumbra and Antumbra

1. All 3 readers step onto their plates and call the full set: room, center symbol, left symbol, right symbol.
2. Compare each plate's center symbol against the side symbols called by the other two plates.

3. If a plate's center symbol appears on another reader's LEFT, the plate associated with that matching set requires Penumbra. If it appears on the RIGHT, it requires Antumbra.
4. Record a final map such as "Stairs P, Tree A, Rocks P." Repeat the read at the beginning of every phase; do not assume the previous phase persists.

Verification before movement

One caller repeats all 3 requirements and receives verbal confirmation from the readers. Ten seconds of confirmation is cheaper than losing a 3-minute phase to one reversed left/right call.

Standard walkthrough

1. Start the phase by standing on the 3 center plates and completing the symbol read.
2. One outer room opens. Its pair enters, clears Taken, kills the Eye of Riven, and reads the Essence type: Penumbra or Antumbra.
3. The runner carries the Essence through the connecting tunnels toward the plate whose recorded requirement matches the Essence.
4. At the destination plate, use the grenade action to cleanse. A correct cleanse locks that plate and advances the room rotation.
5. Room defenders kill every Might of Riven before it reaches the center and slams a plate. Call the room the moment a Might appears.
6. Complete 3 correct cleanses before the phase timer expires. Repeat the complete symbol read and cleanse cycle for 3 phases.

Failure states and recovery

Problem	Recovery
Essence type has no obvious destination	Stop in a safe tunnel and repeat "Stairs P, Tree A, Rocks P." Do not guess.
Runner takes wrong tunnel	Use the outer loop to redirect. The rooms connect; communicate remaining time.
Might reaches center	A Standard clear may still recover if it has not slammed. The challenge fails as soon as it enters center.
Wrong plate cleansed	Re-read the next phase immediately; do not carry the incorrect mapping forward.

Suggested loadout

Reliable setup

Favor Major deletion, movement through tunnels, and crowd control. There is no boss damage phase. A utility debuff or displacement tool may shorten Eye-of-Riven delivery, but the safe default is to kill in the room and run the tunnels.

Weekly challenge — Keep Out

1. Assign one defender to each room and place them between the spawn lane and center door.
2. Call every Might immediately and use burst damage before it crosses the threshold into center.
3. Runners do not abandon a live Might to deliver Essence; the cleanse can wait a few seconds.
4. Any Might entering the center chamber fails the challenge even if killed before it slams.

Quick reference

Call	Meaning
"Stairs center X, left Y, right Z"	Full symbol read for comparison.
"Stairs P, Tree A, Rocks P"	Final plate requirements.
"Essence A from Rocks"	Runner carries Antumbra to the A plate.
"Might Tree"	Tree defender and nearby players prioritize the Knight.

5. Riven of a Thousand Voices

Riven is the raid's most communication-heavy encounter when completed as designed. Two teams alternate between staggering Riven and cleansing an Eye-of-Riven symbol, transfer eye calls across rooms, resolve 6 eyes at the top, damage weak spots during the descent, and finish inside the Ahamkara.

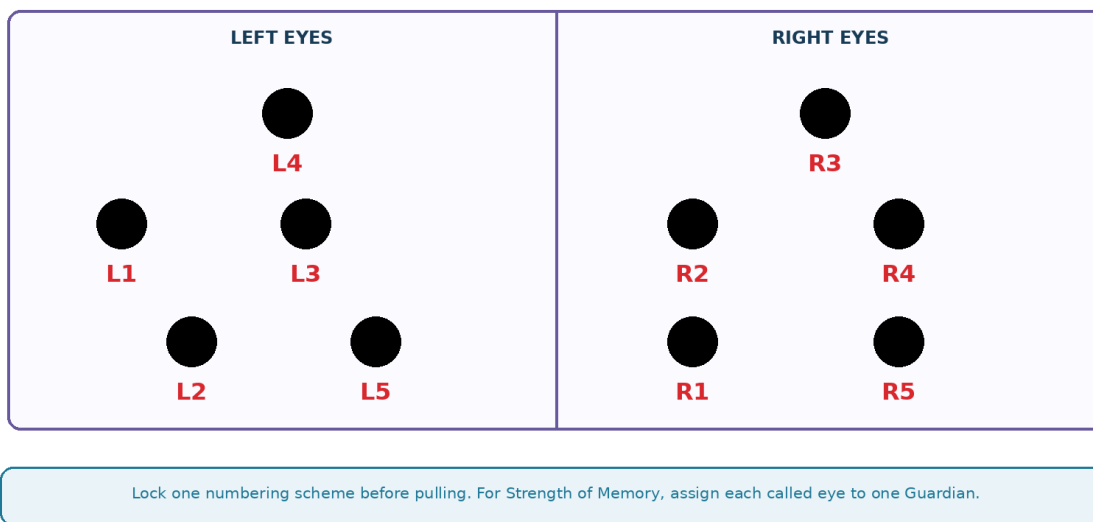
Guide priority

The intended encounter is the canonical walkthrough below. The common wall-hug damage skip is included afterward as an optional, patch-sensitive strategy rather than replacing the mechanic.

Eye numbering

RIVEN - COMMON L1-L5 / R1-R5 EYE CALLOUTS

Two-panel layout as viewed from the front while facing Riven.



Position summary: L4/R3 top; L1-L3 and R2-R4 middle; L2-L5 and R1-R5 lower.

Figure 7. Common two-panel Riven eye layout: L4/R3 top; L1/L3 and R2/R4 middle; L2/L5 and R1/R5 lower.

The diagram uses the common two-panel layout as viewed from the front while facing Riven. Some groups use different numbers or symbol names; either system works only when every caller and shooter follows the same reference for the entire run.

Initial teams and roles

Role	Count	Primary responsibility
Crystal room team	3	Handle whichever side arrives: Riven stagger/eyes or Eye-of-Riven lens cleanse.
Tree room team	3	Mirror Crystal room. Transfer eye calls across rooms.
Eye recorder	1 per room	Write or repeat the 2 glowing eyes from each Riven stagger.
Essence carrier + lens reader	2 per Eye room	Carrier follows directions; reader identifies the symbol and cleanse location.
Top-room eye shooters	6	Each owns one called eye for the coordinated 6-eye shot.

Lower-room exchange

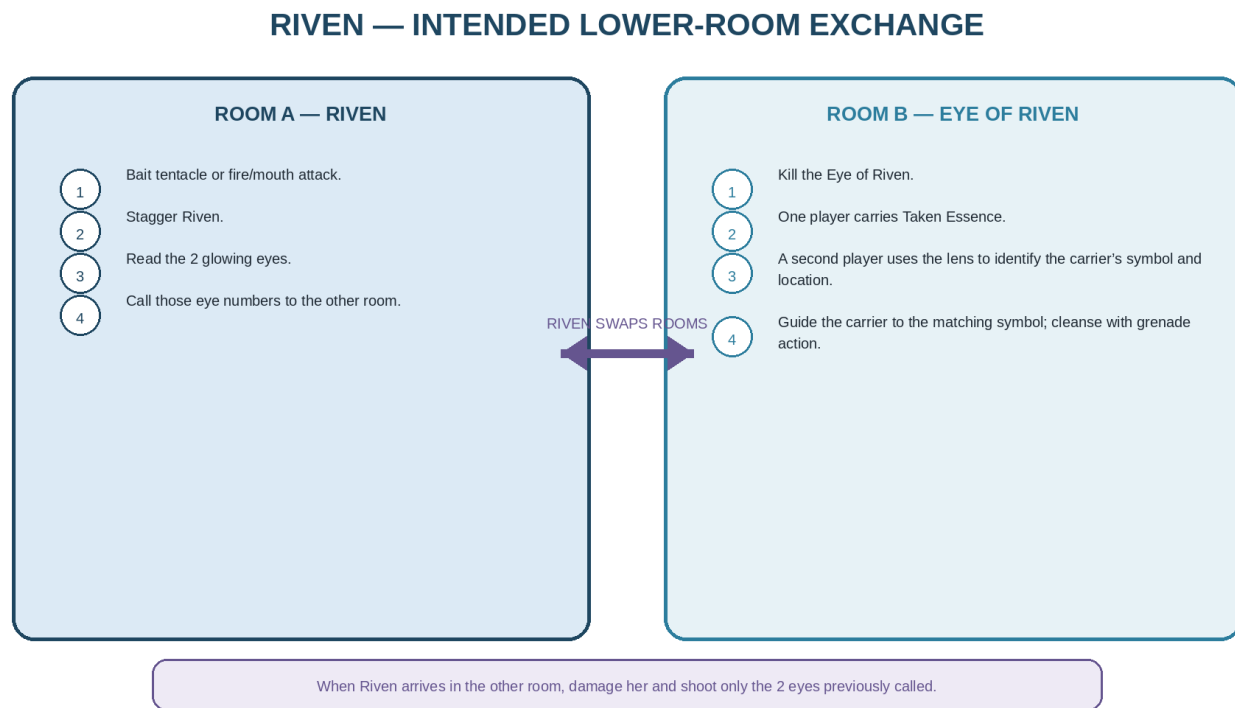


Figure 8. Intended Riven lower-room role exchange.

Intended walkthrough

1. Split 3 Crystal and 3 Tree, step on the starting plates, and descend. Call which room has Riven and which has the Eye of Riven.
2. Riven room: bait either the tentacle attack at controlled range or the fire/mouth attack. Dodge the attack, then damage the exposed tentacle or glowing mouth until Riven staggers.
3. On the stagger, 2 eyes glow. The recorder calls and writes both numbers for the other room. Do not shoot them yet.
4. Eye room: kill the Eye of Riven. One Guardian picks up Taken Essence; another climbs to the viewing lens. The lens reader sees a symbol associated with the carrier and guides that player to the matching symbol location in the room.
5. The carrier uses the grenade action on the confirmed symbol. A correct cleanse activates the lift and completes the room's requirement.
6. Riven changes rooms. The receiving team damages her and shoots only the 2 eyes called by the opposite room. A wrong eye causes a wipe.
7. Both teams rise toward the top and repeat the exchange until they reunite in the upper starting chamber.
8. In the upper chamber, Riven appears 3 times. Stagger her each time and record 2 glowing eyes, creating a list of 6. Assign one Guardian to each recorded eye.
9. When all 6 are visible for the resolution, the caller counts down and the assigned players shoot their eyes together. Move to the starting plates before Creeping Darkness reaches 10 stacks.

10. Descend past Riven. Damage the glowing sores on her body and clear Axion Darts that block shots. Breaking the required health threshold advances the encounter; otherwise the room cycle repeats.
11. At low health, the team is pulled into the Ascendant Plane. Keep moving upward through environmental damage, clear only blockers, and collect the Taken Strength at the top to return.
12. Shoot Riven's glowing mouth during the final attack, enter her mouth, and destroy the blight inside her body. The raid is not complete until the Heart relay is finished.

Failure states and recovery

Problem	Recovery
Eye call is uncertain	Do not shoot. Repeat the call and compare to the shared eye diagram. A delayed correct shot is better than a fast wipe.
Essence carrier cannot find symbol	Lens reader gives clock direction and distance from the room center, then confirms before the grenade action.
Lower-room lift is not active	The cleanse was wrong or incomplete. Recheck the lens call and remaining Essence timer.
Top-room eyes are not assigned	Pause damage, read the six-number list, and assign one shooter to each before Riven's resolution.
Axion Darts block descent damage	Several players clear darts while the rest shoot sores. Do not let everyone tunnel on the same weak spot.

Suggested loadout — intended method

Reliable setup

Use accurate non-splash weapons for eyes, fast Eye-of-Riven and Ogre clear, ranged burst for mouth/tentacle staggers, and a damage setup that can hit body sores while falling. Movement and survival in the Ascendant race matter as much as peak damage.

Weekly challenge — Strength of Memory

1. Track eye ownership by Guardian, not only by phase.
2. No Guardian may shoot the same numbered Riven eye more than once during the encounter.
3. Before each 6-eye resolution, assign every called eye to a shooter whose personal list does not already contain that number.
4. Use a written grid or Discord note. Do not rely on memory after a long lower-room cycle.

Encounter triumph — Eyes, Mouth, Heart

The current official record requires defeating Riven after progressing back to the top of the chamber. In practical terms, complete the intended eye-and-descent sequence rather than ending the fight solely through the lower-room limb damage skip.

Common wall-hug damage skip — patch-sensitive

1. Gather the full fireteam in the chosen upper room and watch the shadow/arrival cue to determine whether Riven is coming to that side first.
2. If Riven is going to the opposite room, leave and use the known “Joining Allies” wall position to return to the entrance, then race to the other room before she arrives.
3. Stack at the agreed limb position, apply team support and debuff effects, and use the current highest reliable close-range or sustained burst.
4. If the damage threshold is not met, do not improvise eye shots without assignments. Reset and run the intended method or adjust the damage plan.

Why this is separate

The skip bypasses the lens, eye-transfer, and top-room mechanics and can change with sandbox or collision updates. It is useful for farming, but it should not be the only explanation in a permanent guide.

Quick reference

Call	Meaning
“Riven Tree”	Tree team prepares the stagger; Crystal team prepares Eye/lens.
“Eyes L2, R4”	Record only; do not shoot until Riven reaches the receiving room.
“Symbol Branch, low left”	Lens reader guides the Essence carrier.
“Six eyes assigned”	Top-room shooters confirm individual targets before countdown.
“Sores and darts”	Split descent attention between damage weak spots and Axion projectiles.

6. Queenswalk — the Heart of Riven

Queenswalk begins immediately after Riven's death. A rotating Fate's Chosen carries the Heart back through the raid while the outside team stays inside its protective aura and absorbed players collect Taken Strength inside the Heart to extend the relay.

QUEENSWALK — HEART RELAY AND ROUTE

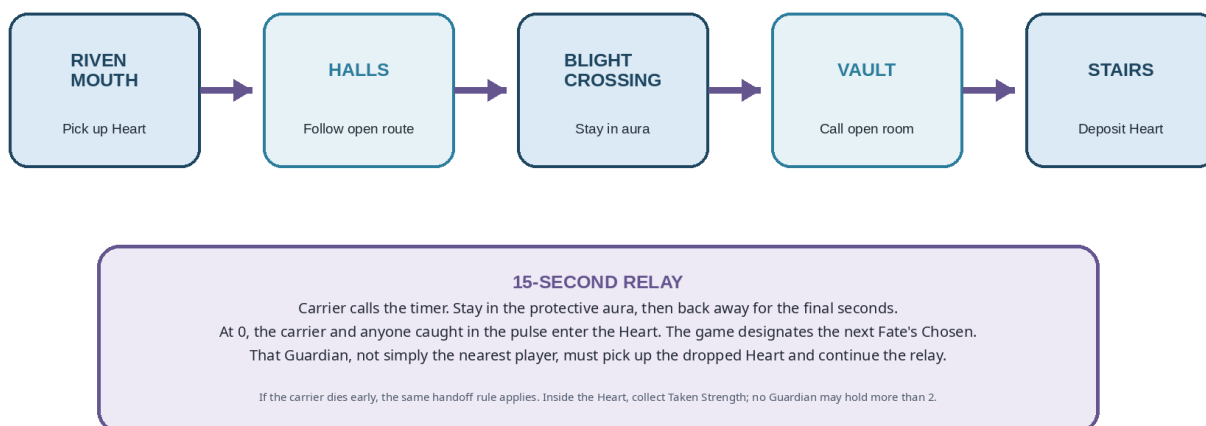


Figure 9. Queenswalk Heart relay and route stages.

Roles

Role	Count	Primary responsibility
Heart carrier / Fate's Chosen	1 rotating	Carry the Heart when selected, move continuously, and count the 15-second timer.
Outside support	Remaining outside players	Stay in the aura, clear the path, and spread before the pulse.
Heart-realm team	Absorbed players	Collect Taken Strength, preserve the final orb until late, and kill Mights of Riven.
Route caller	1	Call doors, blight crossing, Vault room, and Stairs deposit.

Walkthrough

1. When Riven dies, one Guardian becomes Fate's Chosen and picks up the Heart. Call "Heart, 15" and begin moving immediately.
2. The Heart aura protects nearby players from Creeping Darkness. The outside team runs inside the aura and clears only enemies blocking the route.
3. At about 5 seconds, the carrier calls "5, back." Teammates move outside the pulse radius so the current carrier is absorbed without taking unnecessary players.
4. At 0, the carrier and anyone still caught in the pulse are drawn into the Heart realm. The next Fate's Chosen, not simply the nearest player, must pick up the dropped Heart and continue. This also applies if the carrier dies early.

5. Inside the Heart, collect Taken Strength. No Guardian may hold more than 2; a 3rd kills. Leave the final orb until the outside timer is low, then collect it to slow/reset the Heart once for that carrier.
6. Kill Might of Riven inside before they reach and slam the plate. As more players are absorbed, divide the available Strength safely.
7. Outside route: leave Riven's mouth, follow the open halls, cross the blighted room while staying in the carrier's aura, and continue toward the Vault.
8. At the Vault, call whether Tree or Rocks is open and use that room's tunnel to reach Stairs.
9. Carry the Heart up the Stairs and into the small Techeun room. Move to the center to deposit it, free the Heart-realm players, and complete the raid.

Failure states and recovery

Problem	Recovery
Team drifts outside the aura	Stop shooting distant adds and collapse back onto the carrier. Creeping Darkness is the priority.
Too many players are absorbed	Continue if at least one outside player remains. Inside players must coordinate Strength more carefully.
Final Strength was taken early	Use the added time to clear Might and prepare; the outside group cannot receive that extension again for the same carrier.
Carrier dies or drops Heart	Wait for the game to designate the next Fate's Chosen. That Guardian, not simply the nearest outside player, must pick up the Heart and continue. A long unattended drop ends the run.
Vault route confusion	Follow the visibly open Tree or Rocks room, then take its tunnel to Stairs.

Suggested loadout

Reliable setup

Use movement-friendly subclasses, strong close-range add clear, and survivability. There is no boss damage phase. The best weapon is the one that deletes a Might or doorway pack without slowing the carrier.

Quick reference

Call	Meaning
"Heart 15"	The newly selected Fate's Chosen picked up the Heart and the timer started.
"5, back"	Outside team leaves the pulse radius.
"Last Strength holding"	Heart realm preserves final orb for the outside timer.
"Vault: Tree open"	Route through Tree tunnel to Stairs.
"Deposit"	Carrier enters the Techeun room center to finish.

Secrets, keys, Deepsight, loot, and raid mods

Hidden chest 1 — bridge before Shuro Chi

1. Reach the Shuro Chi checkpoint through the raid route or with Wish 4.
2. Backtrack toward the long bridge and follow the outer wall around the bridge support.
3. Drop carefully to the small opening in the support wall and enter the hidden chamber.

Hidden chest 2 — traversal before Morgeth

1. After Shuro Chi, continue through the tower and bridge traversal toward the Ascendant section.
2. Before committing to the main route, climb the large trees and right-side cliff edge.
3. Follow the ledge to the chest alcove, then return to the main route.

Solo chest access

Checkpoint wishes allow individual characters to reach and backtrack to these chests without clearing every prior encounter. Traversal geometry can change, so use careful movement rather than treating a single jump path as mandatory.

Glittering Key chest

Wish 2 spawns an additional chest between Morgeth and the Vault. It only opens with a Glittering Key. Enter Wish 2 before the run in which you plan to use the key.

Ethereal Keys and final chests

- Riven kills award Ethereal Keys; Wish 1 grants an additional key once per account.
- After Queenswalk, each Ethereal Key opens one chest beneath the Awoken statues.
- The final chests can award raid weapons, armor, and One Thousand Voices.

Weekly Deepsight — O Deepsight Mine

Current quest behavior

The current manifest describes O Deepsight Mine as “Complete all encounters of the ‘Last Wish’ raid.” Completing it each week unlocks the ability to purchase one previously obtained Last Wish weapon with Deepsight from the Last Wish raid vendor interface.

- Pick up the quest before the run.
- Complete all 6 encounter objectives in the same weekly quest cycle.
- A weapon must have been obtained previously before it can be purchased with Deepsight.

Raid-wide weapon pool and crafting

Weapon	Type / element	Craftable
Age-Old Bond	Void Auto Rifle	Yes
Apex Predator	Solar Rocket Launcher	Yes
Chattering Bone	Kinetic Pulse Rifle	Yes
Nation of Beasts	Arc Hand Cannon	Yes
Techeun Force	Arc Fusion Rifle	Yes
The Supremacy	Kinetic Sniper Rifle	Yes
Transfiguration	Kinetic Scout Rifle	Yes
Tyranny of Heaven	Solar Combat Bow	Yes
One Thousand Voices	Solar Exotic Heavy Fusion Rifle	No pattern; final key chests

The 8 legendary raid weapons currently expose crafting recipe references in the live manifest. Encounter-specific legacy curated drops are less useful as a permanent organizing system than the current raid-wide pool, so this guide lists the complete pool rather than promising a specific boss drop.

Great Hunt armor

Each class has a full Great Hunt armor set. Armor and legendary weapons can appear from encounter and hidden-chest rewards once unlocked in Collections.

Last Wish raid mods

Mod	Persistent note
Taken Armaments	Last Wish-only Taken utility mod; review the current in-game perk text before building around it.
Taken Barrier	Last Wish-only Taken defense mod; review the current in-game perk text.
Taken Invigoration	Last Wish-only ability utility mod; review the current in-game perk text.
Taken Repurposing	Last Wish-only grenade utility mod; review the current in-game perk text.

Why the effects are not hard-coded
The current manifest keeps these mods active in Last Wish but exposes only the raid-active summary in the display description. The exact perk tooltip shown in game is the safer source for build decisions.

Rivensbane and completion checklist

The current Rivensbane seal exposes 18 records. Group them by execution type so a team can plan efficient full-raid runs rather than treating the title as one undifferentiated list.

Encounter challenges

Record	Encounter / condition
Summoning Ritual	Kalli — complete all 9 plates before damage.
Coliseum Champion	Shuro Chi — complete the no-ranged-blast challenge ("Which Witch" modifier).
Forever Fight	Morgeth — leave the 4 smaller Ogres alive.
Keep Out	Vault — no Might enters the center chamber.
Strength of Memory	Riven — personal eye numbers cannot repeat.

Full-raid composition records

Record	Requirement
Thunderstruck	All encounters with Arc subclasses.
Sunburn	All encounters with Solar subclasses.
Night Owl	All encounters with Void subclasses.
Winter's Rest	All encounters with Stasis subclasses.
Woven Wish	All encounters with Strand subclasses.
The New Meta	All encounters with one Guardian class.
Clan Night: Last Wish	Complete with a full clan fireteam.

Raid, collection, and flawless records

Record	Requirement
O Murderer Mine	Complete Last Wish.
Petra's Run	Complete the Wish 13 flawless version; any death sends the team to orbit.
Raid: Last Wish	Complete the associated Collections badge.
Habitual Wisher	Make 10 wishes.
Treasure Trove	Loot hidden chests 10 times.
Put a Flag on It	Plant 5 Last Wish Raid Banners.

Petra's Run planning

Wish 13 must be entered at the Wall before the run. Treat jumping transitions, Shuro image plates, the Riven Ascendant race, and Queenswalk pathing as equal risks to boss mechanics. A flawless attempt should use conservative routes and preassigned backups.

Additional current record

Eyes, Mouth, Heart is an additional Last Wish record for defeating Riven after progressing back to the top of the chamber. It is useful as the explicit intended-method target even though it is not one of the 18 current Rivensbane records listed above.

Full-raid quick assignment sheet

Fill this before the run. Use role labels in voice chat; player names belong only in this planning table.

Encounter	Assignment
Raid-wide symbol vocabulary	Fish: _____ Dragon: _____ Snake: _____ Bird: _____
Kalli	Caller: _____ Plate players: _____
Shuro Chi	Crystals: _____ / _____ / _____ Essence: _____ / _____
Morgeth	Left: _____ Right: _____ Rescuers: _____
Vault	Stairs: _____ Tree: _____ Rocks: _____
Riven lower rooms	Crystal: _____ Tree: _____
Riven eye recorder / caller	Recorder: _____ Countdown: _____ Eye diagram confirmed: ☐
Queenswalk	Route caller: _____ Timer caller: carrier Heart-realm last-orb caller: _____
Challenge active	_____

One-line encounter loop

Encounter	Loop
Kalli	Read symbols → capture plates → kill Knights → DPS → doors.
Shuro Chi	Clear → crystal triangle → 1 health segment → image room → climb.
Morgeth	Collect 10 Strength → rescue traps → DPS before meter.
Vault	Read P/A → kill Eye → deliver Essence → kill Might x3 phases.
Riven	Stagger + call eyes ↔ lens cleanse → 6 top eyes → sores → Ascendant → mouth/blight.
Queenswalk	Carry Heart → stay in aura → spread at 5 → Strength extension → Vault → Stairs deposit.

Sources and verification notes

Primary current-state source

- Bungie Destiny 2 live manifest, English component definitions, checked July 2026. Used for the current activity label, weekly modifier names, Rivenbane records, O Deepsight Mine behavior, weapon recipes, keys, One Thousand Voices, and Last Wish raid-mod presence.

Encounter mechanics and cross-checks

- Destinylopedia — Last Wish walkthrough and challenge-mode descriptions. Used to cross-check encounter sequence, Kalli's 3 extra challenge Ogres, Shuro image-plate rejection, Morgeth rescue transfer, Vault P/A logic, Queenswalk timer behavior, and the 15-wish status.
- Destiny Voyager structured Last Wish encounter files (Kalli, Shuro Chi, Morgeth, Vault, Riven, Heart escape), checked June 2026. Used as an encounter-by-encounter synthesis and then reconciled against the live manifest and Destinylopedia.
- Open-source Last Wish guide references from devliq and namtranst2304. Used to cross-check Wall of Wishes effects and the two hidden-chest route summaries.
- Paracausality / community Riven-eye reference. Used only to verify the spatial L1–L5 / R1–R5 diagram; the artwork in this guide is original.

Editorial boundaries

- The guide uses Standard throughout because that is the current in-game label. Encounter challenges remain inside their relevant encounter sections.
- Exact Wish Wall panel codes are not redrawn. The effects are stable, but 14 separate 20-panel patterns are better audited from one dedicated pattern sheet than retyped into a prose guide.
- Specific damage weapons are suggestions, not encounter requirements. The Riven wall-hug skip is explicitly marked patch-sensitive.
- Current encounter-specific legendary drop promises were avoided; the guide lists the verified raid-wide pool and current crafting support.

Verification date

Mechanics and current manifest-backed records were last reviewed July 2026. Recheck the activity launch screen, current patch notes, and in-game vendor tooltips if a later update changes difficulty, challenges, rewards, or the Riven skip.