

DESTINY 2 • RAID FIELD GUIDE

LAST WISH

Complete Raid Guide

Cleanse the Taken Techeuns, unlock the Vault, defeat Riven by the intended eye-and-symbol method, and carry her Heart through Queenswalk.

EDITION	2.0 - Text-only
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Navigation tip: Word's Navigation Pane and accessible PDF bookmarks use the same heading hierarchy as this page.

How to Use This Guide

This is a text-only field guide. Each encounter follows the same sequence: overview, room 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 Rivenbane 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	Guide name	Identifying silhouette	Common alias
Fish	Basic Fish	One horizontal fish between 2 tall weeds	Seaweed Fish; Left Fish
Fish	Double Fish	2 fish swimming around one another in a circle	69 Fish; Circle Fish
Fish	Jumping Fish	One fish pointing upward between 2 curved reeds	Up Fish
Fish	Curled Fish	One fish curled head-to-tail into a near circle	Right Fish; Fish Curl
Dragon	Impaled Dragon	Dragon pierced by a vertical spear	Stabbed Dragon
Dragon	Two-Tail Dragon	Dragon with 2 distinct curling tails	Fire Dragon Left
Dragon	Basic Dragon	Freestanding dragon with no spear and 1 curled tail	Fire Dragon Right
Dragon	Spear	Upright dragon grasping a vertical spear	Pole Dance Dragon
Snake	Snake Eight	2 snakes forming a vertical figure eight	8 Snake
Snake	S-Snake	1 long snake forming an S	Split Snake
Snake	Smiley Snake	4 inward-facing curled snake heads forming a rounded smile/cloud	Cloud Snake
Snake	Infinity	1 snake forming a horizontal infinity sign	Infinity Snake
Bird	Branch Bird	Front-facing owl or falcon perched on a branch	Bird on Branch
Bird	Flappy Bird	Side-on flying bird with 1 broad hanging wing	Flying Bird
Bird	Skydive Bird	Bird diving head-first with its body curled around the circle	Diving Bird; Down Bird
Bird	Chill Bird	Plain side-on standing raven with both feet visible	Standing Bird

Keep callouts short: A long description such as "bird looking left on branch" sounds precise but becomes slow and inconsistent. Use the short guide name after confirming that the team recognizes the same silhouette. Take special care with Jumping Fish versus Skydive Bird and Curled Fish versus Skydive Bird.

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 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.

Entering the text codes

Stand facing the Wall. Read every grid below from Row 1 through Row 4, top to bottom, and Column 1 through Column 5, left to right. Blank means leave that panel unlit; it is a required blank position, not an omitted value. Set all 20 panels, have a second player audit them in the same order, then step on the center plate.

Wish-code audit: The 14 enterable patterns below were transcribed from one consolidated reference and checked cell by cell against separately hosted full-resolution in-game captures. All 280 coordinates agree. Wish 15 remains story-only and has no usable raid-wall input.

Wish 1 - Ethereal Key

Row	C1	C2	C3	C4	C5
R1	Basic Fish	Basic Fish	Branch Bird	Branch Bird	Branch Bird
R2	Basic Fish	Basic Fish	Blank	Branch Bird	Branch Bird
R3	Snake Eight	Snake Eight	Blank	Jumping Fish	Jumping Fish
R4	Snake Eight	Snake Eight	Basic Dragon	Jumping Fish	Jumping Fish

Wish 2 - Glittering Key chest

Row	C1	C2	C3	C4	C5
R1	Jumping Fish	Blank	Impaled Dragon	Blank	Double Fish
R2	Jumping Fish	Blank	Impaled Dragon	Blank	Double Fish
R3	Curled Fish	Blank	Basic Dragon	Blank	Double Fish
R4	Curled Fish	Blank	Basic Dragon	Blank	Infinity

Wish 3 - Numbers of Power emblem

Row	C1	C2	C3	C4	C5
R1	Basic Fish	Blank	Basic Fish	Blank	Basic Fish
R2	Blank	Infinity	Blank	Infinity	Blank
R3	Two-Tail Dragon	Blank	Two-Tail Dragon	Blank	Two-Tail Dragon
R4	Blank	Skydive Bird	Blank	Skydive Bird	Blank

Wish 4 - Shuro Chi checkpoint

Row	C1	C2	C3	C4	C5
R1	Flappy Bird	Chill Bird	Chill Bird	Chill Bird	Skydive Bird
R2	S-Snake	Flappy Bird	Smiley Snake	Skydive Bird	S-Snake
R3	S-Snake	Skydive Bird	Blank	Flappy Bird	S-Snake
R4	Skydive Bird	Snake Eight	Snake Eight	Snake Eight	Flappy Bird

Wish 5 - Morgeth checkpoint

Row	C1	C2	C3	C4	C5
R1	Infinity	Spear	Flappy Bird	Spear	Infinity
R2	Blank	Two-Tail Dragon	Chill Bird	Two-Tail Dragon	Blank
R3	Blank	Two-Tail Dragon	Flappy Bird	Two-Tail Dragon	Blank
R4	Infinity	Spear	Flappy Bird	Spear	Infinity

Wish 6 - Vault checkpoint

Row	C1	C2	C3	C4	C5
R1	Basic Dragon	Skydive Bird	Chill Bird	Skydive Bird	Basic Dragon
R2	Basic Fish	Basic Dragon	Blank	Basic Dragon	Basic Fish
R3	Basic Fish	Blank	Blank	Blank	Basic Fish
R4	Impaled Dragon	Impaled Dragon	Impaled Dragon	Impaled Dragon	Impaled Dragon

Wish 7 - Riven checkpoint

Row	C1	C2	C3	C4	C5
R1	Chill Bird	Jumping Fish	Spear	Blank	Snake Eight
R2	Two-Tail Dragon	Blank	Blank	S-Snake	Flappy Bird
R3	Two-Tail Dragon	Blank	Branch Bird	S-Snake	Flappy Bird
R4	Chill Bird	Jumping Fish	Spear	Blank	Snake Eight

Wish 8 - Hope for the Future

Row	C1	C2	C3	C4	C5
R1	Blank	Spear	Branch Bird	Impaled Dragon	Blank
R2	Blank	Spear	Branch Bird	Impaled Dragon	Blank
R3	Blank	Spear	Chill Bird	Impaled Dragon	Blank
R4	Blank	Spear	Branch Bird	Impaled Dragon	Blank

Wish 9 - Failsafe dialogue

Row	C1	C2	C3	C4	C5
R1	Blank	Blank	Blank	Blank	Blank
R2	Blank	Curled Fish	Curled Fish	Curled Fish	Blank
R3	Blank	Curled Fish	Curled Fish	Branch Bird	Blank
R4	Blank	Blank	Blank	Blank	Blank

Wish 10 - Drifter dialogue

Row	C1	C2	C3	C4	C5
R1	Curled Fish	Curled Fish	Blank	Blank	Curled Fish
R2	Curled Fish	Spear	Spear	Blank	Jumping Fish
R3	Curled Fish	Blank	S-Snake	S-Snake	Jumping Fish
R4	Blank	Blank	Blank	Jumping Fish	Jumping Fish

Wish 11 - Grunt Birthday Party

Row	C1	C2	C3	C4	C5
R1	Flappy Bird	Flappy Bird	Blank	Chill Bird	Chill Bird
R2	Flappy Bird	Blank	Curled Fish	Infinity	Chill Bird
R3	Two-Tail Dragon	Blank	Curled Fish	Blank	Snake Eight
R4	Two-Tail Dragon	Two-Tail Dragon	Blank	Snake Eight	Snake Eight

Wish 12 - Guardian head effects

Row	C1	C2	C3	C4	C5
R1	Basic Fish	Blank	Blank	Blank	Two-Tail Dragon
R2	Basic Fish	Basic Fish	Two-Tail Dragon	Two-Tail Dragon	Two-Tail Dragon
R3	Jumping Fish	Jumping Fish	Spear	Flappy Bird	Flappy Bird
R4	Jumping Fish	Blank	Blank	Blank	Flappy Bird

Wish 13 - Petra's Run

Row	C1	C2	C3	C4	C5
R1	Skydive Bird	Curled Fish	Branch Bird	Flappy Bird	Smiley Snake
R2	Skydive Bird	Curled Fish	Blank	Flappy Bird	Smiley Snake
R3	Smiley Snake	Flappy Bird	Blank	Curled Fish	Skydive Bird
R4	Smiley Snake	Flappy Bird	Blank	Curled Fish	Skydive Bird

Wish 14 - Corrupted Eggs

Row	C1	C2	C3	C4	C5
R1	Infinity	Basic Dragon	Branch Bird	Two-Tail Dragon	Infinity
R2	Blank	Blank	Chill Bird	Blank	Blank
R3	Basic Fish	Blank	Snake Eight	Smiley Snake	Blank
R4	Infinity	Spear	Blank	Blank	Impaled Dragon

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

The arena has a central pit and 9 symbol plates around the perimeter. The 6 required symbols appear in 3 matching pairs around the center. Safe doors are recessed beneath Kalli in the central pit; return there only after the plate Knights are dead. Use the displayed symbol itself as the plate callout rather than assigning clock positions that change with the team's entry angle.

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

1. 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.
2. 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. The 3 uncalled plates also spawn 3 Taken Ogres; clear them before regrouping so they do not pressure center damage.
3. Do not damage Kalli until all 9 plates are confirmed complete. Plate completion is the Challenge check; clearing the additional Ogres first is the safe operational plan.
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 puzzle 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.

Floor and puzzle orientation

Each floor has 2 add-clear and damage stops. Floors 1 and 2 end in a puzzle room; the third floor ends with Shuro Chi's final health segment. In each puzzle room, the active projections resolve in order from the left wall to the back wall to the right wall.

Treat every projection as a 3-by-3 grid while facing it. Number its cells like a keypad: 1-3 across the top row, 4-6 across the middle, and 7-9 across the bottom. The row of floor plates nearest the active wall is the top row; the farthest row is the bottom. Because the active wall changes, the same physical plate receives a different relative number after the group turns.

Cell	Spoken call	Cell	Spoken call	Cell	Spoken call
1	Top left	2	Top center	3	Top right
4	Middle left	5	Center	6	Middle right
7	Bottom left	8	Bottom center	9	Bottom right

Four sections are missing from each projection. Assign one player to each missing cell, confirm all 4 positions, then step on the corresponding plates together. A Guardian cannot activate the same physical plate twice during that room's complete 3-projection sequence. Another Guardian may use it later, so call the conflict and swap players before stepping on.

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 / puzzle guard	2-3 flexible	Delete Eyes of Riven and Phalanxes; protect the 4 puzzle-plate steppers.
Puzzle steppers	4	Stand on the 4 missing cells for each projection; rotate when a player would repeat a physical plate.

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 puzzle room, face the active projection and call its 4 missing cells using the 1-9 grid above. Four players take the matching floor plates while 2 players keep Phalanxes and other Taken away.
8. Complete the left, back, and right projections in order. Track the physical plate used by each Guardian across all 3; if a later cell would reuse that plate, swap assignments before stepping on.
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. Puzzle-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 Rivensbane 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.
"Projection 2: 1, 3, 5, 9"	Caller names the 4 missing cells for the active wall.

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.

Arena orientation

From the rally banner, Morgeth is forward at center. The first and final Taken Strength appear on the center line. The remaining Strength spawns in left and right groups, so split the fireteam 3 and 3 and name every pickup by side before anyone collects it. The broad steps behind Morgeth provide a clear damage angle on his glowing back weak points, but any survivable position with clean sightlines works.

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, and right symbols.
Rule	If another room's center call matches your left symbol, your plate is Penumbra. If it matches your right symbol, your plate is Antumbra.
Challenge	Keep Out - kill every Might of Riven before it crosses the barrier out of its spawn room.

Room orientation

Stand at the rally banner facing the center mechanism: Stairs is behind you at the banner, Tree is the room to the left, and Rocks is the room to the right. The 3 outer rooms form a loop of connecting tunnels. When Taken barriers seal direct access to center, the Essence runner follows that loop to whichever room is open, then re-enters center through its doorway.

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 face the center mechanism. Each display shows a center symbol with one symbol to its left and one to its right.

2. Each reader calls only their room and center symbol first: for example, "Stairs center Branch."
3. Listen for the other 2 center calls and compare them to the side symbols on your own display. If either called center appears on your left, your own plate requires Penumbra. If either appears on your right, your own plate requires Antumbra.
4. Example: Stairs calls Branch. If Tree sees Branch on the left side of Tree's display, Tree is Penumbra. The location of Branch on Stairs' display does not determine Stairs.
5. Record the final requirements as a short string such as "Stairs P, Tree A, Rocks P." Repeat the read at the beginning of every phase; the previous phase does not carry forward.

Verify before moving: 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. Killing the Eye seals that room's direct door and opens a different room. Call the newly open room. The runner follows the outer tunnel to it, enters center, and moves to 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. The pressure increases through the phase: expect 1 Might after the first Essence pickup, 2 after the second, and 3 after the third. Call each spawn room immediately.
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 leaves its room	The Keep Out challenge fails at the room barrier. On a Standard clear, kill it before it completes a center slam.
Wrong plate cleansed	The phase can continue if time remains. Keep defending, obtain another Essence, and use the same recorded requirements until 3 correct plates are cleansed.

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 Taken barrier out of its room.
3. Runners do not abandon a live Might to deliver Essence; the cleanse can wait a few seconds.
4. The challenge fails as soon as a Might leaves its spawn room, even if it is killed before reaching a plate.

Quick reference

Call	Meaning
"Stairs center X"	Stairs publishes its center symbol for the other readers.
"Tree left match; Tree P"	Tree matched another center call on its own left and therefore needs Penumbra.
"Stairs P, Tree A, Rocks P"	Final plate requirements.
"Essence A; Rocks open"	Runner carries Antumbra through the tunnels toward the open Rocks doorway.
"Might Tree"	Tree defender and nearby players prioritize the Knight before it crosses the barrier.

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.

Room orientation and eye numbering

After the opening descent, the fireteam splits between the room marked by a tree and the room marked by crystals. In either room, Riven enters through the black wall at the front. The viewing lens and lift are toward the rear. For cleanse directions, treat the Riven wall as 12 o'clock and the viewing lens as 6 o'clock; the lens reader calls a clock direction, distance from center, and live correction.

Use the common L1-L5 and R1-R5 eye labels below. Left and right mean the viewer's left and right while standing directly in front of Riven. "Inner" means closer to the center line of her face; "outer" means farther from it.

Position on Riven's face	Viewer-left eye	Viewer-right eye
Upper	L4	R3
Middle outer	L1	R4
Middle inner	L3	R2
Lower outer	L2	R5
Lower inner	L5	R1

Some groups use 1-10 instead. Either convention works, but do not mix systems after the pull. Before starting, have the recorder call 2 test positions and require every prospective shooter to identify them from the table.

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.

Role	Count	Primary responsibility
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 calls the repeated symbol; reader locates it through the rear lens and guides the carrier.
Top-room eye shooters	6	Each owns one called eye for the coordinated 6-eye shot.

Lower-room exchange

Both lower floors use the same 2-room exchange. The teams receive the jobs in opposite order, and the order may reverse on the next floor.

What arrives first	First job	Second job
Riven	Bait an attack, stagger her, and send the 2 glowing eye calls to the other room.	After she leaves, kill the Eye of Riven and complete the symbol cleanse.
Eye of Riven	Kill the Eye, call and cleanse the carrier's symbol, then prepare for Riven.	When she arrives, damage her mouth and shoot only the 2 eyes called by the other room.

For the cleanse, the Essence carrier looks toward the central pillar or lower stairs and calls the one symbol repeated in a vertical column. A second player climbs to the rear viewing lens. Only the lens view reveals where that symbol sits around the room. The carrier moves to the called position and uses the grenade action after the reader confirms the location.

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-first room: if her side tentacles extend, move close enough to bait a slam, dodge it, and damage the tentacle embedded in the floor. If she breathes fire instead, survive the volleys, then damage the glowing mouth. Continue until she 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-first room: kill the Eye of Riven. One Guardian picks up Taken Essence and calls the repeated symbol they see. Another climbs to the rear viewing lens, finds that symbol around the room, and guides the carrier with the agreed clock-and-distance call.
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 the Taken blight in her mouth until it closes, then shoots only the 2 eyes called by the opposite room. A wrong eye causes a wipe. At the same time, the original Riven team completes its Eye-of-Riven cleanse.
7. After both rooms finish their jobs, take the rear lifts to the second lower floor. Repeat the same exchange, following whichever Riven/Eye order appears there, then take the center lifts back to the upper starting chamber.
8. Clear Taken Goblins and Ogres in the upper chamber. Riven appears through 3 different openings; stagger her each time and record the 2 glowing eyes, creating a list of 6. Assign one Guardian to each recorded eye as each pair is called.
9. On Riven's fourth upper-room appearance, damage the blight in her mouth. When her mouth closes and all 6 recorded eyes become vulnerable, the caller counts down and the assigned players shoot together. Clear the remaining Taken, then move to the 6 starting plates before Creeping Darkness reaches 10 stacks.
10. Descend past Riven. Damage the glowing sores on her body and clear the Axion Darts released by broken sores. If Riven does not reach her final health segment, the fireteam lands in the lower rooms and repeats the complete exchange.
11. When Riven reaches her final health segment, the team is pulled into the Ascendant Plane. Climb the floating path while Ascendant Atrophy drains health, remove blocking Phalanxes, and have any surviving Guardian touch the Taken Strength/light at the top to return the whole team.
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 position using upper/middle/lower and inner/outer, then translate it to the eye table. A delayed correct shot is better than a fast wipe.
Essence carrier cannot find symbol	Carrier returns to center facing the Riven wall. Lens reader repeats clock direction and distance, then gives live left/right correction.
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.

Problem	Recovery
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. Avoid splash, chain, tracking, or ricochet effects while resolving eyes; collateral damage to an uncalled eye can wipe the team. 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 eye ledger 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. Descend together and enter one chosen lower room, commonly Crystal. Watch the black wall for the arrival cue and determine whether Riven will reach that room first or second.
2. The goal is to meet Riven in the room she visits second. If the cue says the chosen room is second, stay. If it is first, use the known "Joining Allies" wall position to return to the upper entrance, then race to the opposite room before Riven's second arrival.
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.
"Branch; 10 o'clock, far"	Carrier calls Branch; lens reader guides them to its location.
"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.

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 Might of Riven.
Route caller	1	Call doors, blight crossing, Vault room, and Stairs deposit.

Route in words

Segment	Direction from the carrier's approach
Leave Riven	Exit through her mouth. At the back of the first room, take the doorway on the left.
Hall junction	Continue through the hall and take the doorway on the right.
Blighted room	Cross the broken-platform room. The safer route uses the remaining platforms along the left; a direct crossing requires enough healing and aura time.
Vault approach	After the blighted room, take the right doorway, then the next left. Continue until the Vault opens ahead.
Vault crossing	Enter whichever side room is open, Tree or Rocks, and take its longer outer tunnel toward Stairs.
Final climb	At Stairs, drop through the old lift opening, land below, and climb the long central staircase into the small Techeun room. Deposit the Heart at center.

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 behind the carrier and outside the shrinking pulse radius so only the current carrier is absorbed.
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 reaches roughly 3-5 seconds, then collect it to reset/slow 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: follow the route table from Riven's mouth through the left doorway, right doorway, blighted room, then right and left toward the Vault. The route caller announces the next turn before the carrier reaches each doorway.
8. At the Vault, call whether Tree or Rocks is open. Enter that room and take its longer outer tunnel to Stairs; do not circle back toward the room you entered from.
9. At Stairs, drop through the old lift opening, then carry the Heart up the long central staircase 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 moves behind the carrier and leaves the pulse radius.
"Last Strength holding"	Heart realm preserves the final orb for the outside timer.
"Vault: Tree open"	Route through Tree and take the long tunnel toward 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. Turn away from Shuro Chi and backtrack toward the long bridge. Follow the rocky outer edge to the bridge supports rather than crossing the main span.
3. At the appropriate support, drop to the narrow ledge below bridge level. Enter the small opening in the support wall to find the chest; its portal returns players to the route above.

Hidden chest 2 - traversal before Morgeth

1. After Shuro Chi, descend through the tower, climb the large tree, and continue until the route emerges at the next cave/load-zone area.
2. Take the nearer exit on the left instead of continuing toward Morgeth. Follow the trees and protruding ledges up the left cliff face.
3. Double back above the cave entrance and continue upward to the high ledge beside a tree. The chest sits on that ledge; retrace the climb to rejoin the main route.

Solo chest access: Wish 4 provides a straightforward backtrack to the first chest. Reaching the second from a checkpoint can require class-specific movement or a checkpoint holder. Traversal routes can change, so treat shortcuts as optional rather than part of the raid mechanic.

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.

Current reward-tier behavior

Under Destiny 2 Update 9.7.0, pre-The Edge of Fate raids use tiered rewards. When Last Wish is featured, Standard encounters and challenges award Deepsight weapons or Tier 5 armor, and hidden chests award Tier 5 armor on a weekly lockout. When it is not featured, Standard encounters have a chance to award Deepsight weapons or Tier 3 armor. Featured status changes reward quality and farmability; it does not change the encounter instructions in this guide.

Craftable Last Wish weapons received updated perk pools and can be upgraded to match tiered weapons. Check the current Raids and Dungeons rotation before planning a farm because featured activity rules can change in later updates.

Weekly Deepsight - O Deepsight Mine

Current quest behavior: Visit Hawthorne in the Tower and acquire the weekly Last Wish pursuit before the run. Completing all encounters grants guaranteed Last Wish pattern progress until all patterns are acquired and unlocks Hawthorne's weekly Spoils exchange for 1 additional Deepsight weapon that the player has previously obtained.

- 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 are craftable. 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. Encounter rewards can award raid armor and legendary weapons. Last Wish hidden chests have historically used a broader loot pool than later raids, but Update 9.7.0 formally guarantees Tier 5 armor from featured hidden chests; do not plan a weapon farm around a specific hidden-chest drop.

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 data keeps these mods active in Last Wish but exposes only a 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 may leave its spawn room.
Strength of Memory	Riven - no Guardian may shoot the same eye more than once.

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.

Record	Requirement
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 puzzle 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 Rivenbane 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 table 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 -> damage -> doors.
Shuro Chi	Clear -> crystal triangle -> 1 health segment -> puzzle room -> climb.
Morgeth	Collect 10 Strength -> rescue traps -> damage before meter.
Vault	Read P/A -> kill Eye -> deliver Essence -> kill Mights; repeat for 3 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 Update 9.7.0." Used for current tiered raid rewards, featured/non-featured behavior, and craftable raid-weapon upgrades.

[Open source on bungie.net](#)

- Bungie, "Destiny 2 Update 7.1.0." Used for Last Wish crafting, Hawthorne's weekly pursuit, guaranteed pattern progress, and the weekly Deepsight exchange.

[Open source on bungie.net](#)

- Bungie, "Destiny 2: Season of the Wish." Used to distinguish the story's Fifteenth Wish from the 14 enterable Wall of Wishes codes.

[Open source on help.bungie.net](#)

- Bungie Destiny 2 live manifest, English component definitions, checked July 31, 2026. Used to confirm the current activity label, weekly modifier names, Rivenbane records, weapon recipes, keys, One Thousand Voices, and Last Wish raid-mod presence.

Encounter mechanics and cross-checks

- Destinypedia, "Last Wish." Used to cross-check every encounter sequence, Kalli's 3 extra challenge Ogres, Shuro Chi's plate rejection, Morgeth's rescue transfer, Vault reading and challenge boundaries, intended Riven, Queenswalk timing and route, and the Wall's 15-wish status.

[Open source on destinypedia.com](#)

- Shacknews, "Destiny 2 - Last Wish raid guide." Used as an independent cross-check for Shuro Chi's 3-projection plate rule, Taken Essence lockouts, Vault match ownership and tunnel movement, intended Riven's 4 upper appearances, and Queenswalk's 15-second relay.

[Open source on shacknews.com](#)

- Destiny 2 Wiki, "Last Wish." Used as a second independent cross-check for Shuro Chi's relative plate orientation, Morgeth's transfer rule, hidden-chest landmarks, and intended Riven.

[Open source on d2.destinygamewiki.com](#)

- Soup Spoon, "Last Wish - Full Raid Guide." Used as a recent independent cross-check for the Shuro Chi 1-9 text convention, Vault call structure, L1-L5/R1-R5 convention, and complete encounter ordering.

[Open source on soup-spoon.github.io](#)

Wall-code transcription audit

- The u/Tiredness consolidated Wall of Wishes reference was the first transcription pass. Every Blank panel was recorded explicitly.

[Open source on reddit.com](#)

- Shacknews hosts a separately owned set of full-resolution in-game captures for Wishes 1-14. Every one of the 280 text-grid coordinates was checked against those captures; all 280 agree.

[Open source on shacknews.com](#)

- Professionalism.gg's symbol chart was used only to translate common aliases into the guide's 16-name vocabulary.

[Open source on professionalism.gg](#)

- The supplied Last Wish DOCX, PDF, and PNG files were treated as editorial and spatial reference material. The asset PDF is byte-identical to the current guide PDF, so it was not counted as an independent verification source.

Editorial boundaries

- The guide uses Standard throughout because that is the current in-game label. Encounter challenges remain inside their relevant encounter sections.
- The release is text-only. Spatial mechanics are expressed with consistent room names, observer orientation, ordered routes, and semantic tables.
- 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 31, 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.