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## Datto destiny 2 raid guide

Destiny 2: Abandoned's epic ambitious raid, the last wish, has been alive long enough for us to handle what this is about. With thanks to first world champion Clan Güell and Destiny YouTuber Dato, here is our thorough, written last wish tutorial. We'll break down every encounter from the raid and offer some tips on preparing your character and build for what is by far Destiny's biggest challenge to date. The last wish has a power requirement of 520, but a power recommendation of 550. So while technically you can go into a raid at the previous number, it would be essentially impossible, and still very difficult at 530. We offer 540 as a practical minimum requirement for the last wish. If you need tips on reaching this power level, check out Our Destiny 2: An Abandoned Pisa Guide. It is worth noting that you also need to own the abandoned expansion, complete its campaign, and open up the dreaming city after you have done so. Then, just select the raid on the last wish from the dream city map to get started. Wish Loadout's latest recommendations go into more specific recommendations for each session, but in general, you'll want at least one player to produce them, and one or two with Radiance Super's new well for the prized amateur it provides. The Sunshine's new flagship shield and the sunbreaker's burning mote are useful for certain battles, but not essential. You'll also need to cover the usual one-purpose added authorization and DPS raiding duties. Typically, Stormtrance and Saul's Hummer are better than any gun sweep-ups, while Sleeper Simulator, Ikelos shotgun, and Whisper of the Worm are best for hammering bosses. You want to be able to field as many of these tools as possible across your party. So without further another setback, let's start with that. Here are some handy jumps to help you navigate: KalliShuro ChiMorgethThe VaultRivenThe Queenswalk Kalli, the first of Queen Mara Sub's tachones, isn't overly burdensome. The main dangers here are being overrun by a mob or fried by Kalli's laser. It serves as a little equipment testing for the rest of the raid - you're likely to struggle here if you're not overtaken. The arena is a large cave with low ceilings with nine plates around its extremities, each marked with a luminous symbol. In the center of the room is a pit, where three pairs of these symbols are visible. You have to split your team into three pairs, each of which should go stand on one of the panels marked by the central symbols (don't run the wrong plates - it will spawn a monster and ensure that some of you will die on Kalli's nucleus later, so just wipe if you do it by accident). The battle begins when the operation of three plates, at which point, two bombs that look like miniature black holes will appear in parts of each plate. Note that underneath each bomb there is a sludge whole, and that one part of your plate is not marked by said sludge - this is where you want The bombs will go off after a few seconds, and if you're standing in a sludge, you're dead. After a few more seconds the bombs will reappear, and you need to check that you're standing in the safe zone. It's repeated for three or four rounds, at which point a knight taken hungry will spawn near your plate. Kill him. Your plate is now 'complete' for this step and you can wander through the room to help other things if needed. Note that Callie herself will occasionally visit your plate to flood you. She has a painful laser attack, and she can push you with an attack telegraphed by the floor below you shining green. It's annoying, but it's not really dangerous unless it drops you into the bombs, so do what you have to do to prevent it. If you can hit Kalli between management and inserts (low-level mobs), it will encourage her to get smarter. When all required plates are completed, a message saying 'Cali pregnant ontological weapon' will appear on your HUD. That's your cue to hit her - she'll be walking around the main pit at this point, so go over there and get the big guns. After a short while, the HUD will say Callie is preparing to possess her weapons, which means she's about to drop a nuclear weapon that will wipe you out. Note the rows of green doors that line the walls of the main pit: these are safe rooms where you can survive the attack. There are three sets, but you know where to look because Callie should be hovering over them. Six random doors will open, which should tip you because only one player can occupy any room so you need a system to get each player into their room quickly. We suggest you number all team members from one to six, and scan both lines from left to right, first top row. One player takes the leftmost open room in the top row, while player 6 takes the rightmost open room in the bottom row. After the nuclear defect, the doors will open again and the pit will be filled with psyches taken. You want to kill them quickly and go back to hurting Kalli - any super killing supplement is effective here, but Nighttaker with Orpheus Rig can use them to create abs. Take the phesses and go back to Kelly, who's moved on to another window ceiling. As she tries her nucleus in all three sets of windows, the battle returns to the plate stage. Note that the icons are random so you will have to reassign plates throughout your party, because since the fight is active at this point, the plates already have bombs on them. All in all, things are pretty simple. With decent DPS tactics you should be able to pull this off for no more than two cycles. Good wart-creating abilities plus a sorcerer with a well of glamour are priceless. The only outside thing to note is that Kalli has a strong ground slam, so entering a scuffle range is extremely dangerous. Here's a guide in video form, courtesy of Destiny YouTuber Datto: The Last Wish Shuro Chi Guide Shuro Chi is a big step in complexity versus Cali. You need to come after me. Up to three floors of tower, interrupt her deadly song and navigating puzzlers as you go. You'll start the meeting by opening a pair of big doors. At this point, additions will be flooded, and Shuro Chi will begin to sing. Her song lasts four minutes, and if she finishes it, you wipe. Your goal is to complete the first floor before then. Oote through the thyselv to the cabin, where you'll find Shuro Chi in the middle of three small plates. When all the thysos die, Shuro Chi's song will be accelerating, and three crystals will appear on the plates. Three dedicated teammates have to get on the plates, grab the crystals, and shoot their lasers at each other to capture Shuro Chi in a triangle of light. Do it quickly, as standing on the plates will do damage - it's best to just agree that you shoot a teammate to your right. It'll slow down Shuro's song again and break her shield, allowing you to hurt her. Throw away all your usual tricks for melting a boss, and note that her health resin is divided into a sixth - when a sixth disappears, she'll move on. At this point, Shuro Chi's song will change loudly. That's your clue that she's making a different wiping spell, which can be interfered with in one of two ways. First, you dissolve a sixth of Hers and force her to retreat. Second: you use Raban's eye. These are wheel-like weapons that will come off enemies of the same name - they look like captains are being taken - so keep an eye on them during the add step. Once omitted, Riben's eye will last 45 seconds so you can wait until the damage phase pick it up. Nominate someone to do it. Rabn's eye has a shooting attack that does quite a bit of damage, and you can bring it down by pressing the grenade button. Her second trick is a relevant one here, though: use your super while carrying an eye, and you'll shoot a bomb that will undo Shuro Chi's new song, do so when ripples appear over her head - don't leave it anymore or you risk wiping. When you look up, you'll stack an effect called Stoas Assens Stombrane. It has a 90-second countdown that will refresh with every cartridge you get. If you accumulate 10 piles, it'll kill you, so promise you'll drop your eye first. You get a new stack every five seconds, meaning you can carry an eye for 50 seconds in total, which is more than enough time to undo Shuro's deletion. The person will count down to zero once you drop the eye, but until she does, you can't pick up another one, so someone else will have to take it to the next damage stage. That means two dedicated stalwarts and a crystal team of three. She'll be immune again and run off to another house, repeat what you just did and scare her away again. Her song stops, and now you have to climb to the next floor through a room with a puzzle in it. When you sign in, you'll see a three-by-three grid of nine floating small panels, with large glowing icons on Across the street, and right walls. The symbols are also divided into ninths. Four of the ninths will look different from the others, contradicting parts of the image with a muted green pattern. To move, you need to 'complete' each image by standing up for the right plates. The catch? Standing on successes hurts, as in the damage phase, and the direction varies depending on the picture. You have to solve the pictures from left to right, so start by having everyone stay in the left wall first. If the upper middle part of the image is hidden, someone has to stand on the top middle plate. Call it, and have three other people read the license plates they're standing on to solve the picture. Because the obscure sections are always random, it's best to do this ad hoc - be disciplined about your connections and shouldn't have any problems. Once four players have called each of the required successes, someone has to call him forward, and everyone has to jump. Get it right and a request on HUD will say 'command received' - it's safe to jump only when you see the message. Redirect yourself by staring at the middle wall and returning, though there is another catch: no one can stand on the same plate twice. This means the same physical plate, you didn't succeed in the same situation in each image. Coordinat with your team to make sure you don't step on the same actual plate twice. Additions will be inseed at this point, so the remaining two players will sedl them. Priority is taken from phalanxes as their protective explosions can knock people off their plates, which is not good. Once you've completed all three walls, Shuro Chi's song will be reset for four minutes, and the hemperic platforms (like those around the Oracle engine) will appear. Use these to jump to the next floor, but note that shortly after a player touches them they will turn. Stay as a group and try not to fall behind, or it will take them years to join in the fun on the second floor. This floor is the same as the first floor, but with pheasants instead of Tharl. Another puzzle room will give you access to the third floor, which will infest you with akulites. In the final damage phase of Shuro Chi, these choulites will necessarily infest, so your approval of the addives should be on point. Take out her last share of health and you did. It's all about speed. You need to kill adds and hit Shuro Chi as efficiently as possible. Storm Trans, Nova Warp, and Saul's Hummer can help with toppings, and the best way to keep them ready is to have a nighttaker with Orpheus Rig to create balls for everyone. Cali your writers so you don't spend two at once. As for Shuro Chi, she doesn't have a close-range slam, so you can get in her face with shotguns (shotty Ikelos is ideal) and maybe even swords, though the usual DPS standouts - the simulator sleeper and whisper of the worm - are as reliable as ever. As always, Dawnblade with a well of glamour is very useful for brushing damage. Rally barriers The torments are also useful. The final wish that Morgeth guides Morge is the shortest encounter in the final wish, though there are many things that can go wrong. The boss himself has the gubernations of the catchy king - in the centre of the arena there is a big, stimulating monster. It is damage-proof initially, but you will activate a DPS phase when ten stacks of amateurs called 'Power Taken' are collected throughout your team. Distributing these stacks properly is key to success, and there are a lot of complications you'll need to manage as you go, so keeping your chatter minimal and callouts clear is essential. Black spots will slather around the arena in permanent locations, each of which will give a pile of power taken when picked up. Each player can only hold two - if he tries to take the third road, they die. If they're left alone, begrudge Morget - pay attention to HUD messages warning you he's gaining strength - so you'll want to be taken off the field quickly. When Marge reaches 50% it'll be Axion Darts Spam (the habit bomb attack of the taken centurions), so document someone with an automatic rifle to wash them if it ever gets to that point. If Morget gets to 100%, you wipe. The second complication is that if you have power taken, Morgeth may slap you with a debuff called Umbral Energy. It paralyzes you, and it'll kill you if it's not removed in 20 seconds. You can do it with an eye remnant of Riben, which will come down from on behalf of captains taken according to the Shuro Chi encounter. Approach the affected player and use the eye's pomegranate ability to purify the energy. This will cause the cleaners to steal the cleansee's taken power, so don't clean if doing so will give you three stacks! Only two of Rabn's eyes will ever appear at once, and they'll still kill you if you hold them too long. Death will feed every force you carry to Morgeth, so don't die. You will start the encounter by seizing the first bulge and power taken. Four balls will run in the next wave, another four after that, then one last, 1-0 ball. One player will be hit with Energia after each of the four-hit rosters. Given all this, this is how things should shake off: split your team into trinity, each taking half the arena. Someone initiates the encounter by taking the first bulge. When the kill four spawn, a player on the left and another on the right should pick up two balls each, neither of which should be the person who initiated. Two players now have two stacks, and are most likely to be hit with Umbral energies, so they have to drift to the center of the map for easier cleaning. Specify someone without any power to catch a riben's eye and purifier - a timer is generous, so you can think of catching an eye once the third or fourth wheel is collected. Four more abs will be indebted. Three players, one of whom has just been cleared, should now be zero strength. Two of them have to take two abs each. It One more player with zero power who can purge, and the last player - the one who initiated the encounter - to catch the 10th and final bulge. It triggers the damage phase. Morgeth's letter point is the huge bolbus mass on his back, which she can hit from anywhere in the ring. Stacked wherever you want - ideally on a well of glamour - and lighted it up. Use the worm's whisper or sleep timing if you have them. It's minor damage, but Morgeth will get up quickly. If you were quick when collecting power taken, Morgeth's strength before this stage may be 10% or lower, meaning you have a lot more time to put into it. The longer it takes you to gather power, the less time you have to hit Morgeth before he powers up to 100% and wipes you all off. As with Shuro Chi, you can undo the deletion using an eye of Riben's super attack, which will rock Morgeth and start a new power-gathering phase. It's entirely possible to phase one out if on a good run, but if you have doubts about your DPS or if you have let Morgeth build power, it's a sensible insurance policy to designate someone to catch an eye. Remember to watch out for Axion arrows at 50%, too. Communicating and covering your teammates is key. You'll be dealing with a lot of pheasants and monsters, and lying into a crowd of enemies picking up power or Riben's eyes can be dangerous. If you've been designed to do this, call when and where you're going so your team can cover you. The last wish vault guide If you enjoyed a whale, you're likely to enjoy the safe. It's a complicated, mechanic-heavy meeting with no bosses. You have to 'open' the safe by imposing the right amateurs on the right plates - perhaps even more so than Morgeth, it depends on effective communication. The arena has a large bulge in the center, surrounded by three plates. The arena itself is surrounded by three rooms behind these plates, interconnected by small tunnels. You'll need calls for successes and the rooms behind them - Dato calls them forest, turret and temple, based on the features in each room. It helps to know which room is next to which, as you will soon see, so get your direction before you start. Three players were initiated by jumping on the plates, which triggers the 'vault security mechanism' time. It lasts three minutes and if you let it wear off, it'll wipe you out. The plate team needs to look at the glorification around the world, where each will see three different symbols, arranged in a line from left to right. Agree on an order to call them: those who go first should read the center icon in their view. One of the other two players will have a copy of this icon on the left or right side of their display - they should read it, and read its position. This copy should be 'clean' on the plate where it is located. As with Morgat's Umbral Energy, use Raban's eye to do it, but here, Rabn's eyes can give one of two Or Penumbra or Pentambrane. The location of the double icon - left or right - will dictate which enthusiast you need to clean it. If the duplicate icon is on the left, you'll need Penumbra; if it's on the right, you need Stumbra. The second board should follow suit: call the center sergeant, and wait for one of the other plate staff to confirm they have a copy of it, and its location on their display. Successes will never seem to need three of the same enthusiast - so far it's always two from one, and one from the other. This means that the third plate only has to read their middle symbol if you get one from each enthusiast on the first two plates. If you get two mimbras, you can conclude that the third success will need Penumbra, and vice versa. Now you know what plates need a nose. The full conversation may go something like this: Temple Plate: Twin fish is in the middle. Forest Plate: I got it on the right! The forest is an Encambran cleanup. My middle is an infinity snake. Turret Plate: It's also right. So Stumbra to Spire Temple Plate: And that means: Temple needs Penumbra, please. After you kill some extras, a blood-catch barrier will drop on two of the rooms outside, lock them up. Go look at the open room, 'cause Riben's eye will spawn there. A designated runner has to kill him and lift his eye. To make matters more educular, when you kill the eye, her room will also be sealed, and one of the other two rooms will open. This means that only the runner - and perhaps an escort, if necessary - should be in the eye room when he dies. Everyone else should be at the center of the killing adds, and they also have to tilt the runner which room opens. Then a runner goes directly there through the connecting tunnel - go the wrong way and you waste time. There are some extras in the tunnels and in the rooms outside, so the runner might need a hand (although Riban's eye gives them a strong gun). When they return to the center, they use the grenade's ability to purify the plate that needs the bandana they carry. This resets the vault security mechanism, so you have three minutes to clean up efficiently. Put the wrong bandana on the plate, and you're dead. There's one more thing you're worried about, a tough raban knight will spawn during every attempt at purge. If you let him get to the plate, he'll bury his sword in it, and the whole crew will be wiped out after a few seconds. Killing him before he does that is a priority for those at the center, and it is the reason why everyone except the carrier needs to stay in the center to help. If you walk into one of the rooms outside and lock up there, you're useless - and probably dead. It's one purge. Someone else now has to get another eye of Riben to clean another plate - cooling off on the amateur means the same person can't walk twice in a row. During your second purge, you'll also have to deal with a second knight... And yes, three knights in your third purge. Trees and smoke bombs are great for slowing down and weakening them, and the Sunbreaker's burning mammoth can push them back, but if you're wondering where you'll spend all this heavy ammunition without a boss, it's here. Call if you need any help. When you clear all three plates, it's round one. Now you have to get open and the plates again and repeat the whole thing two more times, clearing a total of nine plates over three rounds, to complete the session. Heal yourself. You're going to deal with Raban. The last wish Raven guides Rabn failed Destiny's best raiding teams for several hours during the First World race. It's probably the most difficult and complicated raid in the history of the show. You start in a massive cell with a stone circle in the center and six plates around the edges. You'll be back here later, so take a minute to get your direction. Split the group into two groups of three, select a plate each, and remember it for later. When the meeting begins, fall through the floor, pass Rabn, and exit her nest through some stairs. On either side of the next room are two same cells - assign each cell to a sub-team and continue in. Rabn can show up in any room, and what you do next depends on where she goes. If she's not in your room, you need to clean the room with another Raban's eye. Find its subject, take it outside, and have someone catch the eye - this person will now see a column of symbols on the page in the center of the room. All the symbols are the same, so read this. In the second room - where Riben is located - someone has to stand on the plate on the corresponding pillar. All the raiding symbols will fill the room, and you can also see the eye carrier in the other compartment. You have to direct them to the icon they called, so you need precise location callouts: a sitting ribn is left stairs, down. The eye carrier gets glowing white contours as a guide, and you can confirm when they're in the right place. When the eye carrier stands in the center of the correct symbol, they clean with the grenade button. If Reeve's in your room, you need to get away with her attack, shake her, and mention the eyes that go easy after they've done it. If she's going to breathe fire, her mouth will glow - get in the cover and shoot her mouth as soon as the blue fire strikes. If she's going to attack with her tentacles, they'll spread out - someone has to seduce them, and then avoid the slamming. Your cue to move is when your hands glow, but it still needs good timing - if you screw up, the force of the impact will throw you against a wall, fatally. After the Tangsa misses hopefully, its edge will shine, and you must shoot it. When you do enough damage to Riben's mouth or time, you will shake her, at which point her upper face will open and two of his eyes will light up. You have to agree on the call on these, because Riben is about to change rooms - the other group now has to rock her in exactly the same thing. And when they did, they had to shoot the exact same eyes you called. Equally, since Reeve has left your room, you must now purge him just as the other group did theirs. Note that Riben will change rooms after you shake it or after 40 seconds, whichever is earlier. You don't want her interrupting the other team while they're still trying to purge, so hold your whisper orinder until they do it successfully. If you successfully shot her in the eye, an elevator beam will start at the back of the room and carry you to another same cell. Here you need to repeat what you just did, and when you successfully shoot Rabn in the eye again, you will take another beam in the center of the room to the cave where you started the encounter. That's where you get to do some damage. Hunkered down in the stone circle in the center - Riven will see her face through the cell walls around you, and repeat her fire and stone shattering attacks. There's no need to wait for the purge this time: dodge Rabn's attacks, shake her, and cry out for the eyes that are sequeing, but don't shoot them yet. You'll have to shake it three times, and two different eyes will warn each time. In her fourth appearance, you'll have to shoot all six eyes that are previously entwined. It's better to designate three people as eye sinks and assign them an order: one shooter reads the eyes at her first sight, and is responsible for shooting them both on her fourth. Adding a certificate is a real problem at this point: Each of Raban's performances will put you in bakeries, including monsters. Call them and ask for help if you need it. Wells of glamour are, as always, excellent for their many enthusiasts, while a protective banner is very helpful as a screen for incoming damage. A normal Titan barrier (of the high kind) dropped in the gaps of the stone circle is also beneficial to this, but ideally you want to make a lot of carts. When you successfully make it through Rabn's six eyes and clean the metals, you will be struck by the shuffle of creeping darkness. A pile of ten will kill you, but any plates around the boundaries of the room can clear you, but only your original plate will knock you to the next level. It's as simple as anyone goes back to the plate they had at first, but if you desperately need a cleanse, you can jump on any of them. Your original plate will open and you'll be tempted to pass Rabn again, but this time you'll notice some blisters on her snake body. Shoot these even more damage, but be careful: they will release Axion arrows, which will kill you if you don't wash them first. Alternate between doing it and putting the pain on Riben. Once you land on Rabn's nest floor, return to both rooms, where you will clean it intermittently again and shake it. Repeat the cycle until you get Riven down about 10% of its health bar - you should aim to do it in two rounds, in total. Once Raven reaches that end, you will be to The Ascendant domain, where you need to complete an annoying platform section. Top of a bunch of floating rocks is a gate you must reach, but taken to hobgoblins will snipe you, and The Paraxes will try to blow you into space. Furthermore, you slowly lose health while you are here, so don't be afraid to use healing sheds such as rps, Dawnblade's new healing grenade, and even wells of glamour if necessary. On the plus side, only one of you needs to get to the gate, and the room is fairly simple - just be alert to the point where it doubles. When someone reaches the gate, you'll all be launched back into the starting cave. Revive anyone who needs it. Reeve pushes her face through the top of the room, and if you hit her with your hardest weapon, it shouldn't be long before she finally surrenders. Congratulations and all that, but you didn't really do. Remember that raid that was uncovered in the trailer? You still have to carve The Heart of Riben, which is also about to apply a sea damage debuff called metaphysical bleeding, so don't delay - jump into Riben's face and run down her throat. In the madness of Amakara biology, her throat leads directly to her heart, which glows with the energy taken. Shoot him. When he dies, you'll get a message saying you've killed a thousand-vote sovereign and the celestial key, where you'll have to open the final prize box. But you have one last challenge before you get there - when the key goes down, you'll be launching to Queenswalk. Here's The Battle of Riben from start to finish through the sweat of the Güell clan, during the world's first completion of the last wish raid. Queenswalk's last wish guide Compared to what you've been through now, it's a pretty simple encounter. Your goal is to take Riben's heart back to The Thokon so it can be cleaned. The Technion is waiting for you at the entrance to the vault. To complete the encounter, at least one crew member has to reach the vault with your heart - the problem is all enemies in your path, and the creeping darkness that now permeates the entire raid. Again, it will kill you if you accumulate ten stacks of it. A message on HUD would indicate that one teammate was chosen by Riben's heart. They need to lift the heart (bulge), which suppress all their abilities and radiate a protective bubble that will remove all piles of creeping darkness. Therefore, everyone else has to dip in and out of the bubble to clear themselves during the run. The bubble has a 20-second timer (called Selected Destiny), and it will shrink as the wristwatch ticks. When it dissipates, the carrier will be launched inside Riben's heart, as will anyone who stands too close to them. Sovereign's heart will choose a new carrier. They need to pick up the road and keep going. This is helpful if ball suppliers call for a countdown on to that others can anticipate the next delivery and manage their cleaning. You don't want to catch up. A bubble is contracted to stay alive, and nothing will knock it out more than wasting ten seconds for the next chosen player to catch the room. Like a relay race, the pass is everything: the whole team has to stop and stand when there are about three seconds left, but avoid carrying the ball while doing so, lest they drag someone else to heart with them. For running, high mobility specifications and bring tools to squeeing extras to clear the way forward. Splashing and burst damage is what you want, so Lion Warrior, Wardcliff Soleil, and Zen Drum Grenade Bullion are all decent choices as well as rapid-fire shotguns. Offensive Supers are also recommended - you can leave the bars at home for this. You inevitably end up with many players inside riben's heart, where they will have to deal with mobs, but they can still help carriers out by gathering power taken. When all the balls taken power inside the heart were collected, the timer of the ball carrier is reset to 15 seconds. You can do it once per leads, and the number of power balls in the heart equals the number of players there. Wait until the carrier's working time runs out before it takes up the last perceived power, to maximize your free time. The only thing he will be aware of is that your way through the vault will branch out - a forest or turret will be open, but not both. Your goal is to reach the temple through the connecting tunnel and follow the illuminated stairs in the center of it. That's the finish line. Since additions are the main obstacle, this session should be much easier at higher power levels. When each team member crosses the line inside Templel, you will hear a dialogue from the Tekon. That's how you know you did it. Everything else will be returned from the heart. The Queenswalk - and the whole raid - is finally finished. Here's Dato's guide to both Riben and Queenswalk: check behind you to find a full-chested room to open with the website key. Open all at your foot. It is the only possible source of 1,000 votes, a power-tracking line that draws a ray of explosive fire, which will probably become one of Destiny 2's most coveted weapons. May R-Angie be with you! You!