

Trial of Osiris

A Destiny 2 Raid Idea

“Many equations lead to this answer.” A sound like a drumbeat, but with the impact of an earthquake, shook the Lighthouse. Sagira darted through the crumbling chamber. "What do we do?" Another bone-rattling drumbeat kicked up clouds of dust. Osiris floated to his feet. "We start over." BOOM. Through the window, a shadow eclipsed the Vex eyes. "But first," he said. "You'll have to rez me again, old friend."

- Lore Tab from Null Calamity 9

Raid Prelude

Osiris returns to The Tower bringing grave news, Panoptes, Infinite Mind, has returned and is resuming his work into altering reality! And this time one Guardian won't be enough! Return to Mercury, open the gate to the Vault of Sky, and stop Panoptes once and for all!

Raid Encounter I - Vex Gate Lord



The first encounter would work almost like the Vex Crossroads Public Event with a few changes. To summon the Gate Lord, six Guardians would split into two groups taking down two powerful hydras on each side of the crossroad, and fly over to the islands. Two Orbs will spawn on each island which will go into one of the four Vex constructs found in the crossroads.



In order to keep the orbs stable, one Guardian on each side must go up to the top of the island to the Vex pad. Once the Gate Lord is summoned it will play out much like a Heroic Public Event, get the gate lord down to a certain point of health, Immunity shield goes up, take out Vex Ultra, take shield down, do damage, repeat until it's dead, and the gate opens.

Exploring the Vault of Sky

The Vault of Sky is a maze, littered with many secrets, and it's up to you to find them. But travel carefully, while it may look quiet to begin with Vex Gorgons keep patrol, be on your guard.

Raid Encounter II - Return of Kabr's Aegis

The passage deeper into the Vault has been blocked by the Gorgon Overseers:

- Stheno, Forceful Overseer
- Euryale, Roaming Overseer
- Medusa, Protective Overseer

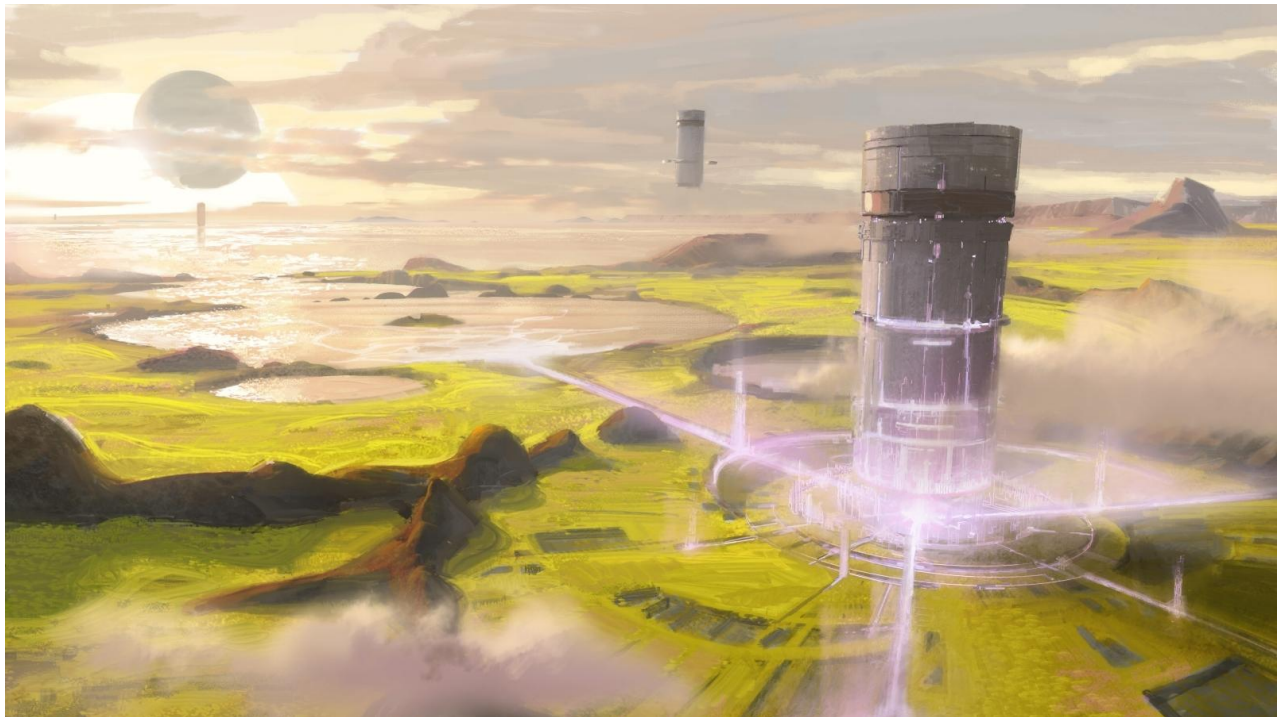
Each Overseer has unique functions and abilities, Stheno is more forceful and will get aggravated if a Guardian is sighted. Euryale roams and patrols the maze sometimes being farther away from the other two Overseers, won't get as aggressive as Stheno. Medusa is more focused on the protection of the passage deeper into the Vault, it will be somewhat stationary.



Any of them can be taken out in any order but all three need to be destroyed in order to continue, the difficulty comes in actually defeating them. Their shields are too strong to be taken down by common weapons, so somewhere randomly Kabr's Aegis appears. Grab the Aegis and keep your fireteam alive in the maze!

Raid Encounter III - Khartion, Archival Mind

You step into Mercury's Past to destroy Khartion, Archival Mind. This is the mind responsible for bringing Panoptes back.



Khartion is located at the center of the spire, once the encounter begins Vex enemies begin to spawn in and platforms begin to appear in the air. Guardians will find out the platforms lead up to a platform located high above Khartion. Players will have to platform up to this area with a Vex Arc Orb to displace Khartion's Shield. Players below will have to look through the maze for Vex Oracles to avoid

Negation. There is no Aegis to save anyone this time, so Guardians will have to hurry to destroy them. Every time Khartion's shield has been lowered and he has been damaged enough, another oracle will spawn, until Khartion is defeated.

Raid Encounter IV - Panoptes, Infinite Mind Reborn



After Khartion has been dealt with you walk through a Vex gate into the dark future Osiris saw in the Forest. You once again face Panoptes.