

**Vol 1: Catching Up** - The beginning of a long and abridged journey.

Prologue:<https://tinyurl.com/y4l84aku>

The Tower:<https://tinyurl.com/y39h237o>

Venus:<http://tinyurl.com/y4f6xzw6>

Infection:<https://tinyurl.com/yxmwufjr>

Diagnosis:<https://tinyurl.com/y44vgyh8>

Crota's End:<https://tinyurl.com/y3myq8h4>

The Balcony:<https://tinyurl.com/yyjikz7t>

The Coming War:<https://tinyurl.com/yy53y76q>

The Dream:<https://tinyurl.com/yyjn4ag8>

Mixed:<http://tinyurl.com/y3g8cery>

King's Fall:<http://tinyurl.com/y4ddwrwo>

The Date:<http://tinyurl.com/y4bl4ede>

Complicated:<https://tinyurl.com/y5x9kdoa>

En Route:<https://tinyurl.com/y6mknqvh>

How I Was Found:<https://tinyurl.com/yxn5kyxx>

Refurbished:<https://tinyurl.com/y4u2tjvu>

Chosen:<https://tinyurl.com/yy26f78a>

Moment of Silence:<https://tinyurl.com/y4uwc9dd>

Mercurian Signal:<https://tinyurl.com/y4uscw34>

Infinity:<https://tinyurl.com/yxqzjzf9>

**Vol 2: Forsaken** - After viewing the imminent future, the Protagonist is caught in a scheme to replicate his power for dark purposes.

Breakout:<https://tinyurl.com/y54vzlga>

Watchtower:<https://tinyurl.com/y2knhdty>

Shattered:<https://tinyurl.com/y5jd2ppg>

Safe:<https://tinyurl.com/y56j9qhn>

The Hunt Begins:<https://tinyurl.com/y3dtshuh>

Leads:<https://tinyurl.com/yxgfgjk9>

Shady Character:<https://tinyurl.com/yxbap5ca>

Stealing:<https://tinyurl.com/y6zyzdp0>

Martian Warzone:<https://tinyurl.com/y4o77oof>

Payment:<https://tinyurl.com/y5urbbps>

Entering the Loop:<https://tinyurl.com/y5t7hrh3>

Savathûn's Chorus:<https://tinyurl.com/y4bvqq9e>

Vengeance:<https://tinyurl.com/y4xloxbt>

Mirrors:<https://tinyurl.com/y4zjb6vw>

Shutdown:<https://tinyurl.com/y4gzlmtb>

Purpose:<https://tinyurl.com/yxmphs3q>

**Vol 3: Judgement** - A simulated future, supposedly a perfect prediction, shatters the Protagonist's outlook, and an unlikely run-in opens the gate to recovery.

A Breakthrough:<https://tinyurl.com/y49mo9e7>

A Feeling of Hopelessness:<https://tinyurl.com/y53c92qx>

Bar Talks:<https://tinyurl.com/ydgvxv7l>

Fear of the Outside:<https://tinyurl.com/y69u8l96>

Tangled Tour:<https://tinyurl.com/y2cgbadp>

Common Ground:<https://tinyurl.com/yvesekjp>

Ghostless War:<https://tinyurl.com/y2qcuy4e>

What We Both Saw:<https://tinyurl.com/y43xw8fr>

Reckoning:<https://tinyurl.com/y4k2zt2q>

The Vision:<https://tinyurl.com/y6sun7at>

Restrained:<https://tinyurl.com/y6otk6lr>

Maya:<https://tinyurl.com/y6cdg4uk>

Fire:<https://tinyurl.com/y4vg42xc>

**Vol 4: Recruitment** - A Loyalist Psion comes to interrupt the Protagonist's self-exile.

The Visit:<https://tinyurl.com/yxnl3vz5>

Half-Reunion:<https://tinyurl.com/y2ygjv8o>

Witch's Ritual: Final Round:<https://tinyurl.com/y28mnxri>

The Sorrow-Bearer:<https://tinyurl.com/y4rv4uql>

Menagerie:<https://tinyurl.com/y3tk3365>

Ascendant Energies:<https://tinyurl.com/yy5vufro>

Headaches:<https://tinyurl.com/y4zadutt>

If You Want to End Existence:<https://tinyurl.com/y3vchgij3>

About Shadows:<https://tinyurl.com/yxszfzog>

**Vol 5: Nightmares** - A Dark presence awakens on the Moon, and someone from a distant past reveals themselves to the Protagonist.

Calling:<https://tinyurl.com/y5u5ztsz>

Salvation:<https://tinyurl.com/y3zdvg9r>

Following Signs:<https://tinyurl.com/yvfgn4h9>

The Black Garden:<https://tinyurl.com/y3bxdfdu>

Nightmares:<https://tinyurl.com/yypbu8ax>

Lunar War:<https://tinyurl.com/y3u4w2sz>

The Hallucination:<https://tinyurl.com/vlkmp7o>

Escaping the Catacombs:<https://tinyurl.com/wbalg9j>

Return to the Tower:<https://tinyurl.com/s69azvg>

Under My Skin:<https://tinyurl.com/vt6fk3e>

Isolation:<https://tinyurl.com/yx53dzom>

Amber:<https://tinyurl.com/rek6mvu>

A Simple Explanation:<https://tinyurl.com/rvn46wr>

A Second Mind:<https://tinyurl.com/sq7abw4>

The Seeker: <https://tinyurl.com/tmrpwrk>  
Removed: <https://tinyurl.com/wgw3vy3>  
The Choice: <https://tinyurl.com/uznunyyp>  
Offensives: <https://tinyurl.com/qoax8wz>  
Lasting Effects: <https://tinyurl.com/qwvnaaz>  
Undying: <https://tinyurl.com/te84k5u>  
Singularity: <https://tinyurl.com/twa8zzr>

**Vol 6: Fractured Minds** - The Loyalist Psion returns to enlist the Protagonist's help with a personal issue.

Personal Matters: <https://tinyurl.com/sh2rujj>  
Shattered Family: <https://tinyurl.com/u8mn7b9>  
Val Brau'arg: <https://tinyurl.com/wyoeukl>  
Botched Rescue: <https://tinyurl.com/tgx3jnk>  
Threat Level Unknown: <https://tinyurl.com/yx7zp3pv>  
A Plea to the Emperor: <https://tinyurl.com/vp4zmrj>  
Battle Above Nessus: <https://tinyurl.com/sd34vzt>  
Fight Among Siblings: <https://tinyurl.com/sxzffsm>  
Inevitability: <https://tinyurl.com/v4ndyyl>  
Break Away: <https://tinyurl.com/vsx72xq>

**Vol 7: Dark Matter** - Following the visions given to him by the Nine, the Protagonist finds an abandoned Golden Age experiment.

Cocytus: <https://tinyurl.com/ycppxrep>  
The Entity: <https://tinyurl.com/ydxnfrku>  
Oddities: <https://tinyurl.com/y7xop44x>  
Evolution: <https://tinyurl.com/y85v8nyk>  
Rebecca: <https://tinyurl.com/yc4748ys>  
Researching The Anomaly: <https://tinyurl.com/yc8kcfdg>  
The Kuiper Belt: <https://tinyurl.com/y8c7vxu8>  
Time: <https://tinyurl.com/y8xsn4s5>  
Collapsing the Bridge: <https://tinyurl.com/y7js5kd4>

**Vol 8: Subsidence** - A friend leads the Protagonist to a seemingly abandoned building, but they quickly discover it to be more active than previously thought.

The Sky Darkens: <https://tinyurl.com/y328f68u>  
Abandoned: <https://tinyurl.com/y4douv5t>  
North American Pharmaceutical Institution: <https://tinyurl.com/y6t8khox>  
Aaron Marcus: <https://tinyurl.com/y26tx9qx>  
Since the Golden Age: <https://tinyurl.com/y6y2wa9c>  
Taking Notes: <https://tinyurl.com/y2oomujv>  
Learning the Mechanics: <https://tinyurl.com/y37majqy>  
Suspicion: <https://tinyurl.com/y3qnf2ns>

Dangerous:<https://tinyurl.com/y5ct2z5h>  
Pawns:<https://tinyurl.com/y6pukg2l>  
Exfiltration:<https://tinyurl.com/y4g9dy85>  
The Plan:<https://tinyurl.com/ybmmdbkl>  
Reconstruction and Calamity:<https://tinyurl.com/ya77xmni>  
Re-Infiltration:<https://tinyurl.com/yc9ajyf2>  
Dark vs Dark:<https://tinyurl.com/y5mwh27f>  
Light vs Dark:<https://tinyurl.com/yy38bpos>  
Interference:<https://tinyurl.com/yyaq5sty>  
Ashes:[tinyurl.com/z0xsd2u0](https://tinyurl.com/z0xsd2u0)  
Preparation:[tinyurl.com/53t6tmw2](https://tinyurl.com/53t6tmw2)

**Vol 9/1: Eclipse** - The Protagonist is assigned to travel around Darkness-corrupted zones.

Dawn:<https://tinyurl.com/9zx4smjk>  
Things Are Changing:<https://tinyurl.com/ub26hsn6>  
The Jovians:<https://tinyurl.com/er3b46z9>  
Dark Memories:<https://tinyurl.com/2rextknd>  
Tree of Ruin:<https://tinyurl.com/43fkha4y>  
Investigation:<https://tinyurl.com/c82yw7fv>  
A Message:<https://tinyurl.com/3k63vb2y>  
Violence, Beauty, Lies:<https://tinyurl.com/3xxp58wj>  
Mercurian Void:<https://tinyurl.com/mzz4ekz3>  
Contact:<https://tinyurl.com/56ansbeu>  
Europa:<https://tinyurl.com/47fdd8ts>  
Clarity:<https://tinyurl.com/3sabn54m>  
Follow:<https://tinyurl.com/rk7ee8dw>  
Thera Macula:<https://tinyurl.com/3f2ac8hp>  
No Salvation:<https://tinyurl.com/dv8j8ukf>  
Second Thoughts:<https://tinyurl.com/49zfncy7>  
Reluctance:<https://tinyurl.com/2sak79ea>  
Acceptance:<https://tinyurl.com/f5dnrsmt>  
Look Within:<https://tinyurl.com/87nkvn2>  
Eclipse:<https://tinyurl.com/3zramkks>  
Report:<https://tinyurl.com/dmy94p8a>  
Veiled:<https://tinyurl.com/5am42j68>

**Vol 9/2: Overcast** - The Hive threat continues to escalate as the Darkness waits. Iris begins sending out messages via visions of the past.

Noon:<https://tinyurl.com/4yczvu6t>  
Interception:<https://tinyurl.com/mrybjk29>  
Deepsight:<https://tinyurl.com/2swb23u5>  
Memory: Reed 1:<https://tinyurl.com/2mu7v2ke>  
Friends:<https://tinyurl.com/ycxs32cy>

Rogues:<https://tinyurl.com/4p8pn9cx>  
Separata:<https://tinyurl.com/ysb9236d>  
Memory: Reed 2:<https://tinyurl.com/2dfmyht2>  
Forgiveness:<https://tinyurl.com/3f8a4839>  
Eerie Coincidence:<https://tinyurl.com/4u63fj7w>  
Memory: Reed 3:<https://tinyurl.com/2pa5vsyf>  
Kharikks:<https://tinyurl.com/2nwu7c9n>  
Drink Until the End:<https://tinyurl.com/53bx2rwt>  
Regrets and Mistakes:<https://tinyurl.com/4v48k67f>  
Memory: Reed 4:<https://tinyurl.com/4xjph27y>  
Making A Call:<https://tinyurl.com/48wbs9ru>  
Belated Meeting:<https://tinyurl.com/2mcm7xje>  
Resonant Bloom:<https://tinyurl.com/h5fxxu36>  
Overcast:<https://tinyurl.com/2dwkaway>  
Supplies En Route:<https://tinyurl.com/34axj5h6>  
Cradle:<https://tinyurl.com/bdfr6dfw>  
Lured In:<https://tinyurl.com/zfj5zeby>  
Sunken:<https://tinyurl.com/2brwmp28>  
A Start:<https://tinyurl.com/mtymun6t>  
Rising Storm, Part 1: Scorned:<https://tinyurl.com/2xecbt9b>  
Rising Storm, Part 2: Ozone:<https://tinyurl.com/2cr4rpnm>  
Memory of Iris, Part 1:<https://tinyurl.com/yc27tp4p>  
Memory of Iris, Part 2:<https://tinyurl.com/tmuka6k7>  
Countdown:<https://tinyurl.com/2efuc87t>  
Afternoon:<https://tinyurl.com/2p8a4hfj>

**Vol 9/3: Evening** - The End begins.

Call To Arms:<https://tinyurl.com/bdecz3zf>  
Evening:<https://tinyurl.com/yz4b5wc3>  
Alliances:<https://tinyurl.com/4k5p2mps>  
Blockade:<https://tinyurl.com/379pk2m6>  
Long Night of Distress:<https://tinyurl.com/4y65j9xm>  
Dusk:<https://tinyurl.com/2jnf4p8j>  
Ambush:<https://tinyurl.com/bdcrsvyx>  
Aftershock:<https://tinyurl.com/2shszb4a>  
Iris:<https://tinyurl.com/bdhyd6f6>  
Repentance:<https://tinyurl.com/mrmc36zh>  
Angelic:<https://tinyurl.com/3ehmkycw>  
Cleansing:<https://tinyurl.com/bdehpszf>  
Consecration:<https://tinyurl.com/4b9r4ae4>  
Life On Deck:<https://tinyurl.com/365vc76n>  
Duel:<https://tinyurl.com/576wwtfm>  
Snap:<https://tinyurl.com/39cn7ymj>

Reconnection:<https://tinyurl.com/yw7pcmkj>  
A Way Out:<https://tinyurl.com/h9bwzk8j>  
Out Of Darkness:<https://tinyurl.com/mvz9hwd2>  
Into The Light:<https://tinyurl.com/4vedcybf>  
Payoff:<https://tinyurl.com/4wwhhuv3>  
Azure Skies:<https://tinyurl.com/bdf6p83z>  
Complications:<https://tinyurl.com/4wabzu98>  
The Veilwatcher:<https://tinyurl.com/hhmvdv7h>  
The Reshaping:<https://tinyurl.com/2acv9uhr>  
Cathedral of Subjugation:<https://tinyurl.com/mr2bc3r9>  
Last Stand of the Shadow Legion:<https://tinyurl.com/ysafhyaj>  
No Rest:<https://tinyurl.com/2p2ek37u>  
Operation Pitfall:<https://tinyurl.com/yc4hdt32>  
Gravity Wave:<https://tinyurl.com/4w663rnm>  
Successful Setback:<https://tinyurl.com/bdzfkm2n>  
2018 AG37:<https://tinyurl.com/yfh864fu>  
Meresankh:<https://tinyurl.com/4kyu3h44>  
A New Plan:<https://tinyurl.com/3b2zh9ua>  
Unveiling:<https://tinyurl.com/3kn73xsv>  
Battle of Mars, Part 1: Chase:<https://tinyurl.com/25v8ck72>  
Battle of Mars, Part 2: Uphill:<https://tinyurl.com/4c75yd56>  
Aftermath:<http://tinyurl.com/yc86zw3j>  
Black Out The Sky:<http://tinyurl.com/bdhzh7cp>

**Vol 9/4: Midnight** - The fight against the forces of Darkness draws to a conclusion.

Lethal Force:<http://tinyurl.com/mvx4kwhk>  
Rectifying Prior Mistakes:<http://tinyurl.com/3dzbrpmr>  
Conversation with a Shadow Psion:<http://tinyurl.com/2adar7ku>  
Dizzy:<http://tinyurl.com/4atjzuv8>  
Escapism:<http://tinyurl.com/4d8k8bxy>  
Corruption:<http://tinyurl.com/3jytsrw8>  
Assuming Control:<http://tinyurl.com/3p9bkzs9>  
Power and Powerless:<https://tinyurl.com/d626ms3v>  
Finality:<https://tinyurl.com/mrw4d47t>  
Live:<https://tinyurl.com/wbayfsvr>  
The Hangar:<https://tinyurl.com/mrf69xey>  
Rest:<https://tinyurl.com/448r7psn>  
Strategos:<https://tinyurl.com/4zbd78md>  
The Imperial Guard:<https://tinyurl.com/3drmuzu2>  
Back in the Fight:<https://tinyurl.com/2ffvyyt5>  
Rapture:<https://tinyurl.com/5x389wpa>  
Cessation:<https://tinyurl.com/55a4znmy>  
Signal:<https://tinyurl.com/4atfubv8>

Labyrinth, Part 1: Corrupted:<https://tinyurl.com/2p9t42n5>  
Labyrinth, Part 2: Shutting Down:<https://tinyurl.com/vde59up5>  
Labyrinth, Part 3: Rebooting:<https://tinyurl.com/y4z3cj7t>  
Loss:<https://tinyurl.com/3fynr8sn>  
Regrouping:<https://tinyurl.com/mta43s6d>  
Nemesis:<https://tinyurl.com/mrx93tac>  
Iris Catherine Zamora:<https://tinyurl.com/2s37dx9p>  
I'm Sorry:<https://tinyurl.com/3j39yav4>  
Worn Down:<https://tinyurl.com/mprvahwr>  
Fateful War:<https://tinyurl.com/3u7r8msp>  
Imminence:<https://tinyurl.com/3ffxd869>  
Onslaught:<https://tinyurl.com/y2f7e4af>  
Anticipation:<https://tinyurl.com/3btz3a9h>  
For Those Not Participating...:<https://tinyurl.com/ymmv6zw9>  
The Final Battle, Part 1: The Path:<https://tinyurl.com/5n876h63>  
The Final Battle, Part 2: The Witness:<https://tinyurl.com/3ar5444h>  
The Final Battle, Part 3: The Pyramid:<https://tinyurl.com/42nwhbhe>  
The Final Battle, Part 4: The Plan:<https://tinyurl.com/fr457w36>  
The Final Battle, Part 5: The Balance:<https://tinyurl.com/yzwev7k4>  
The Veil:<https://tinyurl.com/mv3dt3rk>  
Moonlight:<https://tinyurl.com/yrepe747>  
Daylight Ahead:<https://tinyurl.com/zehh39vb>  
The Great Unknown:<https://tinyurl.com/yc5fa43w>

## **Scrapped Plotlines/Additional Developments/Notes**

### **Volume 1:**

- Because of sticking to (at the time) known canon, the events of Reed's life where he participates in the Vault of Glass, Crota's End, King's Fall, Wrath of the Machine, and Leviathan raids are played down, which would extend to future involvement in Crown of Sorrow. On top of this, the philosophy behind Fireteam Alpha's team is 2 of each class. Leaving one of each open for the Young Wolf (player character), Reed is made into "the other Warlock" of the team.
- While the Panoptes communication does lead to future events, namely the ending of Volume 2/beginning of Volume 3, it seems to serve less of a purpose than the aforementioned event. This is due to an unfortunate case of repetitiveness that was one of the primary reasons I started to split away from interfering in the game story's business for a majority of the fanfiction.
- As a result of how this volume was done, many characters didn't get a lot of time to shine. My prime examples are Anne and Sara, both meeting their end during the Red War rather suddenly. While Sara was always meant to remain an acquaintance, Anne was supposed to have a more notable role. These two characters are one of the biggest reasons why I moved to first person moments rather than journal entries. Among other reasons, this change was made very early on, yet the numbers were kept in order to preserve "continuity". There are not actually 600+ entries, though it can be argued in the canon of the story that there are.
- I like to think that I made Alkahest before it was mentioned in Beyond Light, though I'm simply unaware if that was always the plan or not. The idea is that, since Alkahest is Radiolaria+Darkness, while the corrupted Radiolaria in Reed is laced with both Light and Dark, it still counts.

### **Volume 2:**

- Viryssa being in the Dreaming City does not affect the curse.
- Viryssa practicing what would undoubtedly be considered heresy is fitting, considering the Witch Queen practiced other forms of heresy freely.

### **Volume 3:**

- Maya canonically gets away with doing Crucible matches by having never told anyone she lost her Ghost.
- When Reed simulates himself and realizes that he "likes Maya", it's not meant to imply romantic feelings. He finds kinship in her at this time.
- The Praxic Order member was intended to come back later in the story, but those plans were scrapped pretty quickly after Beyond Light dropped.
- Due to Destiny's story changes, the vision of a future filled with utter Darkness would never have come to pass, as the Witness's Final Shape wasn't the death of all things.

### **Volume 4:**



- Oztect's brief mind-glance at Reed was supposed to be a definitive reveal as to what's been building over the course of Volume 3, that he is a divided mind, split between himself and the corrupted Radiolaria that continued to slowly convert his body despite barely knowing how to after the infusion with Light and Dark.

#### **Volume 5:**

- Once again, the Dark Future envisioned by the Vex within the Forest would never have any hope of arriving due to Destiny's story changes, thus making Reed's vision of it unfortunately null.

#### **Volume 6:**

- Ditto.
- While I ultimately stuck with Reed encountering Calus alongside Oztect, it was originally going to be just Oztect coming out with an older Cabal vessel and a negative outlook on the Emperor.

#### **Volume 7:**

- The Entity's wounds are very intentional.
- The Entity quite literally stole Reed's potential to manipulate and travel through time. Despite the paracausal union within him, he would never be able to do this.
- Originally, the Entity's creation would have served a larger purpose. However, it was reduced to just the Nine being curious about Reed's biology after the Nine became mostly irrelevant in the story of Destiny. The actions the Entity took after absorbing Reed's DNA are not aligned with the Nine.

#### **Volume 8:**

- This begins one of what was originally just two stories about making paracausal weapons. It was supposed to have worked, just sabotaged by Rebecca. By this time, the second Collapse was significantly delayed already, but the plan was already in motion.

#### **Volume 9-1:**

- Parts 1 and 2 of Volume 9 are made solely to fill a delay between Subsidence and the events of the "Second Collapse". This was due to me wanting to stick as close to canon as possible and the potential second Collapse not happening as quick as I'd thought.
- As a result of Eclipse's development, the Black Spire Cohort is entirely a result of padding.
- The events of Eclipse taking place during Splicer was the easiest choice, as I did not want Reed going into the Witch Queen's schemes and I wanted to imply that Maya was undergoing a similar arc that Reed was about learning to work with races that traumatized them in the past off-screen.
- Despite Eclipse being made to fill time, Stasis would end up being the most practical ability to work with.

- While Reed's assertion about the Pyramids being anti-Traveler isn't wrong on two levels, the Witness being the main antagonist over the Winnower means this comes off as less important.

#### **Volume 9-2:**

- As a result of Overcast's development, Ak'Tol and his Ghost, Samuel, are a result of padding.
- The Deepsight part of Overcast is a redundancy over the opening entries of Judgement. Both involve Reed reliving his past life, making nothing in Overcast besides the Iris entries a surprise. The one benefit that putting Deepsight in Overcast had to the overall narrative was imbuing the feelings and emotions of past Reed to present Reed, making it easier for Iris to manipulate him in Collapse.
- There was once going to be an Elikzni ally for Reed's fireteam, but this ultimately never came to fruition. Aspects remain in the character Viksis, who only appears for a couple of entries in Overcast.
- This is another part of the story where paracausal weapons are a significant plot point, yet it ultimately goes nowhere besides contributing slightly to the original second paracausal weapon plotline in Collapse.

#### **Volume 9 (Total):**

- The original plot of the Second Collapse would've involved a total destruction of the City. Remnants of this remain in Iris's plan to keep Reed out of the loop.
- Tukoniia (the purple Tormentor) was originally meant to have a bigger role. He only doesn't due to realizing how tired I was of doing Destiny stuff.
- Elroc's race (Psion) was a consequence of the addition of the Black Spire Cohort.
- The Neomuna arc in Collapse was made to fill time.
- The Essence arc in Midnight was made to fill time.
- Originally, the Essence arc was going to be something else. It was going to be about the Sunken Pyramid in Savathun's High Coven, where Ak'Tol would lead the group to stop a rising Scorn and Dread threat trying to reintegrate the ship into the Witness's control.
- The dormant Pyramid located outside the Sol System in Collapse, the one that housed the Pyramidian AI Meresankh, replaced a planned group of entries where Reed would literally read about the Pyramid Fleet and its origins, technology, and weaknesses. The change was made as a result of the Witness's development and in-canon origin.
- Lampsace was originally meant to be shot.
- Sanguinaries are a result of needing another Dread unit during the Collapse storyline, as having only Tormentors to work with for a year was extremely underwhelming.
- Sanguinaries were originally supposed to have bigger roles.
- Krystallon was a very late addition to the Midnight storyline.
- Maya was originally supposed to stay powerless. Giving her Strand was only done because of its easy to access nature. Her using what appeared to be the last of her Light to save Reed from death aboard The Repentance was also last-minute. It was to remain ambiguous as to whether she still had any Light remaining after her Ghost's death.

- Iris being behind the following plots was the plan from the very beginning of writing this story.
  - Adding Darkness to Reed, whereas Oryx would've just killed him
  - Protecting Reed from the torturous experiments Viryssa put him through to produce the hybrids
  - Attempting to corrupt Reed in the Black Garden
  - Manipulating another Guardian into trying to find him before he was resurrected
  - "Seducing" Reed while aboard The Repentance (though the methods would be changed as a result of the Deepsight usage in Overcast)
- Oztect dying was always the plan.
- Iris's communion with the Veil was the easiest way to get her character back on track after I had spent years writing her under the Winnower's philosophy, only for the Witness to take over as main villain.
- Elroc was going to be more hostile during Reed's second stay on The Repentance, but I found it much more natural to use Qurix's demise as fuel to start him on a road to neutrality.
- Elroc being remade into a Psion also led to him taking up a more prominent role, attempting to kill Reed aboard The Repentance, leading to his apparent demise and subsequent revival as a mindless husk. The decision to keep him alive beyond that, as well as his inclusion in the Labyrinth arc, were later changes.
- The Onslaught entries were a leftover of the second assault on the City arc, which was planned after Lightfall didn't do it, yet a credible leak for The Final Shape listed it as a plot point. However, Onslaught was made after The Final Shape was delayed, meaning there was no plan to have the City attacked by the time Lightfall was finished.
- As Reed's armor was partially SIVA-based as of Volume 1, and that mixed with his Radiolaria to make his armor all the way up to Volume 9-3, his ultimate form after his conversion could be summarized as him being made of an altered variant of Quicksilver. Quicksilver is made by combining SIVA and Radiolaria. Reed's post-convergence body is made of Radiolaria, Light, Darkness, and SIVA.
- The Blight-like fluid Iris poisons Reed with is just an altered version of Blight itself. In Volume 1, Blight is what is added to his body. The starry Blight is "in addition to", which causes further corruption rather than simply mixing with the Radiolaria.
- Reed was never supposed to fight the tangible Pyramid leader. The Witness dying in Excision changed that.
- As mentioned, I had to change a lot in this storyline. Arguably the biggest change was the exclusion of the Pyramid Race. Here's a list of relevant threads:
  - The idea was that the race behind the Pyramids were human. While this is still possible within Destiny's story (in some way), the point was that they'd actually BE HERE (it was reasonable to assume that a FLEET would have people in it and not one dude, two dead dudes, and one of the latter's clones). As such, the plots of Collapse and Midnight would have involved more Pyramid Politics.
  - Iris being human would've been completely normal. The only thing that differentiated her was that she was brought on after the Collapse rather than

having been there since the fleet's origin. This made her discriminated against by veterans.

- Elroc would've been a rival human character, who wasn't going to have any change of heart and would've died during the fight on the Repentance before Iris.
- Iris taking command of the Repentance would've been an act of mutiny, as the captain of the ship (whose role was merged/reduced with Elroc's ascension post-change) would've only allowed her to corrupt Reed until it backfired. He would try to kill Reed in order to stop wasting the fleet's time, only to be killed himself by Iris.
- The politics of the Pyramid Fleet was based on the Necromongers from Chronicles of Riddick (especially with the alignment of the Sword Logic to the "keep what you kill" mentality).
- Damea was supposed to be human, and she was to be a high admiral of sorts. Her aesthetic was based on angels, which made the decision to turn her into an Ecumene War Angel Disciple pretty easy. Her overall role was largely unchanged beyond that, as she was still Iris's "mentor", still had partial Vex conversion, still had the "backup plan", etc.
- Instead of the modern Dread, the Pyramids would have a secondary race of entities more akin to what the Drifter encountered on that ice world.
- The leader of the Pyramids would've been heard of, and potentially seen once or twice, but as mentioned earlier, would not have been fought by Reed.
- The original final battle would've been a fleet war above Earth, with Damea being Reed's final boss before the actual Pyramid leader would've died off-screen.
- I thought the Winnower would have more of a role, so the event post-Damea was going to be a trippy sequence where it would've reacted to the Pyramid leader's demise by pulling everyone in the battle into a realm of Darkness. Reed was going to try and kill it by overcharging himself, only for it to die suddenly (due to off-screen, assumedly in-game means), ejecting him and everyone else back out with feelings of confusion. A remnant of this still remains in The Veil entry.
- Whereas Excision showed the Coalition (Humanity, Awoken, Fallen, Cabal) and Lucent Brood fighting against the Witness's forces (Dread, Taken, Scorn, Hive, Fallen, and Cabal), the original plan for this story was to gradually reduce the Pyramid Fleet's allies, leading to the final battle being a near-combined effort from various factions against JUST the Pyramids.
  - The Cabal were allied under (whoever)
  - The Fallen under their Kell of Kells
  - The Vex coming in because it served their survival to assist
  - The Awoken after the Curse was lifted
  - The remnants of the City united
  - Scorn were absent
  - Hive were debated upon but not in the original fleet battle's notes
  - Taken were absent from the notes but it's likely they would've been the only allies under the Pyramids

- The original ending was supposed to be titled "Paracausal Divergence".
  - In this version, Reed was heavily worn down by the war and decided to break himself apart in the Black Garden, allowing his blood to fuse with it.
  - Krystallon would've watched and acted as a sentinel forever guarding Reed's resting place.
  - Reed would've said goodbye to the other characters.
  - It was changed because I considered it depressing and also due to one very significant and related real life factor.
- Whatever happens to the Sanguinaries found in the factory of Repentance is up for interpretation.