

# Destiny 2 Dungeon - UNTITLED

By Christopher Lenhart

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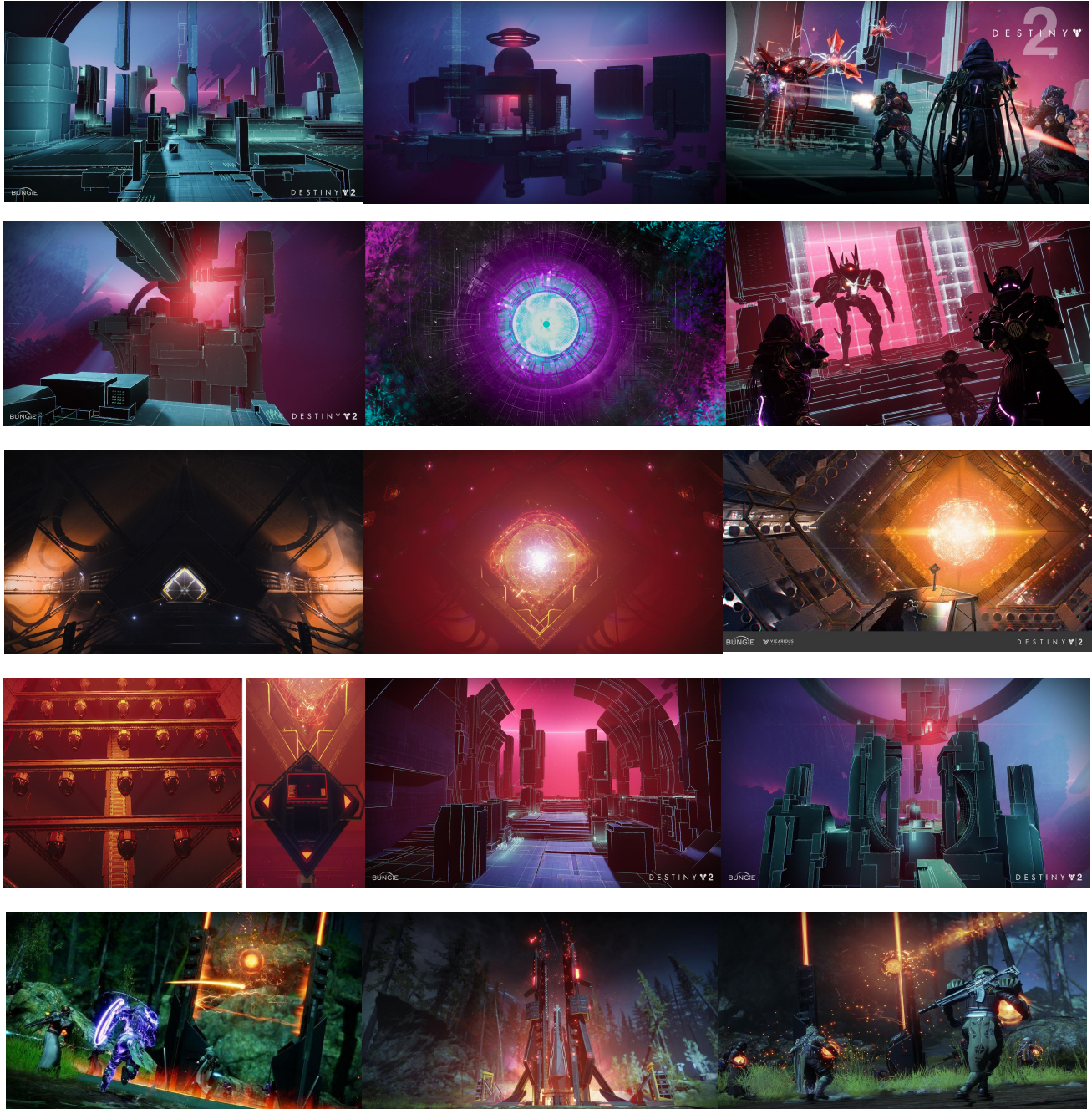
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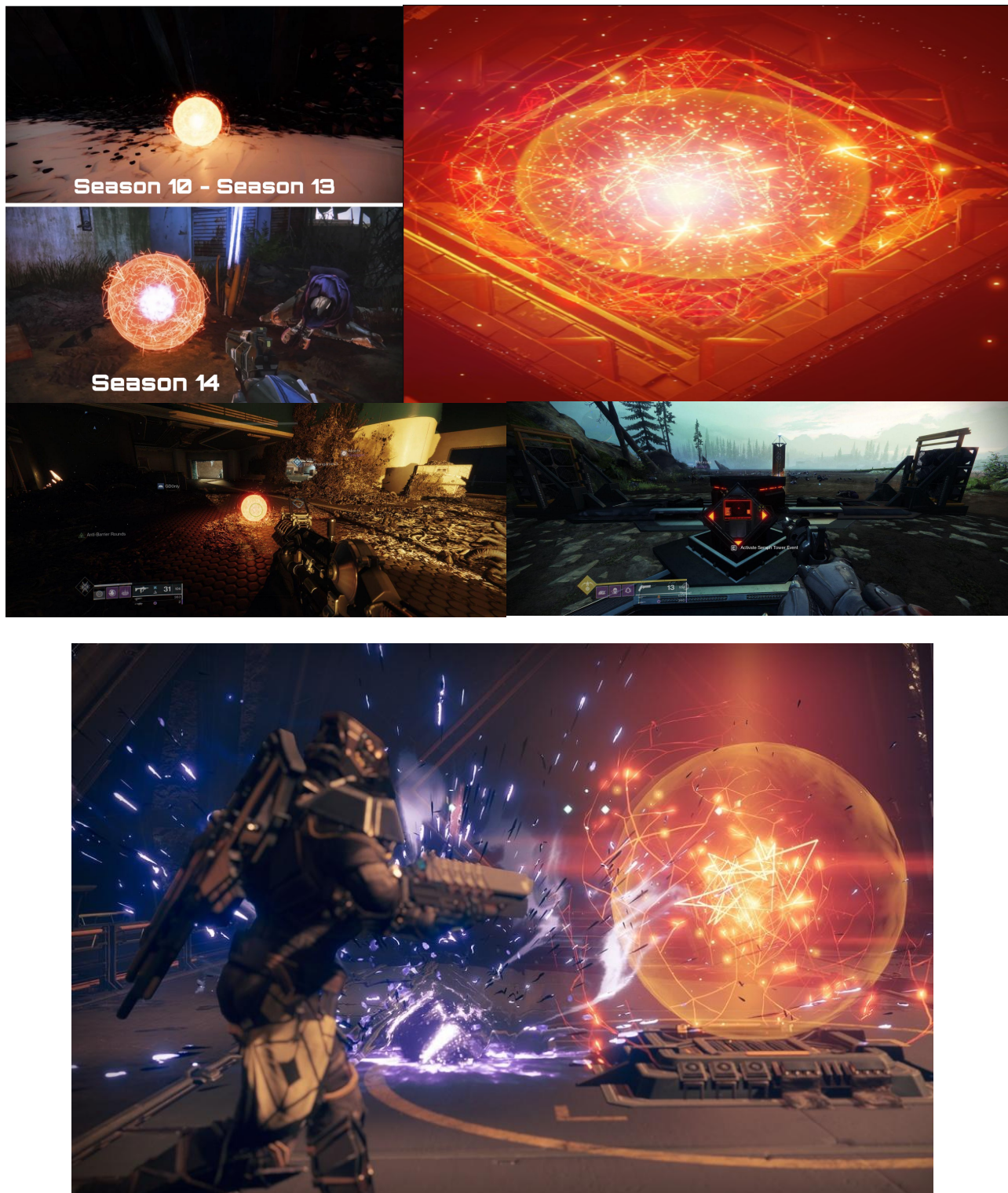
# Moodboards

## Environmental Aesthetics





## RELIC Mechanics





# Story

The Cryptarchs have decoded an Unusual Engram which contains a blueprint. The Cryptarchs say the blueprint is of a warmind **relic**. Bringing this newfound information directly to Ana Bray she wishes to inspect this Unusual Engram. Upon further investigation of the Engram with Ana Bray it is revealed that Charlemagne, a submind of Rasputin, is trapped inside of a vex simulation. A Fireteam of Guardians is dispatched by Zavala and Ana Bray. They task the Fireteam in freeing Charlemagne and foiling the Vex's plot to turn a warmind relic against humanity.

The Fireteam will dive into vex simulation and clear out the vex imprisoning Charlemagne.

This Unusual Engram is Charlemagne's way to incite intrigue into the Vanguard and Guardians to seek out Charlemagne and free him from this vex simulation. Once the Guardians free Charlemagne he will assimilate into Rasputin empowering him further.

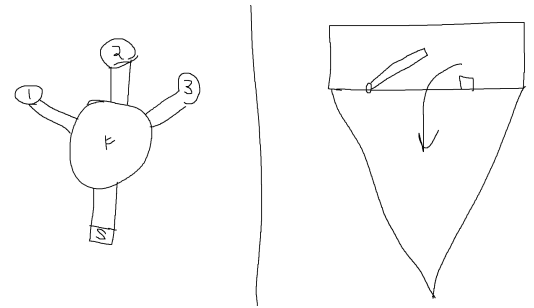


# Opening Traversal

Objective: Break into the Vex simulation

Location: Vex Oubliette, Unknown

**Main Dungeon Mechanic:** The primary gameplay mechanic involves the players following an eliminate, collect, deposit, utilize gameplay loop. Players will **eliminate** Marked enemies, **collect** components dropped from marked enemies, **deposit** the components into fabricators, and **utilize** the item fabricated to help them complete encounters and traversal throughout the dungeon. when eliminated, will drop components of a **RELIC** that needs to be deposited into a fabricator to assemble a usable **RELIC** for the player. Once enough components are deposited, the **RELIC** is fabricated and player can pick up the **RELIC**. The player is able to throw the **RELIC** to destroy and build **FIREWALLS** in the dungeon.



The purpose of this opening traversal segment is to properly introduce the players to the dungeons main mechanic without putting unnecessary pressure to work quickly. The players will be able to go to the numbered locations in any order, and take as much time as they want. They are able to explore their surroundings and investigate the three sections, marked enemies will already be spawned in the areas 1, 2, and 3. Through this simple opening segment players will make the connections that Marked enemies drop components, components need to be deposited into fabricators, and fabricators give them a **RELIC** to alter the gameworld around them.

**Mechanic Implementation Overview:** Marked enemies will appear in area's 1, 2, and 3. There is a fabricator close to the center of the main room where the players enter. The players eliminate Marked enemies, deposit the componentes dropped by them into the fabricator, and the fabricator creates the **RELIC** the players will utilize to destroy the **FIREWALL** blocking their path downward.

# Encounter 1

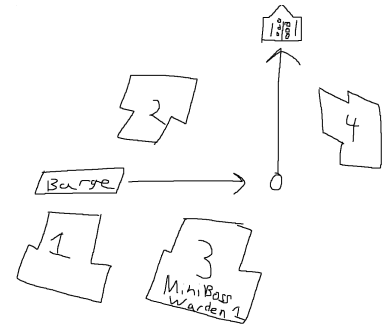
Objective: Fabricate the Auger

Location:

In encounter 1 players will jump onto a floating Vex barge. At the top of the barge there is a holographic blueprint of a large drill (**Auger**). The Vex barge will make its way down a long corridor stopping at dock positions throughout the corridor. At each dock position Marked enemies will spawn, once the component is dropped from the Marked enemy and is deposited into the fabricator, and the **RELIC** is thrown at the **auger** blueprint the barge will move to the next position. While the barge is in motion Vex will spawn in waves attacking the players on the barge. The barge has a total of 6 stops, stops 3 and 6 will be noticeably more difficult than the previous stops including **MINI BOSS'S** to make them feel like the end of a section rather than 6 continuous stops.

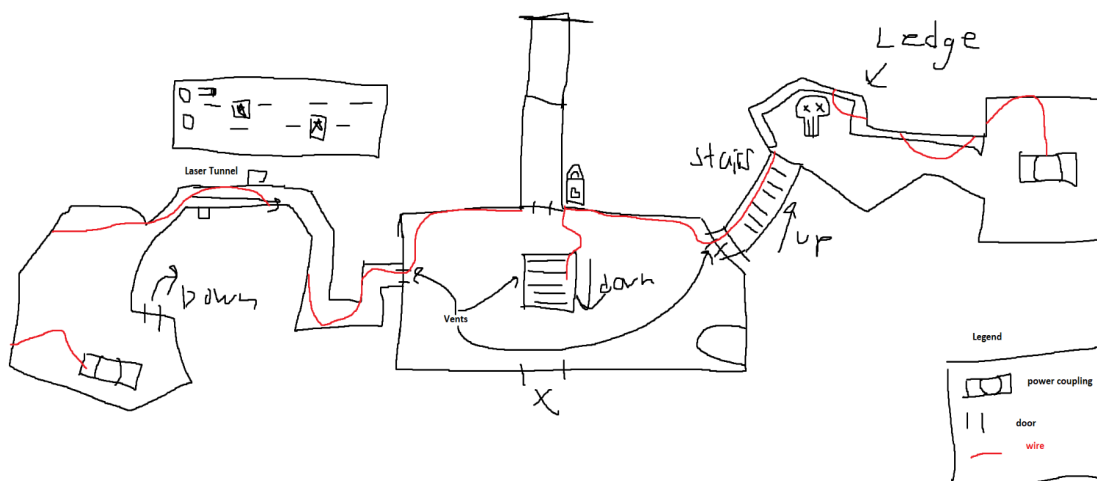
Encounter 1's atmosphere captures the feel to the start of a prison break or heist mission. The players methodically taking down each dock emplacement and utilizing the acquired components to help fabricate their method of knocking down a large door stopping their mission to get recover Charlemagne.

**Mechanic Implementation Overview:** Vex barge strapped with a blueprinted drill from Charlemagne, the barge stopping at docks to have players eliminate marked enemies to take the components back to the fabricator on board. Once the **RELIC** is fabricated, throwing it at the **auger** to build it so that it can drill into the door at the end of the encounter enabling the players to progress their mission.





# Traversal 1



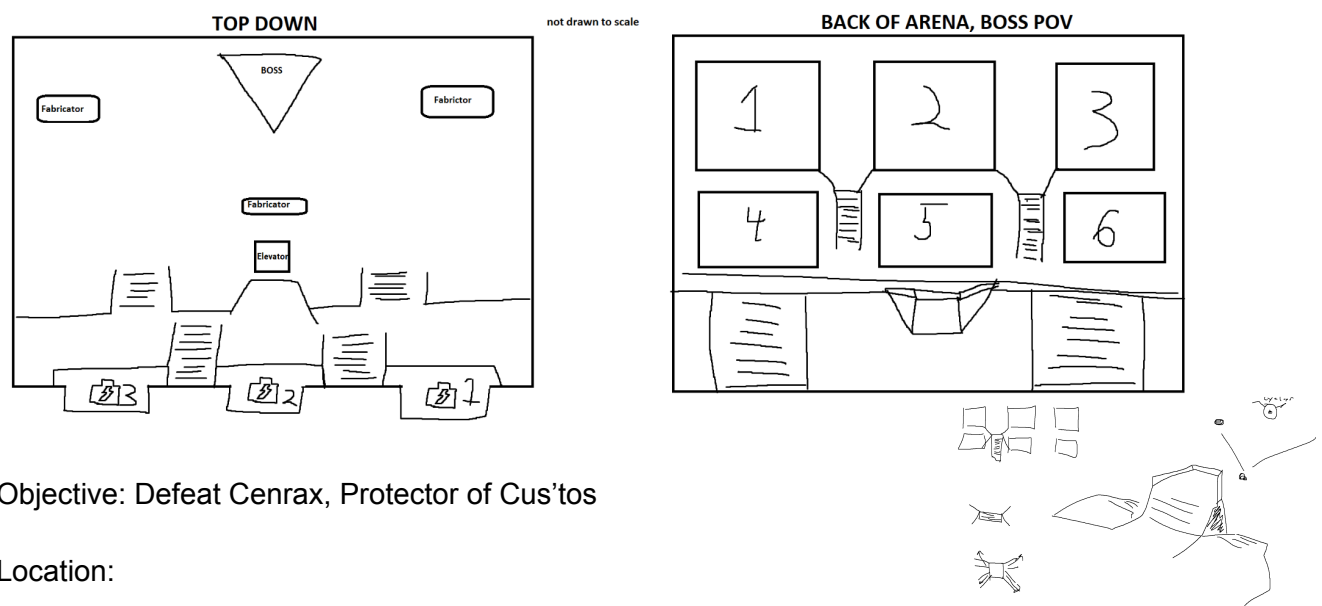
Objective: Sabotage the powergrid

Location:

In this traversal segment players will sabotage the power grid below the next boss, acting as saboteurs in this prison break heist themed dungeon. After the Auger breaches the door it will implode making it unusable to drill open the next door. Players will find themselves in a room with seemingly no way to progress through the door in front of them but near a corner there is an air vent with a sparking light close to it. Players can shoot the vent cover off and sneak their way down into the small maze below.

It is hard to display a 3D maze on MS paint but this is just for a reference. Once dropped into the space scene above, players drop into half oval in the bottom right corner. In this room they see a door with three red lights and red and yellow wires coming from the door and snaking through the room and into vents, the vent covers can be destroyed by players to enter them and endure small jumping sections, the left vent has a laser tunnel that challenges players ability to time their movements. Once at the end room of that branch there is a fabricator with a **RELIC** already inside of it, players throw the **RELIC** at the power coupling to destroy the protective **FIREWALL** casing. Once that is gone players can shoot to destroy it and move on to the next power coupling, players follow the red and yellow wires to find where the next power coupling is. When a power coupling is destroyed players will hear an alarm go off and lights flashing to alert them that destroying those couplings have had an effect, as well as at the main door one of the lights will go out. Players rinse and repeat seeking out power couplings until all three are destroyed enabling them to progress into the next encounter.

## Encounter 2



Objective: Defeat Cenrax, Protector of Cus'tos

Location:

In encounter 2 players are introduced to a new enemy, **TECHY** **NAME**, their sole existence is to lockdown fabricators making them unusable for a short period of time. **TECH NAME** charge straight for fabricators ignoring players, if a **TECH NAME** completes 7 second hack at a fabricator the **TECHY NAME** is able to lockdown a fabricator for 10 seconds. Making players unable to deposit into that fabricator as well as destroying any **RELIC** that was residing within the hacked fabricator. If one **TECHY NAME** completes a hack all others on the field explode.

The introduction of the **TECH NAME** has players reprioritizing their strategy in the dungeon. At first they were able to deposit and not worry about their progress being stolen, but now there is an adversary actively trying to halt them through targeting their fabricators. The **TECH NAME** adds pressure to this encounter by making players constantly scan for them to ensure their fabricators do not get locked down.

**Mechanic Implementation Overview:** The boss is constantly charging an attack to wipe the players, players must go around the arena killing Marked enemies spawning in specific spots to build **RELIC** at fabricators all while defending them from **TECH NAME**. There are six chambers housing power cells on the back wall of the arena, players must throw **RELIC** at power cell rooms to block them from **THE BOSS**. Players will trap themselves inside of a power cell room using a **RELIC** to survive the attack. Once **THE BOSS** completes his charged attack, **THE BOSS** will enter a recovery phase in which the players can deal damage to it. The amount of time the players have for damage is based upon how many power cell rooms they block off from it. While the players deal damage to **THE BOSS**, it is drawing power from any exposed power cell rooms, if there are no rooms to draw power from it does not recover any faster and players are rewarded with the longest damage phase. This cycle will continue until **THE BOSS** is eliminated.

## Traversal 2

Objective: Reboard the Elevator

Location:

Stepping back onto the elevator that lifted the players into the arena, it will rise and begin to ascend horizontally taking a new elevator shaft upwards before being halted half way, players will find a ledge leading away and around a corner leading to a destructible vent cover. Leading them into vertical jumping section trying to access a working elevator, once that is achieved the elevator will bring them to the final encounter.



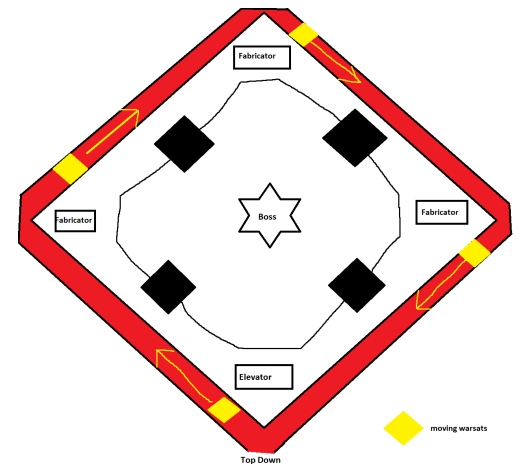
# Final Encounter

Objective: Defeat Cus'tos to free Charlemange

Location:

In the final encounter of the Dungeon players will be facing off against Cus'tos, Vex Invigilator. Here players will use their knowledge of the Fabricators and create RELICs to throw at Cus'tos to destroy the **FIREWALL** protecting its body. Once three RELIC are thrown at its body Cus'tos will enter a phase in which it will try to draw power from a large power cell on the ceiling of the arena to replenish its FIREWALL SHIELD.

Around the arena are cables previously seen in Traversal 1 one of the power couplings will blink red along with the corresponding cable to tell players which power coupling them must shoot to disrupt Cus'tos's attempt to replenish its shield. Once players destroy the power coupling and destroy it, Cus'tos will drop the floor enabling players to deal damage to them. Once the damage phase is over, Cus'tos will rise from the floor and continue to fire at and slow down the players from achieving their goal. Players repeat these steps until the boss is eliminated.



## Dungeon Rewards

Currently a work in progress but some potential candidates for dungeon loot.

### EXOTIC SMG

Stasis Shotgun

Stasis Auto Rifle

Arc Energy Sniper

Void Rocket Launcher