# Crota’s End YouTube descriptions

## Descent

This is the first of five videos in our series, providing a walkthrough of the Descent in the Hellmouth, from your initial transmat to the Hive lift that drops you into Crota’s lair at the beginning of the Destiny 2 Crota's End raid. Our comprehensive guide should provide you with everything you need to know to run in any position within the fireteam.

00:00 Intro and video guide background

00:28 Raid series overview

01:28 Explanation of Enlightened mechanic

05:01 Raid weapons and armour

06:02 Hellmouth arena, mechanics and fireteam roles

07:10 Animated walkthrough

09:26 Deepsight statues

10:30 Loadouts

11:02 Fireteam video

14:52 Outro

We explain your overall aim, the section arena, the Enlighten mechanic and how you use it here, together with fireteam roles and suggested loadouts, and finally our six-person fireteam view so you can see the whole encounter from the perspective of all six Guardians, first with me pausing to draw attention to what’s happening, and then in real time.

It also includes where to look for the Deepsight Statues that gives you the order that three sets of statues need to be activated to guarantee an extra weapon dropping from the boss chest, with a red-box weapon that you don’t already have.

For anyone who might find them useful, all of the graphics I've created for the guide videos, together with my script that you can use as a text guide, are in this GitHub folder https://github.com/Adamsdown-Boy/Destiny-Raids/tree/main/Crota's-End

If you want to know more about the lore behind the Raid from the My Name is Byf video “Destiny 2 Lore – Crota’s End! The Story and Lore you should know before your Day 1 Raid!” https://youtu.be/LFVkRCLETvA

Thanks to Kyber (https://kyberscorner.com/destiny2/crotas-end-loot/) for permission to use the Raid Loot Drops infographic and to Pryanie (https://www.reddit.com/r/DestinyTheGame/comments/16drfxy/destiny\_2\_crotas\_end\_high\_quality\_maps\_guide/) for making their maps free to use.

#CrotasEnd #Destiny2 #VideoGuide #Walkthrough

## The Stills

This is the second of five videos in our series, providing a walkthrough of the Stills, Abyss or Lamp encounter (depending on your preferred name) and the first secret chest in Destiny 2 Crota's End raid. Our comprehensive guide should provide you with everything you need to know to run in any position within the fireteam.

00:00 Intro and aim

00:52 Arena, mechanics and fireteam roles

05:35 Enlighten mechanic use

09:22 Animated walkthrough

13:33 Encounter description

17:32 Loadouts

20:11 Fireteam video

34:18 Outro

The video covers:

• your overall aim,

• the encounter arena

• the fireteam roles,

• how to execute the Enlighten mechanic as well as how they’re applied in the Abyss,

• a description of the encounter itself and how to solve problems that might occur,

• an animated walkthough of the first half-dozen lamps,

• suggested loadouts and

• our six-person fireteam view so you can see the whole encounter from the perspective of all six Guardians, first with me pausing to draw attention to what’s happening, and then in real time.

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## The Bridge encounter and Thrallway

This is the third of five videos in our series, providing a walkthrough of the Bridge encounter, the first two pairs of Deepsight puzzle statues and the Thrallway leading to the second secret chest in Destiny 2 Crota's End raid. Our comprehensive guide should provide you with everything you need to know to run in any position within the fireteam.

00:00 Intro and aim

02:51 Arena, mechanics and fireteam roles

04:30 Encounter description and problem solving

14:24 Animated walkthrough

19:46 Loadouts

21:52 Bridge Fireteam video

36:55 Thrallway section description and fireteam video

39:50 Outro

The video covers:

* your overall aim,
* the encounter arena,
* the fireteam roles,
* how to execute the Enlighten mechanic as well as how they’re applied in the Bridge encounter and Thrallway,
* a description of the encounter itself and how to solve problems that might occur,
* an animated walkthough,
* suggested loadouts
* and our six-person fireteam view so you can see the whole encounter from the perspective of all six Guardians, first with me pausing to draw attention to what’s happening, and then in real time.

For anyone who might find them useful, all of the graphics I've created for the guide videos, together with my script that you can use as a text guide, are in this GitHub folder [Github link]

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#Destiny2 #CrotasEnd #VideoGuide #Walkthrough

## Ir Yut, the Deathsinger

This is the third of five videos in our series, providing a walkthrough of the Ir Yût, the Deathsinger encounter and the location of the third pair of Deepsight statues in Destiny 2 Crota's End raid. Our comprehensive guide should provide you with everything you need to know to run in any position within the fireteam.

00:00 Intro and aim

01:44 Arena, mechanics and fireteam roles

09:51 Encounter description, loot and troubleshooting

20:06 Animated walkthrough

24:58 Loadouts

28:49 Fireteam video

35:29 Outro

The video covers:

* your overall aim,
* the encounter arena including the location of the third pair of Deepsight statues,
* the fireteam roles,
* how to execute the Enlighten mechanic as well as how they’re applied in the Ir Yût encounter,
* a description of the encounter itself and how to solve problems that might occur,
* an animated walkthough,
* suggested loadouts
* and our six-person fireteam view so you can see the whole encounter from the perspective of all six Guardians, first with me pausing to draw attention to what’s happening, and then in real time.

For anyone who might find them useful, all of the graphics I've created for the guide videos, together with my script that you can use as a text guide, are in this GitHub folder [Github link]

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#CrotasEnd #Destiny2 #VideoGuide #Walkthrough

## Crota, Son of Oryx

This is the fifth of five videos in our series, providing a walkthrough of the Crota, Son of Oryx encounter in Destiny 2 Crota's End raid. Our comprehensive guide should provide you with everything you need to know to run in any position within the fireteam.

00:00 Intro and aim

01:26 Arena, mechanics and fireteam roles

09:01 Encounter description, loot and troubleshooting

22:19 Animated walkthrough

26:36 Loadouts

31:00 Fireteam video

43:19 Outro

The video covers:

* your overall aim,
* the encounter arena,
* the fireteam roles,
* how to execute the Enlighten mechanic as well as how they’re applied in the Crota encounter,
* a description of the encounter itself and how to solve problems that might occur,
* an animated walkthough,
* suggested loadouts
* and our six-person fireteam view so you can see the whole encounter from the perspective of all six Guardians, first with me pausing to draw attention to what’s happening, and then in real time.

For anyone who might find them useful, all of the graphics I've created for the guide videos, together with my script that you can use as a text guide, are in this GitHub folder [Github link]

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# Reddit post

## Crota’s End raid guide (Muthaclucker guides series)

Even though it’s far, far too late to be of much use (blame the Christmas break, and buying a new house), another six months after our Root of Nightmares raid guide (<https://www.reddit.com/r/DestinyTheGame/comments/15mn8pt/root_of_nightmares_raid_guide_muthaclucker_guides/>), I’ve finally finished off the reprised Crota’s End walkthrough. Although, saying that, it’s still dropping 1810 gear for anyone who’s still not hit the 1810 pinnacle cap. This one has taken even more time than usual as I’ve been trying out some simple animation to illustrate how to run the encounters – just doing that on top of everything else probably added six weeks or so to the production time.

The Clucker crew of expendables runs each encounter and section, with an unusually high standard of efficiency for once – frustrating for me, as there are fewer teachable moments in each video. We explain the layout, objectives and mechanics, the individual fireteam roles and the encounter animation before showing our fireteam view of all six-Guardians to show what's happening in real time.

We’re back up to a three-hour total run time somehow but, on the plus side, that is *still* shorter than Titanic, and the videos provide far more useful information on using the Enlighten mechanic than either Leo DiCaprio and Kate Winslet does.

The Crota’s End walkthrough playlist contains all five videos (<https://www.youtube.com/playlist?list=PLmH8IWjZRxkJpBV1oy_-EqsAQQUAg8Ccv>), or if you want to see an individual encounter:

* Descent section <https://youtu.be/JS6F-awruEQ>
* Stills/Abyss/Lamps encounter <https://youtu.be/bye1lckZf3k>
* Bridge encounter and Thrallway section <https://youtu.be/W5OjD8rvZS0>
* Ir Yût, the Deathsinger encounter <https://youtu.be/HmGSnPsk_bs>
* Crota, Son of Oryx encounter <https://youtu.be/uulIjGR6LhY>

I've also uploaded the script I used, and all of my own illustrations to a GitHub directory, in case anyone else finds them useful as a resource.

It's still good for Pinnacle drops until the Final Shape expansion arrives, and after that, if you haven't got the weapon patterns unlocked, it'll still be well worth running to shape your own versions, as the weapons are quite spicy. Good luck!

## DMB Discord post

Another rare “what the hell’s he doing posting when there’s no rolls” post, but I’ve just finished another of my Clan raid guides, this time for Root of Nightmares. That’s the other thing I do in my spare time!

Consider this part of my equivalent 10 minutes on the couch on Graham Norton/Jimmy Kimmel/The Project (please delete as culturally relevant) to promote it and get feedback.

Let me know what you think. As long as what you think is “that’s great”, obviously. <https://www.reddit.com/r/DestinyTheGame/comments/15mn8pt/root_of_nightmares_raid_guide_muthaclucker_guides/>

## Video of the Week intro script

Hi I’m Adamsdown\_Boy and welcome to this very special, limited edition, video of the week version of the Muthaclucker Root of Nightmares raid guide.

Like any other GOTY edition, I’ve achieved this by cramming all of the existing content into one handy, two and a half hour long video that is in no way connected to the fact that Bungie don’t accept Playlists for Movie of the Week nominations, so this is the only way I could submit everything.

No, that would be a flimsy, underhand pretence to try and get us all a highly prized emblem, and there’s no way you can prove that’s why I’ve done this.

Rather, this is so that anyone waiting for a connecting flight, long train journey or 75-minute commute can enjoy the complete set of videos in a convenient single file. As long as they have WiFi and can connect to YouTube, obviously.

So, without further ado, on to the video, where we’ll be starting off with an explanation of the gardener mechanic before flying in to the initial transmat, and we set the outstandingly professional tone now common to all three of our raid video series.