# Crota’s End

## Raid series overview

Hi, I’m Adamsdown Boy and welcome to the first video in the Muthaclucker Clan’s guide series to Destiny 2’s reprised Crota’s End raid.

I wouldn’t be able to produce these without my ever-helpful clanmates, so I’d like to thank my fellow Cluckers – returning veterans AerynPK, ElectrikSheep, Minonai and Tooks, and fresh-faced newcomers to our raid series Hatthew and Jesta, for running the raid, recording everything and mostly sticking to instructions.

As ever, this series is aimed at newer Guardians, who might be looking to try the raid for the first time, and want to try and understand the encounters, and for those who want to step into more specialist roles. Each video will explain the aim of an encounter or section, the arena you’re in, the mechanics that apply and the Clucker way to execute them as painlessly as possible, how to recover if something goes wrong, fireteam roles, and ideas for loadouts.

As an innovation – and thanks to the raid map maker extrordinaire Pryanie for suggesting this – I’m also dipping my toe in the water with a bit of animation, rather than static graphics to explain the mechanics for encounters.

This added roughly six weeks onto the time it usually takes to put these guides together, as I’ve been learning while doing – we ran the raid wayyyy back during the 2023 Festival of the Lost, which is why you’ll see people using masks instead of helmets and dropping candy during encounters. I hope you think the animated explanations are worth the wait.

### Explanation of Enlightened mechanic

But before we get to the initial section, first we’ll look at the unique mechanic to the reprised Crota’s End Raid, which is the process of gaining and using the “Enlightened” buff.

[Screenshot: Chalice of Light in pedestal]

To gain this buff, you will have to first collect the Chalice of Light – you can do this from a podium, or bucket as the Cluckers call them, or from another player. Buckets holding the initial Chalice of Light will be found near the start of encounters and sections, and empty buckets can be found throughout the Raid which can be used to preserve the Chalice temporarily.

[Screenshot: showing enlighten meter]

Once a Guardian Claims the Chalice, they’ll see a meter in their feed that will fill up over the course of 20-30 seconds, with the speed the meter fills being boosted as they, or people nearby them kill enemies.

[Screenshot: showing Engulfed in Light timer]

Once this meter completely fills, they’ll hear a chime and see a brief red flash, and gain the “Engulfed in Light” debuff. This has a 10 second countdown – if it reaches 0 they will die, and lose the Enlightened buff. During this time the next Chalice Holder will need to claim the Chalice from them. It’s a good idea to let the next Holder know when your meter’s 75% full, or so, so they can get into position if they’ve wandered away.

[Screenshot: showing Chalice holder with diamond marker]]

Anyone holding the Chalice will be marked for other fireteam members with a Diamond objective marker, so it’ll be pretty obvious who has it. The Guardian claiming it will need to be standing right next to whoever’s got the Chalice, and both will need to be stationary or moving very slowly for the interaction to work.

[Screenshot: showing Enlightened buff]

Once the Chalice has been claimed from a Guardian, the Engulfed in Light timer will be replaced by the Enlightened buff – this has no timer, and allows you to interact with objects in the Raid to execute the encounter mechanics – using it you can charge capture plates, light lamps, pass through barriers and pick up Hive swords. You will lose the buff if you die, so try not to. Additionally, while you have the Enlightened buff, you’ll be unable to reclaim the Chalice from another player, or from a bucket.

[Screenshot: showing Drained of Light timer]

After you interact with an object that requires the buff, you’ll lose it and start a 45 second “Drained of Light” debuff timer. For the duration of the debuff you’ll again be unable to interact with the Chalice.

[Screenshot: claiming the Chalice from a Guardian]

Although a teammate can claim the Chalice from you at any time, you’ll only become Enlightened if they interact with you when your Chalice of Light meter is full and the Engulfed in Light timer has started. You can deliberately use this to juggle the Chalice from player to player. Doing so before the meter fills means that no-one gets Enlightened or Drained of Light, and any existing Drained of Light timers can run down.

[Screenshot: dumping Chalice in a bucket]

At various points through the raid, you’ll be able to preserve the Chalice by interacting with an empty bucket. Even if your meter is full, preserving the Chalice in a bucket doesn’t grant Enlightened – only claiming by another Guardian does that. However, be aware that interacting with the bucket to preserve the Chalice will start the Drained with Light debuff timer.

[Screenshot: tangle or elemental orb]

One thing we would counsel against is, for Season 22 at least, taking off any artifact mod that generates elemental orbs and strand tangles. While these are fun to use, and can help with add clearing, if you’re in a hurry to collect the Chalice, and an orb’s nearby, your interaction will pick the orb up in preference to the Chalice, which can lead to unfortunate deaths.

If you are in a fireteam using elemental orbs, then Chalice Holders, Enlightened Guardians and Guardians who are Drained of Light, who are locked out from Claiming the Chalice and so can’t do so accidentally, should use them as fast as possible, to prevent problems.

### Raid weapons and armour

[Raid loot infographic]

If you’ve run the D1 version of the Crota’s End raid, the armour should look familiar – very hive-y, and less eccentric than Root of Nightmares. There are some useful Raid mods that help with specific areas of the mechanics, providing buffs when you’re Drained of Light, or additional damage resistance when you have a relic sword, which you can only equip on raid armour to use in your builds.

Needless to say, as with most Raids, the weapons usually have very good base stats, and the potential for excellent trait perk combinations. As ever, you’ll need to extract the patterns from five Deepsight versions of a weapon to shape your own at the relic in Savathûn’s Throne World.

This Raid’s exotic is the Necrochasm auto rifle – the first time you run the raid, a common auto rifle called the Husk of the Pit will drop alongside a quest to first turn it into the legendary Eidolon Ally variant, and then finally into the exotic. I won’t cover the quest line, or the catalyst in our guide – there are plenty of videos available to explain how to do this.

So, now that we’ve covered the basics of the enlighten mechanic, onto the raid itself.

## Hellmouth and Deepsight chest statues

### Aim

[Screenshot: combat]

Your aim, after being dropped off, is to build a small bridge to a Hive gravity lift that lets you descend into the Hellmouth. You’ll do this by standing on a capture plate – the process is sped up when anyone who gains the Enlightened buff uses it on the plate itself.

### Arena, mechanics and fireteam roles

[Map of opening section arena]

The start area will probably look familiar as a patrol zone in the Hellmouth area of the Moon, but is sectioned off as it was in back in the days of D1.

Before starting the encounter, you should take the time to sort out the order in which your fireteam will take the Chalice. It’s good if this is consistent for at least the first two encounters after the drop, so that you can get into a rhythm.

I’d suggest that, if you’re Sherpa-ing people through who are less experienced, that the Sherpa should go in position 1 or 6, with the next strongest guardian going in position 6 or 1, and that the people you are guiding should go in positions 3 or 4.

With a more experienced fireteam, individual positions are less important, but I think position 1 or 6 is still a good place for the fireteam lead, who’ll make the callouts through the raid.

[Zoom into map for animation of section mechanics]

After the initial cut-scene, you’ll spawn in to see a bucket with the Chalice in, and a Hive capture plate in front of it. You’ll start by Guardian 1 moving next to the pedestal, where they’ll see a prompt to interact with it to “Claim the Chalice of Light” – doing so starts the section, and enemies will start to spawn from the Hellmouth’s edge.. Guardian 1, with the rest of the fireteam, will move to the bridge plate and kill enemies as they spawn, keeping an eye on their meter. It’s easy to get distracted with add-clearing, so don’t get too caught in the moment.

Guardian 2, should be keeping a close eye on the Chalice Holder – this is pretty much how you should approach this and the next encounter - if you’re next in line to claim, I’d advise that your only job should be to stick next to them and be ready to take the Chalice when they’re ready.

Don’t ADS too much – you could probably stay off add clear completely, so you are close by when their meter is full, and their Engulfed in Light timer starts.

At this point, Guardian 1 should let Guardian 2 know, so that they can claim the Chalice from them. Once that’s done, Guardian 1 will now be Enlightened, and will see an ”Enlighten” interact prompt on-screen.

They can now use this to dump the buff into the plate which starts the bridge building process. After enlightening the plate, the Guardian 1 will see the 45s “Drained of Light” Timer start in their feed.

Guardian 2 will repeat this process, spending time killing adds until their meter is full, at which point they’ll tell Guardian 3. Guardian 3 will claim the Chalice from them, and Guardian 2 will become Enlightened.

Guardian 2 can now Enlighten the capture plate to cut the bridge building time – this is indicated to the whole fireteam by a message reading “The bridge resonates with additional enlightenment”. A few seconds later the capture will be finished – this should be indicated by a sudden flash of green flame around the edge of the plate with an audio cue, and a change in the background music – and the bridge will start building with a Hive lift at the end. The Chalice of Light meter and Drained of Light debuff timer will then disappear from the three Guardians’ feeds.

If Guardian 2 forgets to enlighten the plate, the process will take a little longer, but it’s good to get practice in using the Enlighten buff for later in the raid.

[Zoom back out to full arena map]

Before you jump down into the Hellmouth itself, you should first check three pairs of Statues – two in the patrol area opposite where you are and one if you look down into the Circle of Bones area inside the Hellmouth – to see which ones are lit.

[Screenshot montage of distant view of statues]

Like previous raids, which have a minigame to complete to spawn an additional Deepsight Raid weapon when you kill the boss, this is the version for Crota’s End.

You can check these statues before someone picks up the Chalice, assign one person to do this during the firefight, or wait until the bridge is built.

[Screenshot montage of zoomed in view of statues]

You’ll need to make a note, reading left to right, of whether, in each case, it’s the left or right statue that has green flames lighting it up – you’ll be Activating either the left or right statue in three locations as you make your way to the boss encounter, to get your extra red-box gun.

[Screenshot: jumping down into the Abyss]

Once you’ve done that, the fireteam can run across the now-formed bridge and jump down in the long Hive lift at the end. You can YOLO across before the bridge finishes, if you time your jumps right. Or, as Aeryn and Tooks demonstrate, you can become the Architects’ latest victims if you don’t.

### Loadouts

[Screenshot: combat]

To be honest, you loadout here doesn’t need too much thinking about – pretty much any CQC add-clearing weapons and subclass will do. You’ll mainly face Thralls and Cursed Thralls – with some burst weapons to take down the yellow-bar major Blistered Knights that appear. If you are having trouble with them, they are susceptible to stasis freeze and strand suspend effects.

If you do want a closer look at the Deepsight statues, so you know what you’re looking for in future, a sniper rifle with a long zoom will make things much easier to see.

### Guided video

For our run, Jesta was the first Chalice Holder, Mino second and Sheep third. Tooks spotted the statues, and Aeryn and Hat cleared adds.

Running down from spawn, Jesta collects the Chalice from the bucket and, together with the rest of the fireteam, runs down to the capture plate. Tooks continues to the base of the bridge to check the Deepsight Statues.

Tooks calls out that the Deepsight statues are Right, Left, Right and makes a note of that in the chat we’ve set up in our Discord server.

When his Chalice of Light meter fills, Jesta calls to Mino to take the Chalice and, as he does this, becomes Enlightened. Jesta then uses the buff to Enlighten the plate and start the bridge construction process, also starting his Drained of Light timer.

When Mino’s Chalice of Light meter is full he calls to Sheep to take the Chalice, and becomes enlightened. He gets an interaction prompt to “Accelerate Enlightenment” and, when he does, the “bridge resonates with additional enlightenment” message appears for everyone, together with a sound cue. As he uses the buff, he starts his Drained of Light timer. A few seconds later, the capture plate is completed – note the flash of green fire around its edge. The Chalice of Light meter disappears from Sheep’s feed, along with the Drained of Light timers from Jesta and Mino, and the fireteam is free to start the descent.

As the bridge starts to build there’s a bit of an early pile-on to try to be first there – but Tooks and Aeryn time their jumps a *little* too early. The Cluckers then break a proud raid tradition, with no-one pointing out that that’s the flawless ruined. Once inside, the lift will take them all the way down to the first encounter area proper – the Abyss, for the Stills or, as it’s more commonly referred to, the Lamps encounter.

### Uncommented video

### Wrapup

There’s no loot that drops as a result of completing the Descent – think of it more as a quick tutorial level to introduce the basic elements of the Chalice of Light mechanic – collecting the Chalice, filling the meter, the next holder claiming the Chalice to enlighten the current holder, and the holder using that buff to achieve the section’s mechanic – in this case enlightening the capture plate to build the bridge.

There’s no wipe timer here, and with it being relatively simple, the worst thing that can go wrong is that the Chalice Holder takes their eye off the meter and doesn’t call for the next Guardian to claim it, in which case they’ll die you’ll lose a bit of time. If you’re fast, you’ll be able to reclaim the Chalice next to their body before it despawns. If you’re not, the bucket with it in is just behind the plate so you can go and recollect it and continue.

I’d like to thank Pryanie for their incredibly detailed Crota’s End encounter maps, and for making them free-to-use, and Kyber from kyberscorner.com for permission to use their raid loot infographic.

On behalf of the Cluckers, thanks for watching, we hope that’s been helpful, and may all your drops be god rolls.

## The Stills and first secret chest

Hi, I’m Adamsdown\_boy, and welcome to the second video in the Muthaclucker Clan’s comprehensive guide to the reprised Destiny 2 version of the Crota’s End raid.

Together with my clanmates, AerynPK, ElectrikSheep, Hatthew, Jesta, Minonai and Tooks we’re going to try and demonstrate how to tackle the first encounter proper – the Stills, more commonly known as the Lamps or the Abyss encounter. Like most other Destiny Raids, the first encounter is a mechanics encounter, so you don’t have to worry about setting up for a boss fight.

This was a very exciting run of the encounter for us, as it was almost a flawless and is, as far as we know, the first time the Cluckers have completed it on our first attempt, including opening the secret chest. So, anyway, we’re now officially experts.

### Aim

[Fireteam as they approach the end portal]

Your goal is to traverse the Abyss to the portal at the end – you’ll make your way through the set path of a dark arena to form a bridge to the next encounter by standing on a capture plate. In order to do this, you will need to empower five “podiums of light” (we call them preserve buckets) while juggling the Chalice of Light mechanic timed buffs and debuffs, and a fireteam-wipe timer.

### Arena, mechanics and fireteam roles

[Screenshot: low brightness/contrast against better contrast]

Where you land, dropping down the Hive lift from the Descent section, you’ll see a rally banner area and, in front out you, another bucket with a Chalice of Light. The Abyss is a very dark arena, without much help from your ghost’s light, so I f you haven’t already, it’s best to turn up contrast and brightness on your TV or monitor, and to turn the brightness up in-game, in Destiny’s video settings. This will give you more of a chance to finding your way around. If you’re desperate, you can pull out your ghost briefly to let the light pulse illuminate the outlines of objects in front of you.

[Screenshot looking towards the first lamp]

The encounter isn’t started until you pick up the Chalice, or wander too far out, but there really isn’t that much you’ll be able to see except a green-glowing lamp in the distance and a lantern swinging like a pendulum across your path.

[Graphics of map]

From this map, you can see that you’re starting at the bottom of a path up a hill. In your way will be a continuously spawning crowd of Thrall, Cursed Thrall and sword Knights, instakill pits and swinging lanterns that can kill you if you’re already damaged, or boop you off the side of a map, or into a pit. The lantern positions are fixed, and they can swing at a right angle across your path, diagonally or in line. On the plus side, they seem to be equally dangerous to the adds in the Abyss too.

Along the path you follow are 16 lamps – these are staging posts for your fireteam that everyone should try to converge on, and are the main objects you can interact with to use the Enlightened buff on in the encounter.

The lamps might look familiar, as they also appear in one section of the Lightblade Vanguard Strike in Savathun’s Throne World. In the strike, they are activated by approaching them, but in Crota’s End they’ll stay inactive until they’re Enlightened.

When activated with the Enlighten buff, the lamp will illuminate fully, the edge of the lamp’s aura will appear on the ground around it, and Guardians standing inside this aura will have stacks of a debuff called Weight of Darkness, which I’ll explain shortly, removed at the rate of one stack per second. However, similar to the strike, you can’t stand around for too long – after 15 seconds the lamp will gradually turn from white to a golden yellow and then reddish orange colour before exploding, killing anyone standing close by.

Some of the lamps will have buckets – you can see that the first lamp has a guaranteed Chalice preservation bucket, and the remaining four can appear randomly at locations within a group, so bucket 2 can appear at lamp 3, 4 or 5, bucket 3 at lamp 6, 7, 8 or 9, bucket 4 at lamp 10, 11 12, or 13 and bucket 5 at lamp 14 or 15 – and you’ll never see two buckets back-to-back.

It's essential to use the “preserve Chalice” interaction prompt whenever you find a bucket. If you look ahead, and see that the next lamp is completely dark, then it can’t be Enlightened. Preserving the Chalice primes the next lamp so that it’s ready to be lit. All five preserve buckets in the Abyss must be used in order to prime the capture plate that constructs the bridge to the exit. You’ll see the message “A podium of light has been activated” on-screen when the Chalice has been successfully preserved. The next Holder Guardian can use the “Reclaim Chalice” interaction prompt to take it out of the bucket again.

[Screenshot: 1 minute Engulfed in light timer]

You will be juggling multiple timed debuffs in here. The wipe mechanic is called “Engulfed in Darkness”, and has a 1-minute timer. This will be reset every time the Enlightened buff is used to light a lamp, or when the Chalice is preserved in a bucket and, as usual, if this reaches 0 that will kill everyone.

[Screenshots of Weight of Darkness stacks at x1, x2 and x10]

You’ll also notice the “Weight of Darkness” debuff I mentioned earlier – again you should be familiar with this from running the Lightblade strike on Savathun’s Throne World. You’ll start out with 0 stacks, with your mobility increasingly restricted until you get to the maximum 10 stacks.

More than one stack, and you won’t be able to double jump. When you get to 10 you will only be able to move naturally at walking speed. On the plus side, it won’t kill you, but it will make it more difficult to avoid the swinging lanterns, which will reduce you to about 10% even if you just brush up against them, and outrun chasing adds, without using additional movement tools.

[Screenshot: Engulfed in Darkness timer at low value]

The key to success in the Abyss is managing these together with the Enlighten mechanics from before – the Chalice of Light meter, and the Engulfed in Light and Drained of Light timers, as well as keeping track of who is currently carrying the Enlightened buff.

[Screenshot: first video title frame]

I cover these mechanics more fully in the first video of this series, so I’ll just describe them here in brief.

[Screenshot: Chalice of Light meter]

Picking up the Chalice, either from a bucket or from another Guardian, starts a meter that will fill after 30s. It fills faster if you, or anyone nearby is killing adds – this can reduce the time to nearer 20s.

[Screenshot: Chalice Engulfed in light timer]

When this is full, this starts a 10s Engulfed in Light debuff timer. You must get rid of the Chalice before this reaches 0, either by preserving the Chalice in a bucket or by another Guardian taking it from you, or you will die.

[Screenshot: Enlightened buff and Drained of Light debuff timer]

Having the Chalice taken from you by a Guardian grants a buff called Enlightened. Using a preserve bucket does not. This buff is what is used to interact with objects – in the Abyss that’s the lamps and the capture plate at the end. After using the buff, you’ll then start a 45s “Drained of Light” timer. While you are either Enlightened or Drained of Light you will be unable to claim the Chalice again.

[Screenshot: Chalice meter at 75%]

So, whoever has the Chalice will need to keep an eye on the new debuffs, as well as the Chalice of Light meter. You should call out when it hits 75% to let the next holder know to get ready, but it’s sometimes easy to overlook the meter if you’re otherwise engaged with add-clear, so if you are next, be ready to take it with no notice! Remember, if you’re next in line, your main job is to stick to the hip of the current holder if they’re standing at a Lamp, or to run close behind, ready to claim the Chalice, if you’re en-route to the next Lamp.

It's possible to run the Stills encounter rotating the Chalice through just three Guardians, with the remaining three on add-clear. The timing for this is quite tight though, so Cluckers prefer to rotate through the whole fireteam – that way everyone can get experience with the Enlighten mechanic for later encounters, and for future raids.

[Screenshot: Drained of Light timer, then screenshot of claiming the Chalice at a lamp]

In completing the Lamps, the main problem fireteams seem to have, is rushing – trying to run this as a sprint, and enlightening lamps as soon as they get to them to try and maintain momentum. Rather than do that, it’s far better to take your time – making sure that everyone’s ready to move to the next lamp before you Enlighten it, so giving everyone the time to clear their weight of darkness stacks first.

Doing this means you’ll have a better chance of the Holder getting to the next lamp before their meter fills. Swapping there is much easier and safer than when you’re running between them, and the Fireteam’s spread out. Not rushing additionally gives other Guardians a chance to run the timer down on their Drained of Light debuff.

[Fireteam screenshot showing multiple enlightenment buffs]

Another problem, counterintuitively, is that you might have is too many people being Enlightened at the same time. This usually happens while reviving a teammate, if you go to the secret chest after the fifth lamp, or if you have to spend time having to go back to a previous bucket to reacquire the Chalice of Light.

[Screenshot: fireteam running between lamps]

It’s quite easy for the meter to fill a couple of times through your fireteam while you wait. And if your fireteam is moving fast, and you’re not able to use the buff at the next lamp you arrive at, you’ll sometimes find yourself in a position where you’re the next Holder in turn, but you’re unable to take the Chalice, resulting in the death of the current Chalice Holder.

[Screenshot: fireteam at one of the later lamps]

It's less of a problem as you get closer to the capture plate, where anyone who is enlightened can wait to dump their buff into the plate itself to speed up the bridge building, but it’s best not to allow multiple buffs in your fireteam to build up before you get beyond, say, the 12th lamp and even then no more than a couple extra.

[Screenshot: dumping into a bucket]

If you do start picking up multiple Enlightened fireteam members early on, you can just dump the Chalice directly into a preserve bucket rather than have it taken by the next fireteam member – doing so won’t Enlighten you, although it will start the Drained of Light timer.

[Screenshot: claiming the Chalice]

Alternatively, two members of the fireteam can juggle the Chalice – passing it backwards and forwards before the meter fills, until the additional buffs have been used on lamps and you’re back to just one person who’s Enlightened, and one person charging the Chalice.

[Map of Abyss, zooming into first three lamps with the animation of mechanics]

You can keep the order for your holders that you agreed at the start of the raid. Guardian 1 should now run forward and claim the Chalice, and the whole fireteam will run to the first lamp – there’s one swinging lantern to avoid on your way – when there, Guardian 1 will build up the meter until their Engulfed in Light timer starts.

The first lantern always has a preserve bucket, so the Guardian 2 just takes the Chalice at this point and uses the “preserve Chalice” interaction to put it straight in there. You’ll see the message “A podium of light has been activated” on-screen when successful. Guardian 3 now immediately picks it up using the “Reclaim Chalice” prompt.

Guardian 1 should wait to interact with the lamp to enlighten it until Guardian 3 confirms this has been done. Guardians 1 and 2 will now have the Drained of Light debuff – Guardian 2 from putting the Chalice in the bucket and Guardian 1 from using the Enlighten buff on the first lamp. The Engulfed by Darkness timer will also have been reset – again, a first time when Guardian 2 preserved the Chalice, and then shortly after when Guardian 1 Enlightening the lamp.

The fireteam should hang around when it lights up, to reduce their stacks of Weight of Darkness, and the Fireteam leader will tell everyone to move to the next lamp once they judge that the current lamp is close to blowing.

The Cluckers usually miss the second lamp and run straight to the third. Less experienced guardians should follow the path used by the Sherpa, who can call out the location of holes and swinging lanterns as they go.

Once there, whoever’s first to arrive will look to the location of the next lamp and see if it’s glowing or dark. If it’s dark, they can call out that there’s a preserve bucket nearby – this is always in the same location on any particular lamp. Whoever finds a bucket first should ideally stand by it, and call to the Chalice Holder that it’s at their location.

Guardian 3 will be ready to pass the Chalice on soon after arriving, so Guardian 4 will need to be following closely to interact with them to take it when prompted. If there’s a bucket, then the Chalice will get preserved there and picked up again before the Guardian 3 Enlightens the lamp.

Alternatively, if there’s no preserve bucket at the third lamp, then as soon as the fireteam is assembled, and Guardian 3 has told Guardian 4 to take the Chalice, Guardian 3 can light the lamp, the fireteam can stay close to reduce their Weight of Darkness stacks, and again leave when told to by the lead guardian. By now, enough time should have passed for Guardians 1 and 2 to lose the Drained of Light debuff and they’ll be able to claim the Chalice again. As before, preserving the Chalice, or Enlightening the Lamp resets the Engulfed in Darkness timer.

This should, ideally be how each lamp is tackled – every time you leave a lamp after Enlightening and removing your Weight of Darkness, you have around 50 seconds of the wipe timer to work with. As long as no-one falls behind or is killed and needs reviving, if you wait to enlighten until a Chalice has been preserved and the next Holder has reclaimed it, and everyone is present at the lamp or, if you do have people catching you up and they’re not there yet, until you have 5 seconds left on the Engulfed in Darkness timer, you should have a relatively stress-free journey to the final capture plate.

As you can see on the map, the first secret chest is in a small side room along the left-hand wall after the fifth lamp. Like with all secret chests, it can drop gear that you’ve already acquired from encounter chests and any Raid mods you’re yet to drop.

In making your way to it, and then on to the sixth lamp, you will need to swap out the Chalice en-route. Remember, if you are the next scheduled holder, you should be following close behind the current holder so you’re able to interact quickly and prevent their death.

[Zoom out to see the full map, with animation]

If you’re having problems with picking up the secret chest while running from the fifth to the sixth lamp, it might be preferable to just run from the start without picking up the Chalice, hugging the left wall until you get to the fifth side room door, and then just team wipe and restart when everyone’s got their loot. The one minute Engulfed in Darkness wipe timer should give you time enough to get there and open the chest before it runs out.

That way you can just run straight from fifth to sixth lamp without worrying about extra Enlightened buffs being collected along the way.

[Screenshot: Mino’s ghost after he dies]

If, while you’re running, anyone does die with the Chalice, you do have an opportunity to quickly interact and collect it, as it will stay on the corpse for a few seconds before despawning – anyone nearby able to should grab it whether it’s their turn or not.

When this happens, the Cluckers restart the enlightening rotation from the person who’s picked it up, if that’s possible, so we don’t have to suddenly learn a new order. Otherwise, if the Engulfed in Darkness timer has more than 45s on it we’ll juggle to the next holder in sequence and carry on.

[Mino revived with no buffs or debuffs]

Anyone who’s killed will lose any currently held buffs and debuffs so, in extremis, this might be another way to manage having too many Enlightened Guardians at the same time. Although, at the cost of one revive token, it’s not a method we’d necessarily recommend.

[Screenshot: small group behind Chalice Holder with high Weight of darkness stack]

If you miss the Chalice before it despawns, someone will need to return to the last Preservation bucket to reclaim it again. If it was more than one lamp back, you may all decide that a team wipe is your better option, rather than wait for the Engulfed in Darkness timer to expire while people plod there and back again under 10 stacks of Weight of Darkness.

If you do decide to try for the Chalice again, it’s worth sending a someone else with them, if it’s a long way to travel. That way there’s another guardian who can help juggle the Chalice, if needed, on the way back.

[Screenshot at Lamp 14 showing Lamp 15 and the bridge plate]

Once you get to Lamp 14, if the final preserve bucket is present, as happened in our run, after using it, assuming that you’ve used all four buckets en-route, you’ll see the message “Somewhere, a plate hums with the power of the podiums of light” on screen. From here, after you’ve reclaimed the Chalice, you can miss out lamps 15 and 16 and head straight across to the bridge capture plate.

Otherwise, you’ll have to continue to lamp 15 to find the fifth preserve bucket and see the message, before reclaiming and moving to the capture plate.

[Screenshot: Star Wars “It’s a trap”]

Never stop off at Lamp 16. First, lamp 16 never has a bucket so there’s never any need to and second, it’s basically, a trap – you’ll be unable to stand near it without being killed by a swinging lantern, so it’s best to just avoid it.

[Fireteam on the bridge plate]

Once on the plate at the end of the Abyss, whoever is still Enlightened will need to use the buff to start the bridge building. Everyone standing on the charged capture plate will have their Weight of Darkness stacks removed as though they were next to a lit lamp.

[Fireteam claiming Chalice on the bridge plate]

Charging the plate will result in additional adds spawning – as well as the regular red-bar adds you’ll see a few orange-bar reventant Knights and Ogres appear, alongside regularly spawning Unstoppable Ogre champions.

A more experienced fireteam can continue passing the Chalice around while killing adds, enlightening people in turn for them to use on the plate. Like in the Descent section, you’ll see the “Accelerate enlightenment” prompt when you hold the Enlightened buff, and the message “The bridge resonates with additional enlightenment” on screen when you’re successful.

[Screenshot: showing location of preserve bucket, then combat showing the unstoppable ogre]

Alternatively, you can drop the Chalice in a preserve bucket behind the plate to the left as you look at where the bridge will be created. This is what the Cluckers usually do when Sherpa-ing – it does take a little bit longer to build the bridge, but it means one less mechanic to think about, so everyone can just focus on holding the plate down.

[Screenshot: showing Capture plate finishing, then Bridge with lanterns and adds]

Once you see the flash of green flame around the edge, the in-game music will change, you’ll see a message on screen that reads “The path forward is clear”, and the bridge will form.

You can start making your way across to the exit – just head towards the light avoiding the lanterns and the adds that spawn and climb up onto the bridge. Staying in the air as much as possible will mean you’ll be bumping into the crowds less and can more easily avoid the lanterns, which should make your progress easier until you reach the portal at the end. It also means that you’ll avoid dropping into any holes in the bridge that form as it’s created, and save yourself from any embarrassing last-minute deaths.

[Screenshot: running towards the exit portal]

There seems to be a glitch at the end of the exit tunnel – if more than one Guardian goes through at the same time, one of them will be killed. If you want to avoid this, just make sure the fireteam goes through individually.

[Raid loot infographic]

There’s no chest for this encounter – rewards will drop directly into your inventory when your objective changes as you run towards the exit portal. You can drop the Fang of Ir Yût scout rifle, Abyss Defiant auto rifle, Song of Ir Yût light machine gun, or chest, legs and class item armour here.

### Loadouts

[Screenshot: combat]

When considering your loadout, there aren’t really any specialised roles for this encounter, as you might find elsewhere, so the same considerations apply to the whole fireteam.

[Screenshot: combat, using sword for eager edge]

You’ll see lots of videos with speedrunners that use swords, particularly Eager Edge swords. They can be useful to help you sprint past a lantern, but you can just as easily inadvertently accelerate yourself into a nearby add, or push a teammate into a lantern or a pit. If you do use one, the best advice I can give is to aim up in the air, rather than in line with the ground before you swing.

[Screenshot: combat with sword hitting add]

Unless you really know what you’re doing with using swords for movement, I’d counsel using a normal sword, or choose a machine gun, which you can use for add clear – red-bar Thralls will only take one shot to kill, so you’ll have good ammo economy.

[Screenshot: combat with someone using incandescent]

Add-clearing traits like Incandescent, Voltshot or Destabilising Rounds can help clear crowds, while support traits like Demolitionist, Pugilist or Wellspring can help with recovering ability energy. Weapon healing and overshield effects are also useful like Unrelenting, Heal Clip and Repulsor Brace.

[Screenshot: combat with yellow bar knight]

A burst damage weapon is useful for dealing with the chunkier adds such as yellow-bar Blistered Thralls and hive melee knights, and someone with Witherhoard can lock down an approach or fire at your feet to help keep CQC adds suppressed.

[Screenshot: combat with Unstoppable Ogres]

Finally, as mentioned earlier – some of the fireteam will need to be carrying weapons that can stun the Unstoppable Ogres while you’re building the bridge to the exit.

[Screenshot: combat with thralls attacking]

Most enemies will be up close until you get to the bridge capture plate, and thrall melee attacks are arc, so you could choose between Melee Damage resist or Arc Resist armour mods. Alternatively, if you’re having problems with the ogres at the end, you could consider Void resist mods.

[Screenshot: someone using grapple]

Strand subclasses are great – the grapple grenade is excellent for getting out of trouble fast, and the ability to generate Woven Mail helps to tank damage. If someone in your fireteam has been lucky enough to get The Navigator trace rifle and the catalyst, then they can use the alt-fire mode to create Grapple tangles to use for faster movement.

[Screenshot: Sheep using healing grenade]

Solar cure and restoration effects are also handy – healing grenades can be a life saver, alongside Warlock healing rifts. Arc classes will work well too, as they can use the amplified verb when sprinting to counteract up to 9 stacks of Weight of Darkness.

### Guided video

In our run, the order that we used for this encounter was Jesta, Mino, Sheep, Aeryn, Hat and Tooks with Mino and Tooks between them making the calls for the fireteam – co-ordinating enlightening and when the fireteam leaves a lamp.

Initially, Jesta claims the Chalice, and he and the fireteam head to Lamp 1. Tooks, for reasons known only to him, and in flagrant defiance of his director’s standing orders to all stick together, continues on to Lamp 2. When Jesta’s Chalice meter is full, he calls to Mino, who takes it and preserves it in the first bucket. After doing this, Sheep claims it and Jesta Enlightens the Lamp. When the light temperature changes from the lamp, everyone starts running, missing the second lamp and heading straight to the third. You’ll see the risk you take with using a sword for movement as, even someone as used to using one as Tooks, looks to use a heavy attack to move quickly past a lantern, but a Thrall that’s almost out of view, behind him on his left, is targeted for damage instead, pulling him the wrong way.

At the third lamp, while Tooks has a quick check for a preserve bucket and finding there’s not, Sheep calls for Aeryn to take the Chalice after the meter fills, which she does. Sheep checks that everyone’s present, and then enlightens the lamp. Then Tooks calls out when the fireteam should move.

En route to lamp 4, Aeryn’s Chalice of Light meter fills. Hat is just ahead of her and stops to claim the Chalice before both continue on. Tooks calls that there’s no preserve bucket so Aeryn again checks everyone’s good to go – there’s a small difference of opinion between Tooks and Mino as to whether to wait until the next transfer is made, but Aeryn enlightens, and there’s enough time for Tooks to claim the Chalice from Hat before the lamp explodes, and Aeryn prompts the fireteam to move on to Lamp 5.

At Lamp 5, there has to be a preserve bucket, as it’s the last one in the group, which Tooks uses immediately. Mino finds an unexpected hole and Sheep revives him. After everyone is back at the lamp, Hat Enlightens the lamp, and Jesta claims the Chalice, before everyone heads over to the small side-chamber with the secret chest.

Everyone collects loot from the chest, and Mino claims the Chalice from Jesta just outside the side chamber. As everyone makes their way to Lamp 6, Mino calls to Sheep to meet him en-route to claim the Chalice. After he does, that means that there are now two Enlightened Guardians – Jesta and Mino, as well as one with the Chalice – Sheep. With the Engulfed in Darkness timer running low, Jesta Enlightens the lamp as soon as he arrives. Tooks calls for the fireteam to move off to Lamp 7 as the lamp’s light temperature changes.

### Uncommented video

With the fireteam having collected the secret chest, I’ll now let the rest of the video run – there are, unusually for a Clucker guide video, few teachable moments that ensue, but you’ll hopefully still be able to follow the movement of the Chalice from Guardian to Guardian, and how the fireteam travels from lamp to lamp, checking ahead to see if the lamp is dark, knowing that if it is there must be a preserve bucket near the lamp where they’re standing.

You’ll see how Tooks sorts out the extra Enlightened buff in the fireteam with a little juggling with Hat – taking the Chalice before Hat’s meter’s full so that the fireteam gets back on track.

It's worth watching the paths the fireteam takes – for the most part avoiding the obvious tiled path between each lamp, and following a route either to the left or right of it to avoid the worst of the pits and swinging lanterns.

### Wrapup

That’s end of the first encounter in Crota’s End. I can only add my own amazement to the general disbelief that this was the first ever run any of us could remember when we made it in a single attempt, and with only one death along the way.

If I’m honest, this is the encounter that proved the most painful to complete when we first ran the Raid. But as, over time, we’ve treated it less like a 4 by 100m relay, and more like a 5km fun-run, the number of unsuccessful attempts before we make it through has been steadily reducing. So that’s the Clucker’s overwhelming lesson for the Stills encounter – don’t rush things, co-ordinate when you enlighten lamps, and use the timers to your advantage.

I’d like to thank Pryanie for their incredibly detailed Crota’s End encounter maps, and for making them free-to-use, and Kyber from kyberscorner.com for permission to use their as awesome as always raid loot infographic.

On behalf of the Cluckers, thanks for watching, we hope that’s been helpful, and may all your drops be god rolls.

## Oversoul Throne – Bridge

[Title screen]

Hi – I’m Adamsdown Boy, and welcome to the third video in the Muthaclucker Clan’s guide series for the reprised Destiny 2 raid, Crota’s End. This one focuses on the second encounter – the Oversoul Throne Bridge – which is another encounter that’s mechanics-based rather than involving a boss fight.

I’d like to thank my Clanmates – AerynPK, ElectrikSheep, Hatthew, Jesta, Minonai and Tooks for running the raid for me – from my point of view frustratingly well, so I don’t have the usual trove of teachable moments to illustrate how to snatch success from the jaws of a lack of revive tokens.

I’ll apologise now for some possible variable voice quality – I’ve been putting off recording as I’ve had a bit of a persistent head cold, which means I’m probably going to be even more all over the place than I am usually.

### Aim

[Screenshot: exit door with statues lit; combat with Gatekeeper; combat with Swordbearer; using enlighten on sword]

For the Bridge, your aim is to open the exit door that leads to Crota’s Oversoul Throne. To do this, you’ll need to kill 10 Gatekeeper Knights on the far side of the arena which can only be killed using Ascendent Hive Swords dropped by Swordbearer knights. These swords must be Enlightened as they’re collected, so can only be picked up by Guardians with the Enlighten buff.

[Screenshot: bridge plate with bridge building; Totem plate]

While your fireteam is gaining the Enlighten buff by using the Chalice of Light, you’ll also be building the bridge by first Enlightening and standing on a capture plate. Unlike the earlier Stills encounter, this time you will also need to stand on two Annihilator Totem plates at the same time – similar to the Totems encounter in King’s Fall – to prevent them wiping your team.

### Arena, mechanics and fireteam roles

[Graphic: arena map]

You’ll enter the bridge arena that leads to the Oversoul Throne from the Abyss encounter exit portal. I’ll refer to this as the “Home” side. In front of you are steps that lead down towards a central area. Standing on the stairs, you’ll see a bucket with a Chalice of Light at the bottom. Beyond the bucket is a bridge capture plate and to your left and right are two additional plates with Hive Annihilator Totems above them. Behind you is a large circular room which is one of the add spawn areas.

There’s then a large central void between you and what I’ll call the “Away” side, which is a broadly similarly organised area. You might need to ADS there with a sniper rifle to see there’s another central bridge plate and two side plates with Totems, a preserve bucket. Beyond the bucket, there’s another staircase flanked by 10 Hive statues, with a closed door at the top.

The Bridge arena also holds the first and second pair of statues that form part of the Deepsight puzzle, on the ground floor of the home and away sides. You can complete part one, on the home side, before the encounter begins. Activating the correct statue of a pair will bring up the message “A choice echoes into the future” on-screen. Activating the wrong one brings up a message to tell you that you’ve made “An irredeemable mistake…”, and you’ll be unable to complete the puzzle for the additional red box weapon.

[Graphic: Enlightened mechanic]

The unique mechanic you’ll use throughout Crota’s End is the gaining and use of the Enlightened buff, and managing debuff timers along the way. I cover these mechanics more fully in the first video of this series, so I’ll just describe them here in brief.

Picking up the Chalice, either from a podium, or as we call them a bucket, or from another Guardian, starts a meter that will fill after 30s. It fills faster if you, or anyone nearby is killing adds – this can reduce the time to nearer 20s.

When the meter is full, a 10s Engulfed in Light debuff timer starts. You must get rid of the Chalice before this reaches 0, either by preserving the Chalice in a bucket or by another Guardian claiming it from you, or you will die.

Having the Chalice taken from you by a Guardian grants the key Raid buff named Enlightened. This buff is what is used to interact with objects in the raid to enact its encounter mechanics.

After using the buff, you’ll then start a 45s “Drained of Light” timer. While you are either Enlightened or Drained of Light you will be unable to claim the Chalice again.

One Guardian can take the Chalice from another before their meter fills and the Engulfed in Light timer starts. This a technique called Juggling which prevents anyone from gaining the Enlightened buff, while still keeping the Chalice with the fireteam as it makes progress through an encounter.

Finally, you’ll find “podiums of light” – we call them buckets – at locations throughout the Raid. These can be used to preserve the Chalice – storing it temporarily. Preserving the Chalice, even if your meter’s full won’t grant the Enlightened buff but it will start the Drained of Light timer.

[Graphic: specific bridge mechanic]

How you use the Enlightened buff in the Bridge encounter is different to the Descent and the Stills. Here, as well as using it to start a bridge capture, you’ll also use it to Enlighten and pick up Ascendent Hive Swords from the bodies of yellow-bar major Swordbearer knights. Picking up a sword uses the buff up, so starts the Drained of Light debuff timer.

[Screenshot: sword use]

While you wield the sword, you’ll not be able to use any abilities, other than your jump and its variations. The sword has a light slash, a heavy slam and a super-powered slam attack but no guard ability. Do not swap weapons or, if you’re a hunter, dodge, or you will drop the sword and you’ll be unable to pick it up again, which means having to get enlightened again to re-collect a new one. This isn’t fatal to a run, with no wipe timer to worry about, but it will add time to the encounter as you wait for a new Swordbearer knight to spawn.

[Screenshot: arena]

You can explore the home side as much as you like, as the encounter can’t be started accidentally. If you look up and to the right, you’ll see a broken sphere in the sky that will be important in the final boss fight against Crota.

Graphic: home and away teams

Before starting, your fireteam should sort out the order that you’ll become Enlightened and cross the bridge – the first three over I’ll call the “away” side team, and the last three will be the “home” side team.

[Screenshot: initial claim of Chalice; Enlightened buff used on plate]

Claiming the Chalice starts the encounter with minor add spawns – mainly Hive Thrall, Acolytes and Barrier Knights initially. The Cluckers preferred method is to Enlighten the whole fireteam on the home side in turn, with the first Enlightened Guardian using their Enlightened buff on the bridge plate to start the bridge building process.

[Screenshot: bridge forming]

The bridge outline will grow as you capture the plate, outlined with a faint green glow, until finished. Only when the plate is fully captured will the bridge be fully formed and, most importantly, solid!

[Screenshot: Chalice being claimed, Tooks moving to Jesta]

After the first Guardian, the Chalice will now be distributed through the rest of the fireteam, with each member gaining the Enlightened buff in turn, until the sixth and last Guardian is holding the Chalice. They should now return to the first guardian waiting at the bridge plate for them to claim it again. If anyone dies while Enlightened, they will need to regain the buff before anyone crosses the bridge.

[Screenshot: Bridge capture home – Jesta looking at the bridge forming]

At least one Guardian will need to stand continuously on the bridge plate to form the bridge, while at least one more stands on the left and right Totem plates.

[Screenshot: Totem plate (angry Totem?)]

Stepping off the bridge plate isn’t fatal, but will start the bridge de-forming. Guardians on the Totem plates can step off for a second or two, to pick up ammo or an orb, but if let unattended for more than a few seconds it will glow increasingly red and angry before wiping your fireteam. Maybe Shoot to Loot isn’t looking so bad now, eh?

[Screenshot: Swordbearer knight]

Shortly after Enlightening the bridge plate, when the third section of the bridge is created, a yellow-bar Swordbearer Hive Knight will appear from one of the three spawn areas on left, middle or right.

[Screenshot: combat – Swordbearer Knight]

Kill this knight quickly, as if left in a damaged state for too long, they will regain health. Like the Barrier Champions, these are major, rather than boss-tier enemies, so they can be affected by crowd-control subclass verbs, like Arc blind, Void weaken, Stasis freeze and Strand suspend to make them easier to kill. When killed, an Ascendent Hive Sword will remain on the corpse for about 10s before despawning.

[Screenshot: Sword enlighten]

A Guardian with the Enlightened buff can use it to Enlighten the dropped sword, which also picks it up and equips it – you’ll see a message on screen saying “Guardian name has picked up the sword” when successful.

[Screenshot: Bridge capture home – bridge complete]

By the time the remaining five Guardians have become Enlightened, the guardian standing on the bridge capture plate should have formed the bridge to the away side – as with the previous capture plates, there’s a flash of green flame and an audio cue when the capture is complete. However, you will only able to cross the bridge if you are carrying either a Hive sword or the Chalice.

[Screenshot: bridge crossing – first two going across]

So, when the sixth Guardian’s Chalice meter is full and the first Guardian reclaims the Chalice from them, the first Guardian, who now has the Chalice, and the Guardian with the Hive sword can start crossing the bridge together. As they do so, one of the floating Guardians not standing under a Totem will need to take their place on the bridge plate to stop if from de-forming.

[Screenshot: Chalice preserve]

On the away side, the Chalice Holder should see the preserve bucket at the bottom of the exit stairs, which they should immediately preserve the Chalice in.

[Screenshot: combat – Gatekeeper; combat – Gatekeeper]

The sword-bearing Guardian will find a bluey-green-coloured yellow-bar Gatekeeper Hive knight waiting, which can only be damaged by the Hive sword but also, importantly, is only a major so can again be affected by crowd-control effects and weapon traits. The sword-bearing guardian can’t use any abilities while they carry the sword, but the former Chalice Holder can make their life a lot easier by disabling the Gatekeeper with one of these effects.

[Screenshot: Sword preserve; Exit statues – one lit]

When the Gatekeeper’s dead, objective diamonds will appear in an arc around the Preserve bucket – the Hive Sword Guardian must preserve their sword in one of these Sword preservers to progress the encounter. You’ll also see that one of the hive statues flanking the staircase to the exit door is now lit up.

[Screenshot: combat – Swordbearer]

Killing the Gatekeeper knight will also spawn a fresh Swordbearer on the home side for the next enlightened guardian.

Once the first two Guardians have crossed the bridge, if you fail to preserve the Sword for any reason, you’ll have to wait until your last Guardian crosses the bridge to sort this out – I’ll cover this later.

[Screenshot: Bridge crossing – Sheep]

Once the new Swordbearer is dead, the sword enlightened and picked up, and the Swordbearing Guardian has crossed the bridge to repeat the Gatekeeper kill and sword preserve, you’ll now have three Guardians on the home side, and three on the away side.

[Screenshot: Bridge capture away]

At this point the away side Guardians will now hold their bridge capture plate and two Totem side-plates to keep the bridge formed, while the three Guardians on the home side can step off.

[Screenshot: combat – Cursed thrall and wizard]

Additional adds, including Hive Wizards and Cursed Thrall will now start spawning on the home side.

[Screenshot: combat – additional away side side spawns]

After killing the third, and then the fourth Gatekeeper, additional adds will also start spawning on the away side, including Hive Barrier Knights again.

[Screenshot: combat – Tooks last man standing on stairs]

One Guardian will now be left on the Home side – this is probably the toughest position on the fireteam, so should be taken by one of your stronger fireteam members.

[Screenshot: combat – Tooks last man standing on stairs]

We find that retreating to the stairs makes life a fair bit easier – they’ll need to stay alive with a large crowd of adds around, kill the Swordbearer and collect the sword without support, and finally make it over the bridge.

[Screenshot: Chalice Reclaim – away side]

The away team can now step off the plates on their side of the arena and your fireteam can now reclaim the Chalice from the preserve bucket, and start Enlightening everyone in turn again.

Screenshot: combat – Tooks killing Gatekeeper]

The last sword-bearing Guardian now kills the last of the first wave of Gatekeepers and preserves the final sword. With five swords preserved, you’re now in the final phase of the encounter, which will ultimately open the exit door.

[Screenshot: Combat – fissure ogres]

Around a minute after the last sword is preserved – we think this could be based on clearing adds or a hidden timer – a yellow-bar Fissure Ogre will spawn in on the left and right sides.

[Screenshot: Combat – reclaim sword]

After killing the two ogres, the preserved swords will be released – indicated by diamond objective markers becoming visible again – and Guardians with the Enlightened buff can reclaim them.

[Screenshot: Combat – final stand]

At the same time, five Gatekeeper knights will appear. The Guardian with the Chalice should preserve it in the bucket and then, with any other Guardians without swords, should help by debuffing the Gatekeepers, buffing the sword Guardians, and clearing adds.

[Screenshot: Combat – final stand]

As each one of the final stand of Gatekeepers is killed by sword-bearing Guardians – an additional Hive Statue on the stairs with light up. When all the Gatekeepers are dead, and all ten statues lit, the encounter is over and the exit door will open.

[Graphic: bridge encounter mechanics]

I’ve summarised the bridge encounter’s specific enlightenment mechanics here if that’s your preferred learning style, but rather than read them out again, you can just pause the video if you want to read them yourself. [5 second silence]

[Graphic: Raid club rules]

Probably the most common problem you’ll face is after the Chalice has been preserved on the away side, is someone on the home side forgetting the first rule of Raid Club and dying, losing the Enlightened buff as a result. If anyone does, someone on the away side will need to reclaim the Chalice and take it back over to them.

[Graphic:revive recovery 1]

There are a couple of options for the rescuing Guardian – but the easiest is to become Enlightened themselves once over there, with the revived guardian claiming the Chalice from them. The revived Guardian can now take it back across the bridge to preserve, while the rescuing Guardian can kill a Swordbearer, enlighten the dropped sword, and then head back to kill the Gatekeeper.

[Graphic: sword preserve failure]

The other problems you might face are failing to preserve items on the away side. If anyone fails to preserve a sword then, reclaim the Chalice and enlighten as many Guardians as you have swords missing. After the last Guardian crosses the bridge, a Swordbearer will appear on the away side providing a sword that you can then preserve after killing any remaining Gatekeepers.

If you’ve had a bad run, you might want to wait to preserve the last sword until you have three people who don’t have the Drained of Light debuff running. After the fifth sword is preserved, the two Fissure Ogres will appear, and you can proceed to the final stand fight.

[Graphic: Chalice preserve failure]

If someone fails to preserve the Chalice on the away side, it will reappear on the home side. You’ll need someone on the home side to lose their Enlightened buff – they can do this by dying – this might actually be the better play as it means you don’t have to wait for the Drained of Light timer – or by picking up a sword and then dropping it again. They can then claim the Chalice from the preserve bucket and take it over to the away side, wait until the meter fills and become Enlightened. You’ll be one sword short, so once you have all six people on the away side, a Swordbearer will spawn there, allowing the Enlightened Guardian to kill the final Gatekeeper and preserve the sword to spawn the Fissure Ogres and proceed to the final stand fight.

[Screenshot: Deepsight statue away side]

Once you’ve finished the encounter, don’t forget to complete the second part of the Deepsight puzzle – activating the left or right statue on the away side of the arena.

[Animation of mechanics]

I’ll illustrate all of this briefly now, to show how, in principle, the encounter should work. Initially, Guardians five and six make their way to the left and right Totems, while Guardian one picks up the Chalice, and runs to the central bridge platform with Guardian two.

Guardians three and four, for the moment will act as floaters, helping clear adds for all the plates.

When Guardian one’s Chalice of Light meter fills, and the Engulfed by Light timer starts, they’ll tell Guardian two to take the Chalice. Guardian two claims it from them, leaving Guardian one with the enlightened buff.

Guardian one then enlightens the bridge plate, starting the bridge-building process, and also starting their Drained of Light timer. Guardian two can move back out to Guardian three, while their meter fills, telling them to take the Chalice when its full, leaving Guardian 2 enlightened.

Guardian 3 will continue to clear adds while standing near Guardian 4. Guardian 2 can now start looking for the Swordbearer knight, who can appear from any of the three spawn areas – left and right sides at the bottom, near the Deepsight Statues, and from the central room at the top of the stairs.

When it appears, they can kill the knight and enlighten and pick up the Hive Sword that it drops. Because they’ve used their Enlightened buff, they’ll start the Drained of Light timer. After picking up the sword, they can move to stand close to the bridge plate – they can use the sword to help with add clear, but should be careful not to die, or drop the sword inadvertently.

When Guardian 3’s meter fills, they’ll tell Guardian 4 to take the Chalice, leaving them Enlightened. Guardian 4 will then move over to where Guardian 5 is holding down their Totem Plate – remember Guardian 5 can’t leave the plate, so Guardian 4 has to move to them. When their Chalice meter is full, Guardian 4 will tell Guardian 5 to take it.

Guardian 4 will now stay on the Totem Plate while Guardian 5 moves to the other Totem plate to stand near Guardian 6. When their Chalice meter is full, they’ll tell Guardian 6 to take it – Guardian 5 will now hold this Totem plate while Guardian 6 moves to the bridge plate to stand near Guardian 1, who’s Drained of Light timer will have elapsed by now. When the Chalice meter is full, they’ll tell Guardian 1 to take it from them.

Finally, with the bridge built, Guardian one holding the Chalice again and Guardian 2 with a Hive Sword, and the remaining four Guardians enlightened, Guardians 1 and 2 can make their way over the bridge. Guardian 1 deposits the Chalice in the preserve bucket, while Guardian 2 kills the Gatekeeper knight with their Hive Sword. Guardian 1 can help with subclass verbs to impede the Gatekeeper’s ability to fight.

Once the Gatekeeper is killed on the away side, another Swordbearer knight will spawn on the home side. Guardian two finds a sword preserve bucket and deposits their sword in there..

When the second Swordbearer is spotted by the Home Team, Guardian 3 kills it and, as before, enlightens and collects the sword. Guardian 3 can now make their way across the bridge to kill the second Gatekeeper knight that emerges, with the assistance of Guardians 1 and 2. Again, once the Gatekeeper is dead, Guardian 3 can use any of the sword preserve buckets to preserve the sword.

Now that there are three Guardians on the away side, they can take up their places on the bridge and Totem plates, and tell the three Guardians on the home side to step off theirs so they can retreat to the stairs. To save time, we’ll assume that the home team of Guardians 4, 5 and 6 have repeated this process of keeping an eye out for the each Swordbearer in turn, killing it, obtaining a sword, crossing the bridge, killing the Gatekeeper and then preserving their sword.

When Guardian 6 gets to the away side, and the bridge is no longer needed, Guardians one, two and three can step off the away side plates, and Guardian 1 can reclaim the Chalice from the preserve bucket.

When Guardian one’s Chalice meter is full they’ll ask Guardian two to take it. Depending on how long it takes to for the two fissure ogres that spawn after the fifth sword is preserved, you should have time to repeat through Guardians 2, and 3, with each claiming the Chalice, filling the meter and telling the next in line to take it from them to become enlightened. You might want to delay the ogre kills until you have enough guardians enlightened.

After the fissure ogres are dead, the “final stand” of five more Gatekeeper knights will start. These appear from the side doors either side of the stairs. Whoever is carrying the Chalice when the Gatekeepers spawned should take it to the preserve bucket and deposit it. Enlightened guardians can now reclaim the swords that were previously preserved and kill this final wave, while Guardians without swords can assist with debuffs on the Gatekeepers, buffs on the sword Guardians, and add clearing.

Once the final stand of Gatekeepers is dead, and all 10 hive statues flanking the exit staircase have been lit, all the fireteams buffs and debuffs will be removed, the encounter finishes, and the exit door opens.

[Infographic: Loot table]

A chest with your loot will now appear at the foot of the stairs. You can drop the Swordbreaker shotgun, Fang of Ir Yût scout rifle, Oversoul Edict pulse rifle, and arm and chest armour here.

### Loadouts

[Screenshot: combat]

As in the Abyss, with no boss to set up DPS for, you can concentrate on survivability with your loadout choices. Everyone has the same role, essentially, so you’ll all need to be able to deal with adds, pierce the Barrier Knight Champions, and burst down Swordbearers with your weapons.

[Screenshot: combat – machine gun]

Machine guns are, again, an excellent choice for clearing adds, with them taking only a single crit shot to kill, so providing excellent ammo economy too.

[Screenshot: combat – incandescent; destabilising rounds?]

Add-clearing traits like Incandescent, Disorientating Grenades, Voltshot or Destabilising Rounds can help clear crowds, while support traits like Demolitionist, Pugilist or Wellspring can help with recovering ability energy. Weapon healing and overshield effects are also useful like Unrelenting, Heal Clip and Repulsor Brace – a weapon with the combination of Repulsor Brace and Destabilising Rounds is one I personally rely on here.

[Screenshot: combat – barrier knight; combat – barrier knight]

A burst damage weapon, like a shotgun or fusion rifle, is useful for dealing with the yellow-bar Swordbearer knights and finally, as mentioned earlier – everyone will need a weapon that can pierce Barrier Champions. We recorded this in Season of the Witch, when bows and auto rifles, including Sheep’s beloved Sweet Business, had the anti-barrier mod.

[Screenshot: combat with thralls attacking]

Most enemies, especially the more dangerous ones, will be up close, so Melee Damage resist armour mods work well. Alternatively, if you’re having problems with the Wizards or ogres at the end, you could consider Arc or Void resist mods.

[Screenshot: combat – strand use; void overshield]

Strand subclass Woven Mail helps to tank damage, as do Void subclass overshields, while invisibility is always useful to avoid trouble. Solar cure and restoration effects are also handy – healing grenades can be a life saver, alongside Warlock healing rifts, while Arc Blind and Jolt can help deal with majors and adds, as can Stasis slow and freeze effects.

[Screenshot: combat – Tooks last man standing]

The Guardian that will need to think about their loadout most is the last one across with the sword. Invisible Hunters probably have the easiest time, in my experience – making sure to go invisible before collecting the sword, so you don’t inadvertently drop it while dodging and it then despawning.

### Guided video

[Screenshot: First frame of video]

We set up pretty much as we had in the Stills encounter, with Jesta taking the Chalice first to get the Enlightened buff, then Mino, Sheep, Aeryn, Hat and Tooks. We set up as Jesta, Mino and Hat as our away side team, and Aeryn, Sheep and Tooks as the home side team.

I’ll apologise now for the fireteam view video not being as easy to follow as usual. Anyone who’s seen our previous videos will know I usually try to reflect the position that a Guardian is standing in, in their position on-screen. But, unfortunately with the Bridge encounter, positions swap a lot, alongside the various states of the Enlightenment buff, so I’m afraid you’ll need to use the labels, and pause a bit more than usual to follow what’s going on.

Because there are two distinct phases – collecting the swords on the home side for the first five knights, and then re-collecting the sword on the away side for the final stand, there’ll also be a bit more commentary throughout the fireteam view video than usual.

Initially, Tooks stands on the left home Totem plate and Sheep stands on the right, with Hat and Aeryn floating in the middle. Jesta picks up the Chalice of Light from the home side bucket and starts the add spawns. He makes his way to the bridge plate with Mino where he waits to fill the Chalice meter.

When the meter’s full, Mino claims the Chalice from Jesta. Jesta uses the Enlightened buff on the bridge plate to start its construction and, having lost the buff, starts the Drained of Light timer. After establishing that Sheep is holding a plate, Mino makes his way to him while his meter charges.

Sheep claims the Chalice from Mino when told, Mino stays on the right totem plate, which allows Sheep to move over to where Aeryn is floating and killing adds. Once he’s ready, he tells Aeryn to claim the Chalice from him. At the same time, the first Swordbearer spawns on the right side – Mino and Hat kill it and Mino Enlightens and picks up the sword. He moves back to the bridge capture plate with Jesta to wait until everyone’s enlightened. I’ll let you watch the next few enlightening rounds now without interruption – from Aeryn to Hat and then to Tooks. You can see how Chalice holders go to find the next holder in turn, rather than have them come to them as we did in the Stills, and take over the plates from Guardians after being enlightened.

Tooks now takes the Chalice back to Jesta at the home bridge plate for him to claim after Tooks’s meter is full. Tooks now holds down the bridge plate while Mino with the empowered Hive Sword and Jesta with the Chalice of Light, make their way across the bridge.

When they get there. Jesta preserves the Chalice in the away side bucket while Mino kills the first Gatekeeper knight, which lights up the first of the Hive statues flanking the away side staircase to the exit door. He preserves the sword in one of the sword preserve buckets, indicated with a diamond objective marker and tells the home side Guardians that another Swordbearer has been spawned by the Gatekeeper kill. At this stage, on the away side, adds are only spawning from the two spawn doors on either side of the staircase to the exit.

The second Swordbearer spawns on Sheep who kills it. Hat enlightens and collects the sword and makes his way across the bridge to kill the second Gatekeeper.

Now that there are three Guardians on the away side, they take over bridge duty, with Jesta taking the bridge plate, Mino on the left Totem and Hat on right. When everyone’s in position, Mino tells the home team to step off their plates – and they reposition on the stairs. The home team will continue to kill adds – which now include Wizards and cursed thrall, search for and kill Swordbearers, enlighten and collect the Hive swords, cross the bridge, kill the Gatekeepers on the away side and preserve the swords, until all six Guardians are across and five Gatekeeper knights have been killed.

Once the third Gatekeeper is killed, Mino lets everyone know that the additional spawns on the left and right sides have started.

After killing the fourth Gatekeeper, wizards will appear alongside the other Hive adds on the away side.

With the whole fireteam now together on the away side, there’s no longer any need for the bridge, so everyone steps off plates. Shortly after the fifth Gatekeeper is killed and the sword preserved, Fissure Ogres will spawn in on both sides. Jesta now reclaims the Chalice of Light and the fireteam takes turn in order, to charge the meter and gain their Enlightened buffs.

When the Fissure Ogres are dead, and the Swords are released, Jesta, Mino and Sheep have the Enlightened buff. Even with three-against-five odds, the Gatekeeper Knights are killed quickly with the help of Hat’s Well of Radiance. Aeryn preserves the Chalice again in the away bucket, and she, Hat and Tooks take care of add control. Killing the final stand Gatekeepers completes charging the ten Hive statues that flank the stairs, which opens the door and spawns the loot chest.

[Screenshot: final frame]

You’ll see from our video that, after crossing to the away side, Tooks sneaked off to activate the second Deepsight statue on the left-hand side as, being the sixth Guardian, he wasn’t ever going need to be Enlightened for the last stand fight.

First, let me apologise to anyone connected to Doncaster. I can only assume Mino’s had a bad kebab there, or someone perhaps forgot the lemon in his G&T. But, before I wrap up, I’m going to show how to tackle the Thrallway that leads to the second secret chest, which previews how the Enlightened mechanic will be used in the next encounter – letting you pass through Hive barriers.

[Screenshot: Thrallway Chalice]

So, after collecting your loot from the Bridge encounter, the exit door will open revealing a new bucket containing a Chalice of Light, and you’ll see a new objective to “Enter Crota’s Chamber”. Inside the newly revealed room, on your left, there’s a door leading to a hallway, which will be divided into three sections by two green-tinged Hive shields. Each shield will be controlled by a Shrieker behind it.

[Screenshot: exit hole and secret chest room door]

At the end of the corridor there’s a hole that drops you into the final encounter arena and a door to a room that contains the second secret chest. This door is on a timer, so you’ll need to progress through the Thrallway quickly to get your loot!

[Graphic: Thrallway mechanics]

You’ll need to decide amongst your fireteam who will act as runners – these will be your first two Chalice holders who will charge the Chalice and have it claimed from them to get the Enlightened buff. The third holder will be the dunker and the remaining three guardians will help with add clear.

The runners will need a rocket launcher or LMG that can kill the Shriekers quickly – hopefully there’ll still be some heavy ammo bricks left on the away side of the bridge encounter, which will allow you to swap your power weapon and regain your reserves if needed. Loadouts for everyone else will be for heavy-duty add clearing.

[Screenshot: Encounter start; combat – blistered knights]

The section is started by the Guardian 1 claiming the Chalice. This will close the door back to the Bridge arena and start adds spawning in the hallway – a mix of Hive thrall and yellow-bar Blistered melee Knights. The first holder builds up their Chalice meter and tells the second holder to claim it from them.

[Screenshot: hive barrier passed; combat – shrieker kill]

The Enlightened buff will allow them to pass through the green-hued barrier – don’t hang about near the barrier as we’ve found you can accidentally brush against it and lose your buff, so make it a definite move to go through. Once there, kill the Shrieker to drop the barrier for the rest of your fireteam.

[Screenshot: Chalice – Sheep claim from Tooks]

By this time, Guardian 2 should have their meter full and be ready to have the Chalice taken by Guardian 3. Guardian 2 can again breach the second barrier and kill the second Shrieker to drop the second barrier.

[Screenshot: secret chest room door]

You’re now in a race – dropping the second barrier will start the door to the secret chest room opening and then closing, and at least one person has to make it inside before you’re locked outside. So, everyone apart from Guardian 3 as the Chalice Holder should make a run for the door. If anyone gets inside, the door will reopen.

[Screenshot: Chalice preserve]

While everyone else is making a break for the door, to make the chest spawn, Guardian three needs to take the Chalice to the preserve bucket at the far end and dunk it.

[Screenshot: loot chest]

Once that’s all done, you can grab your loot from the chest – as usual, it’ll drop any raid gear that you’ve already obtained, as well as any Raid mods that you’ve not yet got. You’ll see from our video that it usually takes a few seconds to appear, so don’t worry if you don’t see any loot in your feed the moment you open the chest.

[Screenshot: exit hole]

If you fail to get to the chest room in time, you can reset the section with a team wipe to the adds, as long as no-one drops down the hole in the room at the end of the hallway. If someone has already dropped down this won’t work, unfortunately..

[Screenshot: starting fireteam video]

For our run, Jesta took the first Chalice, Tooks took the second, and Sheep the third before dunking to make the chest appear. Aeryn made it into the Secret Chest room first, so everyone’s able to get their loot.

### Uncommented video

### Wrapup

[Screenshot; fireteam end video]

With the Bridge crossed, and your entry into Crota’s chamber complete, you’re halfway through the Raid encounters. As there’s no wipe timers for the Bridge encounter, the Cluckers usually find this one of the more straightforward parts of Crota’s End. As long as everyone is Enlightened before your first two Guardians cross the bridge to kill the first Gatekeeper, the Chalice and swords are preserved on the away side, and everyone is set up to hold down the plates effectively, it should feel like another relay race.

With the knowledge from the first two encounters under your belt, you’ve now got an understanding of the mechanics you’ll be using in the final two boss fights – using Enlightening to both pass through hive barriers and to Enlighten and pick up Ascendent Hive Swords.

[Title screen]

I’d like to thank Pryanie for their incredibly detailed Crota’s End encounter maps, and for making them free-to-use, and Kyber from kyberscorner.com for permission to use their as awesome as always raid loot infographic.

On behalf of the Cluckers, thanks for watching, we hope that’s been helpful, and may all your drops be god rolls.

## Oversoul Throne – Ir Yût (Yoot), The Deathsinger

[Title screen]

Hi, I’m Adamsdown Boy, and welcome to the fourth video in the Muthaclucker Clan’s guide series to the reprised Destiny 2 Crota’s End raid. In this video we’ll cover the third encounter – the first of two in the Oversoul Throne arena – Ir Yût, The Deathsinger, which is also the first boss fight of the raid.

As usual, props to my willing fireteam, made up of clanmates AerynPK, ElectrikSheep, Hatthew, Jesta, Minonai and Tooks. On this occasion, in keeping with the rest of the run, this went spectacularly well, and was our first ever one-phase of the boss. That means I have rather less footage that I’d expected to have, to illustrate what happens in subsequent add phases so you’re going to have to use your imagination a bit.

[Screenshot: boss damage]

For anyone who remembers the D1 raid, this has had a considerable makeover. While the mechanics have changed in the whole raid, to incorporate the new Enlightenment mechanic, Ir Yût has been completely reworked to turn it from a quick and easy saunter to a proper encounter.

### Aim

[Screenshot: Encounter start – objective wording]

Your aim is to “Reach the Summoning Crystal” which you’ll use to summon Crota.

[Screenshot: combat – Shield singer damage]

In order to do this, you’ll first need to kill Ir Yût. To damage her you’ll need to strip the immunity shield that’s being generated by yellow-bar Major Shield Singer wizards hiding in rooms protected by a Hive barrier.

[Screenshot: arena – Tower scout]

Your fireteam will need to scout to determine which rooms they’re in but you won’t be able to get past the barrier unless you’re carrying the Enlightened buff.

[Screenshot: Barrier: arena – crystal room]

Your fireteam will be able to become enlightened by collecting the Chalice of Light from a room that is also protected by a Hive Barrier.

[Screenshot: combat – Unhallowed Shrieker]

To drop this barrier, you will need to kill two orange-bar elite Shriekers which will activate after you’ve killed enough yellow-bar Major Blistered Knights.

### Arena, mechanics (common and specific), fireteam roles

[Screenshot: arena – anteroom]

Initially you’ll drop down from collecting your Thrallway secret chest loot into an anteroom that leads up to the Oversoul Throne. But don’t try to go and have a look, and don’t fire a weapon anywhere near the Knights you can see outside! This is one of the rare occasions when you don’t have a chance to explore the arena, or even a part of it, before starting, so you’ll have to make do with this map.

[Graphic: arena map]

The arena is made up of a a pit area in front of you, with a few large rocks, and shards of columns that provide some limited cover. Towards the back on the left and right are two circular towers, each with a upper and lower room. On each side is a staircase that leads up to a path that leads all the way around the arena. At the back of the arena, the broken sphere floating in the sky is Crota’s Oversoul.

Above where you entered is a hall made up of three connected circular rooms – the central room has the summoning crystal and the Chalice of Light podium, and is protected by a Hive Barrier. Like in the Thrallway, these initial barriers are controlled by Shriekers – these are orange bar Unhallowed Shriekers – which are immediately outside the central room, on the left and right sides.

Outside the central room, on the ground on the circular path is Crota’s seal – this is where you’ll be doing boss damage from. There’s another floor on a balcony above, with three more circular rooms that you can access from the broken columns on the path outside.

The wizards you need to kill will be in some of the rooms in the towers, or in one of the rooms on the floor above the summoning crystal. Those that don’t are traps that contain Shriekers, that you’ll need to avoid. You’ll need to decide amongst you in advance how you’re going to name these, so that teammates can be directed to the correct rooms.

As with many other Bungie raid encounters, this can be a source of lively discussion, spirited invective and divorce due to irreconcilable differences.

[Graphic: location naming options]

I’ve run in LFG fireteams that use purely descriptive names – such as left tower top, balcony left – ones that use different numbering schemes to identify the rooms, which can have different starting points, directions and handling of the tower rooms, or a combination of both.

[Graphic: Clucker location numbering]

The Cluckers have standardised on a number scheme starting at the right tower ground floor room for which, I’ll admit, I’ll still pull up a diagram on my tablet before we start, so I don’t forget which one’s where in the heat of the firefight.

The advantage for us in using numbers alone is that, if, like me, you have a pad on which you’re writing down the rooms that need to be covered, it’s quicker to write down a number than a location description, so your attention is away from the screen for less time.

[Graphic: Enlightened mechanic saved section]

[Graphic: Enlightened mechanic specifics for Ir Yût]

In the Ir Yût encounter, you’ll be using the Enlightened buff to pass through Hive barriers, in the same way as you’ve just done in the Thrallway section to get to the secret chest. You can also use the buff to interact with Ir Yût to “Expunge” during the boss damage phase. I’ll say that the Cluckers don’t usually do this during a run, unless we’re looking to finish one of the raid’s challenges, as we usually aim for a comfortable kill over the course of two cycles.

There is a wipe mechanic called Dark Liturgy which will start once you kill any Shield Singer wizard, or if you take too long setting up. When this happens, you’ll see a message on screen reading “Ir Yût begins her dark procession”. If the Liturgy isn’t interrupted by her taking enough damage to stop her, it will kill the whole fireteam after 45s – you’ll see it as a debuff timer in your feed. The timer serves a second purpose, acting as the damage window too so, if you do take too long setting up to kill the wizards, the delay will start eating into the time you have for boss DPS.

[Graphic: Fireteam roles]

Initially, you’ll need to divide into left and right teams to make sure that the adds, in particular all of the yellow-bar Blistered Knights, are cleared from the arena. It saves discussion if you just say that guardians 1, 2 and 3 clear out enemies on the right side, while guardians 4, 5 and 6 take the left.

This is the first encounter proper that there is some additional differentiation in roles within your fireteam. You’ll need three runners who’ll be scouting and shouting out which rooms the wizards are in. The fireteam lead, ideally one of the scouts, will assign gunners to Wizards as they get Enlightened. The gunners, once they have the buff, will use it to pass through the barriers to kill the Wizards. One guardian, the next in turn after everyone you need enlightened has the buff, will also need to preserve the Chalice.

For the first phase, you’ll have Gunners in positions one, two and three, who will each claim the Chalice in turn to become enlightened in order to pass through the Hive barriers. In position four will be the scout who will check the Balcony rooms. They can either become enlightened so they can Expunge Ir Yût during the damage phase, or simply take the Chalice to the preserve bucket to store it. If you need a second cycle to Kill Ir Yût, then they will act as the fourth gunner, so will need to become enlightened to pass through the barrier to kill the fourth Shield Singer wizard.

In position five, you’ll have the first Tower scout who will check the left tower rooms to work out whether they contain a Shrieker or a wizard – if Guardian four is enlightening to expunge Ir Yût in the first cycle or to kill the fourth wizard in the second, they’ll also be claiming the Chalice from them and preserving it.

I’ll say that I’m a big fan of consistency, so if it’s up to me I’d have Guardian four enlightening and using the buff in the first and second cycles, and Guardian five preserving the Chalice both times.

In position six, is the second Tower scout who will check the right tower for Shriekers and wizards. The Cluckers usually assign the fireteam lead to position six, as once they have finished scouting, they won’t have any other distractions. Ideally you should have two Well of Radiance Warlocks on your fireteam, and one of these should be one of your scouts.

[Graphic: alternate fireteam roles]

Although it’s not something the Cluckers do regularly, it is possible to arrange the fireteam with one Balcony scout and a single Tower scout, using the Truesight that the exotic Wish-Ender bow provides when it’s drawn, to look inside the rooms. It’s probably easiest with void Hunter using invisibility, so that you can avoid enemy fire, but positioning at the far end of the circular path, underneath the Oversoul, gives you the ability to ADS and see inside the top and bottom rooms of both left and right towers to find the Shriekers and wizards directly..

### Encounter description, loot and troubleshooting

[Screenshot: Arena – fireteam exit from antechamber]

You’ll start the encounter by approaching the exit to the Oversoul Throne arena from the anteroom you dropped into, or by firing at one of the Blistered Knights outside. This starts a hidden four and a half minute timer before Ir Yût starts singing her Dark Liturgy.

[Screenshot: combat – pit Blistered knights]

The left and right teams should clear the yellow bar Blistered Knights on their side of the arena, making sure not to miss any in the pit area or the ones on the top of the left and right staircases, as well as keeping the minor adds under control as they go.

[Screenshot: combat – pit Blistered knights]

Until all of these are dead no additional Knights will spawn, which will eat away the time you have before the Dark Liturgy starts, so don’t just rush upstairs.

[Screenshot: combat – Shriekers closed]

From counting them in our video, I think there are 14 knights in total to kill in order to wake the two Shriekers up – 6 initially, and 8 more that spawn from the Summoning Crystal rooms after the first six are killed.

[Screenshot: combat – Shriekers active]

Killing both of the Shriekers drops the Hive Barrier so you can get to the Summoning Crystal and the Chalice of Light Podium.

[Screenshot: Chalice claim – initial pickup]

You’ll now need to get your gunner Guardians Enlightened, so your first gunner should pick up the Chalice from the bucket. For the first cycle, you’ll need at least three Guardians with the buff, in order to pass through barriers to kill three Shield Singer wizards and remove Ir Yût’s immunity shield.

[Screenshot: combat – gunners grouped together]

The gunner Guardians need to stay near the Chalice holder so that they share kills and speed up the meter – the Cluckers generally meet in the right-hand room, as that’s the side they clear, but either side will do.

[Screenshot: combat – gunners together and knight]

[Screenshot: Chalice claim]

Adds, including more Blistered Knights will spawn continuously throughout the arena. As in previous encounters, I’d always recommend that if you’re next in line to claim a Chalice, then your primary focus should be the holder guardian rather than combat. Don’t let yourself become too distracted by add clearing, and stay aware of where they are, so that you’re standing right next to them when their Engulfed in Light timer starts.

[Screenshot: arena – scout by towers]

While the gunners are enlightening, the runner scouts will need to ascertain which rooms the wizards are in. Each room can only ever have either a wizard or a Shrieker. You can use this to work out where the wizards are by elimination.

[Screenshot arena – scout on tower platform]

You can try to check each room visually, but the fastest way to do this is to use your radar. Shriekers count as enemy constructs, which show up on radar as red circles, and have up or down arrows inside to indicate if the construct is above or below you.

[Graphic: possible radar pictures]

If you stand on the first-floor platform of each tower – you will have to stand immediately outside the Hive barrier so your detailed radar reaches the back of the room – you’ll see one of four possible radar images – two Shriekers, indicated by two overlapping red circles, a Shrieker in the top room, indicated by single red circle, a Shrieker in the bottom room, indicated by a single red circle with a downwards pointing arrow, or no Shriekers visible. By elimination, that translates to no wizards, a wizard in the bottom or top room, or a wizard in both the bottom and top rooms.

You stand on the first-floor platform, as if you stand on the ground floor in the pit, and see a single red circle with an arrow pointing up, you can’t be certain whether the Shrieker is in the bottom or top room.

[Screenshot: balcony scout checking rooms underneath showing Shrieker]

[Screenshot: balcony scout checking rooms underneath showing Wizard]

While the Tower scouts are out, the Balcony scout will check the three balcony rooms – they can do this from the rooms below. While, like the Tower scouts, their radar will be crowded with all of the adds present if, as they work through the rooms, they see an enemy construct, they know there’s no wizard in the room above, and if there’s no construct, and therefore no Shrieker, then there must be a wizard present there.

[Screenshot: arena – gunner getting to wizard room]

[Screenshot: arena – gunner getting to wizard room]

The scouts should call out the locations of the wizards to the fireteam lead who will need to remember them, or write them down. The lead now assigns gunners to the wizard rooms – if there are any wizards in the tower rooms, then these will be allocated to the guardians who have enlightened first. The Towers are further away than the Balcony rooms, so it makes sense to give them to people who have the most time to get there.

[Screenshot: arena – inside wizard room showing Drained of Light]

Once an enlightened gunner gets to their allocated wizard room, they can go straight inside, through the barrier. They’ll lose the buff and start the “Drained of Light” timer, but this doesn’t have any impact as you’ll have plenty of time for it to wear off before you need to claim the Chalice again.

[Screenshot: combat – waiting outside wizard room being damaged]

Make sure you don’t just graze the barrier while waiting outside as you can lose the buff by accident, which will then most likely end the run.

[Screenshot: arena – looking into room 4]

The only room you shouldn’t go into before you start wizard damage is the central Balcony room, or our room 4, as this has no column to provide cover from the wizard.

[Screenshot: arena – inside wizard room]

Once inside, although you now can’t get back outside, as you no longer have the Enlightened buff, you’ll be pretty safe from the minor adds, and can use your radar and the central room column to block attacks by the wizard.

[Screenshot: combat – damaging wizard]

You can damage the wizard at this point, but be careful not to kill him, or you’ll start the DPS timer before Ir Yût’s immunity shield has been removed.

[Screenshot: Chalice claim – Aeryn from Sheep]

[Screenshot: Chalice preserve]

When you have the first three gunner Guardians enlightened, the Balcony Scout can take the Chalice to get Enlightened for the Ir Yût Expunge. Then Tower Scout 1 can claim it from them and preserve it in the bucket below the Summoning Crystal room, in the entrance to the arena.

[Screenshot: arena – view out to Towers with gunners inside]

Assuming everything has gone smoothly, you’ll have time for the gunners to get into position before the hidden timer expires and Ir Yût starts the Dark Liturgy. Once the Chalice is preserved, the first Tower scout can let the rest of the gunner team know to kill their wizards.

[Screenshot: combat – dark procession and song abates messages]

When the first wizard is killed you’ll see the “Ir Yût begins her dark procession”, message on screen and the Dark Liturgy timer will start. When all three are killed, and the immunity shield and room barriers fall, she will shriek, the message “The Shield Singer’s song abates” will appear, and your fireteam can proceed to the boss damage phase.

[Screenshot: combat boss Well of Radiance]

While the gunners are on their way back, the scouts can set up – dropping a Well is, as ever, useful to protect from both Ir Yût’s and the adds’ attacks, as well as boosting damage output.

[Screenshot: combat – boss showing health bar partition]

You’ll see that her health bar is partitioned, with the first quarter highlighted – this is a damage check that must be passed during the damage phase, to interrupt the Liturgy before the timer ends, preventing a team wipe.

[Screenshot: combat – boss ebbs away message]

Once you pass the marker, you’ll see the message “The Deathsinger’s Liturgy ebbs away” appear in your feed.

[Screenshot: combat – boss Divinity being used]

Ir Yût is very mobile, so if anyone does have the Divinity Trace Rifle, that can be very useful in helping land crits reliably. The Balcony Scout should also Expunge their Enlightenment buff on her as early as possible as it deals a decent chunk of damage and seems to act as a boost to overall fireteam damage too.

[Screenshot: combat – boss health 50%]

You should aim to push as far as you can past the marker in her health bar. The Dark Liturgy timer will remain in your feed but now just represents the time remaining for boss damage.

[Screenshot: combat – boss health low]

if everyone assembles for boss damage quickly and, particularly with a second Well ready for when the first one runs out, you may well be able to kill her in a single damage phase. She doesn’t have a health bar marker for a final stand, so unload your supers, grenades and heavy and special ammo to take her down.

[Graphic: fireteam roles]

Otherwise, if you don’t kill Ir Yût in the first cycle, the number of Wizards increases by one each time – so four wizards to strip the shield the second time around and five wizards if you need a third damage phase. The first gunner should have lost the Drained of Light debuff by now, so will be able to reclaim the Chalice from the preserve bucket and return back up to the other gunners to start Enlightening again.

The second cycle is pretty much a rinse and repeat of the first cycle, and even with an increased number of wizards to kill, the basic fireteam make-up doesn’t change. The only exception is for the Balcony scout in position 4 who will need to use their Enlightened buff to pass through the barrier and kill the additional Shield Singer wizard. You almost certainly won’t have time to Enlighten the fifth Guardian to get the Expunge attack on Ir Yût, so the first Tower Scout should just preserve the Chalice as soon as they can after claiming it, particularly if they’re the Warlock with the first Well of Radiance.

Hopefully you should have done enough damage in the first cycle to make the kill straightforward. Again, you will have to get past a marker on Ir Yût’s health bar to stop the Dark Liturgy team wipe.

If you do proceed to a third cycle, then Enlightening five Guardians before the Dark Liturgy starts is very difficult – we’ve never pulled it off. So, by all means give it a go if you find yourself In that position, but you might not end up with much time for damage, so treat it as a shot to nothing.

[Graphic: loot infographic]

Once Ir Yût is dead, the encounter chest will spawn on the path area outside the Summoning Crystal room for you to pick up your loot. You can drop the Oversoul Edict pulse rifle, Word of Crota hand cannon, Song of Ir Yût machine gun, arms or chest armour here.

[Screenshot: Deepsight Statue]

The final Deepsight puzzle statues are also located here on the balcony, so make sure you activate the correct one before starting the final encounter. If you’re successful, everyone in the fireteam will see the message “A balance is reached. To the victor go the final spoils” in their feed.

[Graphic: Gunner death with Chalice recovery]

The main problem you’ll face in the Ir Yût encounter is someone dying inconveniently. If one of the gunners dies with the Chalice, before they’re enlightened, then any nearby Guardian, preferably another gunner, should claim the Chalice before it despawns – it’s a higher priority than reviving the Guardian. If you don’t, you’ll need to re-collect it before continuing.

If someone does grab it in time, then just shift places so, for example, if the first gunner dies, and gunner two revives them they they’ll just swap places. If gunner three gets there first, then they will become gunner one, gunner one shifts to gunner two, and gunner two shifts to gunner three. Remember that you’ll be covering the allocated wizard that matches your new position in the line.

[Graphic: Gunner death with Enlightenment recovery]

If a gunner dies after they’re enlightened, or loses the buff after brushing up against a barrier, you are probably going to be in trouble with the hidden timer. Even if you can enlighten the next Guardian in turn, you’ll have still lost around 40-60 seconds of the cycle by the time they are ready. The best you can do is again continue with the enlightening process, with the gunner team shifting places as before, and hope you can get everything completed by the time Dark Liturgy starts.

### Animation of encounter

[Encounter animation]

I’ve been trying to keep the key to the animated mechanics section visible throughout if I can, but I’m afraid that’s not possible for the Oversoul Throne arena, because showing the different floors takes up the whole screen. In reality, Pryanie has had to condense what are really three floors here – the pit area and the bottom tower rooms – 1 and 7 in our numbering scheme – on the ground, the circular path with the Crota seal and the three Summoning Crystal Rooms on the first floor, and the three Balcony Rooms – rooms 3, 4 and 5 and top Tower Rooms 2 and 6, a floor above. I’ve tried to represent when people are moving between levels by shifting them between the two sides of the map.

Anyway, I’ll now show how the Ir Yût encounter can work in practice through the magic of animation. Initially, Guardians 1, 2 and 3 will clear adds on the right hand side of the arena, and Guardians 4, 5 and 6 will clear those on the left. As they move around the pit and then up the stairs to the circular platform, they make sure to kill all of the Blistered Knights, as well as controlling the minor adds.

At the top of the stairs, once all the Blistered Knights outside are dead, all six fireteam members will go into the left and right rooms next to the Summoning Crystal to continue killing the spawning Blistered Knights and adds. Once 14 (I think) have been killed, the two orange bar Shriekers will activate. Once open, the teams on both sides need to kill them quickly to drop the Hive barrier to the central rooms with the Summoning Crystal and Chalice bucket.

With the barrier down, Guardian 1 – the first gunner – picks up the Chalice and starts enlightening. Guardians 2, and 3 will stay nearby while all of them kill adds to speed up the Chalice meter.

At the same time, Guardian 4 – the Balcony Scout – checks the three balcony rooms from the rooms below, calling out which ones don’t have a Shrieker in them – in this case room 4 or the middle balcony room. After they’re done, they’ll join up with the gunners.

Guardians 5 and 6, the Tower Scouts, will check the top and bottom tower rooms on each side, again calling the rooms without Shriekers, knowing that any room without one will have to have a Shield Singer wizard in, in our case these were rooms 6 and 7, or the top and bottom rooms of the left tower. After scouting, they’ll also head back to join up on the gunners too.

Once Guardian 1’s meter is full, and the Engulfed in Light timer starts, they’ll tell Guardian 2 to take it from them to leave them enlightened. The scout guardians can converge on the gunners to help with the Chalice meter, and to help make sure everyone stays alive.

Guardian 6, as the team lead, tells Guardians 1 and 2 that they will be responsible for the wizards in rooms 6 and 7. Guardian 1 can start making their way to room 6 where they’ll walk through the barrier, and damage the Shield Singer, to make it quicker to kill once the rest of the fireteam is ready.

When Guardian 2’s meter is full, they tell Guardian 3, who claims it so enlightening them, after which they’ll move into room 7 to damage their wizard to get it ready to kill. After Guardian 3’s meter fills, they will tell Guardian 4, who claims it in turn.

Guardian 3 can now jump up to room 4 to wait outside – remember there’s no central pillar to use as cover in there – while Guardian 4 enlightens, so they can Expunge Ir Yût during the damage phase.

When Guardian 4 is ready, they’ll tell Guardian 5 to claim it from them. Once that’s done, Guardian 5 drops down to the bucket below, at the entrance to the arena, to preserve the Chalice.

After Guardian 5 has stored the Chalice and is jumping back, they tell the other gunners to go ahead and kill their wizards. When they get back up, if the Shield Singer wizards aren’t yet dead, all of the scouts can take cover from Ir Yût inside the door of the central Summoning Crystal room, ready to set up for the boss damage phase. After killing their wizards, gunners now start returning to join up with the rest of the fireteam..

With the three Shield Singers dead, Ir Yût starts the Dark Liturgy. Guardians 4, 5 and 6 move out – one of them drops a Well on the Crota seal on the path outside the Summoning Crystal room, which is where everyone converges to do boss damage. At the start of the DPS phase, Guardian 4 expunges Ir Yût before running back to the well to continue damage.

When the boss damage phase is finished – assuming the boss still has some health left – everyone, except gunner 1 who drops down to reclaim the Chalice of Light from the bucket first, runs back inside for cover initially before repeating the cycle. Remember that there’ll be an extra Shield Singer wizard to kill, so Guardian 4 needs to Enlighten and head out to their allotted wizard to kill it, with Guardian 5 preserving the Chalice immediately afterwards.

### Loadouts (per role including weapons, traits and subclasses)

[Screenshot: combat – wizard with solar shield]

You’ll only find solar shields in this encounter, so decide for yourself whether the additional damage and momentary stun is useful to you.

[Screenshot: encounter start – character screen showing chest armour]

With this being a boss encounter, we usually have one set of chest armour that has triple ammo reserve mods that match the energy type of our heavy weapons, that we can swap out for ones with damage resistance once we’ve used the rally banner.

[Screenshot: combat – incoming arc fire]

I’d say that the most damaging incoming fire is arc from Ir Yût and Boomer Knights, so Chest armour arc damage resist mods are very useful.

[Screenshot: combat – weapon surge mods]

Thinking about boss DPS, Weapon Surge mods on boots, and Time Dilation mods on class items become a higher priority – even one can add a 10% bonus to matching damage. But, after considering all that, with the different fireteam roles for the first time, come slightly different approaches to loadouts.

[Screenshot: combat]

Gunners will need a primary weapon for add clearing, a burst special weapon for the Knights and Wizards, and a sustained damage heavy weapon for boss damage.

[Screenshot: combat – crowd control effect]

[Screenshot: combat – healing/overshield?]

Add-clearing traits on primaries like Incandescent, Voltshot or Destabilising Rounds can help clear crowds, while support traits like Demolitionist, Pugilist or Wellspring can help with recovering ability energy. Weapon healing and overshield effects are also useful like Unrelenting, Heal Clip and Repulsor Brace.

[Screenshot: combat – special weapon use on wizard/knight]

Burst damage traits for your specials, like One-Two Punch and Trench Barrel on a Shotgun, or Chill Clip and Controlled Burst on a Fusion Rifle – or even good old Vorpal Weapon – will help take down the Elites and Majors quickly.

[Screenshot: combat – boss]

[Screenshot: combat – boss]

[Screenshot: combat – boss]

Finally, for your boss damage weapon, hopefully you’ll be using Divinity, so everyone has a nice big hit box. You’re looking for a sustained damage weapon as the damage phase can last for 40s or so, so a combination of a passive reload perk and damage perk is ideal – by passive, I mean one that doesn’t require a kill to proc. Clown Cartridge, Reconstruction, Triple Tap, Fourth Time’s the Charm and Rewind Rounds are all good reload perks, while Frenzy, Firing Line, Target Lock, Surrounded (you’ll have plenty of adds nearby to proc it), Bait and Switch, Focused Fury and Precision Instrument can all work well as damage perks.

[Screenshot: combat – boss up close]

Rocket and Grenade Launchers are probably not a great idea – Ir Yût can get up close, and she’ll dodge about a bit too, so it’s far too easy to kill yourself or miss shots and waste ammo.

[Screenshot: combat – boss Sleeper/Thunderlord]

Of course, there are plenty of exotics to choose from as well – you’ll see some of the Cluckers using Sleeper Simulant and Thunderlord in our run. Leviathan’s Breath, if you have it with the catalyst, is also said to be excellent for damage, as long as you have the Divinity crit cage to aim at.

[Screenshot: arena – Tower scout outside]

One of the scout runners can set up with much the same loadout, although if you do decide to use Wish-Ender to scout the towers you’ll obviously need to choose a legendary heavy weapon.

[Screenshot: arena – Hat with Cenotaph Mask and Divinity]

[Screenshot: combat – Hat marking target wit Div]

Assuming one of your scouts is a Warlock – probably Guardian 5 if Guardian 6 is out scouting the Towers with Wish-Ender – they can perform as a complete support class by running Well, and using Divinity together with the Cenotaph Mask helmet to generate heavy ammo for everyone, by marking the yellow-bar knights for the rest of the fireteam to kill. If your fireteam sets up this way, then Guardian 6 and couple of the gunners should run special ammo finder and scout mods on their helmets to make sure that Divinity don’t run out of special ammo.

[Screenshot: combat – boss using super]

[Screenshot: combat – boss using super]

As far as subclasses are concerned, burst damage supers – Pyrogale Gauntlet Burning Maul and Cuirass of the Falling Star Thundercrash Titans, Celestial Nighthawk Marksman Golden Gun, Star Eater Scales Blade Barrage or Star Eater Scales Gathering Storm Hunters and Needlestorm Warlocks will let you do big chunk damage quickly so you can get back to using your heavy weapon.

### Guided video

The Cluckers’ inexplicable raid run continues into the Ir Yût fight, so I’ll be commenting throughout the video, as there’s no second cycle for me to sit back and relax. We start off with the gunners being Jesta, Mino, and Sheep. Aeryn, in position 4 acts as the left tower scout and in the first cycle will also be preserving the Chalice, as nobody will be expunging. Hat acts as the Balcony Scout, running a Well Warlock with Cenotaph Mask and Divinity, and Tooks will scout the right Tower and acts as the lead Guardian. After kicking off, Jesta heads right with Mino and Sheep, which leaves Aeryn, Hat and Tooks initially clearing out the left-hand side of the arena.

Once enough Blistered Knights have been killed, the two Unhallowed Shriekers open up, and the fireteam kills them. With the barrier down, Jesta heads into the central Summoning Crystal Room to claim the Chalice of Light from the Bucket. He then moves back to the right-hand room to charge up his Chalice meter. Hat starts to scout the Balcony rooms from below, using his radar, while Aeryn and Tooks head out to scout the left and right tower.

When his meter fills up, Jesta tells Mino to claim the Chalice from him to become enlightened. Between them Aeryn, Hat and Tooks identify that the wizard rooms are 4, 6 and 7. Tooks directs Jesta and Mino to cover rooms 6 and 7, and Sheep, who will be the last to Enlighten, to room 4 as it’s the closest. Jesta heads off to room 6.

When Mino’s Chalice meter is full, he tells Sheep to claim it from him and heads out to room 7. You’ll see he heads straight in and shoots the wizard a couple of times when he arrives, to soften it up.

As Sheep’s meter fills, he tells Aeryn to take it from him. He heads up to room 4 while Aeryn heads down to the preserve bucket to store the Chalice. When Sheep arrives at his assigned room, he calls out for everyone to kill their wizard to start the damage phase. When the last wizard is dead, the immunity shield drops and boss damage can begin.

Hat drops his Well of Radiance and starts shooting at Ir Yût with Divinity. The rest of the fireteam converge, use burst supers – although Aeryn shows how difficult she can be to hit – and start boss damage. You’ll see we’re using a combination of Linear Fusion Rifles, including Sleeper Simulant, and LMGs, including Thunderlord. The 25% damage threshold that the fireteam needs to pass is shown in bright yellow on It Yût’s health bar. When the first Well runs out, Jesta drops the second, to keep the fireteam covered until the boss is dead.

### Uncommented video

### Wrapup

After you kill Ir Yût, resist the urge to run around to pick up ammo – there’s another opportunity for a Rally Banner which will replenish your reserves, and any that’s been dropped here will be very useful in the final encounter, which also takes place in the Oversoul Throne arena.

From our fireteam view, you’ll hopefully have noticed that Jesta demonstrated why it’s better to wait inside your assigned wizard room before killing the Shield Singer wizard. Standing outside will draw the attention of a lot of minor adds, including Boomer Knights which can be lethal.

You might also have thought that Tooks could well have done all the scouting on his own, even without Wish-Ender – almost covering both towers and getting back to the check the balcony rooms during his excursion. This is very possible, if you’re Sherpa-ing an inexperienced fireteam, but we’d always encourage sharing responsibilities so people can step up in future runs.

Unfortunately, due to the Cluckers’ surprisingly uncharacteristic efficiency, I can’t show how to set up for a second cycle of damage, so you’ll just have to take my word for it that the only real change is for Guardian 4 as the fourth gunner who will be killing a wizard rather than Expunging this time.

One last reminder not to forget to activate the final statue for the Deepsight puzzle before you move on to the final encounter of Crota’s End – the boss fight against Crota himself, which we’ll cover in the final video of the series.

[Title screen]

I’ll finish by saying my usual thank you to Pryanie for their wonderfully detailed raid maps, and for making them free to use, and to Kyber from Kyberscorner.com for the raid loot infographic that I’m using in these guides.

On behalf of the Cluckers, thank you for watching, we hope that’s been helpful, and may all your drops be god rolls.

## Oversoul Throne – Crota, Son of Oryx

### Intro and aim

[Graphic: title screen]

Hi, I’m Adamsdown\_Boy and welcome to the fifth and final video in the Muthaclucker Clan’s guide to Destiny 2’s reprised Crota’s End raid.

For one last time, I’d like to thank my clanmates, AerynPK. ElectrikSheep, Hatthew, Jesta, Minonai and Tooks for running the raid, all that time ago in October 2023.

We’ll be taking you through the final encounter, where you’ll face Crota, Son of Oryx, in the Oversoul Throne arena. Your aim is simply to defeat him to end the Raid.

[Screenshot: boss – hero shot of fighting Crota]

For those with experience of the D1 version of Crota’s End, you’ll notice that the boss fight is subtly different. Back then, five Guardians would stand with Gjallerhorns on the “Shelf of Heroes” to remove Crota’s shield and stun him, while a single swordbearing Guardian would repeatedly swoop in to damage his health with a Hive sword while he was kneeling, before making a rapid withdrawal when he woke up again.

[Screenshot: boss – hero shot of fighting Crota]

[Screenshot: combat – Swordbearer knight]

That’s now the other way around. In order for the whole fireteam to damage him in the D2 version, you’ll first need Guardians to remove an immunity shield with Hive Swords that, as you did in the Bridge encounter earlier, you’ll obtain by killing a yellow-bar Swordbearer knight.

[Screenshot: combat – collage of three revenant enemies]

You’ll force the knight to appear by killing a sequence of revenant orange-bar hive enemies in turn, picking up the sword that’s dropped by the Swordbearer using the Enlightened buff which you’ll gain from using the Chalice of Light.

### Arena, mechanics (common and specific), and fireteam roles

[Graphic: Pryanie arena map]

You’ll be staying in the same arena that you’ve just defeated Ir Yût, the Deathsinger, in. While the location stays the same, different areas will now be important for the new encounter mechanics.

Assuming you’ve just grabbed your Ir Yût loot, you’ll start off on the Crota seal just outside the Summoning Crystal chamber. The encounter is started by all of your fireteam standing next to the Summoning Crystal itself, which is behind you as you look out towards Crota’s Oversoul – the big broken sphere in the sky.

So, if you didn’t get a good look around earlier, now’s your chance to do so, although I’d advise waiting until after you’ve made any changes to your loadout and used the rally banner, so you don’t inadvertently pick up any ammo bricks that you can see – these will be much more useful if left to use to refill ammo during the Crota fight.

For this encounter, the Oversoul Throne arena can be thought of as basically two levels – the pit in the middle, and the bottom rooms in the towers being the ground floor, while the raised circular path that leads all the way around the arena and everything at that level, including the top rooms in the towers, is the first floor. The three balcony rooms, above Summoning Crystal, play no part.

At the back of the arena on the left and right sides are the two towers, each with a bottom and a top room. The bottom room is one of the minor add spawn locations, while the top room is where two orange bar Revenant Boomer Knights per side will appear.

At the back of the pit area is a spawn door, where the Swordbearer Knights will appear from. In front of this is a small platform on which the Chalice of Light podium, where you’ll go for the initial pickup, sits.

Adjacent to this small platform on both sides are flat areas that look like oil slicks, from which orange-bar Revenant Ogres will spawn, and after that where orange-bar Revenant Wizards will spawn. The Knights, Ogres and Wizards are part of a Revenant add-clearing cycle, that you’ll use to spawn the Swordbearer.

Towards the front of the pit, you’ll see that the preserve bucket is in the same place as it was for the Ir Yût fight.

You’ll see on the map there are five areas highlighted around the preserve bucket – three in the Pit area, which we’ll call bottom right and left, and mid, and two on the circular path next to the Crota seal – top left and right. These names have been consistent in every fireteam I’ve been in to run the raid so, for once, you should be able to avoid the usual extended flame wars over a naming convention for a Bungie raid arena. I’ll explain what these areas are for in a bit.

[Embedded video: Generic enlighten mechanics]

[Graphic: Encounter specific mechanics]

As you’d expect, the application of the Enlighten mechanic to the Crota fight is an evolution of its use from previous encounters, with a couple of new debuffs to contend with.

After collecting the Chalice of Light, you’ll start enlightening just as you’ve done throughout the raid but, if you look in your feed, you’ll see that from the moment he appears, you have a debuff called “Presence of Crota”. This will prevent anyone from interacting with the Chalice.

To do so, and claim the chalice to Enlighten the Chalice Holder, the claiming Guardian will need to stand next to them in a Pool of Light that appears in one of the five areas that was marked on the arena map – you’ll head a chime sound cue and see the debuff disappear from your feed when you do so. The location is changed randomly each time the Chalice is successfully claimed from a Chalice Holder, and should be something the fireteam looks for and calls out each time.

You’ll be using the Enlightened buff for three purposes – two essential and one optional. First, you’ll need it to Enlighten and pick up Ascendent Hive Swords from yellow-bar Major Swordbearer knights, much as you did in the Bridge encounter.

You’ll also need the Enlightened buff to be able to damage Crota’s Oversoul, to stop a wipe mechanic.

Finally, you can, as you did in the Ir Yût encounter, use the buff to Expunge Crota for a chunk of boss damage. As before, this is strictly optional – the Cluckers tend not to but, if you find yourself with time, it can make for a more reliable boss kill in two damage phases.

As always, using the Enlightened buff for any reason will start the 45s Drained of Light timer.

[Graphic: fireteam roles]

For the first 30 seconds or so, you’ll split into three teams of two. Guardians 1 and 2 will head straight out to the Chalice, pretty much ignoring adds. You’ll also need two add clearing teams to deal with the left and right rooms – it doesn’t really make a huge difference, but it makes more sense for the fireteam roles once you get outside if Guardians 3 and 5 clear the left room and 4 and 6 clear the right.

For the rest of the encounter, the way the Cluckers set up is to assign Guardians 1 and 2 to sword-carrying roles. They will be claiming the Chalice initially, looking for the pool of light, charging the Chalice meter and Enlightening, and then searching for the Swordbearer knight. After killing it, with the help of the add-clearing team, they will enlighten and collect the sword, ready to use it in the boss damage phase to strip Crota’s immunity shield.

Guardian 3 is responsible for add clearing in the pit and for Oversoul disruption duty. So, as well as helping control adds in the pit generally, focussing mainly on the left-hand side, they will take the Chalice from Guardian 2 when they’re ready and then Enlighten themselves, hanging on to the buff until the end of the boss fight to be able to stun the Oversoul.

Guardian 4 will also undertake pit add clearing, and preserve the Chalice. Again helping control adds in the pit, on the right side, and also responsible for claiming the Chalice from Guardian 3 to store it in the preserve bucket ready for the next cycle, if you need it.

Guardians 5 and 6 will be the Tower gunners – Guardian 5 on the left side, and 6 on the right. For once, add clearing is a little more involved than “shoot stuff, don’t die”, as it will need those responsible to cycle between the three Revenant add types, and co-ordinate with the rest of the fireteam so that Swordbearers spawn and are killed when needed.

### Encounter description, loot and troubleshooting

[Screenshot: encounter start – fireteam around the Summoning Crystal]

[Screenshot: encounter start – green haze near Summoning Crystal]

As I said previously, you’ll start off the encounter by “Kissing the Crystal” – having all of your fireteam standing right next to the crystal to spawn Crota. You’ll know you’re close enough when you see a green smoky haze on screen.

[Screenshot: arena – bulls horns assembled]

[Screenshot: arena – Crota spawns in with presence debuff]

Summoning him will take a few moments, during which the green Hive barriers will appear again, and stop you leaving the central crystal room. In the distance, you’ll see the various bits of debris under the Oversoul assemble themselves into what look like bulls horns, before Crota appears on his seal outside the Summoning Crystal room, the “Presence of Crota” debuff begins, and add spawns start.

[Screenshot: arena – Oversoul looms large” message (if I can find it)]

At the same time the usual hidden timer will also start. This gives you something between 4 and 5 minutes to set up a boss damage phase before a wipe mechanic timer is triggered. You’ll see an on-screen warning that “Crota’s Oversoul looms large” if you dawdle too much!

[Screenshot: arena – 30s Oversoul timer]

[Screenshot: boss – damaging Crota]

If you see this, a few seconds later, a 30s Oversoul debuff will appear, and you’ll have until it reaches zero to damage the Oversoul, or your team will be wiped. As with Ir Yût, this Oversoul timer doubles as the damage window timer, so delays will also eat into your opportunity for boss DPS.

[Screenshot: enlighten – Aeryn close to initial Chalice pickup]

[Screenshot: arena – Pool of light visible]

[Screenshot: combat – initial adds in side rooms]

[Screenshot: combat – initial adds in side rooms]

Once the barriers drop, the two sword guardians will head out to claim the Chalice from the podium and start enlightening. Once they have it, they’ll need to look around to check the location of the first Pool of Light and call that out. The other Guardians will head out, clearing the left and right crystal side rooms as they go. Everyone should focus on killing all the adds here – the Boomer Knights won’t appear until all of the orange-bar knights and wizards are dead, so if you’re one of the Tower Guardians, you’ll need to help out.

[Screenshot: combat – Tower knights jumping to Boomers in tower]

[Screenshot: combat – ogres spawning]

Once outside, the add-clearers will head to the towers to kill the two Revenant Boomer knights in each. When that’s done, the Revenant Ogres will spawn in the middle, together with the Swordbearer knight from the spawn door at the back of the pit area.

[Screenshot: combat – Swordbearer knight]

[Screenshot: enlighten – sword pickup]

The whole fireteam should work together to take the Ogres and Swordbearer down, calling out to the Chalice holder where the Swordbearer knight is, so they know the location of the sword for pickup. When the Swordbearer is killed, the first sword guardian enlightens and collects it. Everyone will see the message “[Guardian name] has picked up the sword” on screen when that happens.

[Screenshot: combat – wizard]

[Screenshot: arena – jumping to tower from pit]

Once the Ogres are down, that starts a spawn of two solar shielded Revenant Wizard three times, so six in total. Killing all six respawns the Tower Boomer Knights again, so after the first few are killed the Tower gunners should start making their way back to their towers to be ready for when they appear.

[Screenshot: enlighten – claiming Chalice in pool]

It's obviously important to try and organise the appearance and death of the Swordbearer knight to coincide with the Enlightening of each of the sword guardians, as the sword will despawn after 10s or so.

[Screenshot: combat – Crota darkness blast]

[Screenshot: combat – Crota darkness blast damage]

While all this is happening, as well as fire from adds, Crota will be circling on the pathway above, using his arc Darkness Blast attacks – these can melt shields and health very quickly, so keep one eye out for whether he has line of sight to you.

[Screenshot: enlighten – Sheep dying in pool]

[Screenshot: enlighten – Mino invising swap team]

It could be me, but I find that he is particularly aware of when anyone is standing in a pool of light so when claiming a Chalice, it’s probably best to get in and out as fast as possible, and use invisibility, a healing rift or a Towering Barricade to make life a bit easier.

[Screenshot: combat – sword guardian killing adds]

[Screenshot: combat – sword guardian killing adds]

As each sword guardian picks up a sword, it’s possible for them to make their way to Crota to damage his immunity shield one at a time, but the Clucker preferred method is to wait for both of them to get a sword and to try and remove his shield in a single go, as long as you don’t take too long to do so, as the sword will despawn from your hands after a couple of minutes. In the meantime, you can help out a little with add clear, but be aware that dying will set your team back by minute or so, so don’t be too aggressive, and make sure to avoid hitting the Cursed Thrall!

[Screenshot: enlighten – Jesta claims Chalice]

[Screenshot: enlighten – Mino preserving Chalice]

[Screenshot: arena – fireteam making their way back to Crystal rooms]

Once the second sword guardian has enlightened and picked up, and the Oversoul guardian starts enlightening themselves, you can then leave one of the last two wizards alive. Once the Oversoul guardian is enlightened, and the Preserver Guardian is making their way to the preserve bucket, the rest of the fireteam can make their way to the Summoning Crystal rooms to assemble for boss damage.

[Screenshot: boss – hiding in Crystal rooms]

[Screenshot: boss – hiding in Crystal rooms with Crota visible in 3P view]

The Cluckers prefer to do boss damage near the Crota seal outside, which is out of range of the Boomer Knights in the towers. To encourage him to reposition where we want him, the fireteam needs to hide out of sight inside the rooms – doing so will make him stop using his Darkness Blast attack and run round to the seal area outside. You can keep track of him using the third person view when you have a sword equipped.

[Screenshot: boss – invis grenade on fireteam]

[Screenshot: boss – sword guardians on way to Crota]

[Screenshot: boss – healing grenade]

Once the Preserve Guardian returns, they will join the rest of the fireteam. We like to have both sword Guardians together, alongside a void Hunter who can use a smoke grenade to make everyone invisible. Then, the whole fireteam can run out, and if someone has a handy healing grenade to throw at Crota’s feet, that means that the Sword Guardians can get over to Crota safely and then have restoration and an overshield to survive his sword slam attack.

[Screenshot: boss – taking shield down]

[Screenshot: boss – taking shield down with Super]

If you’re one of the sword guardians, the best combo to use to strip the shield in one go is to get close and perform one heavy attack and then a sword super the moment you see damage numbers appear – this cancels the backswing animation which should then give you time for two further heavy attacks before the Hive swords disappear.

[Screenshot: boss – using Tractor cannon]

We like to set up one Guardian with a Tractor Cannon to run out with the sword Guardians – this increases damage from Hive swords by the same 30% as it does for other damage sources, making it easier to strip his shield.

[Screenshot: boss – Crota kneeling, summon message on screen]

[Screenshot: boss – Oversoul becomes active]

Once that’s done, Crota will take a knee, indicating he’s now vulnerable to damage, you’ll see the message “Crota summons his Oversoul”, the Oversoul will activate in a burst of green fire, and the 30s Oversoul debuff timer will start – assuming that you’ve not taken too much time, and seen the “Oversoul looms” message so it’s already running.

[Screenshot: boss – Well of radiance]

[Screenshot: boss – Crota sword slam attack]

[Screenshot: boss – damage with swords]

Now’s the time to drop a Well of Radiance. If you’re really, really good – and, needless to say, we generally aren’t – you can drop the well on Crota’s back as he kneels, so he carries around with him as he moves. If the Well sword is planted in the ground, it can be broken by Crota it if your Warlock’s resilience is low. Keep an eye on the timer but be ready to drop the second Well early if this happens. With the well in place, you can go to town with boss damage.

[Screenshot: boss – Oversoul timer 10s]

The Oversoul will become brighter as the timer runs out. Your Oversoul Guardian will need to keep a close eye on the timer in their feed as they’ll need to disrupt it before it expires. Disrupting the Oversoul also ends the damage phase, so you want to leave it as late as possible, without putting your fireteam at risk. It’s a fine balance to find!

[Screenshot: boss – Oversoul timer 3s]

[Screenshot: boss – Jesta shooting Oversoul]

Like most of the raiding community, the Cluckers use a rapid-fire fusion rifle to do this, and we wait until there’s three seconds on the timer before starting to shoot. Two shots will disrupt the Oversoul – when this happens, there’s an obvious visual clue for everyone in your fireteam, as the green firelight is immediately doused, suddenly reducing the light level in the whole arena. At this point everyone, except Guardian 1 who goes to re-claim the Chalice from the bucket, should head back inside the Summoning Crystal room to rinse and repeat.

[Screenshot: boss – Jesta position to the side]

[Screenshot: boss – Oversoul behind Crota]

Note that whoever is stunning the Oversoul will need to be careful to do damage to Crota with any projectile weapons from the side. If Crota is standing between you and the Oversoul, it’s all too easy for a stray shot to hit it, bringing your damage phase to an abrupt end.

[Screenshot: boss – close to last stand marker]

[Screenshot: boss – just before last stand marker]

You’ll see that Crota does have a last stand marker on his health bar – if you are close to it, decide amongst your fireteam whether you have enough heavy ammo and damage supers to finish him off, or whether it would be better to go through another cycle of sword enlightening to give everyone a chance to top off their ammo reserves. Many a run has been bought to an early end by overcommitting to the last stand.

[Screenshot: boss – last stand slam]

[Screenshot: boss – Oversoul timer 20s]

[Screenshot: boss – last stand damage]

Once you do damage him enough to trigger the last stand, his immunity shield will return briefly and he will perform a damaging AoE attack, so stop firing and stand back a little, before he becomes vulnerable again. He’ll again summon his Oversoul, this time with only a 20s timer. Burn through your supers, and heavy and special ammo to finish him off, but if you need more time the Oversoul Guardian can reset the timer once by damaging the Oversoul one last time to give the fireteam a final 10s.

[Screenshot: boss – Oversoul timer 3s shooting Oversoul]

But, just to emphasise, this is not an additional 10s, it’s a reset to 10s, so you need to watch the timer as before and wait until it hits 3s. If you shoot it at the start of the final stand damage phase, you’ll actually be reducing the time for damage, and likely be condemning your team to a quick wipe.

[Screenshot: boss – Crota kill]

[Screenshot: boss – Oversoul wipe]

Once you kill Crota, the encounter ends, all the buffs and debuffs are removed, and any remaining adds will depawn. There is a bug to be aware of that, once you’ve killed Crota, the Oversoul timer won’t stop and will still wipe your fireteam but, fortunately, by the time this happens, the arena will no longer be a Darkness Zone, and you’ll all instantly revive.

[Screenshot: encounter end – fireteam jumping over to chest]

You’ll have three cycles, and so three boss damage phases to kill Crota. If he still has health left at the end of the second, you’ll get a message that “Enrage is near” on screen. If he still has health after three damage phases, the Oversoul will proceed to wipe you all.

[Graphic: loot table]

When you’re done, the loot chest will appear underneath the Oversoul. You’ll be able to drop the Swordbreaker shotgun, Abyss Defiant auto-rifle, Word of Crota hand cannon, helmet, arms and class item. If you’ve completed the Deepsight statues puzzle, you’ll drop an additional weapon which is guaranteed to be a Deepsight weapon that you haven’t currently completed the pattern for.

If this is your first time clearing Crota’s End, you’ll also drop a Husk of the Pit autorifle and the start of an exotic weapon quest called Bottomless Pit that will lead to obtaining the Necrochasm exotic autorifle.

As you can see from Kyber’s infographic, there’s also a separate exotic catalyst quest once you’ve obtained Necrochasm, so you’ll be seeing a lot more of Crota’s End to finish everything up.

[Screenshot: encounter end – Throne World’s Riches shop]

The chest also acts a vendor called “Throne World’s Riches” which will allow you to buy Raid weapons and armour from Crota’s End – the vendor will also sell one Deepsight Raid weapon per week of any you have yet to complete the pattern of.

[Graphic: problem solving – dying with the Chalice]

As was the case with Ir Yût, the majority of the problems you’re likely to face are from people dying inconveniently. If someone dies with the Chalice then prioritise picking the Chalice up over reviving the downed guardian – if it despawns, you’ll need to re-claim it from the bucket again.

Anyone can pick the Chalice up, but it’s less disruptive if it’s one of the fireteam that you are looking to get enlightened anyway. If it is, then you can just Enlighten in a different order – you’ll be starting the boss damage phase together whatever happens, so it won’t have any major impact on anyone’s roles.

If it’s someone that wasn’t planning to become Enlightened, you can either swap roles, or the revived Guardian can juggle the Chalice, claiming it from the Chalice holder as soon as they’re able to. You’ll have lost 20-30s but as long as everything up til now has been on-track, you should still be able to Enlighten the two sword Guardians and the Oversoul Guardian before the Oversoul starts to loom.

[Graphic: problem solving – someone dying with enlightened buff]

If someone dies while holding the the Enlightened buff, that will put your fireteam under a bit more time pressure. Again, like Ir Yût, you’re probably best off adding the revived Guardian to the end of the current rotation of people who will be Enlightened for this round, and having them handle the Oversoul, with the previous Oversoul Guardian taking a sword to break Crota’s shield.

This way, if the hidden timer expires and you need to start boss damage, you’re more likely to already have your two sword knights ready. You don’t need the Oversoul to be disrupted until the end of the 30s timer, which gives you a little bit of leeway – the damage phase is going to be scruffy, but that’ll be better than the timer running out and wiping your team.

[Graphic: problem solving – if you are left with a sliver of shield left]

A similar problem will occur if your two Sword Guardians fail to remove Crota’s shield entirely. In this situation, you’ll need your Oversoul Guardian to act as a third sword bearer, and also Enlighten another Guardian to handle the Oversoul.

The best way to handle this situation is to rotate through the Revenent add cycle again, until you kill the knights, spawning the Ogres and Swordbearer knight to obtain a new sword. Your previous Oversoul Guardian can pick this up, while another guardian reclaims the Chalice from the bucket to become enlightened and become the new Oversoul Guardian.

You’ll have to decide on the hoof which of the remaining fireteam members who can still interact with the Chalice will take on the role. Try to avoid using the first sword Guardian again, even if they aren’t debuffed by Drained of Light, as you’ll need them to be able to reclaim the Chalice at the start of the next cycle.

Hopefully, Crota will only have a little bit of shield left and you’ll be able to remove it before the hidden timer expires, in which case you can proceed as normal. If the Oversoul timer does start, like before, you’ll have a scruffy damage phase, but hopefully still come through it without wiping to the Oversoul.

### Animation of encounter

I’ll now run through an animation to give you an idea of how the first cycle of the Crota boss fight could go. The fireteam starts off in the Summoning Crystal room, clustered around the crystal itself. As they do so, the Hive barriers appear, sealing them in while Crota spawns in on the seal outside, and adds start to spawn.

When the barriers fall, Guardians 1 and 2 run outside immediately. Guardians 3 and 5 clear the left room, and 4 and 6 clear the right. Guardians 1 and 2 head out to the Chalice bucket, suppressing adds as they go and looking for the Pool of Light location – on this occasion in the middle. After claiming the Chalice, they’ll continue with add clear while staying safe close to the pool while the Chalice meter fills. After killing all of the initial adds, Guardians 3 and 4 head down to the pit to assist with add clear, while Guardians 5 and 6 head to the Towers to kill the revenant Boomer Knights. This starts the spawning of the revenant Ogres in the oil slicks, together with the Swordbearer knight at the pit spawn door.

When Guardian 1’s Chalice meter is full, and the Engulfed in Light timer starts, they tell guardian 2 to claim it from them, becoming Enlightened. Guardians 5 and 6 jump down to help the rest of the fireteam kill the Revenant Ogres, spawning the first pair of revenant Wizards. Guardians 1, 2 3 and 4 then locate and kill the Swordbearer knight who, for us, wandered over to the left side of the pit. Everyone looks for the new location of the Pool of Light – which is now in the bottom right location, while Guardians 5 and 6 kill the first pair of wizards, spawning the second pair.

When the Swordbearer knight is killed, Guardian 1 enlightens and collects the Ascendent Hive Sword. They can loiter in the pit area, helping with add clear, but should be careful to avoid dying. Guardians 2 and 3 stay near the pool at the bottom right, and together with Guardian 4 continue with add clear and killing the second pair of Wizards, spawning the third pair, which they also kill. While this is happening, Guardians 5 and 6 make their way back to the towers to await the Boomer knight spawns again.

As before, when Guardian 2’s Chalice meter is full, they’ll tell Guardian 3 to claim it, becoming enlightened. After Guardians 5 and 6 kill the knights in the Towers, the Ogres will spawn again, together with the second Swordbearer knight.

They’ll return to the pit area to help the rest of the fireteam kill the ogres, look for the location of the next Pool of Light, which is bottom left, and spot where the Swordbearer is – on this occasion on the left near the pool of light is. Guardians 5 and 6 will deal with the first and second pair of wizards while everyone else kills the Swordbearer, for Guardian 2 to enlighten and collect the sword.

The fireteam now just has to wait, killing minor adds but leaving one of the last two wizards alive, until Guardian 3’s Chalice meter is full and Guardian 4 claims it. Guardian 4 can now take the Chalice to the preserve bucket while everyone else makes their way to the Crystal rooms to prepare for the boss DPS phase. After preserving, Guardian 4 can join them up in one of the crystal rooms. Out of habit, the Cluckers tend to use the left room to assemble in.

Everyone now hides from Crota so he can’t see them, to prompt him to move so that he’s over the seal. When he’s in place, your resident void hunter can invis your fireteam or a solar subclass can throw out a healing grenade at Crota’s feet, or even both, to improve the chances of your two sword guardians, and guardian 3 with the tractor cannon surviving getting to Crota and removing his shield. When the shield is down, the Oversoul is triggered, with its timer.

Once that’s done, one of your Warlocks can drop a Well, and everyone can go to town with their swords. Whoever’s running Tractor Cannon can shoot every 10 seconds or so and then swap to a fusion rifle for a bit of extra damage. Continue damage until the Oversoul timer reaches 3 seconds, and then Guardian 3 shoots the Oversoul twice with a rapid-fire fusion rifle to stop it from wiping the fireteam and end the damage phase.

Once the damage phase is ended, Guardian 1 heads down to reclaim the Chalice, with Guardian 2 in support, while everyone else runs back inside for cover, and then returns to their previous roles to rinse and repeat the cycle.

### Loadouts (per role including weapons, traits and subclasses)

[Screenshot: combat – wizard with solar shield]

Even though there is some specialisation in roles, the loadouts that you use will all broadly handle the same enemies. Like in Ir Yût, you’ll only find solar shields in this encounter, on the Revenant wizards, so it’s up to you whether you find the additional damage and momentary flinch useful.

[Screenshot: encounter start – character screen showing chest armour]

With this being a boss encounter, we usually have one set of chest armour that has triple ammo reserve mods that match the energy type of our heavy weapons, that we can swap out for ones with damage resistance once we’ve used the rally banner.

[Screenshot: combat – incoming arc fire]

[Screenshot: combat – Ogre eye blast]

I’d say that the most damaging incoming fire is arc: from Crota – both his Darkness Blasts and Sword attacks are arc – as are Boomer Knights, Cursed Thrall and Wizards, so Chest armour arc damage resist mods are your top priority.

[Screenshot: combat – weapon surge mods]

Thinking about boss DPS, Weapon Surge mods on boots, and Time Dilation mods on class items become a higher priority – using just one can add a 10% bonus to your matching damage.

[Screenshot: combat]

Everyone will need a primary weapon for add clearing, a burst special weapon for the Knights, Ogres and Wizards, and a sustained damage heavy weapon for boss damage.

[Screenshot: combat – crowd control effect]

[Screenshot: combat – healing/overshield?]

Add-clearing traits on primaries like Incandescent, Voltshot or Destabilising Rounds can help clear crowds, while support traits like Demolitionist, Pugilist or Wellspring can help with recovering ability energy. Weapon healing and overshield effects are also useful like Unrelenting, Heal Clip and Repulsor Brace.

[Screenshot: combat – special weapon use on wizard/ogre/knight]

Burst damage traits for your specials, like One-Two Punch and Trench Barrel on a Shotgun, or Chill Clip and Controlled Burst on a Fusion Rifle – or even good old Vorpal Weapon – will help take down the Elites and Majors quickly.

[Screenshot: boss – mid damage phase Tractor cannon]

[Screenshot: boss – boss damage with Oversoul]

[Screenshot: boss – boss damage]

Finally, for boss damage, hopefully one person will be using Tractor Cannon, to weaken Crota for the extra 30% damage – this could be your Oversoul Guardian in position 3, as they’ll need to be using a rapid-fire fusion rifle for the Oversoul anyway, so will be performing functions that don’t need a sword. It’s not essential, but it does make a reliable two-phase kill easier.

[Screenshot: boss: sword boss damage]

[Screenshot: boss: sword boss damage – relentless strikes onscreen ammo refund message?]

[Screenshot: boss: sword boss damage – Whirlwind Blade onscreen damage message?]

Otherwise, everyone should be using swords – from what I understand, Crota is coded to take 15% extra damage from swords, so it’s sensible to take advantage of that. You’ll be looking for trait perks that extend your ammo count – Relentless Strikes is the obvious choice – and that provide a damage boost: Whirlwind Blade or Vorpal Weapon are probably your best choices, as you’ll not be near enough enemies to proc Surrounded. If you have them Bequest or a vortex frame sword like Falling Guillotine are S-Tier.

[Screenshot: combat – boss Lament]

Of course, if you’re lucky enough to have the Lament exotic sword, this is an excellent choice against Crota, providing top-tier damage if you use the damage combo (hold block, two light and one heavy attack, release block, two light attacks, repeat), plus you get healing for just landing a hit.

[Screenshot: combat – hunter using smoke grenade]

[Screenshot: boss – dropping a Well]

[Screenshot: combat – healing grenade]

It’s useful to have one void Hunter, for the ability to make fireteam members invisible with their smoke grenade – whether that’s to keep them safe in a pool of light, or running out at Crota with a sword. A couple of Well warlocks, with at least one of them somewhere in the gunner positions for the first well are, as ever, very useful for boosting damage output and tanking incoming damage. Anyone running a solar subclass also help themselves or teammates with Healing grenades.

[Screenshot: combat – stasis slow]

[Screenshot: combat – void weaken from smoke grenade]

The Swordbearer knight and the Revenant enemies can all be affected by weapon and subclass debuff verbs, so can be disoriented and arc blinded, void suppressed and weakened, stasis slowed and frozen and strand suspended to slow them down.

[Screenshot: encounter start – Scatter Signal showing slice trait]

One last suggestion for the Oversoul Guardian who’s using a rapid-fire fusion rifle. If you drop or craft a season 23 Scatter Signal with Slice and Controlled Burst, then using your class ability and shooting Crota will Sever him and reduce his damage output by 40% for 8s. When this isn’t available to craft anymore, hopefully there will be other weapons with the Slice trait that you could use if you don’t have one.

[Screenshot: combat – boss using super]

[Screenshot: combat – boss using super]

As far as burst damage super subclasses are concerned, Pyrogale Gauntlet Burning Maul and Cuirass of the Falling Star Thundercrash Titans, Celestial Nighthawk Marksman Golden Gun, Star Eater Scales Blade Barrage or Star Eater Scales Gathering Storm Hunters and Needlestorm Warlocks will let you do big chunk damage quickly so you can get back to using your heavy weapon.

### Guided video

Crota was where our run of good fortune finally ran out – we had a “forgot to rally” moment, a “close, but we didn’t have quite enough heavy for the last stand” run and one run where everything just snowballed into carnage. But, just like the roll on Jesta’s crafted Retrofit Escapade, Fourth Time was indeed the Charm.

We shifted the Enlightening order around a little, so for our run, Aeryn and Sheep ran the swords, Jesta took care of the Oversoul, Mino preserved the Chalice, with both of them helping out with the pit adds too, and Hat and Tooks concentrated on dealing with the rotating Revenant elite enemies.

We start with Sheep moving back from the rally banner to the Summoning Crystal – note the green haze on screen when he’s standing close enough. If you have the rumble turned on for your controllers, you’ll feel that go off too. With the whole fireteam in place, the Hive shields go up, Crota appears and adds start spawning. As this isn’t the first time starting the encounter, the “bull horns” underneath the Oversoul have already formed.

After the shields come down again, Aeryn heads out to claim the Chalice from the low column in front of the pit spawn door. On her way she can see that the Pool has appeared in the middle position. The other guardians clear the Summoning Crystal side rooms of adds, and head outside, with Jesta and Mino moving to the pit area to help with add clearing. Hat and Tooks head for the left and right towers for the Boomer Knights, which appear when Sheep kills the last wizard, Aeryn tells Sheep that the Pool of Light is in mid, so he heads over to join her.

Aeryn tells Sheep to claim the Chalice when the Engulfed by Light timer starts. You can see the additional difficulty that being forced to claim the Chalice in a small area under fire provides, as Aeryn moves about to avoid taking damage, which interrupts Sheep’s on-screen interaction prompt. After a couple of additional seconds Sheep claims it, Enlightening Aeryn.

Hat and Tooks take the Tower Boomers down, then position themselves for the Ogre spawns and kill them quickly. Mino calls out the Swordbearer‘s location near Hat, so the fireteam know where it is to take it down, and so Aeryn can make her way there. Once there she Enlightens and picks up the sword, starting her Drained of Light debuff timer.

The Ogre deaths instigate the three waves of pairs of Wizards, who are next in the Revenant-add cycle, which are cleared by the add-clearers in the pit – after killing the first pair, Tooks and Hat start moving back to the towers to be ready for the Boomer Knight spawn. Sheep finds the Pool of Light at the bottom right position, and then provides a valuable cautionary lesson as to why you don’t wait there while the Chalice meter fills, getting melted by Crota’s Darkness Blasts.

Jesta picks up the Chalice first, before reviving Sheep. As he needs to get Enlightened anyway, to shoot the Oversoul, he keeps it – the Pool of Light remains in the same position of bottom right as it’s not yet been used for a transfer. When the last of the third wave of wizards is killed by Mino, the Boomer Knights reappear and are killed by Hat and Tooks, after which they head back down to the pit to kill the Ogres, and Mino calls out the position of the Swordbearer in the middle.

Jesta calls for Sheep to claim the Chalice, becoming enlightened. As Sheep isn’t yet ready, Aeryn reminds everyone not to kill the Swordbearer, to give him time to for the Chalice meter to fill. Mino calls out the Pool of Light as bottom left for the Chalice swap, and uses his smoke grenade to keep himself and Sheep safe.

After Mino claims the Chalice from Sheep, he moves to the preserve bucket to store it. With no more revenant adds to kill, Hat and Tooks head back to the Summoning Crystal rooms to wait for boss DPS, while the others kill the Swordbearer, and Sheep enlightens and picks up the sword. With this done, the whole fireteam now heads up and inside to stay safe and prepare for the boss damage phase.

We bait Crota into approaching the seal area by bravely hiding inside the central crystal room. When he’s close enough, so that the fireteam is out of range of the Boomer knights, Mino uses his smoke grenade on the two swordbearers and Jesta with the Tractor Cannon, so they can get out to strip Crota’s immunity shield. You can see how Aeryn and Sheep both follow a sword heavy attack with an instantaneous Sword super attack, and then additional heavy attacks until the shield falls, and Crota kneels. At that point, you see the “Crota summons his Oversoul” message, a burst of bright green flame from the Oversoul, and the Hive swords also despawn. Hat drops the first Well, Tooks hits Crota with a Pyrogale Burning Maul, and everyone starts whaling on Crota. About halfway through Aeryn hits Crota with a Gathering Storm super and then when the first Well runs out, Jesta drops a second.

When the Oversoul timer hits 4s, Mino calls out and Jesta times the Oversoul stun to perfection. You can see the Cluckers did about two-thirds of Crota’s health in the first damage phase before the immunity shield is back up again. The fireteam heads first back into the Summoning Crystal rooms for cover before heading back out, except for Aeryn who heads to the Preserve Bucket to reclaim the Chalice, to rinse and repeat a second cycle.

### Uncommented video

For the rest of the video, you can follow an individual guardian if you want to learn more about a specific role, or across the whole fireteam, pausing as you need to, to see the way the fireteam handles the revenant add cycle at the same time as the Enlightening process for the sword and Oversoul guardians, and the information flow between everyone.

### Wrapup

The second cycle was a fair bit smoother than the first. As you can see, even with the additional complication of the Pools of Light, as long as you have the ammo, the two-damage-phase kill is pretty attainable. And that, from my perspective, at last after a frustratingly error-free run, we demonstrate that with a little organisation, recovery from a death is straightforward.

Those who are really eagle-eyed might have spotted the appearance of a 2s “Swordbearers Touch” timer when Aeryn and Sheep first damaged Crota’s shield with a sword. This was a trait on D1 Crota’s End leg armour, which granted a “temporary increase to agility while carrying the sword of a Hive Swordbearer”. I have no idea whether wearing Raid boots provides any benefit here, or whether it’s just a bit of errant legacy code.

Well, that just about ties up our Crota’s End guide. Hopefully you’ll have picked up enough to understand how each encounter works, and can feel confident in stepping forward for any of the more specialist roles – to be honest, in this raid, there’s really not too much to worry about as, unlike the more recent raids where some of your fireteam runs off to separate side rooms where you can’t see what’s going on, here everything is done in view of the whole fireteam.

One final thank you to Pryanie for the raid maps, and for making them free to use, and to Kyber from Kyberscorner.com for permission to use their raid loot infographic.

On behalf of the Cluckers – thanks for watching, we hope that’s been helpful, and may all your drops be god rolls.