# King’s Fall Raid video script

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## Intro

### Overall explanation of video

[Screenshot of team in Zavala’s office]

[Raid title screenshot]]

Hi, I’m Adamsdown\_Boy, and welcome to the start of the MotherClucker Clan’s Raid guide series to Destiny Two’s King’s Fall. These videos are designed to let anyone who hasn’t run the raid, or anyone that’s been stuck with add-clear duty as they’re not sure what the more specialised roles involve, gain the insight to be able to step up with a bit more confidence.

I’d like to thank my Clanmates – AlbaAura, Alex, Dayzi, ElectricSheep, Tooks, and Zonerunner for running the raid for me, and Sheep in particular, for helping me hone this script.

[Screenshot of fireteam perspective]

If you’ve seen our previous guide to Vow of the Disciple, we’ll be taking the same approach – each section or encounter is shown as a separate video, with me first talking through the aims, arenas, mechanics, fireteam roles and loadouts. Then I’ll talk you through the mechanics to show you the encounters from the perspective of all six fireteam members, pausing to explain how the mechanics and communication work. Finally, you can watch the encounter play out from the perspective of all six fireteam members to see how everything works in real time.

In the series, we’ll cover the location of the three secret chests that you can open in the raid. We’ll also do a separate video to show the location of nine runes that you can find dotted about the Raid which, when the correct ones are shot, will mean that you will drop a guaranteed Deepsight weapon from the final boss chest

We’re not covering the challenges, or the Master version – one you’ve learned the basics from our video and you’re confident about the encounters, there are other videos that cover the mechanics of the triumphs and challenges, and the additional mechanics of the Master version.

Our run was completed during the Season of Plunder, so reflects the seasonal mods and weapon meta at that time. There’s only one overload champion in the standard version of the Raid, so hopefully it’s be fairly easy to adapt to any future changes.

I’ll apologise now for some of the fireteam voices being a little quiet throughout – this is only our second video, and we’re still learning how to set up for these guides. It’s something we obviously need to check for in future!

[Infographic of loot table]

These are the weapons and armour that drop for King’s Fall chests. Bungie has said that the trait combinations in King’s Fall weapons are deliberately spicy – you can get double damage perks, or combinations are very rare, which makes the ability to craft your own very attractive. You’ll need to extract the pattern from five Deepsight versions of a weapon to be able to shape it at the Enclave on Savathun’s Throne World.

The raid exotic scout rifle Touch of Malice is currently the highest damage output of any primary ammo weapon, when used in a Well of Radiance or, in the last two encounters of this Raid, within an Aura that protects you from damage, so is well worth chasing.

[Screenshots of DSC Augment and VotD Glyphs]

Unlike more recent Destiny 2 Raids, such as Deep Stone Crypt with the common thread of augment mechanics, and Vow of The Disciple using Glyphs throughout the raid, the original King’s Fall doesn’t really have a strong common mechanic running through it.

[Screenshot showing Brand Claimer prompt on screen]

What Bungie has done is to retrofit buffs and debuffs, known as Brands, and the mechanic of claiming these Brands over the top of the existing D1 encounters.

[Screenshot of someone on a capture plate]

That’s not to say that the encounters don’t all have their own mechanics, some of which are shared – there are capture plates in several encounters, there’s a relay race mechanic in a couple of sections, there is a state called “Torn Between Dimensions” in two encounters in the final arena, and there are a variety Oversouls.

[Screenshot of Ishtar Collective Page]

If you’re into Destiny lore, Oversouls are first mentioned in Chapter 38 of the Book of Sorrow – verse 4.8 “The Partition of Death” – I’ve put the Ishtar Collective’s weblink to it in the video description. (https://www.ishtar-collective.net/cards/xxxviii-the-partition-of-death#books-of-sorrow).

They’re described as a way of separating a powerful Hive’s soul and hiding it in their Throne World, so making them harder to kill. Oversouls are the basis of the boss wipe mechanics in King’s Fall.

[Screenshot of Byf video start screen]

You can also get a recap of the lore behind the Raid if you played the D1 version, or a primer if you’ve never played it before from a My Name is Byf video, which I’ve also linked to in the description <https://youtu.be/R5Q6-5ZxteM>

There’s no name for the first encounter, so I’m just going to refer to it by the location’s name – the Hall of Souls.

## Hall of Souls: Opening the Portal

### Aim

[Screenshot of Hall of Souls]

The object of this initial encounter, in what was in D1 the Court of Oryx, in the Hall of Souls on the Dreadnaught, is to open a portal to Oryx’s Ascendent Realm. To do this you’ll need to, as a fireteam, carry a pair of relics past minor Hive and Taken adds, and Taken Blight Barriers, to dunk in each of six statues in turn to charge them up until the portal appears.

### Mechanics and fireteam roles

[Map of area]

This opening section introduces you to the relay race-like feel of subsequent encounters in a gentle way, without the pressure of revive tokens or a wipe mechanic.

The arena is largely symmetrical left and right, with an enclosed central chamber leading to the six statues in front of your spawn location and a larger more open chamber – the Court of Oryx arena in D1 – with a central dais beyond and, on each side, a tunnel leading to a platform, a short bridge and a larger outer chamber.

If this is your first time, feel free to explore the area, as the encounter can’t be started by accident by wandering about. In your exploration, you’ll see there are small platforms that lead between the Court of Oryx arena and the outer chambers – they can be used to travel between the areas after dunking a relic but, to honest, it’s probably easier just to use the tunnel.

[Graphic showing 3 people swapping roles]

You’ll split into two teams of three, with each team responsible for a side – left and right. Within each team, there are three roles – one person is the runner carrying the relic from its spawn point to the statue to dunk, one as the outer chamber gunner, assisting the runner in the outer chamber area, and one acting as inner room gunner assisting the runner in the inner chamber area.

It’s more efficient, plus it’s also good practice for the next encounter, if the runners and gunners alternate roles, with the outer gunner moving to be in position to collect the next relic and the inner gunner moving to the outer chamber, while the runner runs to dunk. As illustrated in this diagram, the outer gunner then becomes the runner, the inner gunner becomes the outer gunner, and the runner becomes the inner gunner.

[Graphic of Hall of Souls showing the order in which relics are dunked]

Two people at a time, one from each side, will be carrying a relic. The relic prevents them from either using a weapon or charged melee, and suppresses your jump ability. You can still single jump and melee for slightly faster movement while running. Each statue is charged in turn in a pre-set order – you’ll be able to see which is active by it having a black orb with a green glow that looks similar to the relics, floating in front of it.

[Screenshot of barrier]

Picking up the first relics, in the inner room, starts the encounter., and everyone will see a message on screen saying which Guardians have picked them up. You’ll see Taken adds spawn in the encounter area, which they’ll continue to do intermittently or when a relic is picked up, and a Taken Blight Barrier appear, which blocks access to the statues. This will need to be destroyed by shooting the denser central blight area, so that the runners can get through. At this point the floor of the Court of Oryx arena will become poisonous to stand on.

Picking up a relic starts a timer for both runners, so you’ll need to co-ordinate pick-up to maximise the time to get to the statue that needs charging to dunk. Each relic from two to six will spawn in the outer rooms further away than the last, but don’t worry too much about failing to get to the statues before the timer reaches zero – any undunked relics will just despawn and respawn again at their original location with an extended timer, so all you’ll lose is a bit of time.

[Screenshot of barrier and Taken]

Picking up a relic in the outer chamber also spawns two Taken Blight Barriers at either end of the tunnel that joins the inner and outer chambers, which will need to be destroyed quickly by the inner and outer room gunners. Two groups of Taken made up of Psions and Phalanxes will spawn in on left and right outer platforms and bridge. There will also be a couple of Taken Vandal snipers on the Court’s dais that the two inner gunners should kill quickly – they can put up a barrier when wounded, so an anti-barrier weapon can be useful to finish them off.

The main risk to your runner will come from being booped off a platform or the short bridge by a Phalanx, so the outer room gunner should make these their priority, after destroying the barrier. The inner room gunner’s job is to keep their area clear of enemies so that the runner has a clear run to the statue.

[Screenshot of relic dunk]

When you dunk the first relic of a pair, the timer will reset to five seconds regardless of how much time remains – the second relic must be dunked before this five-second timer reaches zero. If the second relic runner isn’t in the central room, you can use the dunk reset to your advantage by having the first runner wait by the active statue until the timer is near zero before they dunk, so adding five seconds to the timer for the second runner to reach them. When a statue is successfully charged, the fireteam will see messages on screen saying “A statue hums with dark energy”, and that two new relics have appeared.

[Screenshot of portal and adds]

Once you charge all six statues, the Court of Oryx arena’s poisoned floor will clear, and adds will spawn around the arena. Kill these and a Hive portal will appear, but don’t jump through until someone checks underneath the dais first. Similarly to Vow of the Disciple, you can spawn a second chest with a guaranteed Deepsight weapon after the final boss fight, by shooting three rune plates scattered throughout the Raid.

[Screenshot of Kapowaz website]

You’ll see the three runes in the walls and ceiling – you can use the Kapowaz Raid website to record which Runes you need to shoot, and the website will tell you where to find them. You’ll find the link in the video description. You’ll also find a video quickly showing their locations at the end of our Raid guide.

<https://disciple-glyphs.kapowaz.net/kings-fall/bonus-chest>

After making a note of the three runes, make your way through the opened portal to enter Oryx’s Ascendent Realm and find the first reward chest of the Raid.

[Screenshot of Raid loot table]

You can drop the Doom of Chelchis scout rifle or a Class item at the soft cap power level from this chest.

### Loadouts

So, to loadouts. You’ll need weapons to do two things – first, to kill groups of adds, mostly in CQC, in the inner and outer chambers, and second to break the Taken Blight Barriers so that the runner can pass. Some sort of ranged weapon is also useful to deal with the Taken Vandal snipers.

[Screenshot of combat]

To make sure you quickly take out Taken Phalanxes, weapons with traits such as Reservoir Burst, Chain Reaction, Incandescent or Voltshot can clear out add waves as they spawn. Witherhoard is good for firing where the Taken adds spawn in, and Machine guns are good for adds and the barrier – Xenophage or Thunderlord can be a Swiss Army knife here to break the Taken Blight barrier, clear adds quickly, and have enough range to kill the snipers on the dais.

### Guided video

Left – Sheep, Alex, Zone

Right – Tooks, Alba, Dazyi

[Show Sheep, Alex and Zone rotating through the three roles, then show all six for the second three dunks.]

Now, I’m going to show the video of the Clucker raid run, initially focussing on the left fireteam – Sheep, Zone and Alex, as they swap between the three roles – pausing and highlighting to guide you the mechanics for the first few phases.

After landing, rallying, and agreeing who’s doing what, Sheep, and Alba, pick up the first relics, starting the encounter. Everyone in the central chamber kills the adds as they spawn in and shoots the denser central part of the Blight Wall to bring it down. Sheep and Alba run to the first statue to dunk.

Sheep stays in the central chamber while Alex and Zone run out through the left side tunnel to the left outer chamber.

Zone picks up the second relic, and Alex destroys the outer Blight Barrier and kills the spawning Taken adds, focussing on the Taken Phalanxes as his top priority. In the central chamber, Sheep and Alba bring the inner Blight Barrier down and kill the Taken adds that spawn there.

Zone makes his way to the second statue, where Tooks is waiting, and both dunk the relic. Alex stays in the outer chamber and gets ready to pick up the third relic, while Sheep makes his way in to act as the outer chamber gunner. After dunking, Zone stays in the central chamber to act as the gunner there.

Alex picks up the third relic and, this time, Sheep takes care of the outer Blight Barrier and Taken adds. Zone destroys the inner Blight Barrier and the Taken adds that spawn there. Alex and Dayzi dunk the relics in the third statue.

### Uncommented video

[Graphic showing actual fireteam rotations on left and right]

I’ll now let the video of the rest of the encounter run. You’ll should notice that Sheep, Zone and Alex all rotate between the three roles on the left while, on the right, Alba stays in the central chamber, and Tooks and Dayzi rotate between outer chamber gunner and runner roles. Both methods work equally well – just make sure the rest of your team is on the same page, and knows how you’re rotating.

So, try to follow the remainder of the section video using what you know now – you’ll see how the runners co-ordinate their pickups, and how to bunny hop and melee to speed up your movement as a runner.

### Wrapup

[Screenshot of Zone showing the three Deepsight Chest Runes]

You saw Dayzi, at my request, unsuccessfully try the return journey using the small platforms from the Court of Oryx arena. But, despite dying, he was able to return to outer gunner duty on the right-hand side after respawning – first shooting the Blight Barrier down and then getting rid of the Phalanxs on the right platform, so Tooks can run though and dunk.

[Diagram for how to recover from a death]

So, don’t worry too much if you do die – if you die as a gunner, just get back to your duties as quickly as possible. If you die as the runner, then let your outer gunner take over from you and pick up the relic once it respawns, while you make your way there to the outer chamber to take over from them as the gunner.

After the statues are all charged, and the final spawn of adds killed to reveal the portal at the end of the section, you saw Zone run into the area under the dais to identify the three Runes that the fireteam needs to find and shoot as they make their way through the Raid to reveal the Deepsight Chest after killing Oryx in the final encounter. We’re doing a separate video that shows the location of the nine glyph plates in the raid, which will be part of the series playlist.

That’s all for the Hall of Souls encounter – your introduction to the Destiny 2 version of the King’s Fall Raid. I’d like to thank Kyber from kyber3000.com for permission to use the Raid Loot infographic.

On behalf of the Cluckers, thanks for watching, we hope that’s helped you and may all your drops be god rolls!

## Crux and Portico jumping sections

Hi, I’m Adamsdown\_Boy and welcome to part two of our video guide to the reprised Destiny 2 King’s Fall raid. In this video, now that you’ve successfully finished the Hall of Souls encounter, my Motherclucker clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner will be taking you through the first jumping section in the raid and illustrating that even a Guardian with a dozen or more runs, and a handful of flawless Raid completions under their belt can still fail to stick a landing.

I’ll apologise for some of the fireteam voices being a little quiet throughout – this is our second video, and we’re still learning how to set up for these guides. It’s something we obviously need to check for in future!

### Aim

### Mechanics

[Screenshot of swinging lanterns]

There are three parts to this first jumping section. First is an area called The Crux, with a set of four swinging pendulums – I think they might actually be prison cells – which, as long as you’re not jumping between two of them that are swinging away from each other, is pretty straightforward. To be safe, either jump as they swing past each other, or when they’re holding still at the apex of their swing.

[Screenshot of Tombships room]

After the Crux, the longer Portico section involves travelling from one end to the other of a large open space, using Tombships as moving platforms. These follow a set path – the same as for D1, for those who remember.

[Diagram of route over Tombships 1]

Once you’ve learned the route to take, if you’ve not done this before, you’ll need to fight your instinct, and lead the ships that you jump down to – aim for 10 metres or so in front of them so you’re jumping to where they will be rather than where they are now. The second and third ships appear some time in advance of when you need to jump, but after that you’ll need to jump to the next ship as soon as it appears.

[Diagram of route over Tombships 2]

While you’re on the sixth ship, a Tombship will appear above you on a low flightpath and, as it travels across, you’ll feel like it’s going to push you off the back of the ship. If you stay on the left-hand side, you should be fine, but you’ll need to start sprinting as soon as it passes to get to the next Tombship in time. Alternatively, you can just jump on top of the low flying ship, and from there onto the next ship.

[Screenshot of Alba’s revive orb ]

There’s no wipe mechanic, so if you do die while jumping, you’ll spawn back to where you last touched the ground – before the initial Tombship, or on the platform halfway through, if you’ve made it that far.

[Screenshot of Tombship and barrier] then

[Screenshot of combat showing capture plates]

The final part of the Portico section isn’t really a jumping section, as such. After traversing the large void, and killing a few Acolytes and Knights after you land, a Guardian will need to stand on each of two capture plates to clear a force field. This also opens a small door to the first secret chest.

[Screenshot on last ship]

Up to four people can then jump onto a Tombship, with the two Guardians remaining behind on the plates.

{Screenshot showing barrier down}

With the force field lowered, you can now ride it through to the far side. As each Tombship completes its short journey, it will despawn, and a new one will appear again back where it started.

[Screenshot of jumping to path up to secret chest]

However, I’m sure you’d rather get to the first secret chest of the raid by jumping to the left wall before passing through the gap. If you look to the left, you’ll see a narrow path on the wall that you can jump to, which leads up to a short tunnel in the wall, with the chest on the other side.

[Screenshot jumping down to tusk]

Alternatively, you can jump down to a horizontal “tusk” projecting back towards where you started from, and then jump from there to the path – this can be safer if you’re not as confident with your jumping.

[Screenshot of walking up path]

It’s safer to walk rather than sprint up the path, or jump out and back, as your momentum when sprinting past the ribs will push you off. There is a path underneath, so if you do fall off and can stay close to the wall, you should be able to recover, rather than dying and reviving.

[Screenshot of tunnel entrance]

If you get confused as to where the tunnel is, keep going up the path and round the ribs. Counting from the bottom of the path, the entrance is just above your head after the seventh rib.

[Screenshot of treasure chest]

Go through the tunnel to find the first secret chest which drops Raid mods and any gear that you’ve previously dropped.

[Screenshot of combat in end area]

The four fireteam members can then jump down, kill a Shrieker and a few more adds, and stand on two more capture plates.

[Screenshot of far side capture plates]

These replicate the function of the first two plates, keeping the force field open, letting the fireteam near the exit take over from the two Guardians left behind, so that they can make their way over.

[Screenshot of lift]

Once you’re there, the fireteam can make its way through to a lift that will take everyone to the second Raid encounter.

### Fireteam roles and loadouts

[Screenshot of combat]

[Screenshot of Alba using Heat Rises]

You shouldn’t need to change your loadout, but if you want to make a few changes to make jumping easier, then you could consider Lion Rampants for a Titan with an arc subclass, for shoulder charge and emergency panic Thundercrash super, Heat Rises and Icarus Dash equipped as a solar Warlock, and Stompees for a Hunter. A sword can put you into a third-person perspective to improve your locational awareness, and is useful for changing direction quickly or getting additional momentum at the end of a jump, if you need it, or to quickly recover from a misjump. If you’ve got a sword with the Eager Edge trait, you can try and make it to the halfway point with a single jump – it is possible if you know what you’re doing.

If you do struggle, then it’s always a good idea to save a loadout of 100 mobility armour for use at times like this, or you can equip a lightweight weapon.

[Screenshot of combat]

You’ll only be facing a few Acolytes, Knights and a Shrieker in this section of the Raid. Unless you’re facing them on your own, you should roll over them with the loadout you had equipped from the Hall of Souls.

### Guided video

We’ll now run the video of the first jumping section of the Raid from the perspective of the fireteam

As with any jumping section, the only way to learn is to do, but hopefully this will help you understand the route you need to take. I’m not going to show the Crux section as that’s straightforward. I will point out that the cables the pendulums hang from are solid objects, so just try to avoid bouncing off them.

We’ll start in the more substantial Portico section, and I’m going to focus initially on Sheep’s run, as he’s one of two fireteam members that ride the Tombships across the space without reviving, and without pausing for fallen comrades. I’ll revert to the full six Guardian view when he and Dazyi reach the far side.

The fireteam kills a small crowd of Hive adds in a docking area by a waiting Tombship. You don’t need to kill them but, if someone does fall, it’s easier if they don’t spawn back into a hostile crowd. Don’t worry if you miss the first Tombship, it will respawn shortly after it despawns out in the void in front of you.

Alba overshoots the third Tombship and is respawned back to the start.

If I’m honest, after providing notes for everyone to keep together for the jumping sections, I’m mostly surprised everyone didn’t just mass suicide off the first Tombship. But anyway, at the halfway point, there’s a platform. If you do fall, remember that you’ll respawn where you last touched the ground, so jump up here and you’ll only have to complete the last half of the jumping section, rather than restarting from the beginning, if you fall off after this point.

Just to say how pleased I am that my raid run is currently Alba’s chosen charity project…

On the sixth ship, with the low flying Tombship approaching, you can safely stay on the left-hand side – crouching isn’t essential here, but I’ll admit that I usually do!

While Dayzi continues to explore the possibility of meleeing while emoting for… reasons? I… I really have no idea… Tooks misses the jump while Titanicing at the front of the ship, perhaps distracted at the thought of being painted like one of Jack’s Franch girls. No doubt he carries that thought with him as he respawns back at the halfway platform.

Dayzi and Sheep clear the adds at the far end of the Portico jumping puzzle. Alba, Alex and Zone catch up and Alex stands on the left capture plate, while Sheep stands on the right.

After he catches up, Tooks joins Alba, Dayzi and Zone on the waiting Tombship and they all make their way to the path on the left leading up to the secret chest.

Dayzi demonstrates that your momentum from sprinting past the ribs will push you off the path, and also that it’s fairly easy to recover to the path below if you stick close to the wall. If you lose count of the number of ribs, watch for one with a big chest-high thorn sticking out – at that point, the entrance will be above your head, after the next rib. You can see their progress through Sheep’s sniper sight.

After opening the secret chest, Alba, Alex, Tooks and Zone jump down to kill the adds and the Shrieker, and Alba and Tooks stand on the capture plates for Alex and Sheep to make their way to them.

After Alex and Sheep get to the exit, the fireteam makes its way to the lift for the next encounter.

### Uncommented video

### Wrapup

That’s the end of our guide to the first jumping section in the King’s Fall raid. As you saw from our run, everyone misses a ship or two – so really, don’t sweat it, if it takes you a while to learn the route. If you need to, go back to the two maps in the video and pause, or you can access them from my GitHub repository – the link is in the video description below.

<https://github.com/Adamsdown-Boy/Raid-Guides/tree/main/Kings-Fall>

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

## Basilica (Annihilator Totems)

Hi – I’m Adamsdown\_Boy, and welcome to part three of our guide to the reprised, Destiny 2 version of the King’s Fall raid. In this video, my Motherclucker Clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner demonstrate the first named encounter of the raid, in the Basilica – the Annihilator Totems.

I’ll apologise for some of the fireteam voices being a little quiet throughout – this is our second video, and we’re still learning how to set up for these guides. It’s something we obviously need to check for in future!

This is a mechanical encounter, which means there’s no boss, and no Oversoul-based wipe mechanic or enrage timer, which means you can make progress at your own pace, to a degree. That’s not to say there isn’t a wipe mechanic that will kill you all, it’s just not one tied to an encounter timer. As the first encounter proper, you’ll now be unable to self-revive on a death, so Revive Tokens (or rather the lack of them) can also be a limiting factor.

### Aim

[Basilica arena map]

Your aim is to open the door on the opposite side to the door that you entered from, by depositing 200 stacks of a debuff called Deathsinger’s Power into a central capture plate, until the rune columns on either side of the door are full. You gain stacks of Deathsigners Power by killing adds while holding a Brand buff.

The map is a largely symmetrical one, with three large chambers – left, centre and right. As you enter the room, you’ll see a capture plate in front of you, a large door with a Taken Blight shield and two columns of unlit runes, one either side, and a group of worshipping acolytes kneeling in front. Shooting or approaching this group will start the encounter –but that’s not a good idea unless everyone has already rallied at a Raid banner and got into position.

To the left and right of the exit door, halfway up the wall are platforms with a spawn door at the far end.

If you look into the left and right-side chambers, you’ll see a relic suspended in the air at the entrance – this is the Brand, and beyond that a green haze in the air, indicating that the environment is toxic and will do damage over time, and a capture plate underneath an Annihilator Totem. These totems are Hive security constructs – you will have seen some back in the early days of Shadowkeep, in the first story mission “A Mysterious Disturbance”. While the encounter is active, a Guardian will need to stand on the capture plate to suppress the totem above, to stop it from wiping your fireteam.

### Mechanics

[Graphic to illustrate “relay race” stages]

The encounter operates much like a relay race, with two teams of three – one on the left and one on the right. Each team member is always in one of three rotating roles – standing on the plate under an Annihilator Totem and killing minor adds (we’ll call these Holders), obtaining the Brand Claimer buff by killing first a wizard and then a yellow bar Blight Guard Taken Knight (which we’ll call Claimers), or depositing stacks of the Deathsinger’s Power debuff into the central room plate (which I’ll elegantly call Dumpers).

[Screenshot showing Brand aura]

The Totems encounter introduces the mechanic of claiming and using a Brand that you’ll find in the rest of the Raid. In the toxic atmosphere of the two side rooms players will need to be inside a “Brand” aura to survive – the Brand of the Unraveller on the left side and Brand of the Weaver on the right.

As I’ve said, there isn’t an overall timer for the encounter, but the two Brands do have individual timers, which if they hit zero will kill the holder if it’s not taken by a team-mate.

[Screen shot of left chamber]

The left side is a little easier than the right, so should be where less experienced fireteam members are assigned. There’s more cover, the Majors spawn at the same level as you, and the Minors are Taken Thrall and Psions, rather than Hive Thrall and Acolytes, which are easier to kill.

[Screenshot of initial relic]

I’m now going to describe the first cycle of the Totems encounter for each role, before we move on to suggested loadouts, and then the guided video.

[Screenshot of initial positions in encounter]

It makes the fight easier if the two teams are in sync so, initially, the two Holders should be next to the Brand relics at the entrance to the left and right chambers, the Claimers should be stood on the platforms in the central chamber, and the Dumpers (although they’re not going to be depositing anything into the capture plate in the initial round), near the plate to help clear the initial adds in the ritual by the exit door.

[Screenshot of Holders standing on Totem plate showing Brand timer]

To start, the two Holders should count down to pick up the Brands at the same time. Picking up a relic grants the Brand of the Holder or Unraveller debuff and starts a 30s timer for that Guardian.

A message appears on screen for the whole fireteam to say that “The Annihilator Totems awaken”. The two Holders should make their way quickly to the Annihilator Totem plates in each room – remember, not having anyone standing on one of the plates will cause a team wipe after a few seconds, and force a restart – and proceed to kill adds to gain stacks of “Deathsinger’s Power” – one stack per kill. The more kills, and therefore more stacks you deposit, the faster your progression through the encounter will be.

Most of the adds will be easy-to-kill red bars, but as the encounter progresses you will also face red and orange-bar boomer and melee Hive knights, and orange-bar Taken Minotaurs. In the right chamber, be aware that the Minotaurs will spawn on a balcony above your line of sight – these will need to be killed as a priority as there’s not much cover from incoming fire.

[Screenshot of Wizard and Knight]

At the same time as the relic is collected, the adds in the central room will wake up, and a wizard will spawn on both central room platforms. Claimers should first kill their wizard and then the Blight Guard knight that spawns immediately after.

[Screenshot of Brand Claimer orb]

Once dead, the knight spawns a “Brand Claimer” relic in the middle of the platform (not on its body), which the Claimer should interact with to collect. Picking up a relic starts a “Brand Claimer” timer – pay no attention to this, the only timer that matters is the one that the Brand Holder is subject to.

They should sprint to their side’s Totem and stand within the Brand’s aura, behind or beside the Holder, and prompt them to stay aware of how much time is left on their Brand. Claimers can help to whittle away at the health of any knights in the chamber while leaving trash adds alone, unless the plate is becoming overrun, so that the Holder can maximise their stacks of Deathsinger’s Power.

However, putting fewer stacks in is always a better option than dying, and putting in no stacks plus costing a revive token. Remember that, once you leave the aura, you’ll take a damage on your way out of the room so you’ll need to have a health bar in decent shape, to make it to the central chamber alive.

Dumpers should clear the initial wave of acolytes, and can then kill any of the chunkier adds. In the first cycle, they can help the Claimer to kill their Wizard and Knight and then, in subsequent cycles, melee knights as they spawn before they make their way down to the side rooms, leaving the other minor adds alone for the Holder to kill.

Once the Claimer has left, the Dumper can then rotate onto the vacated platform to await the wizard spawning.

[Screenshot of Claimer taking Brand]

The Holder should provide time checks as the timer counts down, prompted by the Claimer if they’re being a bit quiet while focussing on killing adds, calling out when they hit 10 seconds, and counting down 5-4-3-2-1. Remember, hitting zero will result in the Holder’s death, so with a second or so to go, the Claimer must interact to “Steal the Brand” from the Holder. This completes the first cycle of the “relay”.

[Graphic showing the rotation in roles after the cycle is complete]

The Claimer now becomes the new Holder, standing under the Totem and killing adds to gain Deathsinger Power stacks; the Holder becomes the new Dumper, moving to the middle chamber plate to deposit the stacks they’ve just collected; and the Dumper is already in position on the platform in the middle room ready to kill the Wizard and Knight to become the new Claimer.

[Screenshot showing Deathsinger’s Power being deposited]

The Wizard will spawn after the Brand is claimed, so you can use the countdown on your side to get advance warning of when it will turn up.

The Dumper will need to transfer all of their stacks into the capture plate before moving off it – if they have any stacks left, they will be unable to pick up the “Brand Claimer” orb when it’s dropped by the Taken Knight.

[Screenshot of unstoppable ogre]

At about one-third and two-thirds through filling the Rune Columns on either side of the exit door, an Unstoppable Ogre will spawn. Make sure no-one shoots it until it has fully emerged, otherwise you’ll waste your unstoppable shot as it’ll glitch and remain unstunned even though you hear the stun sound effect, leaving it charging at you with its 70% damage resistance until it’s vulnerable again.

Obviously, once stunned, you need to kill it quickly, to avoid disrupting the timing of the relay race. Be aware of your Deathsinger’s Power stacks – it’s very easy to step off the plate early to go and deal with the Ogre, particularly if you’re using an unstoppable mod on a CQC weapon like a shotgun, leaving you unable to interact to pick up the Brand Claimer orb. If you do find yourself delayed as a Claimer because of dealing with the Ogre, or for any other reason, let your Holder know – it’s possible to claim the Brand en-route, while you run past each other, using the few second’s grace you get before the Annihilator Totems activate.

[Screenshot of combat]

If someone dies on an Annihilator Totem plate, it is possible to recover. Make sure the Claimer heads down to stand on the plate immediately, to stop the team wipe, even if it means they are taking poison damage – use healing grenades, rifts, well of radiance or abilities like restoration or devour to help with survival.

The Brand relic will respawn in its original position, allowing the Dumper to get the Brand and make their way down to the plate to revive the first team member. Once revived, the other two team members need to make their way back to the central room and combine to quickly take down the wizard and Blight Guard knight to reset the relay, and return to claim the Brand as quickly as possible.

Be aware that this will cost one or two of your revive tokens on that side, and will mean that the two sides are out of sync, so the Holders will need to be clear as to which side their countdown is for afterwards.

Once the Rune Columns are filled, the encounter will finish and the reward chest will appear.

[Infographic of loot table]

The Totems chest can drop the Doom of Chelchis Scout Rifle, Qullum’s Terminus LMG, Chest, Leg or class item armour.

[Screenshot of combat]

### Fireteam roles and loadouts

In thinking about your load-out, you should prioritise healing over damage output. You obviously want to avoid dying on a Totem plate, but you also want to be killing adds aggressively, so that Boomer Knight are dealt with swiftly and the plate doesn’t get overrun. 100 Resilience and chest armour damage reduction mods are also essential here.

Solar classes with access to healing grenades but, in particular, Well Warlocks and Lorely Helm Titans will do well here, bearing in mind the need for healing while standing under a Totem without the Brand to prevent a wipe, if someone dies. With no bosses, Wells can be used primarily as a survival tool.

[Screenshot of combat]

The Minor adds will be close to mid-range, but you also need to be able to kill wizards, Knights and Minotaurs at close range, and boomer Knights and Minotaurs at medium to long range.

Most primaries will work here – if you have ones with perks that help clear groups of adds quickly, like Firefly, Dragonfly, Incandescent or Voltshot, or Osteo Striga then those are probably the ones to prioritise, although weapons with healing traits can also be useful to help prevent or recover from the death of a Holder. Remember you’ll be facing an unstoppable ogre, so you’ll need to take that season’s mods into consideration when making your choice.

[Screenshot of CQC combat]

Fusion rifles, glaives and shotguns should help deal with the wizards and melee knights.

[Screenshot of killing boomer knight]

And, you’ll also need something that kills at longer ranges– an LFR or Xenophage will make quick work of enemy Majors.

Alternatively, you could use an LMG for add clear, for example Thunderlord to help clear groups of adds, and then use double specials – a sniper for the longer-range kills, and a fusion, shotgun or glaive for CQC.

You’ll only face solar shields on wizards in here, so you could use solar weapons, but there’s no match game, so it’s not essential.

### Guided video

Now, onto the guided video. For this encounter the Cluckers have split into the left and right teams, with Alex being the first Holder on the left, Alba as first Claimer and Dayzi starting in the Dumper position. On the right-hand side, Sheep is the first holder, Zone is first Claimer and Tooks starts in the Dumper spot. To start the encounter, Alex and Sheep co-ordinate to pick up the relics and run over to the Totems, while Alba and Zone kill their Wizards and Taken Knights. Dayzi and Tooks clear out the initial Revenant Acolytes. When Alex and Sheep get to the Totems, they kill adds to gain stacks of Deathsinger’s Power, watching for when Boomer Knights spawn to kill them quickly.

After getting the Brand Claimer buff from the Taken Knight, Alba and Zone find out how much time is left on Sheep and Alex’s Brand Timers, and stand behind, so as not to get in the way of the Holders’ add clear, They interact to steal the brand when the timer hits around three seconds.

Alba and Zone are now the Holders. At the moment that the Brand is stolen, the Wizard and then the Knight spawn on the platform for Dayzi and Tooks to become the new Claimers. Sheep and Alex are the Dumpers – making their way to the central plate to deposit their stacks of Deathsinger’s Power.

Hive Melee Knights start spawning, and the Dumpers weaken or kill them so that the Holders don’t get overrun on their plate.

At 33%, an unstoppable Ogre spawns, between the Rune columns. They wait until it’s fully emerged before stunning it, and then killing it.

With his Brand timer running low, Alex agrees with Alba for her to steal the brand while he is en-route to the capture plate. She then continues to the Annihilator Totem before it reactivates.

### Uncommented video

For the rest of the video, you’ll see how the relay plays out. You could focus on one Guardian as they cycle between the Claimer, Holder and Dumper roles. You could also watch across either the three members of one side, or all six perspectives, pausing as I’ve just done, to see the interplay between fireteam members to execute the encounter mechanics – obtaining the Brand Claimer buff, stealing the Brand, accumulating stacks of Deathsinger’s Power, dumping the stacks and killing the Unstoppable Ogres.

### Wrapup

So, that’s the first proper encounter finished for King’s Fall. While, assuming that everyone gets an average of 10 stacks, you can be clearing the encounter before two full rotations of the three roles, don’t worry if your fireteam takes a few tries before finally completing the Totems. Even though 30 seconds sound like a long time to hold the Brand and clear enemies, the timing tolerances can be tight if the Claimer isn’t able to kill their wizard and knight quickly, or is delayed by the Ogre.

Even with 40 or more clears, this is still the encounter which provides the most challenge for the Cluckers – it’s a bit like the Exhibition encounter in Vow of the Disciple – very quick if everything goes as planned, but if things do go wrong, the interruption to the regular rhythm of the relay is really quite jarring. Practice, staying calm and communicating clearly, will give you the best chance of recovery.

As ever, I’d like to thank Kyber from kyber3000.com for permission to use the Raid Loot. On behalf of the Cluckers, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Basilica (Warpriest)

Hi – I’m Adamsdown\_Boy and welcome to part four of our guide to the Destiny 2 reprised version of the King’s Fall Raid. With me are my Motherclucker clanmates – AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner, who will demonstrate the first proper boss encounter against Oryx’s Warpriest and, uh, we show that even if you decide not to use Divinity, you should be able to finish him off. And we do that deliberately. Yes. That.

I’ll apologise for some of the fireteam voices being a little quiet throughout – this is our second video, and we’re still learning how to set up for these guides. It’s something we obviously need to check for in future!

### Aim

[Warpriest arena map]

Well, you’ve proved yourself worthy of facing the Warpriest by collecting Deathsinger's power in the Totems encounter. Your aim now is to challenge him to prove your power to then challenge Oryx, as is the way of the Sword-Logic. In simpler terms, you need to open an exit Portal, by killing him.

To do so, you’ll need to remove his invulnerability shield by claiming the Brand of the Initiate after stepping on three plates in the correct order. These plates become active only after killing all the adds that appear in each phase, to start a Glyph reading sequence.

### Mechanics

This is the second encounter in Basilica and, as the first boss encounter in the Raid, you’ll now be working with an Enrage timer as well as revive tokens and the individual mechanic timers. When you enter the room after finishing the Totems, you’ll see three areas, of varying heights, on left, middle and right, each with a capture plate. In the central area there are also three pillars with runes on, and a platform at the back with what looks like a large blight floating above, called the Oculus, which is the Warpriest’s Oversoul. This is the platform that the boss will appear on.

If you want to know more about the lore behind the Warpriest and this encounter, My Name is Byf has a handy YouTube video for you, that I’ll post in the video description <https://youtu.be/n2g2nWVZLO4>

There are a couple of ways of organising your fireteam, depending on how experienced your members are. Both involve splitting up into three teams of two. Within each team, both will be involved with clearing add spawns.

[Diagram of fireteam organisation 1]

The Clucker way is to give everyone something to do, so everyone feels like they’re contributing. One member of each team will be the Reader – responsible for stepping on their plate when told and reading where the next plate is located. You will also need to allocate Claimers – they will hunt down and kill a Blight Guard Taken Knights to extend the damage timer in the boss DPS phase.

If you have an inexperienced Raider in your fireteam, the centre area is the easiest to handle, as only red bar enemies and a single orange-bar Knight will spawn here, so they’ll just need to kill adds. In this case, the Claimers will be the second, non-Reader, Guardians on the left and right sides. The Left Claimer will cover left or centre Knights, and Right Claimer covers right and centre.

[Screenshot of someone stepping on a plate]

The encounter is started by all three plates being stepped on and activated at the same time by the Readers. The Warpriest will spawn and start shooting his cannon and axion bolts at any guardians in view – followed a few seconds later by waves of Hive Thrall, Cursed Thrall, Acolytes and occasional Knights around the arena.

[Screenshot of combat]

During the spawns, two yellow-bar Blistered Wizards will spawn in on the left and right sides, and once they are killed – ideally all finished by Aeon gauntlet users – an orange bar Revenant Knight will spawn in all three areas, which will be the last add in the add phase. When these are killed, the message “Glyph reading sequence started” appears, indicating that it’s time to solve a simple puzzle.

[Screen shot of Blistered Wizards being finished]

If you need to collect power ammo generated by Aeon users on each side, it's possible to give the rest of the fireteam time by deliberately leaving one orange-bar Knight alive.

[Pic of white light behind pillar from middle plate]

To read the Glyph sequence, the centre plate Reader steps on their plate. As they do this, the message “Glyph sequence started” appears on screen. The Centre Reader then looks to see if a bright white light is visible on the back side of the left or right pillar. If it is, they’ll call out its location, and step off the middle plate. The guardian on the side called out steps on, and looks for the next white light, calling that out for the next guardian to step on, and finally the remaining guardian will step on the last plate.

If the centre reader can’t see a light on either pillar, that means that he first light is behind the centre pillar in which case they will need to step off the plate, step on again and then look for the second light in the sequence to call out.

If a capture plate is stepped on out of sequence, the message “Glyph Released – sequence broken” will appear on screen, the plates will all turn red, and anyone standing on one will start to take damage. All Readers need to step off and re-start the sequence from the centre reader looking to see which is the first plate.

If you do take too long, the damage phase will end and the Warpriest will call on his Oculus – chances are you’ll be scattered throughout the Basilica arena, so this will likely result in a wipe.

[Screenshot of someone jumping down with the Brand of the Initiate]

Assuming all goes well, with all three plates correctly activated, and turned green, the last of the three Readers will receive the first stack of the “Brand of the Initiate”, which has a 20s timer, and emit a red aura.

[Screenshot of Glyph reading sequence]

There was, prior to Season 19 a Glyph Sequence cheese that could be used, which was patched when Season of the Seraph launched.

It used to be that when the Glyph reading sequence started, the Readers on left and right stepped on their plates together, and then the middle Reader stepped on the middle plate, then stepped off and on again. One of the Readers at random then gained the first stack of Brand of the Initiate. I had a feeling it was going to be patched, which is why I asked the Cluckers to run both for the video.

As this was still possible at in Season 18, you’ll see us use this for the first round of Glyph Reading and then the official method for the second and third.

[Map with possible DPS locations]

Fireteam members must be standing in the aura and have the “Aura of the Initiate buff” on-screen to be able to damage the Warpriest. As a fireteam, you should agree where you will be dealing damage from in advance. The Cluckers have standardised doing DPS from between the centre and right columns by default, only moving to the top left platform for the third phase if both the Brand is given to the Reader on the left plate and the boss damage isn’t looking good, so it looks like a fourth phase will be needed. There are other options – such as standing on one side of the boss platform, or the DPS team moving to when the Brand is – just make sure everyone’s on the same page.

[Screenshot of Blightguard Knight being killed]

The Brand of the Initiate buff timer can be extended twice, by fireteam members finding and killing two Taken Blight Guard Knights and picking up the “Brand Claimer” orb. The Knights never spawn in the area that the aura carrier’s plate was, so the first knight will spawn in one of two possible areas, and the second will be in the remaining area.

[Diagram illustrating glyph reading process 1]

In this example, after stepping on the centre plate initially in step one, the Reader there sees the light appear behind the right column, and steps off the plate calling out “Right” in step 2. The Right Reader steps on the right capture plate in step three. When it is activated, in step 4 the Right Reader sees that the next light is behind the left column and calls out “Left” so that the Left Reader steps on. With only one column left, for step 5, the Left Reader doesn’t need to look for the light – it can only be in the centre plate, which the Centre Reader steps on. As they do so, as the last of the three readers to stand on a capture plate, they get the Brand of the Initiate and proceed to the damage phase. With the Aura being collected from the Centre, we know that the extender Knights will spawn on the left and right platforms.

[Diagram illustrating glyph reading process 2]

Here, if the Centre Reader can’t see a light after stepping on the plate initially in step 1, that means that the light is behind the middle column as shown in step 2. They will need to step off as per step 3, and then step back on to activate the plate and reveal the next light to call out, in this case the Left side plate in step 5. The sequence proceeds as before, with the left Reader stepping on and calling to the Right Reader to step on their plate in Step 6. As the third plate, in step 7, the Right reader gets the Brand, and the Knights will be spawning on the left platform and in the middle.

[Screenshot of collecting the Brand Claimer buff]

With the Brand of the Initiate collected, the Holder, the two unbuffed Readers and the team member not needed to kill an extender knight head off to the DPS area to start damaging the boss. The two Claimers wait for their knights to spawn, kill them, interact with the relic to obtain the Brand Claimer buff, and then head back to the DPS area and join in with damaging the Warpriest. The Claimers should Claim the Brand in the order in which they were collected.

[Screenshot of boss damage phase, showing Brand timer]

To maximise your DPS time, the first Brand Holder should count down from 10s, and at 1s the first Brand Claimer should steal the Brand. This will reset the timer to 15s. Again, the second Holder should count down from 10s for the second Brand Claimer to steal the Brand at 1s to reset the timer a final time to 10s. Failing to steal the brand either time will mean the Holder will die and the timer will finish. If the current Brand Holder is quiet, the waiting Claimer should prompt them by calling out for the timer.

[Screenshot of sheltering from Oculus]

The second Claimer should count down from five seconds – once the Aura of the Initiate buff has run out, damage phase is over, and you will need to shelter as the Warpriest calls upon the Oculus. The whole fireteam will need to shelter in the shadow of one of the columns for as long as the message “Searing Torrent” appears on screen to survive. Any column with guardians behind it will be destroyed, so it’s important everyone is behind the same column as when all three are gone, you will have nowhere to shelter, and the team will wipe when the Oculus is active, forcing the encounter to be restarted.

[Screenshot of sheltering from Oculus]

The Clucker way is to shelter behind the central column first, as this reduces the cover that the Warpriest has for subsequent phases, then the right column, as that’s the next closest to the damage area and then finally (if needed), the left column as it’s the hardest to reach quickly because of its height.

Throughout the damage phase, the Warpriest will continue firing back with his cannon, axion bolts, retaliation swarms (similar to those from Taken Hobgoblin snipers), and darkness bolts. Standing in the Clucker damage area head glitches the Warpriest’s return boomer fire, so all you will need to worry about are his Retaliation Swarm attacks.

[Screenshot of Red Flame on a column]

Once you’ve survived the Oculus attack, the three teams return to their original locations, and the fireteam rinses and repeats until the Warpriest is dead. Once a column has been destroyed, the light that indicates which plate to step on next will appear as a floating red flame rather than a white light.

[Diagram of fireteam organisation 2]

The second way to organise is to split into a Holder and a Gunner in each team of two. Holders act as combination Readers and Claimers – stepping on the plates but then, if they don’t receive the first stack of Brand of the Initiate, then remaining behind to kill the extender Knight while the Aura Holder and the three Gunners take position for boss DPS.

The advantage to this arrangement is that, if you’re on a plate and you don’t gain the Aura, you know without the need for any communication that there will be a Knight spawning near your plate. Gunners are responsible for add clear only, and are dedicated to boss DPS in the damage phase.

[Screenshot of combat with Taken]

After the Warpriest has taken more than 50 per cent damage, Taken enemies will replace Hive ones – apart from altering spawn points, this makes little difference to the mechanics of the rest of the encounter.

[Screenshot of Warpriest being killed]

You’ll have up to four damage phases to kill the Warpriest – your initial phase and then one for each Rune Column, which should be plenty of time even if you miss an Extender Knight or fail to steal the Brand in time.

[Infographic of loot table]

Once the Warpriest is dead, the reward chest will appear on the platform next to him. You can drop the Smite of Merain Pulse Rifle or Defiance of Yasmin Sniper Rifle, chest, arm or leg armour from this chest.

### Fireteam roles and loadouts

[Screenshot of combat]

There’s no great difference in loadouts for anyone in the fireteam, no matter their role – everyone will be killing adds and majors, and doing boss damage. For your weapon loadouts, again, adds will be close to mid-range and, as ever, traits that help clear adds quickly like Incandescent, Dragonfly, Firefly or Voltshot are top-tier.

You’ll need a special weapon to burst down the Knights and Wizards, like a fusion rifle, glaive or shotgun, and a boss-damage weapon. As at Season 18, Linear Fusion Rifles specced for sustained DPS, with magazine extending traits like Triple Tap, Fourth Times the Charm or Clown Cartridge, and damage traits like Firing Line, Bait and Switch and Frenzy are the top choice.

[Screenshot of Divinity use]

Divinity, if you have it available, is useful – the Warpriest does move about, so something that makes landing crits more easily is welcome, as is the debuff, even after the nerf – but it’s not essential as we so deliberately choose to illustrate, and absolutely not because anyone forget to equip it before kicking things off.

[Screenshot of Aeon user finishing a yellow bar]

Ideally one person on both left and right sides will be using Aeon gauntlets to finish the yellow bar and orange bar enemies for power and special weapon ammo for the rest of the fireteam. You’ll be relying on power weapons for damage against the Warpriest, so this can be very helpful. Remember that using an exotic primary weapon improves the drop rate for special and power ammo boxes, but only for yourself.

[Screenshot of Warpriest damage phase in a Well]

For the boss DPS phase, it’s useful to have one or two Well of Radiance Warlocks – as well as increasing your damage output, it also protects the fireteam from the Warpriest’s attacks. If you only have one Well, you’ll probably need to use a healing rift, and might want one or more Guardians to be running healing grenades.

Warlocks should be in roles that don’t require killing Extender Knights so that you are guaranteed they will be there from the start of the damage phase. If you’re using Divinity, the person carrying it should also not have Knight-killing duties.

Once the DPS phase has finished, and the next round of adds starts to spawn, the rest of the fireteam should use their supers to create orbs that the Warlocks can collect to have Wells ready for the following damage phase. This is also a good time to go and collect the power ammo that people using Aeon gauntlets have generated.

[Screenshot of combat]

You can use remote offensive supers for boss DPS, as long as you’re standing in the Aura when the damage is being done, so don’t jump up too high before activation. Hunters have a range of great boss-damage options like Gathering Storm, Golden Gun, Blade Barrage or Silence and Squall. If you don’t have other debuff options, then void Deadfall Shadowshot can help with damage output, but will generally be of more use generating orbs near the spawn doors in the add phases for Well Warlocks to recharge with.

If you have a surplus of Warlocks, they should use the Vortex Nova Bomb for boss damage, as the Cataclysm Slowva Bomb can get in the way of your fireteam hitting the Warpriest until it detonates, and Chaos Reach at it is at the moment just doesn’t do enough damage as at season 19 for the time it take to discharge to make it worth it.

Solar Titans can hold down spawn points easily with their abilities by creating and standing in a sunspot, and letting adds come out or run over to them and be incinerated, and can use their Super to generate orbs from adds for well Warlocks to use.

### Guided video

Left: Sheep, Zone

Middle: Tooks, Alba

Right: Dazyi, Alex

For the guided video, I’ve added icons next to the Reader’s names in the second and third damage phases to indicate where the Rune column lights appear with a blue star when they’re called out, and who currently has the Brand of the Initiate with a blue star inside a red circle. Underneath the Claimers you’ll see a Knight next to the name to show where the Extender Knight Spawns, and then a Knight with a red cross to indicate who currently has killed their Knight and collected a Brand Claimer buff. I hope, if you’re unfamiliar with the Raid, that this makes the encounter a little easier to follow.

As you’ll see, the Cluckers have set up with Sheep as Reader and Zone as Claimer on the left, Tooks and Alba in the middle, and Dazyi and Alex on the right. To start the encounter, Sheep, Tooks and Dayzi step on the capture plates at the same time. The Warpriest appears and, shortly after, Hive adds start spawning in.

Dayzi and Sheep finish the yellow-bar Wizards to generate power ammo for the rest of the team.

The Orange bar Knights appear – this is last add to spawn on each side. After killing them, the message “Glyph reading sequence started” appears on screen. First we show the cheese, with Tooks checking everyone’s ready, Sheep and Dazyi both calling out that they are standing on the left and right plates, and then Tooks stepping on, off and back on the central plate. Dayzi gets the first stack of Aura of the Initiate, with the 20 second timer, makes his way to the Clucker damage area and drops a Well. Everyone makes their way to the damage area except Alba and Zone who stays behind to kill the centre and left side extender knights when they spawn. Alex stays on the right hand side, despite that being the side’s plate that gained the first Aura stack just, uh, just in case a Knight defies everything we know about the Raid mechanics and spawns there. Probably.

Alba’s extender Knight in the Centre is first to spawn. After killing it, she picks up the Brand Claimer buff and makes her way to the damage area to DPS the Warpriest, while the left size Knight spawns and Zone kills it, grabs the buff and joins the DPS team.

Dayzi counts down the timer on the first stack of the Aura of the Initiate. When he gets to two seconds, Alba steals the Brand from him to take the Aura’s second stack and start the 15 second timer. After killing the left extender Knight, Zone makes his way to the damage zone.

Sheep prompts a time call, and Alba counts down from six seconds. Zone steals the Brand at two seconds to take the third Aura stack and start the final ten second damage window extension. Alex finally ends his lonely, lonely vigil and joins the DPS team. Zone counts down from three so that the fireteam can get to the central pillar to shelter from the Oculus.

For the second damage phase, the fireteam demonstrates the legit Glyph reading method. First Tooks returns from his quest for ammo, steps onto the central plate and sees the white light behind the right-hand Rune Column, and calls Right. Dayzi steps on to the right plate and sees the red flame where the central Rune Column was and calls that out. Tooks steps on the central plate and calls out left – it’s the only one left so he doesn’t need to look, and Sheep steps on the plate to gain the first stack of the Aura of the Initiate for the second boss damage phase.

### Uncommented video

I’ll now let the video of the rest of the encounter play out, so you can see the cycle of add clearing, Glyph reading, extender Knight killing, Brand claiming and boss damage. For this, you can watch the Readers during the Glyph reading sequence and the Claimers as they kill their extender Knights, pausing to apply when you know of the mechanics, or watch across the whole fireteam to understand the flow of communication between them.

### Wrapup

So, that’s the Warpriest down, and the first boss encounter finished for King’s Fall. We’ve demonstrated, very obviously deliberately of course, that even without Divinity, and one person missing pretty much all of a damage phase, it’s still possible to finish the encounter without too much of a problem. I’d like to thank Kyber from kyber3000.com for permission to use the Raid Loot infographic. From all of us in the Muthacluckers, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Golgoroth’s Cellar (Maze)

### Aim

### Mechanics

[Map of Cellar Maze with plates]

Hi – I’m Adamsdown\_Boy and welcome to part five of our guide to the Destiny 2 reprised version of the King’s Fall Raid. With me are my Motherclucker clanmates – AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner to quickly run through the Catacombs in Golgoroth’s Cellar, better known as the Cellar Maze.

I’ll apologise for some of the fireteam voices being a little quiet in this guide – this is our second video, and we’re still learning how to set up for them. It’s something we obviously need to check for in future!

You enter through the portal that opens after killing the Warpriest. Stepping through leads you to the Cellar Maze, which is a small, dark area, that your Ghost will act as a torch in, containing the second secret chest for the Raid. To make the chest appear, the fire team will need to step on five plates in the correct order, as shown on this map.

Your fireteam will need to make their way through the maze, over fallen bits of Hive masonry and past a few minor adds to the five plates on the map, avoiding the instant death pits along the way. As you only need five, if you wanted to make it slightly easier to orient yourself if you’re still new to the Raid, you could have someone stand at the entrance, between the first and third plates. If anyone gets turned around, they can hopefully work out where they are

[Screenshot of entrance to fourth plate]

The fourth and fifth plates are hidden behind debris, which you’ll need to jump over to find. Once everyone is in position, step and stay on the plates in order, so they all glow green.

If someone steps on a plate out of order, as has been the case through the Raid so far, they will turn a fiery red and start to damage anyone standing on them. Just step off and start over. When you’re finished, you’ll see the message “A chest appears” on screen. The two doors in the central corridor will also open, to make access to the chest easier.

The chest will give you anything you’ve already dropped at the soft cap power level, and any Raid mods that you haven’t already collected.

### Fireteam roles and loadouts

There are a few shadow and cursed thralls in the maze itself, but nothing too much to worry about – you can mostly jump over them if you’re enroute to a plate. At the exit to the maze there are a few yellow-bar Blistered Hive Knights – any left-over supers, and burst damage special weapons you used in the Warpriest encounter should make short work of them.

### Guided video

Plate 1 – Sheep

Plate 2 – Dazyi

Plate 3 – Alba

Plate 4 – Zone

Plate 5 – Tooks

In our runthrough, Sheep took the first plate, Dayzi the second, Alba third, Zone fourth and Tooks fifth.

It’s worth watching Zone demonstrate the way to get over the debris to the fourth plate by first jumping on to a column before then jumping through the small entrance. Tooks also shows where the fifth plate is, behind a short wall of Hive masonry.

You’ll see it takes us a few tries before the sequence is correctly entered. The first time, after Sheep steps off plate one, Dayzi and Alba stay on plates two and three, which means every time Sheep staps back on, he gets the red flames. Once everyone’s off, Sheep can restart the sequence and you can hear the fireteam call out each plate as they stand on it, to let the next Guardian in the sequence know they can step on theirs.

After successful activation, the fireteam converges onto the secret chest in the middle of the maze. You can also hear the doors to the chest area opening as an audio cue.

After picking up their loot, everyone makes their way to the exit to kill the yellow-bar Hive Knights and find the door to the Golgoroth encounter.

### Uncommented video

### Wrapup

With that done, you’ll now be moving on to the next encounter, also in Golgoroth’s Cellar, Golgaroth himself! For now, from all of us Muthacluckers, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Golgoroth’s Cellar (Golgoroth)

### Aim

[Screenshot of Golgoroth]

Hi, I’m Adamsdown\_Boy and welcome to part six of our video guide to the reprised Destiny 2 King’s Fall raid. In this video my Motherclucker clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner will be demonstrating the second boss encounter, reached by making your way through the Catacombs section in Golgoroth’s Cellar, to reach the eponymous boss.

I’ll apologise for some of the fireteam voices being a little quiet here –we’re still learning how to set up for these guides, still being a little new to recording a whole fireteam’s audio, but it’s on our to-do list for any future videos!

Your aim is to open the exit to this area by killing Golgoroth, an Ogre Boss with an absurd amount of damage resistance. To do this, one team, the Claimers, will need to distract him and orient him so that the other, the Gunners, can overcome the damage resistance and DPS his crit spot until he’s dead.

Golgy is a bit of a badass and understanding the story behind the mechanics of this encounter adds to its enjoyment for me. If you want to know more about the lore, I’ve put a link to My Name is Byf’s video covering Golgoroth in the video description https://youtu.be/f9QE0lk0Ts8

### Mechanics

[Map of Golgoroth arena]

After opening the door from the Catacombs, you’ll enter a symmetrical arena with raised areas around a central pit. If it’s your first time, take a look around, and make a note of the spawn door locations – the encounter can’t be started by wandering into the wrong area, so you’ll be safe to do so.

Above the middle of the arena , you’ll see a large gooball, called a “Poison Sac”, hanging from the ceiling, and six sets of hooks arranged around it towards the edge of the pit. In the pit itself, you’ll see the Totem of Ruin – a column imprinted with runes, and partial bridge that spans the width of pit.

[Screenshit shooting Golgy gooball]

Before starting the encounter, the fireteam splits into two teams of three, one team covering the left side and one the right. Within each team you will have one Claimer, whose job it will be to distract the boss during the damage phase, and two Gunners who form the DPS team.

Shooting to break the Poison sac starts the encounter – when the goo hits the ground, Golgoroth will spawn, and red-bar Hive Acolytes, Thralls and Knights will spawn from the doors and towards the middle and back of the pit area.

[Screenshot fighting Blistered Wizard]

The whole fireteam will kill the waves of adds, being careful to avoid Golgoroth’s eye-blast attack, until the majors appear – orange-bar Hive Revenant Acolytes and Wizards, and a yellow bar Hive Blistered Wizard or Taken Servile Wizard. These can be finished with Aeon gauntlets for special and power ammo. Finally a red bar Boomer knight will appear through each side’s spawn door by the bridge, which signals the end of the initial add spawn. It’s important to finish off all the adds, so the Claimers aren’t distracted during the boss damage phase.

Everyone will then move towards the front of the room to get ready for the DPS phase. The left-side Claimer will hang around the bridge area while the right-side claimer and Gunners take up position towards the front of the room, using cover as necessary to avoid Golgoroth’s eye blasts. The right side Claimer should take up position near the second poison sac’s generation point.

[Screenshot of reclaimed light gooball]

When the Yellow Bar Wizard spawned in the add phase, a new poison sac gooball will also have appeared in the first ceiling hook, located at the front left of the pit, and the spider fingers on the back of Golgoroth’s head will have opened exposing a pulsating mass.

As a fireteam you’ll now try to co-ordinate between the Claimers and Gunners to simultaneously take Golgoroth’s attention and burst the poison sac. To do this, the Gunners, together with the right-side Claimer need to shoot the poison sac until it breaks, calling out when done to the left Claimer that the DPS team is ready, so they can shoot the back of his head.

[Screenshot of shooting and gaining the gaze]

Shooting the pulsating mass on the back of his head from the bridge with a sniper or special ammo linear fusion rifle is commonly known as “taking the gaze”. Depending on how Golgoroth is oriented, the left Claimer might need to hide behind cover, so Gunners towards the front of the room can shoot to attract his attention to turn him to face them, exposing the open mass to the Claimer. This can sometimes be tricky – taking the first gaze can be the fussiest moment in the Golgoroth encounter.

If it’s proving difficult to turn Golgoroth to face the front of the room, the right-side Claimer, near the second poison sac spawn, should have a good line of sight to the open mass. They can agree with the left side Claimer to take the first gaze, in which case the Claimers will swap sides for the rest of the damage phase.

[Screenshot of “Golgoroth focusses” message and timer]

When successful, everyone will see the message “Golgoroth focuses his rage on” the active Claimer Guardian. His crit spot will open, and the active Claimer will start a 20 second “Golgoroth’s Gaze” timer. After doing this, the active Claimer needs to move rapidly around to turn Golgoroth to face where the poison sac fell.

The fingers will reclose around the mass on the back of Golgoroth’s head, only opening up again when the Gunners start to DPS his crit spot.

[Screenshot of Golgoroth DPS showing Pool of Reclaimed light]

When the poison sac is shot down, it creates a “pool of reclaimed light” where it hits the ground, and the next poison sac appears. The Gunners must jump down into the Pit and stand in this pool, to bring up a “Pool of Reclaimed Light” buff message on screen, which counteracts Golgoroth’s damage resistance, so the Gunners can now start boss damage. Like Phogoth, the D1 strike boss and D2 Nightmare, Golgoroth’s big crit spot is in his belly rather than head.

In the middle of all of this, pit adds will start to spawn – melee enemies such as Hive thrall and sword Knights, and later Taken adds including Phalanxes. If you’re in a Well, or a healing rift, they’ll be more of an annoyance than threat, flinching you as you try to fire. A grenade or a sunspot at your feet should provide some respite. The inactive Claimer can also help to kill adds while waiting to claim Golgoroth’s gaze.

[Screenshot showing unstable light]

One of the fireteam standing in the pool of reclaimed light will receive a the “Unstable Light” debuff timer. As the timer counts down, the screen of the Guardian affected will turn increasingly green. When it reaches zero, they will detonate – if they’re standing near Golgoroth, this will provide a hefty damage boost. If they haven’t noticed and are still in the pool, they will kill all their fireteam around them. It’s going to be pretty obvious who was responsible, so watch out to avoid embarrassment. Once detonated, they can safely rejoin the team. If no-one has identified themselves as having the debuff, it’s useful if someone in the Gunner team prompts everyone to take a quick look.

[Screenshot from Distractor POV showing poison darts]

Now, the reason the Gunners can do their DPS untroubled by Golgoroth attacking or slamming is because the active Claimer has his focussed rage. This takes the form of swarms of Ogre’s Venom axion darts fired from his stomach crit spot, that they need to destroy in flight, as they cause poison damage on contact, preventing your health from regenerating for a few seconds. When hit, you’ll see a purple hue on screen, together with the debuff “Ogre’s Venom”.

[Image of map showing claimer positions]

The active Claimer should try to line themselves up using their radar so that there is a straight line between themselves, the Gunners in the Pool of Reclaimed Light and Golgoroth, so that his crit spot can be easily hit before ADSing to destroy the Venom Darts.

Over the course of the damage phase, as the pools are created in different spots around the pit for each 20s damage window, the active Claimer each time will need to stand in a slightly different position. When they do this, they should try to keep a direct line of sight to Golgoroth’s stomach, rather than hide behind cover, to reduce the chance of axion darts jinking about, and make them easier to hit.

[Screenshot of Claimer taking gaze]

As the Golgoroth’s Gaze timer reaches 10 seconds, the active Claimer should count down to zero so that the waiting inactive Claimer can move into position by the bridge. As the count gets to two, one, they’ll then shoot the pulsating mass to restart the 20 second timer. You’ll see a message on screen to say “Golgoroth shifts his gaze” to the new active Claimer when successful, who will now move to the next position to line up with Golgoroth and the next reclaimed light pool.

As this is happening, when the count gets to two, the Gunner team, helped by the now inactive Claimer once they’ve shot down any remaining Venom Darts, should shoot down the next poison sac to create a new pool of reclaimed light and continue boss damage. There are six rinse-and-repeat damage windows per phase – six Gazes to be claimed, six poison sacs to shoot to create pools and six unstable lights.

[Screenshot of Tablet of Ruin]

Missing a damage window, by a Claimer failing to claim Golgoroth’s Gaze, will end the damage phase. This will cause one rune to light up on the Tablet of Ruin for each pool of reclaimed light missed. If your fireteam misses six pools across the encounter, and lights up all of the runes, that’s a team wipe.

[Screenshot showing Gologoth tires message]

If, after the damage phase is over, Golgoroth isn’t dead, you’ll see a message on screen that “Golgoroth tires”. Gunners need to get out of the pit, with whoever has the Unstable Light being careful to be on their own when it detonates, adds will start respawning and your fireteam will need to rinse and repeat add phases and damage phases until he is.

[Screenshot of combat with Hive enemies]

Once Golgoroth reaches about half health, like the Warpriest encounter, Taken enemies will supplement the Hive ones, the Taken Phalanxes being particularly annoying by booping you out of the reclaimed light pool, but otherwise the mechanics don’t change.

[Infographic of Raid loot table]

Once you’re done, you’ll see the classic Golgoroth goop splattered on your screen, and the chest will appear. You can drop the Doom of Chelchis Scout Rifle, Midha’s Reckoning Fusion Rifle, Qullum’s Terminus LMG and Helmet or Leg armour from this chest.

### Fireteam roles and loadouts

[Screenshot of combat]

Turning to your Guardian’s set up, the four Gunners will be dealing with close range adds and, between them, must be able to control groups of enemies, burst the poison sacs quickly and output sustained boss damage.

You might try one gunner on each side having a special weapon that helps with add clear – a wave frame grenade launcher or Reservoir Burst fusion rifle, or Witherhoard, and the other having a sniper rifle or Arbalest to quickly break the gooball poison sacs, which have a surprising amount of health.

For boss damage, Linear Fusion Rifles specced for sustained damage output are currently the choice de jour. Golgoroth has a big crit spot, and you’re doing damage from close up, so use whatever non-explosive weapons are meta – you should be able to take him down in two full damage phases if everything goes to plan.

[Screenshot of solar wizard]

You’ll be facing solar shields with the Hive wizards and void shields with Taken Wizards, if you want to include those energy types in your loadout. It’s not essential with no match game modifier, but useful for the additional matching damage and momentary flinch when the shield is broken.

[Screenshot of Golgoroth DPS and Well]

Wells of Radiance are useful to both boost damage and also to let the Gunners ignore any attacking adds. When they run out, Healing Rifts combined with grenades thrown close by will continue helping manage the adds.

A Bubble Titan can also be useful to provide somewhere for the Gunners to shelter from Golgoroth’s attacks, if the first pool of reclaimed light has been created but the Gaze has not yet been claimed, and to boost damage output. You’ll need to be careful with placement so it doesn’t interfere with hitting Golgoroth’s crit spot.

Otherwise Titans and Hunters should use their Supers for add clear to generate orbs for Warlocks to use for their Wells.

[Screenshot of Claimer taking gaze]

In addition to a primary to deal with the close range adds, Claimers will need a sniper, or Arbalest, to claim Golgoroth’s Gaze instantly when hitting the pulsating mass and one or two weapons to destroy the axion darts – SMGs, auto rifles and LMGs are all good for this. When not involved in distracting Golgoroth, they should help with breaking poison sacs and the adds in the pit.

It's useful for Claimers to be built into healing to help withstand the Ogre’s Venom poison effects, so solar Warlocks, Hunters, and Titans with access to healing grenades, rifts and restoration effects and exotics – this is a place for Lorely Helm Titans to shine – work well. An inactive solar Warlock Claimer can also jump down when they don’t have the Gaze, and create a Well for the Gunner team to use during the DPS phase.

Active Claimers should avoid the temptation to jump down into the pool of reclaimed light to help with boss DPS, as the Venom Darts will hit other Gunners making them less able to withstand attacks from adds.

### Guided video

In our video run, Tooks is the left side Claimer, who will be first to pull Golgoroth’s Gaze, with Dayzi and Alba as Gunners, and Alex is the Claimer on the right side, with Sheep and Zone as the Gunners there.

After starting the encounter by shooting down the poison sac, the teams on both sides make their way to the spawn door by the bridge to deal with the initial wave of Hive thrall and then make their way to the back of the room to deal with further add spawns.

After the Knights spawn, both teams finish off the add wave, and Zone calls out that orb’s up, which indicates that the first poison sac has appeared, and that the spider arms at the back of Golgoroth’s head are open, so that we are ready to start boss damage.

Tooks stands on the left had side of bridge ready to take the gaze, while Alba and Dayzi successfully turn Golgoroth to expose the mass to him. The Gunners shoot the poison sac of and jump down into the Pool of reclaimed light to start the first part of the boss damage phase. Alex waits on the right hand side of the bridge for his turn to take the Gaze.

Alex calls for the timer while Tooks is shooting the poison axion darts, and Tooks starts counting down from five. Zone gets the Unstable Light debuff and runs to stand next to Golgoroth for bonus damage against him. At two seconds, Alex takes the gaze, the Gunner team shoots down the second poison sac and continues damage. Tooks relocates back to the left side bridge ready to gain the gaze back from Alex.

Sheep reminds the Gunners to check if they have the Unstable Light debuff. Alex counts down and Tooks takes the Gaze when he reaches two seconds. Tooks runs around to be slightly closer to the bridge to give the Gunner team an easier shot from the third pool, using the radar to position himself. Dayzi has the Unstable Light debuff and runs in to damage Golgoroth while the rest of the Gunners shoot down the third poison sac and continue damage. Alex makes his way back to the right side of the bridge.

Tooks counts down from five and Alex takes the gaze at two seconds. Dayzi again has Unstable Light and walks over to stand next to Golgoroth. The rest of the gunners shoot down the fourth sac to continue damage. You’ll see that the Hive adds are starting to build up near the Gunner team, so Sheep clears a few of them out using the Titan bonk hammer to create sunspots. The enemies here are all melee enemies, so a Witherhoard shot at your feet would work well too.

Alex counts down and Tooks takes the gaze at two seconds. Zone has unstable light so walks over to the far side of Golgoroth so as not to catch the rest of the Gunner team in the detonation. The rest of the Gunner team shoot down the fifth sac and continue DPS from there, and Alex returns to the right side of the bridge, ready to take the final gaze of the first damage phase. Dayzi gets the unstable light and waits next to Golgoroth. As we’re now past 50% boss damage, taken enemies now start spawning in.

Alex takes the Gaze, the fireteam shoots down the final sac to finish off the first damage phase. Alex counts down as the warning for the Gunner team to leave the pit area and get ready for the next add phase. Zone gets the last unstable light and waits next to Golgoroth for it to detonate. Tooks makes his way back to the left side bridge and starts killing the Taken adds as they spawn in.

### Uncommented video

The rest of the encounter is a rinse and repeat of the mechanics up to this point, with Taken enemies in addition to Hive Thrall and Acolytes spawning in the add phase, and Taken enemies replacing Hive adds in the pit during the boss damage phase.

Like previous encounters, there is a relay race feel to the interplay between the two Claimers in the boss damage phase. Feel free to pause as I’ve just done to work out what’s happening moment to moment, and understand the exchange of communication between fireteam members. You’ll see that not everything goes quite to plan, so a third boss damage phase is needed, but that recovery isn’t too difficult as long as you have the rezzes, and have unactivated runes on the Tablet of Ruin.

### Wrapup

With Golgoroth defeated, even slightly scruffily, you’re past the halfway point in the King’s Fall raid, and up next will be the Transcept platforming section, so get your jumping boots ready.

I’d like to thank Kyber from kyber3000.com for permission to use their Raid Loot infographic. From all of us at the Cluckers, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Transcept (Wall of Dicks) jumping section

### Aim

Hello, I’m Adamsdown\_Boy and welcome to our seventh video of our reprised D2 King’s Fall guide. Demonstrating the second platforming / plummeting section of the Raid are my Motherclucker clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner.

### Mechanics

[Screen shot of entry area, down the length of the Transcept]

Officially, this is called the Transcept, but everyone we’ve ever run this with in D1 or D2 calls this the Wall of Dicks. You’ll work out why fairly quickly, but I’m going to try and keep this video PG rated.

As you enter the area, you’ll see a Toland Spark, which you should recognise from Moon bounties and Ascendent Challenges in the Dreaming City, a sloping wall on your left with craftily-shaped platforms at various heights running along its length, that are booby trapped with Taken booping rifts and, let’s generously call them, pistons that fire at regular intervals.

[Screenshot of a piston shooting someone off]

Both of these can easily launch an unwary Guardian into the central void for a long fall to your death, or the wall opposite for an instant kill. In the middle of the area there are a few narrow columns in the big void in the middle, and another wall on the right hand side.

[Screenshot of bad landing/being booped off]

You’ll need to get from one end of this long area to the other, avoiding the pistons and the booping rifts, and jumping from platform to platform. You’ll need to be precise with your landings – the junction with the wall is curved, so if you catch it when you land, your sideways momentum will carry you into the central void.

If you do die, as we illustrate repeatedly, there are no revive tokens to worry about and, with no mechanics beyond platforming, no team wipe timer. You can be revived immediately at the last point you stood on a platform if you have a teammate near you, or self-revive after a few seconds. You may revive close to where see your orb, or further back – sometimes the revive spawn can seem a bit random.

[Illustration of left wall platforms]

Now, I’ve not found any illustrations online that help explain the Transcept jumping section – so this is my best attempt after watching and screenshotting our footage. It’ll hopefully make a bit more sense if you come back to look again after watching the fireteam video.

[Illustration of left wall jumping initial section]

The first section, after your initial jump a long way down, isn’t too difficult to work out. There’s really only one route, which is pretty obvious – you jump down and along in the direction of the exit door. You’ll notice as you go that there are large ribs on the route which block your view of your landing, that require you to jump out and around.

Initially, you’ll be jumping to a wider section of platform that has two lights and a capture plate – there are four in total, so this is Capture Plate 1, marked on the illustration. From here, there are essentially two routes through. There is a secret chest on the far wall which you get to by initially jumping to a narrow platform on one of the central pillars, and then using invisible platforms to parkour your way to a small cave with the secret chest.

[Screenshot of ghost showing platform locations]

The location of these platforms can be seen when you get close to the edge of them, if someone is standing on them, or if you pull out your Ghost– you’ll see their outline as the light pulse expands.

[Screeshot of chest]

The chest, as is the case with all Raid secret chests, will drop gear that you’ve already obtained from regular encounter chests, plus any Raid mods that you’ve not yet dropped.

[Screenshot across to shortcut landing area]

The second half of the jumping section is a little more complicated, involving a little jumping back and forth as you make your way up to the exit. From the cave you can use a set of invisible platforms to get about halfway out across the central void. The route most people, basically everyone as Sheep points out in the video, takes is a long jump across to a spiny hemispherical mass, with a few spikes pointing out of it.

[Illustration of left wall jumping showing shortcut route 1]

This path is generally preferred as it’s shorter and avoids the need for combat. Warlocks can do this in a single floof, but Hunters and Titans might want to put on their jumping boots to make it a little easier. If you don’t, you can still make the jump if you aim to land on one of the spikes first.

From the landing area, you can either jump down to the right and then platform back and forth until you get to a platform that’s just to the left and below the level of the exit platform. Just be careful of the final boop rift, which can launch you out just before you’re about to land.

Alternatively, you can jump up from the spiny landing area onto a short section of pipe, and then across and over a piston – this final piston has a sensor rather than a timer, so don’t walk in front of it. Again you can jump up onto a pipe above it, and over the top, before finally jumping down onto the exit platform.

[Screenshot of initial invisible platforms/second capture plate]

The other way, in keeping with the mechanics of the rest of the Raid, uses the platform with the first Capture Plate that you started up to the secret chest from as a starting point.

There are invisible platforms that lead from here to the right side wall to another wider, lit platform with the second capture plate, and few spawning adds. Standing on a capture plate for a few seconds forces the invisible platforms to appear and stabilise, which makes the void easier to traverse as you’re not having to stop and take out your Ghost constantly.

[Screenshot of third capture plate]

This second capture plate platform leads, via more invisible floating platforms, to a third capture plate and a few more adds. Again, standing on the capture plate makes the invisible floating platforms appear, and then stabilises them.

[Screenshot across to fourth capture plate]

There is another set of invisible platforms that leads back across the void, from the third to the fourth capture plate, at the far end of the left wall.

[Illustration of left wall jumping with legit route]

From the fourth capture plate platform shown on the illustration on the right hand side, you can jump back towards the entrance door, and up, as shown here, before you join the route that those who took the shortcut used to get to the exit, which will open when all of the fireteam is near.

Nowadays, it’s rare for a fireteam to use this route to navigate from one end of the Transcept to the other – we all use the shortcut – but I asked the fireteam to demonstrate it, and thankfully three of them read my notes. If you do ever need the Touch of malice exotic scout rifle , then knowing the legit route is useful as you’ll need to activate all four capture plates as part of the quest.

[Screenshot of red jumping room]

After you’re done with the Transcept, there is a short, vertical jumping section in a red-lit cylindrical chamber which I’ve also included here. Essentially, this just involves jumping between pillars on the outer wall, and pillars or platforms on the inner column until you get to the top and a large door to the final encounter arena. You shouldn’t die if you fall, so just take your time and make sure to land your jump.

As with all platforming sections, you’ll need to learn the route and become familiar with it, and the best way to learn is to do!

### Fireteam roles and loadouts

[Screenshot of jumping using super]

Jumping aids are really useful in your loadout here – Warlocks could be using the solar Daybreak super using both Icarus Dash and Heat Rises with any jump, Titans can use Lion Rampant boots with strafe or high jump and Burning Maul solar super – you’ll see both Sheep and Zone use their super this way – or arc Thundercrash. Hunters can use Stompees with triple jump, and the Void Mobius Quiver can help extend a jump further if you need to. All of these are useful for distance jumps, and also for recovering after a boop or a missed landing.

[Screenshot of jumping across shortcut]

If you stick to the shortcut, there’ no combat to worry about. Swords can be an option for recovery if you do slightly misjudge a landing or a rift boops you off, and for putting you into a third person view for better awareness of your surroundings. Swords with the Eager Edge trait can get you across the short-cut jump.

[Screenshot of combat]

Even if you are going the legit route, you should be able to primary down adds with the loadout you have in hand from Golgoroth.

### Guided video

[Single video showing secret chest and short cut, then video showing views of people building the bridges]

I debated whether to show just one perspective but in the end I’m showing the full fireteams’ perspectives as they all demonstrate the different jumps, use of abilities and supers. I’d suggest picking one Guardian’s perspective and following that through to the end. What this does illustrate is that, with narrow platforms and everyone speedrunning, your fellow Guardians can be as much of a hazard as a random boop rift.

Initially everyone makes their way to the secret chest room, by jumping down and along as far as the first capture plate, you’ll see both Zone and Sheep get into difficulty, and using the light attack from the Burning maul solar super to recover, and Alex demonstrate gravity.

The fireteam makes its way to the chest cave on right wall, using the central pillar and the invisible platforms. You’ll also see the use of the Ghost to reveal the location of the invisible floating platforms along the way.

Sheep, Tooks and Alex use the shortcut from the secret chest room, while Dayzi, Zone and Alba follow the Director’s instructions to show the legit way to the exit door, stepping on capture plates to stabilise the platforms as they go. Between the second and third capture plate, Tooks get a good view of just how much of a jammy git Zone is, with his slightly unintended route from the third to the fourth capture plate platform.

After the Transcept don’t forget the short vertical jumping puzzle, so don’t unequip your jumping aids quite yet. The fireteam gets to the top by jumping between pillars around the outer wall and the central column.

### Uncommented video

### Wrapup

We’ll leave the fireteam there while Tooks looks in DIM to try and remember where he left his Divinity. Will he end up using it? Maybe not much of a cliffhanger, but we’ll answer that in our next episode.

That’s the second King’s Fall jumping section finished, which has taken you to the doors behind which lie the final two encounters, that both take place in the same arena, called “Threshold”. You’re within touching distance of the end of the Raid now.

The next video will cover the first of these encounters with Oryx’s daughters. Until then, on behalf of me and my fellow Cluckers, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Threshold (Daughters of Oryx)

Hi, I’m Adamsdown\_Boy. Welcome to the eighth video in our guide to the D2 reprised King’s Fall. With me are my Muthaclucker clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner to help me demonstrate the penultimate encounter – the Daughters of Oryx.

As I’ve done throughout the series, I’ll apologise for the quiet voice recording of some of the fireteam members. We’ll try to do better if we do any of these in future.

### Aim

Your aim is to kill the Deathsingers – two Daughters of Oryx, Ir Anuk the Weaver and Ir Halak the Unraveller, who are initially both covered by immunity shields. You’ll need to remove and steal these to enable your fireteam to do boss damage, by repeating a short jumping puzzle three times to collect a Brand Claimer buff. Like many other mechanics through the raid, this operates much like a relay race.

If you want to investigate the lore surrounding the Daughters, I’ve linked to a My Name is Byf’s video, which also covers their invention of Oversouls, that you’ve encountered as a wipe mechanic through King’s Fall - <https://youtu.be/j-s6Ng3PLY4>

### Mechanics

[Map of Threshold arena]

As you enter the Threshold arena, you’ll notice Saturn outside at the far end, a central path running the length of the arena, and six raised columns – two tall ones in the middle, that have the Daughters of Oryx floating on, with small rectangular ledges about halfway down, and four lower ones with plates surrounded by four low rectangular platforms. One of these lower plates will have an orange-bar Revenant Knight kneeling on it and will be glowing green.

If you cast your mind back to the Annihilator Totems, these are the Deathsingers, whose power you used open the door to the Warpriest encounter.

Now, it’s a source of some discussion within the Destiny community as to how the callouts should work in Threshold, and the Cluckers are no different. Some will say that the front is the area immediately as you enter, and the back is the far end. Others will argue just as passionately that it’s the other way round and the front is the Saturn end and the back is the entrance door area. I’ve seen callouts that use bow and stern with port and starboard (we’re on a ship, remember), Door and Oryx, Near and Far.

You’ll notice in our run that we bypass this discussion, by assigning each plate to a member of the fireteam and using their name for our callouts. If you’re in a fireteam you run with regularly, and can recognise each other’s voices, this saves any heated debate before starting the encounter.

If you’re not in a fireteam where you can recognise each other’s voices, then you’ll just need to decide between yourselves which end is front, and which is back, and therefore which ones are L1 and L2, and which ones R1 and R2 and hope no-one rage quits as a result.

[Screenshot of Bungie TWAB]

Fortunately, Bungie confirmed in a TWAB published on 15th September 2022 that Oryx spawns at the back, so I’m going to regard that as canon. I say that, realising that the next time I go in, half of the Cluckers won’t be speaking to me.

[Map of Threshold arena showing callouts and Guardian placement]

Anyway, with the callouts sorted, you’ll need to assign one person to each column plate – I’ll call them Defenders – leaving two Guardians floating, one at each end, who will be our Floaters. The Floaters’ job will be to step in when one of the Defenders at their end of the arena is chosen at random to enter a Torn state, which I’ll explain shortly.

Shooting, whether it’s at the kneeling Knight or not, or approaching it or the Deathsingers too closely will start the encounter, but otherwise feel free to have look around the arena if this is your first time. If you look at the Daughters, you’ll also see that Ir Anuk on the right has a green glow and a light-coloured barrier and Ir Halak, on the left, has red glow and a darker barrier.

[Screenshot showing Hymn of Weaving timer]

After starting the encounter, and killing the Knight, Ir Anuk will begin the “Hymn of Weaving” and start a two-minute timer. This is a combined timer to their starting the wipe mechanic – and the time you have to remove one of their immunity shields, and for boss DPS. As the timer starts, Taken adds will also start to spawn in.

[Screenshot of a Torn player]

The Defender that killed the Knight on their plate should call out “Start” and the name of the plate. At the same time, one of the fireteam will be chosen at random to be “Torn Between Dimensions”. They’ll go into a third-person perspective without a weapon, their screen will go monotone, and they will have the full attention Ir Halak, who will attack them and anyone standing nearby with Darkness Blasts. We usually refer to the Daughter that’s performing attacks as the “angry one”.

[Screenshot showing relic floating]

Standing on the glowing green plate that the Knight was kneeling on will reveal a spark-like relic floating high above one of the other plates, highlighted with a diamond marker with a star inside a circle. Ideally, the Defender will spot and call this out as the finish plate to save time but, if they’re busy, then the Torn Guardian can also do so when they get there. The Cluckers just say “Going to” and the name of the plate as the callout, so that the Defender assigned to it can jump up.

No-one else should be standing on any other plate – doing so will turn the green aura on the start and finish plates red, and the Guardians standing on them will start taking damage.

[Screenshot showing invisible platforms]

The two Guardians standing on the start and finish plates will generate a series of four transparent platforms leading through the middle of the arena between the Deathsigners. These platforms will appear solid to the Torn Guardian, who can jump between them to reach the spark relic and then run through to collect it. When the transparent platforms appear, the Taken sniper platforms, and the snipers themselves will spawn in.

Neither Defender can move off the capture plate while it’s glowing green – doing so will mean the transparent platforms will despawn, and you’ll lose time, having first to reform them by stepping on the capture plates again, for the Torn Guardian to start over with the platforming.

[Screenshot showing Piece of Brand Claimer message]

Success will result in the message “A Piece of the Brand Claimer is found” showing on screen for everyone. The Torn Guardian will return to normal, heading back to their assigned station, and should now call out for the two Defenders to get off their plates before they turn red and start doing damage, in case they missed the onscreen message.

During this time the other Guardians will be killing a mixture of Hive and Taken adds, to stop them overwhelming the fireteam.

[Diagram of alternative route up the platforms]

The Torn Guardian can short-cut the platforming if the first Defender is quick to identify where the spark is, and the they’re running from the opposite end of the arena. In this example, we’re assuming that the start plate is at L1, the finish plate is at R2, the Torn Guardian is the L2 Defender and the angry Daughter is Ir Halak.

The Torn Guardian can run to the L1 plate, and then take the usual route, as shown here. But, they can reduce the time taken to reach the Piece of Brand Claimer, by first jumping up to the platform below the angry Daughter, so you don’t take any extra damage, jumping up from here to momentarily land on the edge of the angry Daughter platform and from there jump to the second floating platform, gaining extra time for your damage phase. This can also be used if you’re Torn and miss the jump to the second, third or last floating platform.

[Diagram of two possible Torn scenarios]

There are, essentially two scenarios that could play out when someone is Torn. If one of the Floaters is Torn, then the Defenders assigned to the start and finish plate will jump up to create the platforms. If a Defender assigned to cover a plate is Torn, then the Floater covering that end of the arena should call out that they are going to cover that plate until the relic is collected, whether that’s jumping to a plate to start or finish the platforms, or killing adds around the vacated column plate.

After the Piece of the Brand Claimer is found, everyone should now look on their column plates to see whether the next Knight has spawned there. The cycle of calling out the Start plate and killing the Ravenous Taken Knight, spotting and calling out the finish plate, and the Torn Guardian finding a Piece of the Brand Claimer is then repeated a total of three times.

[Screenshot showing claiming Blight Claimer buff]

The third time, the spark will be replaced by a Brand Claimer relic highlighted with a thick bordered-diamond marker that the Torn Guardian will need to interact with to pick up the Brand Claimer buff, and then call out for people to get off plates.

[Screenshot claiming the Brand of Invincibility]

They’ll now needs to jump over to the angry Daughter that’s firing the Darkness Blasts – the first time this will be Ir Halak –and interact to steal her immunity shield. This will show as a slam animation on screen with the Claimer obtaining the “Brand of Weaving” when successful.

[Screenshot of damage on Ir Halak]

While they’re doing that, everyone else will gather on the platform that faces Ir Halak, below Ir Anuk’s platform. The Brand Claimer now jumps down to join them. With the Invulnerability shield now removed and used by the fireteam, Ir Halak can be damaged for the remainder of the Hymn timer and for a couple of seconds afterwards, so keep firing until she becomes immune to damage again.

[Screenshot shooting adds from inside Aura]

After boss DPS, your whole fireteam needs to stay within the Aura of Weaving, so that when Hymn of Weaving timer finishes, you don’t die to the wipe mechanic, which you’ll see as a blinding light. After Ir Halak is immune to damage again, you should kill the adds below you in the arena.

All this means you’ll need to be as fast as possible in the three cycles of killing knights, identifying the relic, creating the platforms, and the Torn Guardian jumping up to collect the relic, to give yourselves a decent damage window. If you’re unable to steal the Brand from the angry Daughter before the timer runs out, then that will be a team wipe.

This also acts as a tutorial, with mechanics in the Oryx boss fight using much the same process.

[Screenshot showing Dirge of Unravelling timer]

The Daughters now swap roles, with Ir Halak singing the “Dirge of Unravelling”, while Ir Anuk gets angry and fires darkness blasts.

[Screenshot of Brand Claimer jumping down towards Ir Anuk]

After repeating the three cycles again for the second time, the Brand Claimer should steal the Brand of Unravelling from the angry Ir Anuk, and set up for damage on the platform opposite the one you used previously.

After killing the first Daughter, the next one has to be killed in the next boss damage phase, so it’s not really a good idea to kill either in one go, as your fireteam will probably use most or all of their power ammo to do so. Better to whittle each one’s health down during their first damage phase, to make for an easier kill the next time around, after, hopefully, a power ammo brick or two drops from an add.

This will mean two boss DPS phases per Daughter, so running through the three cycles to obtain the Brand Claimer buff four times. It takes longer, but really is a lot safer and easier than trying to burst each boss down in a single damage phase.

As the Cluckers will demonstrate, it’s not possible to damage more than one Daughter in the same damage phase, as you can only steal one brand with the Brand Claimer buff, leaving the other with her immunity shield intact.

[Infographic of loot table]

Once you’re done, the chest will appear between the L1 and R1 column plates. You can drop the Smite of Merain Pulse Rifle, Zaouli’s Bane hand cannon and Defiance of Yasmin sniper rifle, chest or arm armour here.

### Fireteam roles and loadouts

[Screenshot of combat]

Everybody will need to be a generalist during this encounter – there really aren’t any practical differences between a Defenders and Floaters in terms of loadouts.

[Screenshot showing snipers]

Most enemies are reasonably close range, but each time a Knight is killed, taken snipers will spawn on floating platforms outside the main arena area, so you’ll also need something that can deal with them as well.

You’ll only face arc shields on Taken Centurions, so if you want to use a burst special weapon like a shotgun or fusion rifle, to kill the heftier adds quickly, you can make your life a little easier with an arc version. Alternatively, if your aim’s good, Arbalest can one-shot crit the knights, and will also kill the snipers, and shoot through the barriers that the Taken Vandal snipers can throw up when damaged. Dayzi demonstrates that arc wave-frame grenade launchers are also an excellent choice for ripping through the Centurion shields.

[Screenshot of boss damage]

For boss damage, when we recorded this video, Linear Fusion Rifles rolled for sustained damage were the weapon of choice, being relatively safe in comparison to rockets or grenade launchers, but use whatever is the meta for boss damage. Divinity isn’t essential, if you’re able to hit headshots –the Daughters don’t move about too much – but the large crit cage still provides a much bigger target.

If you’re lucky and have already dropped the Touch of Malice Raid exotic, this can be excellent for boss DPS as standing in the Aura means you can continuously fire the enhanced final round without losing health. Alternatively, if you run out of power ammo Outbreak Perfected is a solid backup choice for boss damage, particularly with the catalyst if more than one person is using it.

[Screenshot of boss damage from inside Well]

A Well of Radiance, dropped on the platform that you do damage from just before the boss DPS phase starts, can help protect your fireteam from add damage before your Brand Claimer jumps down with the Aura, as well as then boosting boss damage output. To further help out your fireteam, Lunafaction Boots speed up reloads for everyone in the well or, alternatively, a Titan rally barricade will do the same.

Hunters can use a Celestial Nighthawk Golden Gun or Gathering Storm super for good chunk damage against a Daughter, or use a Deadfall tether or roaming super on adds to generate orbs of power. Likewise, Titans should concentrate on using their super after a damage phase to generate orbs for Warlock wells. If you don’t have a well, a void subclass with the Bastion aspect will provide everyone with a regenerating overshield from the rally barricade, to help survive incoming fire from adds before and after the DPS phase.

### Guided video

L1: Sheep

R1: Dazyi

Front roamer: Tooks

L2: Alba

R2: Zone

Back roamer: Alex

For the Clucker’s Daughters run, Sheep sets up on L1 and Dazyi on R1 as Defenders, and Alex acts as the Floater near the entrance door. At the Saturn end of the arena, Alba sets up on L2 and Zone on R2 as Defenders, with Tooks Floating. You can see that the initial Knight is kneeling on the L1 plate.

After starting the encounter and the Hymn of Weaving timer, the Knight on the L1 plate is killed. Alex is first to be torn and Sheep jumps up to hold the plate. Alex runs to and jumps up to the L1 plate and calls that the finish plate is Alba’s on L2. While waiting, both Sheep and Alex dodge the Darkness Blasts conjured by the angry Ir Halak. Alba jumps up to complete the path up to the Piece of Brand Claimer, and Alex makes his way up the floating platforms to run through the relic – “A Piece of the Brand Claimer is found” will appear on everyone’s screen, and Alex calls to say that Sheep and Alba should jump down from their plates to avoid damage. During this time, the everyone else is killing adds, including the snipers that spawn on floating platforms above and outside the arena area.

As Alex collects the Piece of Brand Claimer, Tooks is Torn. The Defenders check their column plates, and Zone sees the Knight has spawned at R2, and calls that out. Zone kills the Knight and Tooks jumps up to join him, calling that the relic is floating above Alba’s plate at L2 again. Alba jumps up to create the path, and Tooks jumps up to claim the second piece of the Brand Claimer, after his first, let’s call it, practice run, possible best described as every jump being the functional equivalent of a magic 8-ball roll. Note that, as we outlined earlier, if this does happen, you can save time by jumping up again to the second floating platform from the Ir Halak column, rather than going back to the start plate.

Third time around, Zone is Torn, and the Knight spawns on Alba’s plate at L2. The finish is called as Zone’s plate at R2, so Tooks, as the back Floater covers and jumps up to the column plate to form the platform path. As it’s the third time, Zone will have to interact with the relic on the final platform to collect the Brand Claimer buff. Dayzi and Alex, who are not currently on a column plate make their way to the platform opposite Ir Halak to get ready for the damage phase and, eventually Sheep comes to join the party too.

After collecting the Brand Claimer buff, Zone jumps down to the platform that the angry looking Ir Halak – with the red aura around her head and the darker shield – is floating on, while Alba and Tooks join the rest of the fireteam on the damage platform. When he lands, Zone uses the Brand Claimer to steal her Brand of Weaving – her immunity shield. Zone calls out to start damage while jumping down to the damage team where they gain the Aura of Weaving buff. I’m grateful to Tooks for ensuring that the Cluckers only have 12 seconds for DPS, and making sure that the fireteam just fails to kill Ir Halak in a single damage phase, what with me saying that this is the safest way to do it. After damage, the fireteam waits inside the Aura as Ir Anuk finishes the Hymn of Weaving, shown by the blinding effect on screen, to avoid being killed. They shoot adds until it’s safe to return to their starting positions and look for the orange-bar knight to rinse and repeat, this time targeting Ir Anuk for the damage phase.

### Uncommented video

I’ll let the rest of the encounter play out now – use what you’ve learned so far to follow the interplay between team members – finding and calling the start and finish plates, and how the Floater covers for an absent Defender. Watch out for Dayzi demonstrating how to save time by using the central two columns as a shortcut to get up the floating platforms, and Sheep showing that the central columns can also be used to skip the first platform too. You’ll also see how communication works between the fireteam members – such as calling to get off column plates after collecting the Piece of Brand Claimer, and getting ready for the damage phase as it alternates between the two Daughters.

### Wrapup

That’s the first Threshold encounter finished. I can promise that we’ll hardly ever mention Took’s Hunter jumping to him except, and I can’t overemphasise this, when we think it’s funny. To confirm, the floating platforms are only two Hunter jumps apart if you’re using Stompees. I hope you can see from this that, even with the Hymn timer, there’s still enough flex for a mishap or two without that ending the run.

I’d like to thank Kyber from kyber3000.com as ever, for permission to use their Raid Loot infographic. From the Motherclucker Clan, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!

## Threshold (Oryx, The Taken King)

Hi, I’m Adamsdown\_Boy. Welcome to the nineth and final video in our guide to the D2 reprised King’s Fall, although I am planning a quick bonus video to illustrate the location of the Hive Runes that unlocks the additional boss chest with the guaranteed red border weapon, once I’m done here. With me are my Muthaclucker clanmates AlbaAura, Alex, Dayzi, ElectrikSheep, Tooks and Zonerunner to help me demonstrate the last encounter –Oryx, The Taken King.

As I’ve done throughout the series, I’ll apologise for the quiet voice recording of some of the fireteam members. I think I might have found a way of recording all of the various audio and syncing it with the video, giving me a bit more control for next time.

### Aim

[Screenshot of Oryx flexing in front of Saturn]

This is the Raid boss fight – the second encounter in Threshold following your defeat of Oryx’s Daughters – and your aim is to kill him to finish the Raid. You’ll need to stun him by detonating Corrupted Light bombs to open a vulnerable spot in his chest to damage him, while being protected from his Doxology wipe mechanic within an Aura of Immortality. To do this, like in the Daughters encounter, you’ll collect the pieces of a Brand Claimer buff before finally claiming it, to then steal the Brand from an elite Hive Knight called the “Vessel of Oryx”.

If you want to learn more about the lore behind this encounter, and what the mechanics are actually doing, then My Name is Byf has a video on the subject that I’ll link to in the description below <https://youtu.be/FpXwLU-pszU>

### Mechanics

[Screenshot showing Toland spark]

After finishing the Daughters, you’ll see Toland’s spark appear at the far end of the Threshold arena, where Saturn is in view. Approaching the spark starts the encounter, so make sure everyone has rallied to collect power ammo before running up.

[Illustration of Threshold arena for Oryx fight]

As per the Daughters, you’ll need one Defender per column plate, and two Floaters, as you did for the Deathsingers encounter. It’s easiest for everyone to keep the same role as before.

After you start the encounter, Oryx will appear, flex for a few seconds, and then Taken adds will start to spawn continuously around the arena.

[Screenshot of Ravenous Taken Knights being killed]

A few moments later, four orange-bar Ravenous Taken Knights will spawn, one on each column plate. Once these are killed, Oryx will move to one side to take position at one of the column plates before slamming his fist down.

[Screenshot of Oryx slamming]

As he raises it again, the plate will glow green, in the same way as it did in the Deathsingers encounter, and one Guardian will be Torn between Dimensions.

[Screenshot of Torn guardian]

The mechanics of collecting the pieces of Brand Claimer are identical to the Daughters encounter. If you want a more detailed explanation, just have a quick look at our video covering the Daughters of Oryx, but just to run through them again quickly.

The Defender assigned to the plate first jumps up to capture and hold it, calling “Start” and the plate they’re standing on. They’ll then spot which column plate the spark is floating above, and call that out as the “Finish” plate for the assigned Defender there to jump up and hold, to create the floating platforms. As before, if the Torn Guardian is a Defender assigned to the start or finish plate, the Floater covers their station and any responsibilities they have.

The Defenders must stand continuously on the start and finish plates to maintain the floating platforms until the Torn Guardian has jumped up to the spark and run through, and everyone sees the “A piece of the Blight Claimer is found” message, after which the Torn Guardian calls for Defenders to jump down from the now red and damaging plates. After they step off, the message “The platforms fade from existence” will appear on-screen for everyone.

[Illustration of alternative route to relic]

Just a reminder, it’s still possible for the Torn Guardian to use the higher central columns that the Daughters floated above to short-cut the first couple of invisible platforms and save a little time if you’re running the length of the arena to get to the start plate, or if you mis-jump and fall off.

[Screenshot of Light Eater Ogre]

There are additional mechanics for the Oryx fight – the first of which is the emergence four yellow-bar Light Eater Ogres. They emerge from the smooth dark area between the column plates and the central columns that the Daughters were on.

[Illustration showing the order that the Ogres spawn]

The first one will emerge from the next column plate around, in an anticlockwise direction to the start plate, and continuing anticlockwise until the fourth one spawns next to the start plate. In this example, assuming Oryx is at the L2 plate when he slams his fist down, the first Ogre to spawn will be at L1, then R1, then R2 and finally at L2.

[Screenshot of Corrupted Light bomb]

The Defenders responsible for that column plate, plus available Floaters need to kill these Ogres quickly – they drop a Corrupted Light bomb that looks like a blight sphere on their corpse. Don’t use a melee attack or shotgun to kill the Ogre, or step inside the blight aura for now, or you’ll cause a team wipe. The reason you want to kill the Ogre where it spawns is that you don’t want the bomb to sit in a busy add area, where someone might accidentally trigger it. And a melee or shotgun kill will likely mean you’ll be standing next to the bomb when it spawns and you’ll automatically trigger it.

[Illustration of Ogre and Knight spawn locations and travel]

After the Ogres are killed, in amongst the Taken adds that are spawning in the corners of the room, two yellow-bar Light Eater Hive Knights will appear, and travel towards the Corrupted Light Bomb diagonally opposite.

[Screenshot showing Light Eater Knight]

These must also be killed quickly by all non-Torn Defenders and Floaters – if left alive they will consume the bomb, and reduce the time you’ll have as a fireteam for the boss damage phase.

[Guardian jumping down showing the “A piece of the Blight Claimer has been found” message]

After the Torn Guardian has collected the first piece of Brand Claimer, and called for Defenders to step off their plates, everyone should check their column plates to see if they are glowing green. The one that is, is the new start plate. Repeat the process of jumping up, spotting the spark and calling the location out, and having the Torn Guardian collect the piece of Brand Claimer again.

[Screenshot showing Vessel of Oryx knight]

The third time, an orange bar Hive Knight called the “Vessel of Oryx”, with an invulnerability aura will be dropped of by a Tombship at the Saturn end of the arena. As was the case in the Daughters encounter, instead of running through the relic at the top of the invisible platforms to collect a Piece of the Brand Claimer, the Torn Guardian will have to interact with it to retrieve the Brand Claimer buff with a 30s timer.

[Screenshot stealing the Brand]

The Brand claimer Guardian will need to jump down to the Vessel of Oryx, who should be near the two Daughter columns in the middle of the arena, and interact to steal its Brand of Immortality, then killing it.

During all of this, an unseen timer will have been counting down in the background. You will have the same two minutes from when Oryx slams his fist down to steal the Brand of Immortality and kill the Vessel of Oryx as you had in the Daughters encounter, otherwise you will have no way of surviving Oryx’s Doxology attack, seen on screen as “Oryx calls upon the darkness”, as he conjures a ball of darkness and then claps his hands to create a blinding light, which will wipe the team.

[Screenshot by bomb, showing Oryx calls upon the darkness message]

Assuming that you have killed the Vessel of Oryx, the Defenders, and any Floater covering a plate will need to take position by the corrupted light bombs, outside its dark aura.

[Screenshot with detonated corrupted light message]

The moment Oryx slams his first down, and the “Oryx calls upon the darkness” message appears on screen, all four need to move into the bomb aura until you see the message “Channelling Corrupted Light” on screen – you don’t need to dive into the corrupted light sphere itself – until the message “Guardian name has detonated a corrupted light” appears.

You now have only five seconds to reach the Aura of Immortality before the bombs explode – you’ll see this on screen as a blinding burst of light, so whoever has the Brand will need to stay in the middle of the arena to make sure no-one has to run too far. This will stun Oryx, interrupt the Doxology attack, and open his chest to reveal his crit spot.

[Screenshot of DPS against Oryx]

As soon as you reach the Aura with the rest of your fireteam, you should start boss DPS – you can damage the darkness sphere of his Doxology attack as though it was Oryx. Put down a Well, unload your power weapons and burst damage supers into the crit zone on Oryx’s chest until he’s immune again. You’ll have 25s for damage with four bomb detonations, and progressively less if any were consumed by Light Eater Knights. After he recovers, he’ll return to the Saturn end of the arena and the fireteam can wait in the middle to see which of two intermission attacks Oryx will use.

[Screenshot of Thunderdome from outside]

The first is to create a hemispherical bubble just in front of him, containing a Darkness Dimension, which we call the “Thunderdome”. The fireteam should all make their way towards it and start killing the Taken Thrall adds spawning on the left and right side of the bubble. Touching the edge of the bubble is an instant death, so stay away!

[Screenshot of inside Thunderdome showing Echo of Oryx]

The fireteam will be teleported into the Darkness Dimension one at a time. There will be an Echo of Oryx, that will be familiar to D1 veterans, which appears sporadically around the arena, and occasionally float in to perform a slam attack with his sword, Willbreaker. Any Taken Thrall that survive from outside will also make their way in and need to be dealt with too.

The fireteam members inside the bubble must kill the Echo – there’s no health bar, so just keep shooting whenever you see it until the Thunderdome vanishes and you find yourself back in the Threshold arena again.

[Screenshot of knights spawning in]

The other intermission attack is mini-corrupted light bomb attack, which we don’t get to see in this video, so I’ve added in a short clip of one of my runs to show what it looks like. You’ll see the orange bar Revenant Taken Knights spawn on the four column plates – if this happens, everyone will need to ensure they’re well away from bomb detonations, as being caught in one is an instant kill.

[Screenshot of running, showing the targeting ring]

The easiest way to do this is to keep moving. Defenders should make their way to their columns and run in a circle around the perimeter, and Floaters should run in path from side to side of their end of the arena. As you run, you’ll see a ring indicating the blast radius of the next bomb to spawn, which you’ll be outside if you keep sprinting.

After six bombs have spawned, the attack is over..

The way to tell which is happening is to watch the top of the column plates. If you see the Knights spawn, it’ll be bombs. If you don’t see the Knights spawn, it’ll be Thunderdome.

[Screenshot showing Oryx at half health]

After the intermission attack, guardians should return to their assigned stations to kill the orange-bar Revenant Taken Knights when they spawn, wait for Oryx to choose a new start plate, and rinse and repeat the Brand Claimer cycle.

Oryx will enrage, and be essentially impossible to beat, after six damage phases or 15 minutes – you’ll get an “Enrage is near” warning on screen, but that should never happen if you are killing the Light Eater Knights to maximise your DPS time and have decent damage output.

In our experience, after two damage phases, you’ll probably be approaching the damage marker in his health bar. Check with everyone that they have sufficient power ammo and supers – if you’re short, you might want to pause damage and run a third Brand Claimer phase as an ammo run.

[Screenshot of Light Eater Ogre spawning]

If your fireteam decides you’re all good for the Oryx kill, damaging up to the marker will initiate his last stand. He will move to the Saturn end of the arena, and two final Light Eater Ogres will spawn at the L2 and R2 column plates. The fireteam should kill these quickly, and the L2 and R2 defenders, or if one of them is holding the Brand of Immortality, the Floater who was covering the bomb, stand outside the bomb aura “Oryx calls upon the darkness” one last time, at which point they should both detonate the bomb as before, and then sprint back to the Immortality Aura.

[Screenshot of final stand DPR against Oryx]

You now have to finish off Oryx before he recovers from the stun which, if you have plenty of power ammo and offensive supers should be straightforward. If you fail to kill Oryx before the damage window closes, he’ll perform the Doxology attack, causing a team wipe.

[Illustration of how to extend the Oryx timer and damage output]

It’s possible to extend the damage window, and improve damage output by detonating the Corrupted Light bombs individually – that is, detonating one bomb, and five Guardians damaging Oryx until you see the message that Oryx calls upon the darkness again, when you detonate the second. I’d say we’ve never found that two be necessary.

[Screenshot of Oryx drifting off into space]

Once killed, Oryx’s body will float off towards Saturn and the Raid is finished. Congratulations!

[Infographic of Raid loot table]

You can drop the Midha’s Reckoning Fusion Rifle and Zaouli’s Bane Hand Cannon, and Helmet and Chest armour from this chest and, if RNG smiles upon you, the Touch of Malice exotic scout rifle,. If you’ve successfully shot the Glyphs that were shown back in the Hall of Souls, then there’s also a second chest with a guaranteed Deepsight weapon. You’ll also have an opportunity to buy randomly rolled weapons and armour from the Remnant of Oryx vendor with the Spoils of Conquest currency, with the first weapon purchased from your account every week also being a Deepsight version.

### Fireteam roles and loadouts

[Screenshot of combat]

There are no snipers on floating platforms in the Oryx encounter as there were with the Daughters, so your loadout only needs to include primaries to deal with enemies at mid to close range. A special weapon to kill the knights and ogres quickly, and a weapon rolled for boss damage should round out your loadout.

[Screenshot of combat against a group of adds]

Primary and special weapons that can deal with groups of adds, with traits like Incandescent and Voltshot, exotic weapons like Osteo Striga and Witherhoard are top-tier. A Reservoir Burst Fusion Rifle or Chain Reaction wave frame grenade launcher can wipe out a wave of adds in one go, and Arbalest will one shot crit Revenant and Light Eater Knights, and make short work of the Ogres.

[Screenshot of DPS against Oryx]

When we recorded this, Divinity debuffed targets by 30%, but since its nerf, Divinity isn’t really needed. Oryx’s crit spot is pretty much as big as the crit cage it generates, and mathematically, the extra damage you’ll get from a Guardian shooting with a sustained damage weapon outweighs the current 15% debuff.

For boss damage, our meta was Linear Fusion Rifles rolled with Clown Cartridge, Triple Tap, or Demolitionist (for the instant reload when you throw a grenade), and a damage perk such as Firing Line, Frenzy, Bait and Switch and Vorpal Weapon. On the plus side, LFRs mean no-one’s going to die from hitting the back of a teammate’s head – well, not unless you’re using Sleeper Simulant.

[Screenshot shooting Touch of Malice (if we have one)]

If you’re lucky and have already dropped the Touch of Malice Raid exotic, this can be excellent as a backup boss DPS weapon, as standing in the Aura of Immortality means you can continuously fire the enhanced final round without losing health. Outbreak Perfected is another great backup boss damage choice.

[Screenshot of Oryx damage inside Well]

It's very useful to have a Well of Radiance or a Ward of Dawn to improve damage output against Oryx. If you have a surplus of Warlocks, roaming supers to generate orbs for other supers are probably a better bet than a Nova Bomb, as the Cataclysm slowva will interfere with fireteam shots while it’s travelling. Hunters should use burst damage supers – such as Golden Gun or, Gathering Storm, maybe not so much Blade Barrage as you’re a bit far away and some of the blades will likely miss.

[Screenshot of YOLO Thundercrash Titan (if we have one)]

Titans can use a roaming super to generate orbs to recharge other supers, or can cling on to a Thundercrash for a final stand YOLO attack, if you need a last-minute bit of damage on Oryx and everyone’s out of power ammo.

### Guided video

For the final encounter, Sheep sets up on L1 and Dazyi on R1 as Defenders, and Alex acts as the Floater near the door. At the far end of the arena, Alba sets up on L2 and Zone on R2 as Defenders, with Tooks Floating.

Tooks starts the encounter, after Sheep’s unfortunate chonker-related incident, and Oryx appears. After killing a small initial wave of Taken Thrall, the four orange-bar Knights spawn on the column plates and are all killed. Oryx goes left and stops at Alba’s plate at L2, which will be the first starter plate.

After Oryx slams his fist down, Alba jumps up when the plate is glowing green. Dayzi, who is torn, makes his way to the L2 plate. Alba calls out that the finish plate is Dayzi’s at R1 so Alex, as the floater at that end of the arena, jumps up to cover. Because Dayzi is torn for the first part of the Brand Claiming phase, Alex will need to kill the Light Eater Ogre at the R1 plate, and be ready to then kill the Light Eater Knight that spawns to consume the corrupted light bomb.

Dayzi demonstrates the shortcut, jumping up to the left Daughter column and from there to the second floating platform before collecting the first piece of the Brand Claimer at the top of the four platforms. As he collects the piece, he tells the Defenders to get off their plates. The fireteam continues to kill the Light Eater Ogres as they spawn, and then immediately look to the Light Eater Knights spawn locations to kill them as they make their way to the bombs.

Alex is next to be torn. As he was covering Dayzi’s R1 plate, he lets Dayzi and Sheep know that he won’t be able to kill the Knight, so they will have to make sure it’s killed between them. After checking the column plates at the front of the arena and seeing they’re inactive, Alex makes his way to the back and sees that Alba’s column plate is glowing and calls it as the start plate. He then sees and calls out the finish plate as Zone’s at R2.

Third time around, Alba is torn. Sheep calls out that his plate is the start plate at L1, and the finish plate is Zone’s at R2. In Alba’s absence, Tooks takes on add-clear duties around the L2 column plate, and confirms he will be detonating the corrupted light bomb there before boss DPS. With this being the third part of the cycle, the Vessel of Oryx Knight is dropped from the tomb ship and the other Defenders start to move to stand close to their bombs, ready to detonate them. After interacting to collect the Brand Claimer buff, Alba jumps down to the Knight and interacts with it to steal the Brand of Immortality, before killing it with Alex’s help.

Defenders, plus Tooks covering Alba’s plate at L2 stand by their bombs until they see the message “Oryx calls upon the darkness” on screen as he slams his fist down. At that moment, they move to stand within the bomb aura until they see the message “[Guardian name] has detonated a Corrupted Light”. They then sprint towards Alba and the Aura of Immortality, and start boss DPS. The bomb detonation interrupts Oryx’s Doxology attack and stuns him, exposing the crit spot in his chest.

After the boss damage phase, Oryx returns to the Saturn end the arena. As no Knights spawn on the platforms, the fireteam knows that it will be the Darkness Dimension, so move to the back of the arena to help clear adds before they can enter the Thunderdome. Zone is the first to be pulled in, then Alba – they scan the perimeter for an Echo of Oryx, using audio clues to determine where it is – headphones really help with this – and then shoot when they see it. Dayzi is third in as the Echo comes into the dome to perform a sword slam attack – there’s a moment’s pause as it does so, which is a good time to stick a grenade or a Witherhoard shot on him. Then Sheep, then Tooks and finally Alex are pulled in before the Echo is defeated and the fireteam returns to the Threshold.

### Uncommented video

The fireteam now resets back to their start positions, to rinse and repeat – killing the four Knights on the column plates, Oryx choosing one to be the start plate, killing Light Eater Ogres and Knights, obtaining the Brand Claimer, stealing the Brand of Immortality, detonating the corrupted light bombs and damaging Oryx.

I’ll now run the rest of the encounter – watch across the fireteam to see all the mechanics executed and how the flow of communication works, pausing and repeating as necessary to help with your understanding. Watch out for both Dayzi and Sheep demonstrating different ways to use the floating platforms shortcut – Dayzi again cuts out the start plate and the first platform entirely, while Sheep uses the central column platform to start his jumping before the floating platforms are formed to save time.

### Bomb attack

As the Cluckers two-phased Oryx, there was no possibility of seeing the second intermission attack, so I’ve saved a short clip from a separate run to illustrate it. As you can see, I’m assigned to the L2 column plate. When I see the Knights spawn on top of the plates, I immediately start running in a circle around it, so that when the bombs spawn I’m outside of the blast radius ring when it detonates, and also so the Boomer knight shots fall behind me. I count the six bombs as they spawn, after which the attack is over, and I can then jump up to kill the knight.

### Wrapup

I think we demonstrate again that there’s a fair bit of flex in the King’s Fall encounters, Oryx included. You will have noticed that not everyone was watching for the Knight spawns to call the start plates and, once up on the first plate, defenders were sometimes distracted, so the call for the finish plate wasn’t made unless they were prompted or until the Torn Guardian arrived, but that doesn’t matter too much on our run. Things like that are more important if you ever plan to try the master version of the raid, so they’re good habits to get into.

So, that’s it for our King’s Fall raid video guide series, cruelly demonstrating Bungie’s RNG for Raid exotic drops for Alex. Like those films that tell where everyone ended up after the movie finished, Alex finally dropped his Touch of Malice two months later, after 50 clears. I got mine after two – that’s RNG for you…

Hopefully, if you’ve not run it before you should now have an idea of how the mechanics work for each encounter, and if you’ve only run it once or twice, you’ll now understand what the fireteam roles are, so you can step forward to volunteer and gain experience.

This has been another labour of love. As you can tell, we’re not exactly professionals at doing this, and producing the video takes a few months of my effort, and I’ll be trying to balance that against playing Destiny myself and not falling too far behind the grind, but we think it’s a good use of time.

There’ll be one more short video after this one, which will just show the locations of the nine Runes, so you know where they are to shoot to get the additional Deepsight weapon drop from the Oryx boss fight, that I’ll link to when it’s ready.

It's a fun Raid to run – for D1 veterans, it’s a bit of nostalgia, and was most people’s favourite Raid of the era. For those who weren’t around then, it provides a little insight into how we Guardians killed one of the Witness’s most powerful allies, before Ghaul turned up at the start of D2 and spoiled our party.

As ever, I’d like to thank Kyber from kyber3000.com for permission to use the Raid Loot infographic. From everyone at the Motherclucker Clan, thank you for watching, we hope that’s helped you, and may all your drops be god rolls!