

DESTINY 2

LEVIATHAN RAID

NORMAL MODE

A 50 SHADERS OF CAYDE
SHERPA GUIDE FOR THE NEW RAID

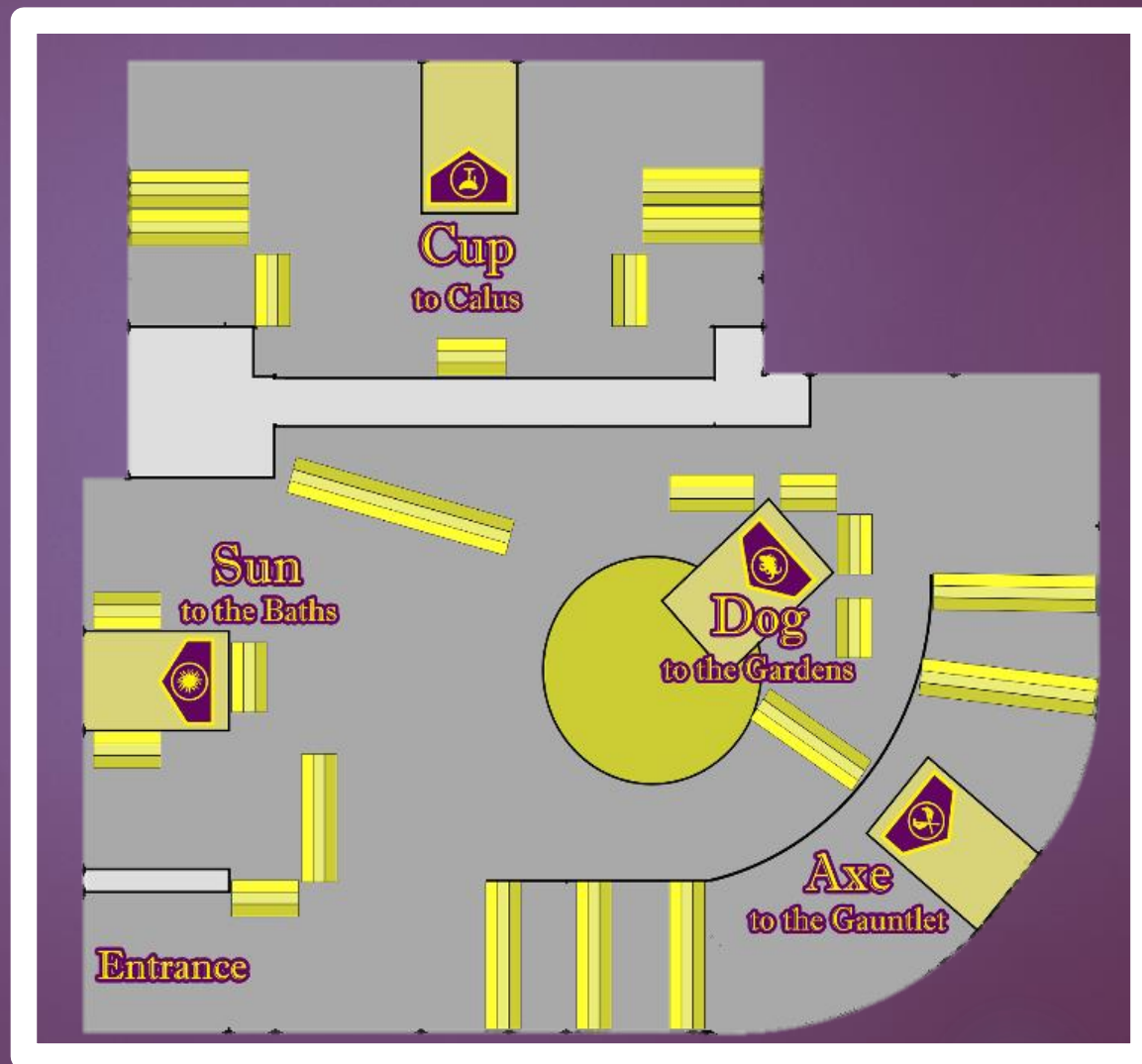


Where to?

- ▶ Once you fly into the raid, your team will head forward, working your way to the top of the area. **DO NOT SHOOT ENEMIES.** They will not attack you.
- ▶ Go through the jets and progress into the room.
- ▶ This room will serve as your main base throughout the raid. After each of the rounds, you will have access to a chest that will only give loot once per account per week.
- ▶ The way this encounter works is dependent on the reset cycle. You need to first find the plate that has the projection on it which will be the door (encounter of interest).
- ▶ Decide on 4 team members to defend the plate needed while the other 2 will go to get relics. Each symbol directly correlates with an encounter.



Relic Running The Castellum



Obtaining the Relics

- ▶ The defenders must step on the plate first to let you know which door will be opening.
- ▶ The two members will take care of the adds until the Standard Bearer comes out. At that time you need to direct focus on him and put him down.
- ▶ A relic will spawn the plate of that respected side, in which one of you can pick it up to return to the plate being defended while the other member patiently awaits the next location and this will repeat twice more. **One the first relic, everyone can go kill the Standard Bearer given someone steps on the plate to activate encounter.**



Defending Relics

- ▶ Defending consists of killing all of the adds that will approach the plate that you are defending. Use any ammo or powers you have to stay alive and SLAY!
- ▶ While pursuing this encounter, a councilor will appear which is a psion in a bubble. This needs to be Melee'd or Standard Liberators will not be able to be killed.
- ▶ If a Standard Liberator hits the plate, they will reclaim the Relic.
- ▶ Once all three relics are obtained, proceed through the door.



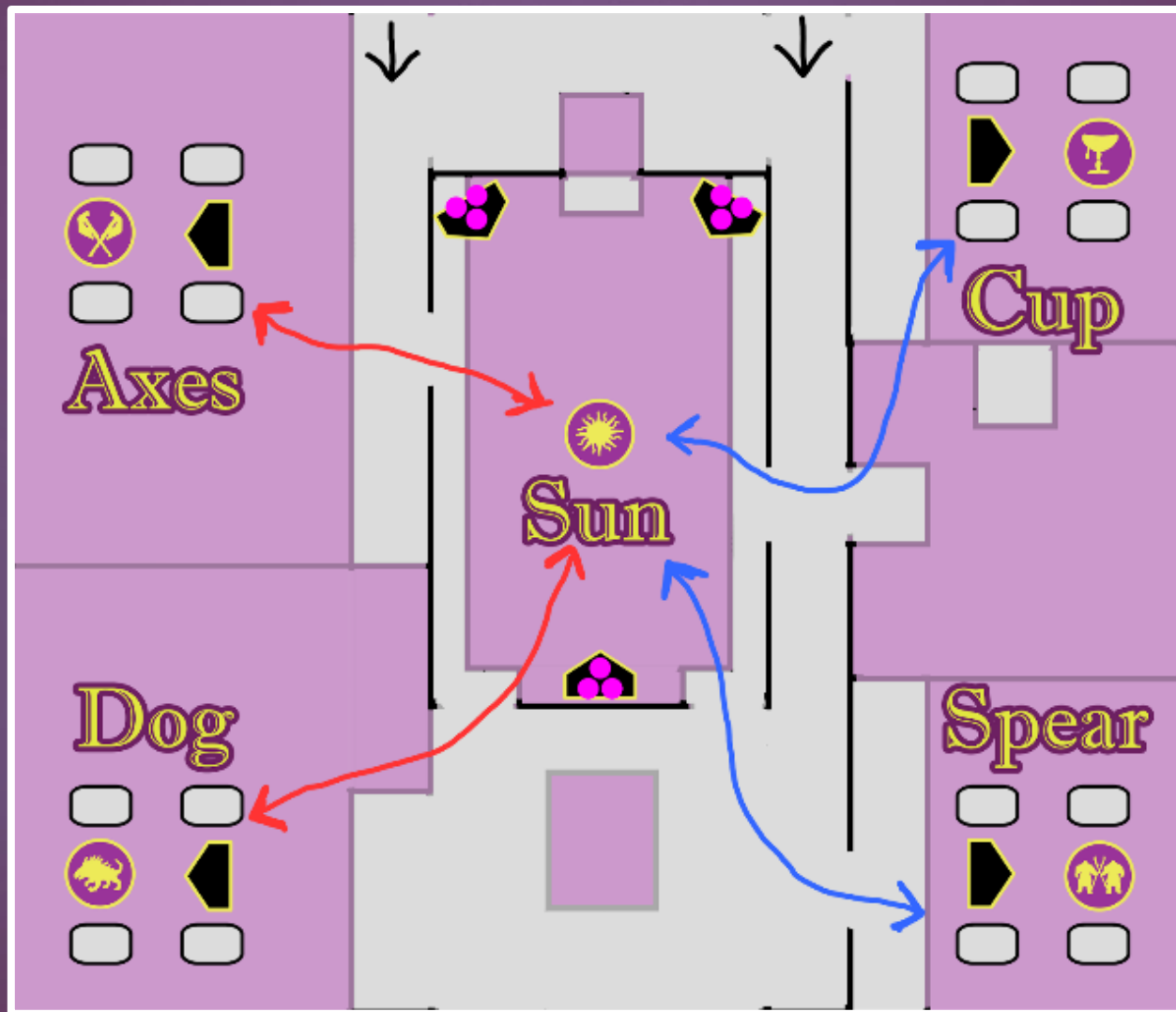
Opened Door!

- ▶ Once the door is opened, you will be faced with a chest that will give you loot if it's the first time on the character.
- ▶ Once loot is collected, continue to the encounter room.
- ▶ ***Depending on what the rotation is for the week, skip ahead!!!***





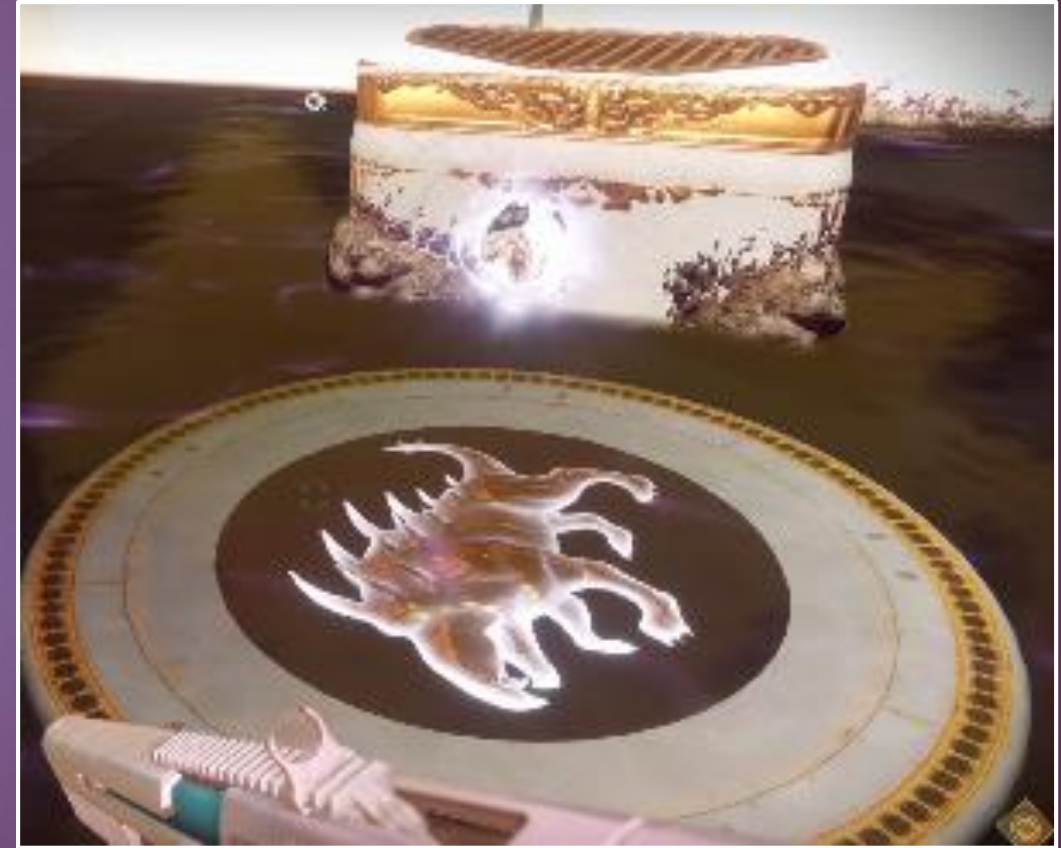
The Royal Baths





The Royal Baths

- ▶ Upon entering the room, assign everyone a starting plate. (Top Left, Bottom Left, Top Right, Bottom Right).
- ▶ In this encounter, everyone must stand on their plate long enough to bring the weights down to the bottom. If you get off the plate, they will rise.
- ▶ You can only stand in the PURPLE DRANK when you have Psionic Protection which is obtained from the orb on the plates. As seen to the right.





The Royal Baths

- ▶ Stand on all plates to begin.
- ▶ Each side will work as its own unit. Left will be its own team with one starting in middle and the same for Right Side.
- ▶ Once the encounter begins, the person in middle will run to the top plate on their side, help kill the Bather with heavy/nades and the person that started on that plate will run to middle to grab the protection again, to return to the person on bottom on their side.
- ▶ That person will run same path, but middle to top as before but reversed. This keeps going until all chains get locked.

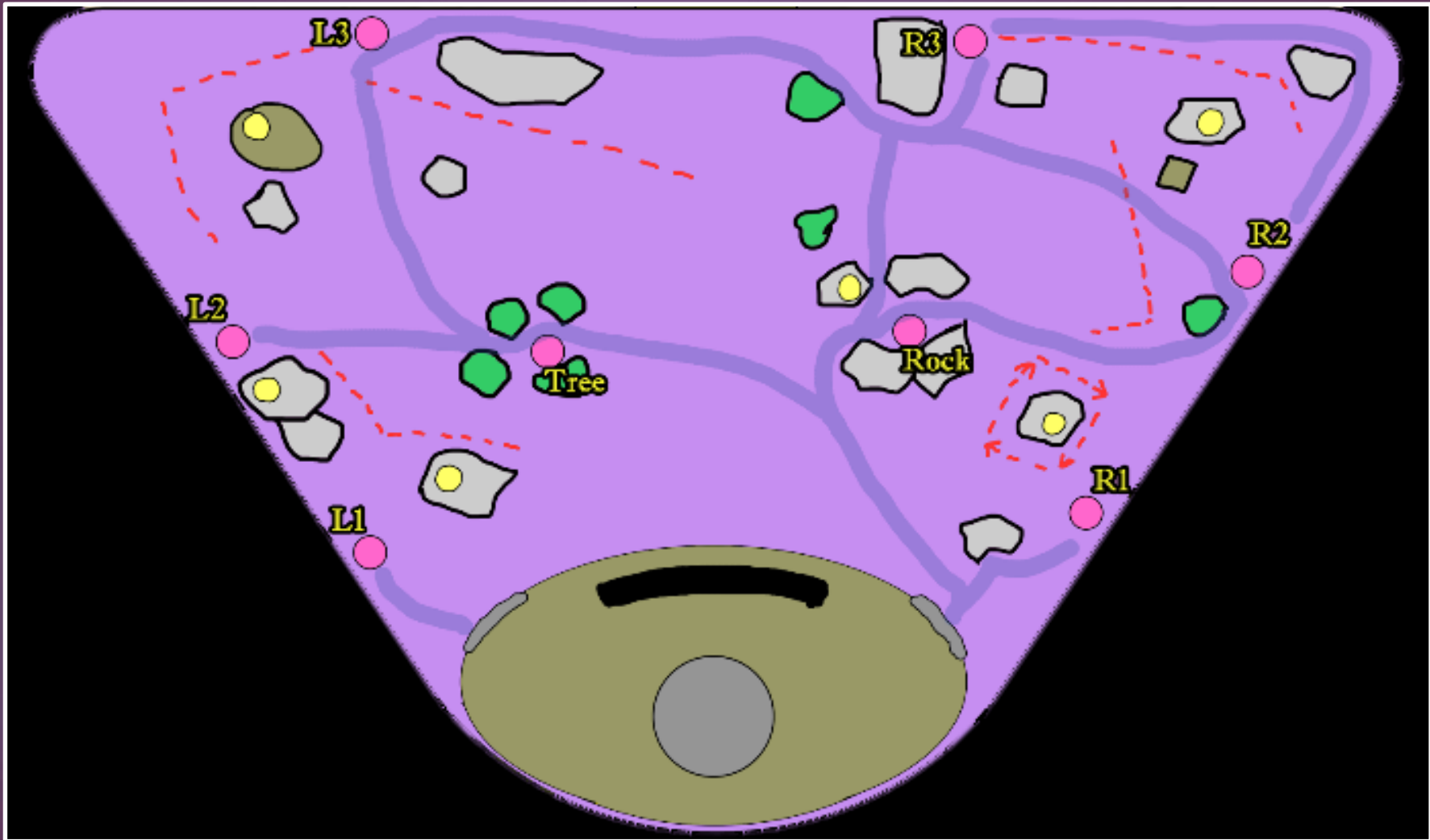




Damage Phase

- ▶ Once the bell rings, and all are locked, everyone goes to CENTER!
- ▶ There are lanterns in the back, front left and front right. At this time everyone will jump onto the middle plate minus one who will be going add control. **DAMAGE CAN ONLY BE DONE ON THE PLATE.** Once that one player used their super on add control you need to change out.
- ▶ Everyone else should be using everything they have to take out all the lanterns. Once your protection runs out (which can be seen from the left side of your HUD) you need to get off the plate and out of the purp. Healing rifts and empowerment rifts do wonders here.
- ▶ After the damage has been done, a Councilor will show up on the middle plate. PUNCH HIM. At this time rinse and repeat until all the lanterns are taken down.
- ▶ Once done, collect loot and return to the main room to get relics for the new encounter.

The Pleasure Gardens



The Pleasure Gardens

- ▶ This encounter starts off by killing all of the dogs and their handlers. This is important: Kill all handlers together to max on the Heavy Ammo that they drop.
- ▶ Once all enemies are gone, head to the top of the front of the room that has a status of Calus on it. Do not pick up the weapons until everyone has assigned roles and knows where to go. Everyone should get their own dog to report to and take care of.
- ▶ Have two players handle the weapons (prisms). Least experienced should take left side. The other four will drop center through the floor to get their pollen orbs.





Prism People

- ▶ Picking up both prisms will start this encounter. Each person is to take a prism and get to their rocks. Left should take theirs first and get to position before right picks up. These can only be shot while standing in a beam of sunlight. Try not to jump over the dogs as they will get alerted causing a forced DPS cycle or a wipe in most cases.
- ▶ Call out which flower is glowing and let those know on the ground. Help guide them around the beasts if they need help. Refer to the picture on Slide 12 to see their paths.
- ▶ When they reached the flower, shoot it with the weapon. Wait for all 4 players to get there. Right away look up to the doors on your side and shoot the cabal that come out of the door. (**One will always come out on each side every time a flower is shot**).



Flower Girls



- ▶ Drop down through the opening in the center and pick up your pollen. It helps to organize who gets which pollen as well as identifying one person to lead the group.
- ▶ You need to stay on each other like no other. Listen for the callouts and go to the flowers mentioned. When everyone is at a flower call it to be shot. Empowering Spores should show up with a multiplier which will help you kill a beast in DPS phase.
- ▶ If someone gets left behind collect the buff anyway. If all four are present you will get x12 per flower. If only three are there its x7 and a single plater will get x1
- ▶ Once dogs are restless, everyone should go to their dog and start DPS. Call out if you need help and what beast you are at so you can get help. AIM FOR atleast x36



Damaging Those Doggos

- ▶ If a player is spotted, or if the time runs out, the dogs will run to a flower and start to howl. At this point you have **30 seconds** to kill the dog or do damage and get to the safe room in the center of the front where you started.
- ▶ If using the safe room, call it out with ample time for everyone to make it back. More often than not everyone could kill their dog by themselves or with some help in one phase.
- ▶ If in safe room, wait until doors open and repeat all steps, from collecting buff from flowers to DPS. If you cannot kill them in one phase together then just damage all. If you kill a few but not all, their howl timer will be shorter, but it will be easier to run around to collect spores...a tradeoff to say the least.
- ▶ Once done collect loot up top by Calus's ugly foot and head back out to the Relics!



The Gauntlet



Gauntlet Overview

- ▶ This room has four sides like all encounters. Behind all the plates is a separate “room” that is the runners track in this encounter with a tic tac toe board. It is separated by an orange translucent wall.
- ▶ Firstly there should be two people who will volunteer as the runner. One will start on Dog as the other will start on Chalice (cup).
- ▶ The other four people will each pick one of the four plates. This will be run in teams (Dog/Sun) and (Cup/Axes).

Outside people decide who will rotate to activate plates after each rotation, and who will hit the psions that spawn for each rotation.





Starting Encounter

- ▶ This encounter will be started by everyone standing on their plates. When all four are down, you will hear a bell and adds will come out of both doors per plate, on left and right. Once all the adds are done, a yellow Centurion will appear...one per plate. Take him down.



Arrow Shooting

- ▶ Pay Attention!!! When the bell rings, the charges appear at Dog and Cup. Outside people on Sun and Axes, move to your partners plate (Dog/Cup). The person who will be getting Psions can stay on the ground. The person for the plates needs to get up right away! The people outside will need to be ready to shoot the arrows called out by the runner. The person on the plate is needed because if they are not on the plate the runner cannot call out what arrows to hit. Round three the platforms will jolt up and down don't worry though.
 - ▶ The runner will call out which arrows to shoot. The one on the plates will ALWAYS get the first arrow called out to prevent confusion. The Psion abuser will get the second. If the runner says "Top-Bottom" then the person on the plate will shoot top continuously and the abuser will shot bottom until they turn green. The the abuser will hit the psion as the plater will rotate to the right to the next plate. And this repeats for all four plates.
 - ▶ The arrows will turn red if not shot correctly.
- *If the abuser is too slow another Psion will appear in the air.





Running!

- ▶ Like said before, once the Centurion is taken down, a third chime will go off. Communicating with the other runner is a good idea to make sure you are both ready. Pick up the orb and get ready to call out the rings. I wait until I heard the timer hit 2/1 because if they shoot the arrows too early you can get locked out. The timer is much like Mario Kart.
- ▶ It doesn't matter if the ring is in left middle or right, just top middle and bottom.
 - ▶ If you see a red circle on top, you say "Middle-Bottom".
 - ▶ If you see it in middle you say "Top-Bottom".
 - ▶ If you see it on bottom you say "Top-Middle".
- ▶ Once they shoot their arrows run through the one with the orb and go to the next. If for what ever reason it turns red keep going, but you need to make the next. You CANNOT miss two in a row. If you do die, you can continue, I will explain that later.
- ▶ Keep going until you jump through four rings. Come out by crossing the finish line and slam it in center. Rinse and Repeat for three rounds. **Starting round 2, the floor drops so be careful!**

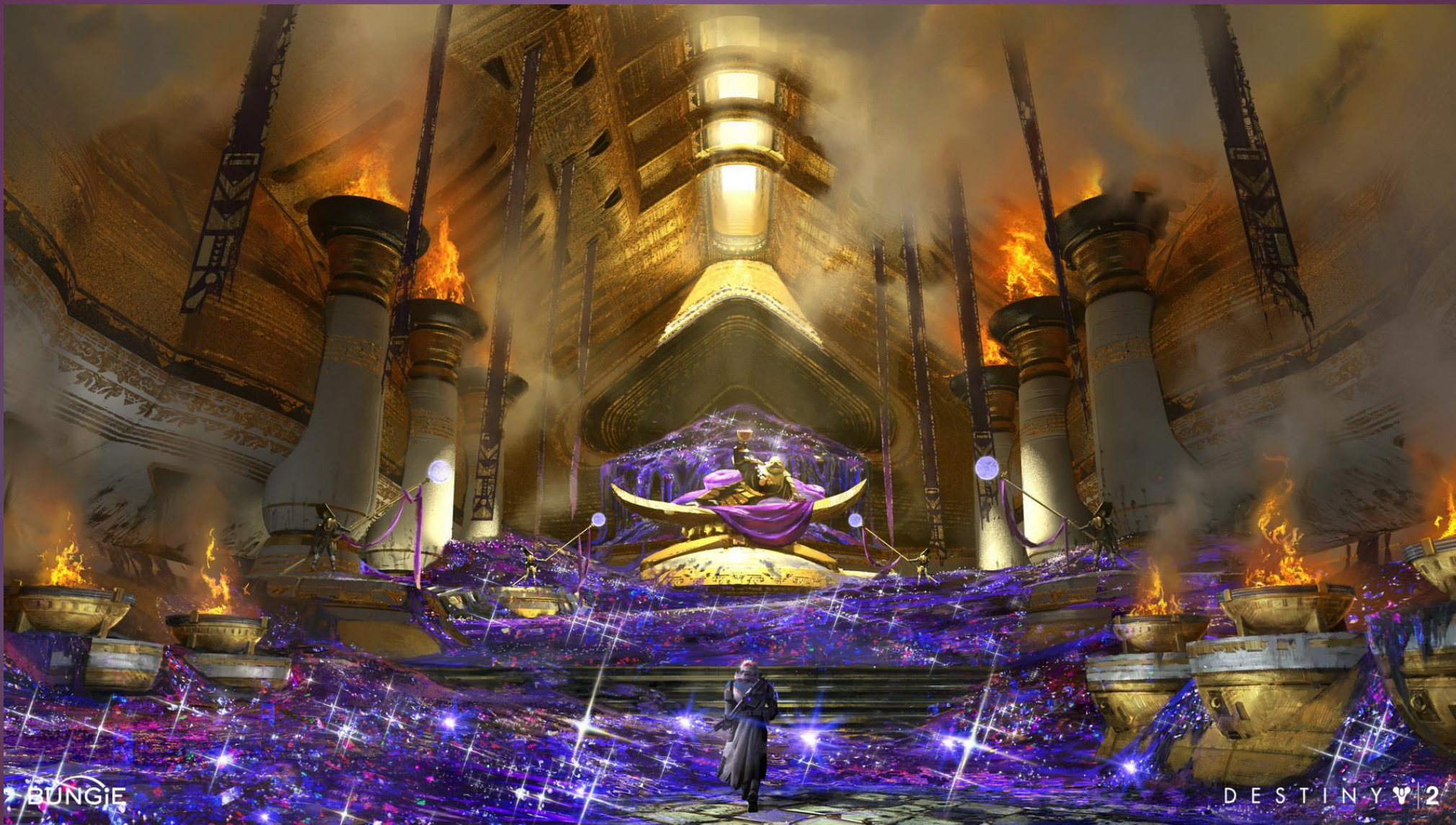


Go CENTER!

- ▶ Once the third set of charges are slammed, all of the players need to meet in middle and Psionic charges will appear. Everyone must grab one. This will take you into the runner track.
- ▶ Before you get in here you should have a pattern set up, 2 runners to grab the first and third, and 2 other runners to grab the second and fourth. The other 2 will get every orb.
- ▶ Everyone **MUST** stay alive until at least approaching the third orbs because the revive timer will not allow you to make it out to make that revive.
- ▶ **AFTER THE SECOND GATE THE GROUND WILL DROP, be CAREFULL.**
- ▶ Only three people need to make it out alive IF runners did not die in the first three rounds.
- ▶ If a runner died in the first rounds, four people need to make it out for a total of **NINE** charges.
- ▶ Collect loot by the Axe plate! **WOOOOOO!**



Calus





Overview Of Calus

- ▶ Before starting this encounter, assign three people that will be in the Shadow Realm while the other three will stay in the Throne Room. You can also do a 4x2 strat, with two staying in the Throne Room but that is for the more experienced.
- ▶ The three in the Shadow Realm need to have sides chosen: left, center, right. As well as those going back to the throne room...those are the orbs you will run for to leave quickly.
- ▶ For those that are going to stay in the shadow realm, just keep in mind that who ever is left will read the symbol on Calus's head first working your way right.
- ▶ For the Throne Room use best judgement to stay alive...usually people will split up so one person is on the left and one on the right to cover the plates.



Starting/Mid Phase

- ▶ To start this encounter, shoot the cup in his hand or get close to the front pedestal. He will bring enemies in and you need to kill them all.
- ▶ Use the pillars and anything you can to protect yourself from his enemies and his awesome gaze that will melt you like a stick of butter...works like a cold heart.





Teleported Staying in Realm

- ▶ When the adds are clear, Psions will spawn on their plates...don't touch them. Then he will clap his hands twice sending everyone into the shadow realm.
- ▶ If you are staying in the realm, stay behind that small rift you see. If you crouch it can prevent any funny business but its not necessary. Once the other team gets their orb and goes back to the Throne Room, symbols will flash on his forehead. Working left to right everyone will call out their symbol so the people inside can hear which one wasn't called.

Every time you go to a new barrier, you will have three ground Psions and two projection Psions. Person on the left should focus on right Psions, and the person on the right should focus on left. Center worry about center but help with both projections. If you do not kill the Psions on the group they will shoot you over the barrier and cause you to die.





Teleported Realm Skulls

- ▶ After four rounds of callouts, there is one more set of Psions. Take them out quickly.
- ▶ At this time he will open his mouth and spit out Skulls at you. Group up together and take out as many as possible (this will act as your bonus multiplier for Calus)
- ▶ Arc Souls and/or rally barricades help so much. Once the skulls stop, take an orb back to the main room.



Teleported Returning to Throne



- ▶ Once you are sent into the shadow realm, single jump over the barrier and get the orb that correlates with the side you chose before starting.
- ▶ The shadow team will start to call the symbols one after another. The group in the throne room will need to melee the Councilor that the symbol was not called. For example: If the team calls “Dog”, “Sun”, and “Chalice”, the throne room would punch “Axe”. If you miss one it’s a wipe.
- ▶ This will go on for four phases. Each Psion punched adds a yellow bar Centurion. Take them out fast!
- ▶ Use the pillars to hide again if you are weak.



Throne Room Shield

- ▶ After the four rounds, it will be time to clear adds yet again! Pop your supers if you NEED to and get rid of everything.
- ▶ Calus will begin to use his super attack. When a white shield appears under his health, you will begin to take it down. You want it depleted before the screen turns too white. The longer you can hold out the more skulls can be taken. Some rockets can one shot his shield so you may need to experiment.
- ▶ It helps to have a healing rift here to keep you alive. When the multiplier is good, take it out all the way if time allows. You want at least 70+. Having over 95 will allow you to one phase him.





Damaging Calus

- ▶ Once everyone gets in the throne room, gather up behind the Sun plate. While you are waiting, melee some dogs for ammo. DO NOT jump over any of the plates because it will cause them to close not allowing you to use it for DPS.
- ▶ All jump up together fairly quickly. If you have an empowering rift and/or a rally barricade, put it up on the first plate and go to town with all heavy.
- ▶ Use supers and grenades on first and fourth with rifts or what not.
- ▶ When he lifts his hand or aims his gun you NEED TO GET OFF THE PLATE and move in a counter clockwise manner so you end up at front left as the last plate. When you stagger him when it reaches the first third of his health, keep shooting but keep in mind the crit zone goes to his chest. Do not move to the next plate the second he is immune. Wait for the animation to shoot the plate and then move to the next.



Last Stand

- ▶ Keep the cycle going killing adds > callouts > skulls until his health is depleted.
- ▶ Once approached, he enters his final phase and tries to wipe the team. He stops all attacks and does some Ballet.
- ▶ EVERYONE SHOOT EVERYTHING YOU HAVE! Take his shield out.
- ▶ When defeated he will fall, and you win. Jump to the center of the room to see the fancy room and the “Arsenal”.
- ▶ This encounter is simple, but it take severe cooperation to pull it off.



Congratulations!



Royal Baths Suggested Load outs!

▶ WEAPONS:

- ▶ KINECTIC and ENERGY weapons should just be something the player is comfortable with to take out enemies as fast as possible.
- ▶ HEAVY weapon should either be an adaptive sword to make the bathers stagger, the merciless, or Hawthorne's Shotgun. You could also use a rocket with clusters.

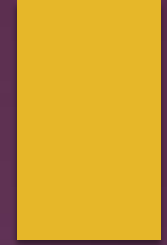
▶ SUBCLASSES:

- ▶ WARLOCKS: For add control a storm caller would be ideal. If you are not in need of an add clearer, go with void walker. Using vortex grenades and novas will help with the lanterns drastically. If you have more than one on the team, one uses Healing as the other uses Empowering on the center circle for DPS.
- ▶ TITANS: With out a doubt, Striker with double pulse grenades will melt everything! Use the rally barricade on the center plate when shooting the lanterns. Any striker should be on add control. If you have 2 titans one use hammers for lanterns.
- ▶ HUNTERS: If you have Celestial Nighthawk, you should be gunslinger. It will take out one lantern instantaneously. Make sure to coordinate if you have more than one on the team. Arc strider is good for add clearing and night stalker is great for tethering adds.

Three Novas, One/Two Striker, One/Two Golden/Tether is GREAT



Pleasure Gardens Suggested Load outs!



▶ WEAPONS:

- ▶ KINECTIC and ENERGY weapons should just be something the player is comfortable with to take out enemies as fast as possible.
- ▶ HEAVY weapon should either be an adaptive sword (uppercut does work), or the Merciless. DO NOT USE A SNIPER. If you do not have a good sword or the Merciless try a close ranged gun like a shotgun.

▶ SUBCLASSES:

- ▶ WARLOCKS: Use Void walker with a vortex grenade. Throwing both a grenade and a nova at your dog will take out most of its health at a x36/x48 damage stack.
- ▶ TITANS: Striker with double pulse...of course.
- ▶ HUNTERS: Hardest class for dogs... You can tether with way of the trapper and a grenade...but I suggest Celestial/Gunslinger Critical Shot.



Gauntlet Suggested Load outs!



▶ WEAPONS:

- ▶ KINECTIC and ENERGY weapons should just be something the player is comfortable with to take out enemies as fast as possible.
- ▶ HEAVY weapon should be anything that can take Centurions out fast...they are solar btw.

▶ SUBCLASSES:

- ▶ Does not really matter here, just have something handy for add clearing if out of heavy or in danger. Healing rifts come in handy here too.



Calus Suggested Load outs!

▶ WEAPONS:

- ▶ Some different load outs some in handy depending on guns available:
 - ▶ Any Kinetic, Coldheart and a rocket launcher (hopefully with clusters)
 - ▶ Two Auto rifles, and Merciless (only use on the plates nearest Calus for DPS)
 - ▶ Sniper as power weapon if you don't have rockets or Merciless.
- ▶ Shadow Realm: Have a scout, pulse or auto for Psions and Projections, as well as a cold heart for skulls!

▶ SUBCLASSES:

- ▶ **WARLOCKS:** Make sure you have a healing rift if you are staying in the throne room. All other warlocks should have empowering rifts. You can put arc souls on the first and last plates. Nova is great for DPS.
- ▶ **TITANS:** All should have on rally barricades. If you are in the shadow realm use one for skulls. Plan out when to put each persons down, skulls and plates. Strikers in the throne room are great for add control and DPS
- ▶ **HUNTERS:** Celestial Nighthawk with golden gun for Calus is great. An arcstrider is good if you are in the throne room for adds. Use vortex grenades and single tether for callus on the first plate.

Many of these strategies were observed over the weeks from many different players.

Some of the ideas came from my raid team/clan, 50 Shaders of Cayde.

I also want to thank Tomorrow Comes Today for inspiring the idea, supplying images, as well as sharing some of your tricks of the trade!

THANK YOU EVERYONE!

FIFTY SHADERS OF CAYDE

