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## Leviathan prestige raid guide

LEVIATHAN RAID - PRESTIGE See this page to see weekly challenge mode information. Loot Powerful Gear – You can get loot raided from the breasts after successfully completing a meeting, but it's not guaranteed (sometimes the chest doesn't throw any loot). Chips that you can use with Benedict-99 in the Tower are the main way you get raid loot. Tokens - You will receive discreet fame from each meeting in the raid. Visit supplier Benedict 99-40 in Pyrgos after completing the raid to sort and earn specific raid rewards. If you are in a clan and your clan completes a raid with at least 3 members of the clan, you will be able to get one engram raid per week and per account with Hawthorne in the Tower. Raid Breast Keys - Drops at every meeting except Calus. Remember to use the keys before each restore, as each restore will be removed from your account. These breasts can drop legendary and exotic engrams, badges, and other items however they do not shed specific raid spoils. Legendary Engrams - Engrams can be dropped by enemies in the raid. Destiny 2: Full Prestige Mode Leviathan Strategy Guide by Datto THE GAUNTLET During this meeting, there are about 3 key differences. All players should run the indoor space. Once a player has completed the run inside he will be considered worthy and cannot run/take the ball again. Because of this new mechanic ALL 6 players must run once each, there is a total of 3 cycles before the final running phase all players participate in. Two Psions appear on the outside instead of one. &gt;&gt; A psion will need to melee and other psion should shoot, the psions they shoot are called 'views' like those inside shadow realm in Calus. Kill adds as usual at the start of each phase (just be a little more careful, adds dealing with more damage). 2 players (the runners) grab their ball to run in the inner area, once the runners jump through the circle described in red, two Psions will give birth outside (instead of just the one psion usually melee). You need to melee the first Psion as usual and then shoot the psion view. If you lose one of them, your team will wipe. How my team ran this: My team is divided into 2 groups of 3 and we pretty much move with the person running in. Before we started, we assigned who will run 1st, 2nd and 3rd for each of the two teams/sides. Then we set 2 players on each side out of an arrow to always shoot (up or down) for this phase. One person on each side abroad is also always in melee the psion in the bubble for that circle runs while the other player moves to the next plate and that player is assigned to shoot the projection psion (the player who melee the first psion can help shoot the projection while moving to the next plate to shoot an arrow). Just communicate and coordinate things and you have to go smoothly. There are other methods to this meeting too, that's exactly how you ran it. Three Spheres are only reproduced on the final route! Path! is the same in the final running phase, where all players run in unless there are only 3 bullets to grab at the end instead of 4 as in normal mode. VIDEO Prestige Raid Guide: How to complete the gauntlet from PlanetDestiny PLEASURE GARDENS Two additional beasts have been added &gt; total of 8 beasts. The only major change here is that 2 additional beasts have been added. One of the new beast gives birth on the left near the second flower (L2) and the other beast gives birth on the right in the cave area (cave). How my team ran this: First we had the two players assigned to shoot the flowers and the player leading below to learn the paths of the new dogs so that they wiped about 2-3 times so they could learn both sides and make sure we knew what to expect. (Once a map of the two new dogs is made will be added here) We basically split into 2 teams (left and right) and then assigned one player to one dog each side. All 3 players on each side kills their own dog and then goes to the extra dog (L2 or Cave) and kills with team mates by their side (be careful not to rocket yourself as there could be small dogs and adds close). After assigning dogs, we assign a player to be the leader for below (all players below follow that player and mimic the leader's movements). Once we got enough of the buff, we all went to assigned our dogs (rocket launcher and grenades like pulse grenades work very well), after we killed our own designated dog, we moved to the extra dog on our assigned side and we all worked together to kill the extra dog on our sides. We were able to at one stage the dogs/gardens pleasure meeting after coordinating and planning the mechanical prestige. VIDEO Prestige Raid Guide: How to complete pleasure gardens from the planet Destiny ROYAL POOLS This race is much harder than normal operation. First, enemies take and face much more damage, and the new Oiled Bath Ritual is bullet sponges. When they die, they throw an area-effect damage that will take five of your view psionic countdown per second instead of one like normal. Once the phase is complete and players move in the middle to hurt the purple lanterns, a ton more adds will give birth, including the fixed Bathers who need to focus down. Try to have at least one member of your team using a Super at all times to focus on adds while the rest of the team stands in the middle and shoots the traffic lights. If you don't single-phase the traffic lights, 3 members of the you will get a debuff called Weight of Merit. Players with weight will see a projection symbol appear over the central platform and will have to move to the corresponding platform to take a bullet and remove their buff, or they will die. 2 players can be the floaters and the 3rd who did not get a symbol should go to the plate no one went to. Source: This Is Different in The Prestige Mode of Leviathan Raid's Destiny 2 by Scott Duwe Notes/Tips: You Can really want to work well with your team, in this meeting you have to be very safe and over killing adds. Try not to leave your plate to get buff protection if there are adds remaining, it will only make it harder for your teammate to take over your plate and could cause them to die which will eventually cause a chain reaction for your entire team. Make sure to kill adds while staying in cover as you move in half to get buff protection, leaving adds in the middle will definitely cause your team to die. You can move off your plate for a while to get on the cover by adding and the swimmer, but don't stay away from it too long or it will make it take longer to get to the injury phase that will make things so much harder for your team (especially because it's very difficult to come across force ammunition). Rocket launchers (some like merciless), pulse grenades, hand cannons, and an automatic rifle setup are a great loadout for the oiled Bathers and adds (gun loadout example: Better Devils, Gift Uriel, and the Raid Rocket Launcher or Curtain Call). Work together, do everything you can to stay safe and alive and try to stay calm! If a phase lanterns you will be able to skip the new mechanics on the glove prestige mode. VIDEO Destiny 2 Prestige Raid: Royal Pools Guide by Planet Destiny EMPEROR CALUS Adds it will give birth as normal, and players teleport to the dark realm as normal. But the big change here is that when a player in the throne room body their respective Psion, they will be teleported back to the dark kingdom with a random player from the area swapping spots with them and taking their place in the throne room. Sounds more complicated than it is. Basically, all six players should know how to perform both rooms well, or they will become problematic. Source: This Is Different in The Prestige Mode of Leviathan Raid of Destiny 2 by Scott Duwe Notes/Tips: Having a magician with a healing rift on the inside is so useful for inside the throne room. Try to fire team adds and majors (orange bar) as a group, use supers when needed to clear the throne room so they are able to get the Calus shield when the time comes without adding your shooting. As for the Shadow Realm look at what your symbol is, shoot the psions on the ground immediately, and shoot the projections that float above the ground in the bubbles. Make sure to call your symbols loud and clear and not interrupt the team mates, try to have a drawing, such as calling the symbols left to right. Remember once someone inside melee a psion will be teleported to the Shadow Kingdom and a random person will be teleported to the throne room, try not to let this confuse you. Completing this appointment in normal mode is sometimes the key to understanding this appointment, and it may be better if you haven't completed it before you make it a prestige. VIDEO Destiny 2 Prestige Raid: Calus Guide from PlanetDestiny Pleasure Gardens Map to Prestige Mode The Royal Pools for Prestige Prestige easily the hardest fight in the entire raid, Calus included. The normal version of the fight forces you to rotate around the arena, refreshing your buff and clearing enemies. The Prestige version doesn't change much in terms of mechanics, but each enemy is much more deadly in themselves. If you are not sure how the normal version of this race works, we have covered you in our guide to non-Prestige Royal Pools. Here's how to deal with the increased difficulty of royal pools. Oiled Ritual Swimmers Bungie / Activision The first thing you may notice at the beginning of this meeting is the new adjective attached to the swimmers. These enemies will now be known as oiled ceremonial swimmers. In addition to having much more health and dealing with more damage, oiled ceremonial bathers will drop a puddle of oil when they die. If you stand in this puddle, you will lose stacks of Psionic Protection quickly. Since you will be trying to kill swimmers before they get anywhere near your plate, this mechanic will rarely come to the game. Bungie/Activision's painful rotation This race is not difficult because of a new mechanic. It's hard because enemies can kill you much faster. The adds to the normal version of this match were virtually useless, only there to annoy you or distract you from Bather. In Prestige mode, the Legionnaires and The Piriones running your plate are the most dangerous enemies in the entire race. To deal with these adds, you need to put your strongest members on the bottom right and bottom left plates. Due to the increased Oiled Lust Ceremony and add difficulty, the spins will be much slower. These bottom plate players should deal with their Bather and add them alone. Learning where the adds arise from each dish is the key to the survival of this struggle. Bottom left and top right should be looking for enemies to give birth to their right, while bottom right and top left look for adds to their left. These adds must die before hiding from you behind the cover, otherwise they will become problems the moment your swimmer gives birth. To stop this from happening, kill them as they enter your area. Learning where the adds arise from each dish is the key to the survival of this struggle. You should use a kinetic weapon that can scale the Swimmer and damage the grenade over time. Our team found success with either sweet business or better devils. Your energy weapon should be a medium-range energy auto rifle like Uriel's gift or number. It should be This energy weapon to kill adds them as they get close to you. Fusion Rifles is your best bet when it comes to Power weapons, as they deal a lot of damage to both swimmers and censors. Our team used the Merciless or the Main Component. When your ally comes to relieve you, you need to take some extra time to help clear adds. Let your ally deal with the next wave of adds, or help them clear out if they still add leftovers from the last wave. When you reach the middle area, area, out as much Cabal as possible before grabbing more Psionic Protection. Once you refresh your buff, rotate to your next dish and help this ally clean their room. After a lot of practice, the chains will lock in place and the injury phase will begin. Murder Bungie Censors/Activision Not much has changed during this phase. Once your entire party reaches the middle, don't jump on the plate. Work as a team to clear all enemies and kill the first resulting swimmer. Once this swimmer is down and the room is relatively clear, they have five hop members on the plate, while their sixth Super pops to clean adds. If you have a hunter with Raiden Flux, run them Arcstrider to help clear adds very quickly. Keep pulling the censors and using Supers for adds. Scramble Once the Psion gives birth in the middle of the Sun plate, the damage time is over. Four players will be marked with Weight of Merit. For these four players, a symbol will appear above Psion. Each player should look over the Psion, call the symbol they see and run on the corresponding plate. If you have Weight of Merit, you will be able to get Psionic Protection from this particular dish. If you die at the expense of value, he won't come back after your resurrection. This means that a player will never be able to get Psionic Protection, essentially wiping the team. Do not die after the end of the damage phase. Once all four players have jumped on their plate, the two unladen players will be able to get Psionic Protection from the middle room. From here, the rest of the race remains the same. However, because the plates are randomly assigned, the groups will be completely different from the first phase. This simply requires more communication and flexibility. The average player will still relieve top, who will then run in and then relive down. Nothing changes except your relief players and where you start. Once the chains have been locked a second time, return to the main room and eliminate the remaining censors. Censors.

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