

# Leviathan Courtyard

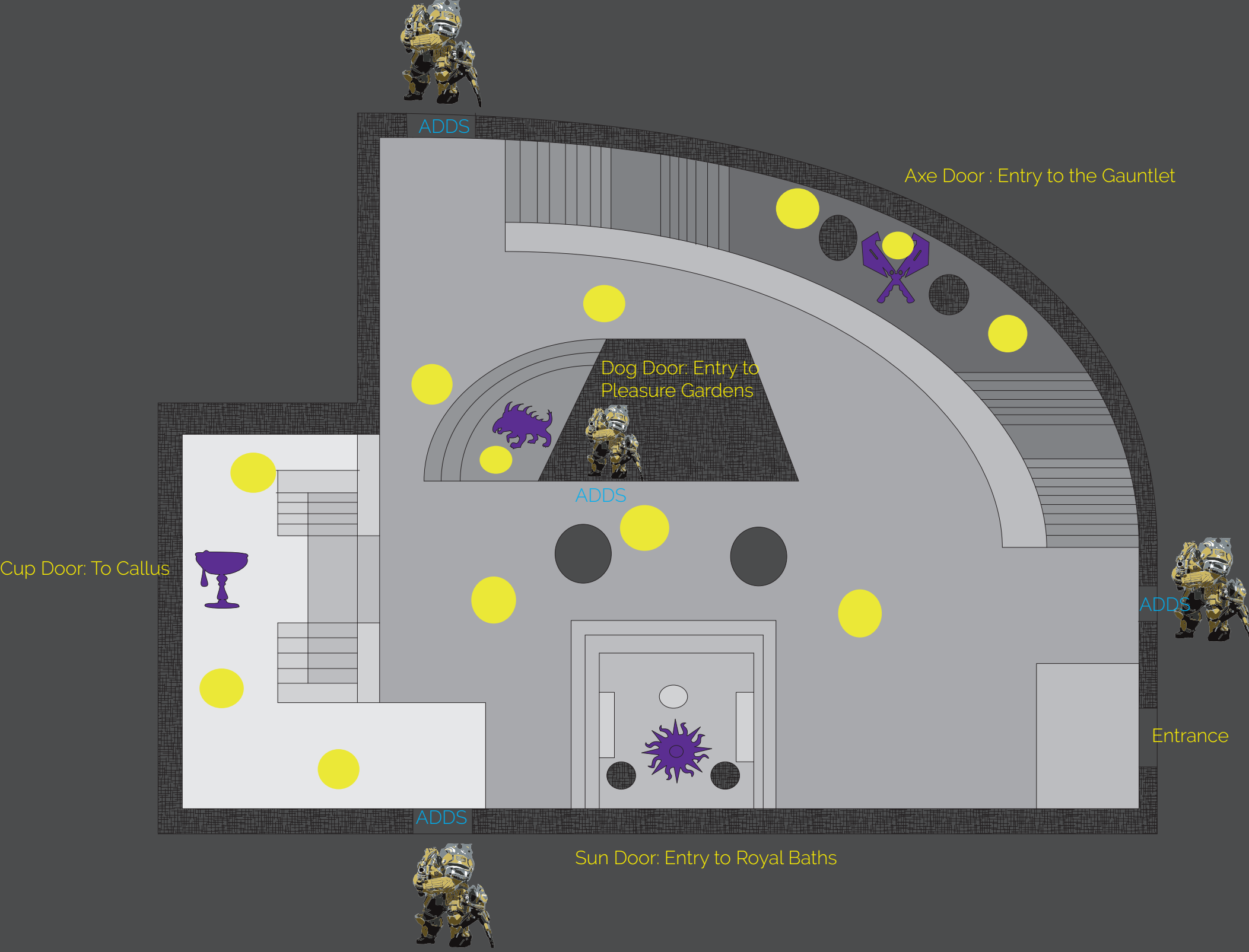
Encounter starts as soon as you enter. The doors correspond to the room you want to open:

- Sun : Baths - to the left of the entrance
- Axe : Gauntlet - Right from the entrance down the stairs
- Dogs: Pleasure Garden - to the left of the building facing sun
- Cup : Callus - left from sun up the stairs

4 people go to the door you want to open, in front of the door will be 3 holes to place a flag standard, one of which will have a symbol of one of the other doors. (Photo Left)

The remaining 2 players go to that door and kill the yellow bar 'standard bearer' (middle photo), then grab the standard and plant it at the door.

While the standard chasers are doing that (3 times) the defenders just kill all the adds. Especially the yellow bar 'standard liberators' who want to steal the standards you've already earned. Lastly every so often a floating psion in a clear bubble will appear, these are called councilors (right photo), the only way to kill them is punching them. If you don't they will shield the standard liberators so punch them quick.



Cup Door: To Callus

Axe Door : Entry to the Gauntlet

Dog Door: Entry to Pleasure Gardens

Sun Door: Entry to Royal Baths

Entrance



## Suggested Weapons

Whatever you'll be using in the following room, as to gather ammo

## Supers/Skill tree

## Exotic Armor

Titan		
Hunter		
Warlock		

# Royal Baths

Goal of encounter: smash the 9 purple vials.

Stage 1: Raise the vials.

Split into 2 sides. Left and right. 4 people to the outer plates (top left, bottom left, top right, bottom right) and 2 in the center room. On the plates and one in the center room, you'll see an orb, this is a protection aura from the poisonous water, it lasts 50 seconds.

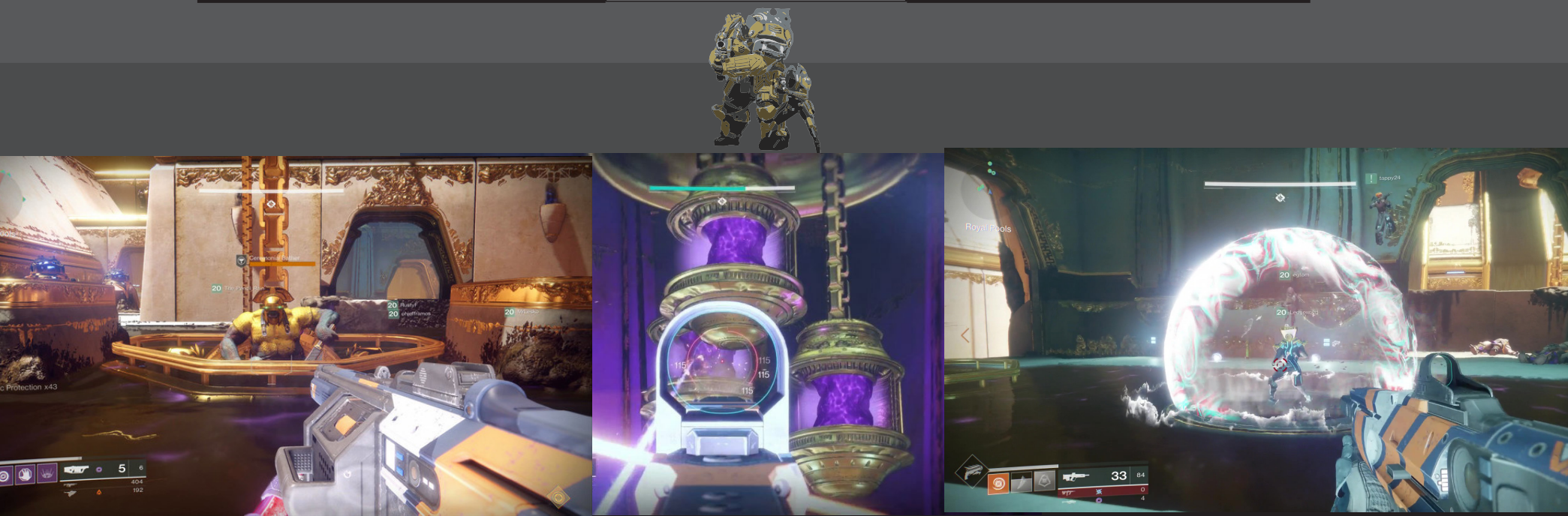
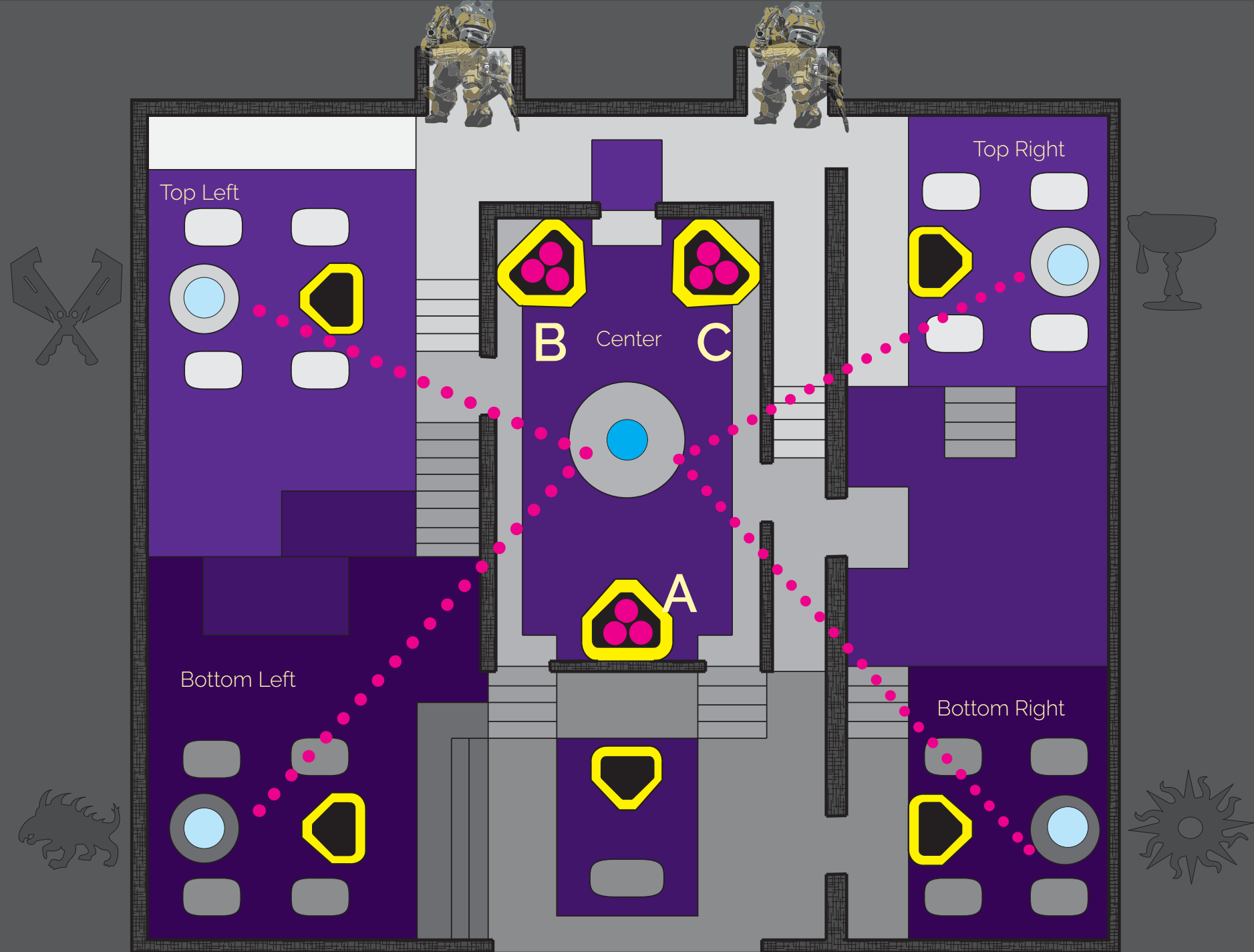
The 4 jump on your plate to begin the encounter. While each of the center folks pick up the orb then head to top right and top left plate, bathers will spawn from the chain rig on the top plates, kill the bather (left photo) then the original top plate person will run to the center room pick up the orb to restart their 50 seconds then they go to the bottom plate of their side to switch with that person. Continue the switching process until you hear a gong.

For example, if I start at the top left plate, route is: jump on plate, kill bather, wait for my replacement, then run to the center orb to recharge, sub out the bottom left person, kill bather, wait for my replacement, run to center to recharge, then back to top left place - repeat until phase 2.

You want to stay on your plate as much as possible because that raises the chain, though if you have to jump off momentarily to survive then do so.

Stage 2:

When you hear the gong, run to the center room, one person with a roaming super should be on add control while the others shoot the purple vials (middle photo) while standing on the center room plate. Back first (A), then front left (B) and then front right (C). If you don't take them all in one go then a councilor appears on the plate (right photo), punch it, then back to your start position. Rinse and repeat until all vials are broken.



## Suggested Weapons

K: Scout Rifle, Hand Cannon

E: Coldheart,

P: Grenade Launcher, Rocket Launcher, Merciless, Shotgun

## Supers/Skill tree

Titan: Smash, Rally, Pulse, Aggressor

Hunter: Player Choice

Warlock: Stormcall, Empowering, Arc Soul

## Exotic Armor

# Pleasure Gardens

Goal of the Encounter: Kill Calus's Royal Beasts

After killing the adds in the Garden, two relics will spawn atop the safe room. You will split into two teams, one team of four for sneaking and two for relics and call outs

Step 1:

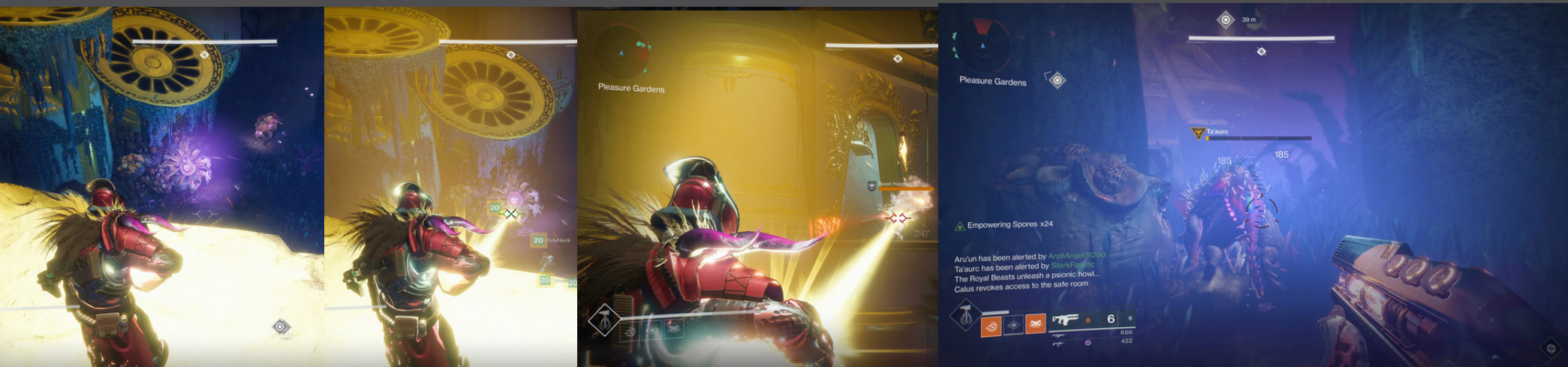
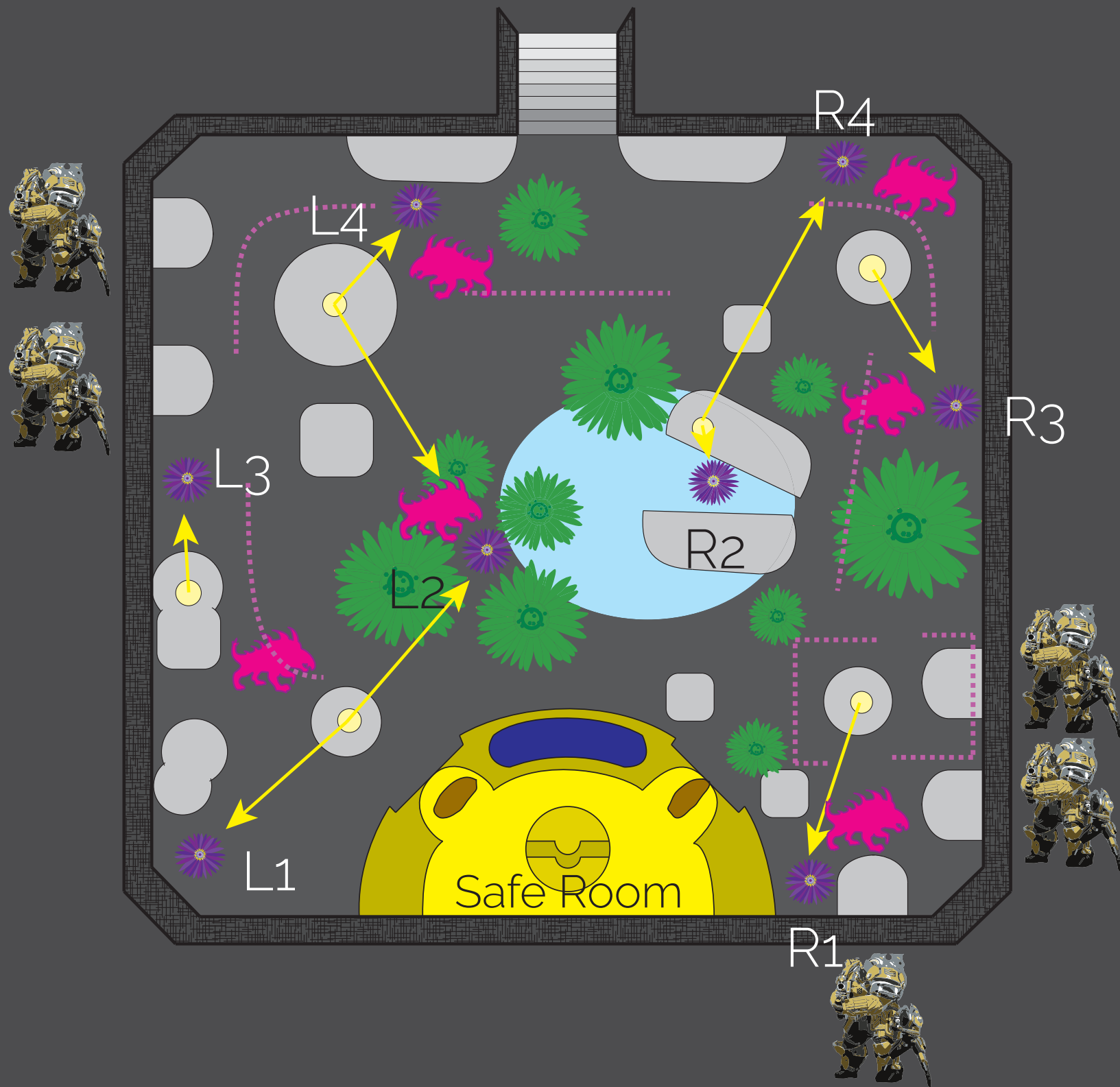
The relic holders will stand on top of various columns in the room (one takes right side and one takes left) and call out where they see glowing clusters of flowers (see diagram for callouts, image 1). Meanwhile, the team of four will pick up pollen "relics" from the safe room and begin to sneak as a group, avoiding sightlines of the beasts, to each called out flower. When they arrive, the relic holder will blast the flower, and a damage buff will be applied to the group. In order to "blast" with the relic, the holder must stand in the glowing pillars of light around the room. Additionally, orange bar Cabal will spawn on each side of the room after each flower is blasted. The relic holders must deal with these ASAP, or they will melt the forest floor team. (image 3).

Rinse and repeat until you have at least x36 stacks of Empowering Spores. Each successful blast with all four sneakers on the flower results in x12, with diminishing returns for each player not on the flower.

Step 2:

When the Empowering buff is high enough, each player (including the team of two from up top) will jump down to an assigned flower and be prepared to DPS their beast. When the "howling" or wipe sequence is triggered (either by being seen or taking too long to build stacks) the royal beasts will rush to 6 specific flower clusters EVERY TIME. See the diagram for beast howling locations.

The goal is to heavily damage your beast, but DO NOT KILL IT unless directed to by the group. This will almost always be a 2-3 phase fight for newer teams. If some dogs, but not all, are killed in a DPS phase, the time you have to sneak and build damage buffs is reduced by each dog. The aim is to kill all 6 beasts in the same DPS phase



## Suggested Weapons

K: Auto, SMG, Better Devils

E: Coldheart (if no Merciless), large magazine Auto or SMG

P: Merciless, Shotgun, uppercut swords, Rocket Launcher

Titan  
Supers/Skill tree  
Smash, Rally, Pulse,  
Aggressor

Hunter  
Arcstrider  
Golden Gun

Warlock  
Stormcall,  
Empowering,  
Pulse, Arc Soul

Exotic Armor

Raiden Flux  
Nighthawk

# Gauntlet

Goal of the encounter: get 9 orbs to the center platform.

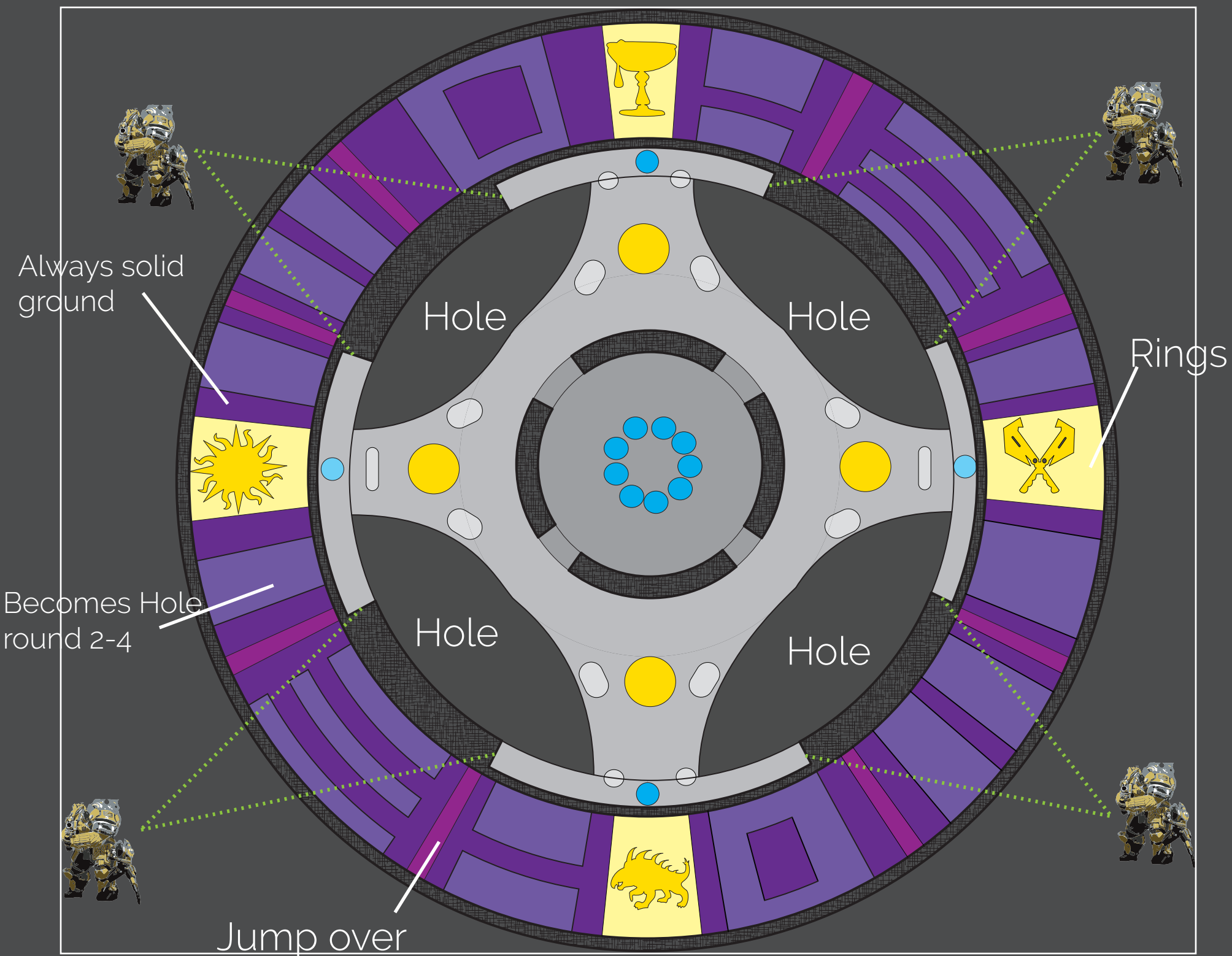
2 roles: 4 platforms and 2 runners.

4 people choose a platform- cup, axe, sun, and dog. To start the encounter those 4 people jump on their plate. The 2 runners are split between cup/sun and axe/dog.

4 waves of adds : 2 legions and a regular psions from left and right of your arrows spawn, ending with a yellow bar. When the yellow bar is down, the runners enter the track at cup and dog by grabbing the charges.

The runners will see an orb in the ring wall (image left), they will call (plate) top/mid/bottom which is the arrow you DON'T shoot. If you are Cup or Dog, you always shoot the topmost arrow needed. If you are Sun or Axes, you always shoot the bottom-most arrow needed. After you shoot your plates arrow (they turn green middle image) and the runner jumps through a councilor will appear under your arrows(blue circle on map), jump down and punch it right away. Then jump back up on your plate and be ready to shoot the arrow to your right. When the runners have made their lap they dunk their orb into the center room.

Do that 3 times, which if runners survive will grant you 6/9 orbs. Everyone then meets in the center room, and picks up an orb and all players run the gauntlet, communicate to which orb/ ring your jumping through and watch out for the holes. At least 3 players need to make it through.



## Suggested Weapons

K: Scout

E: Coldheart (if no Merciless), large magazine Auto or SMG

P: Merciless, Shotgun, uppercut swords, Rocket Launcher

## Supers/Skill tree

Titan: Smash, Rally, Pulse, Aggressor

Hunter: Player Choice

Warlock: Stormcall, Empowering, Arc Soul

## Exotic Armor

Lion Rampant Legs

# Callus

Goal: Kill Callus.

Rolls: 3 throne team(Left, Mid, Right), 3 shadow team(Left, Mid, Right)

Phase 1: Punching Councilors

To start the encounter you can shoot, melee or shoulder charge the cup out of Callus's hand. Adds will spawn, and you kill them all. Callus claps twice and everyone is sent to the shadow realm. The 3 throne team members each jump the initial barrier and teleport back to the throne room.

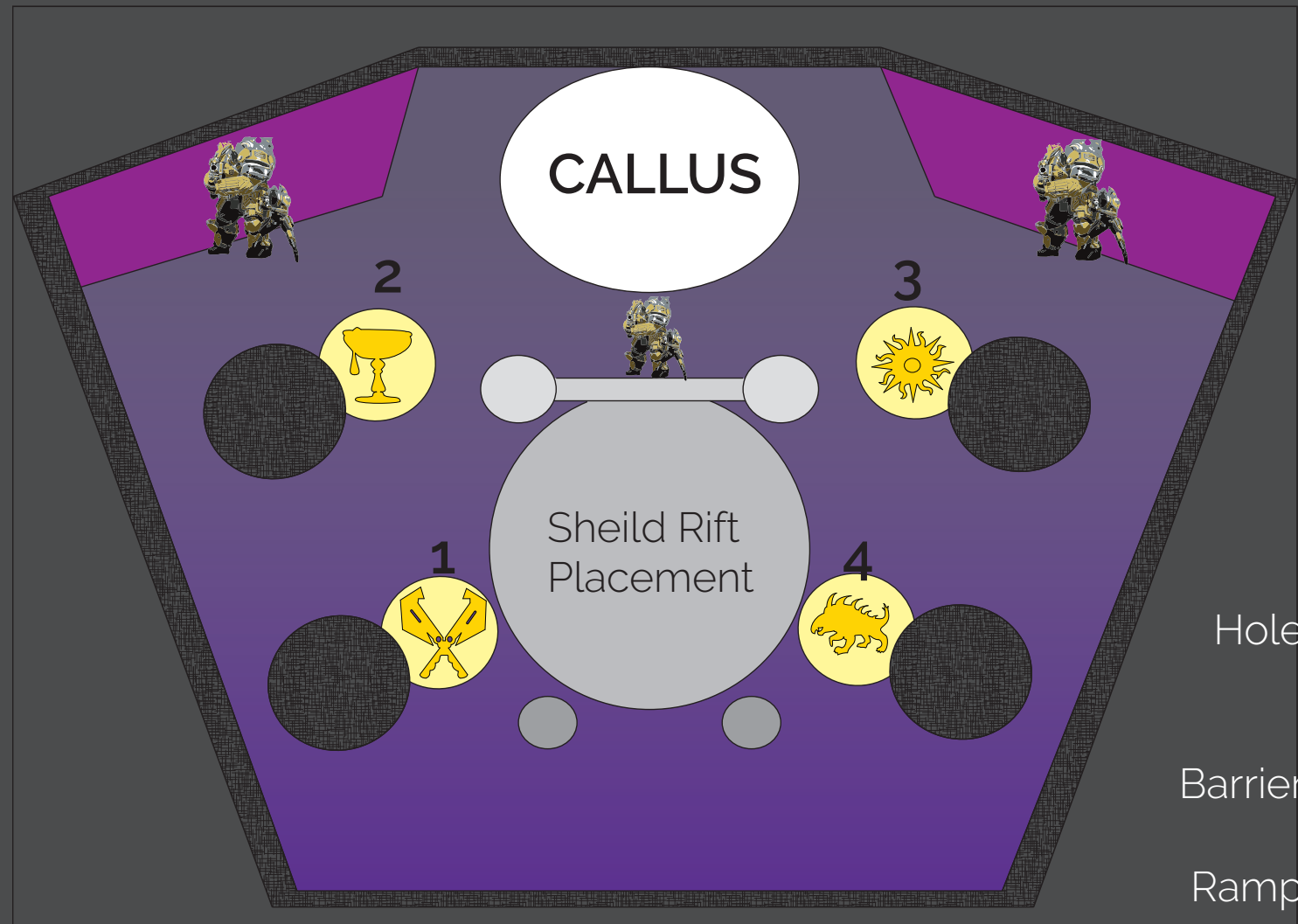
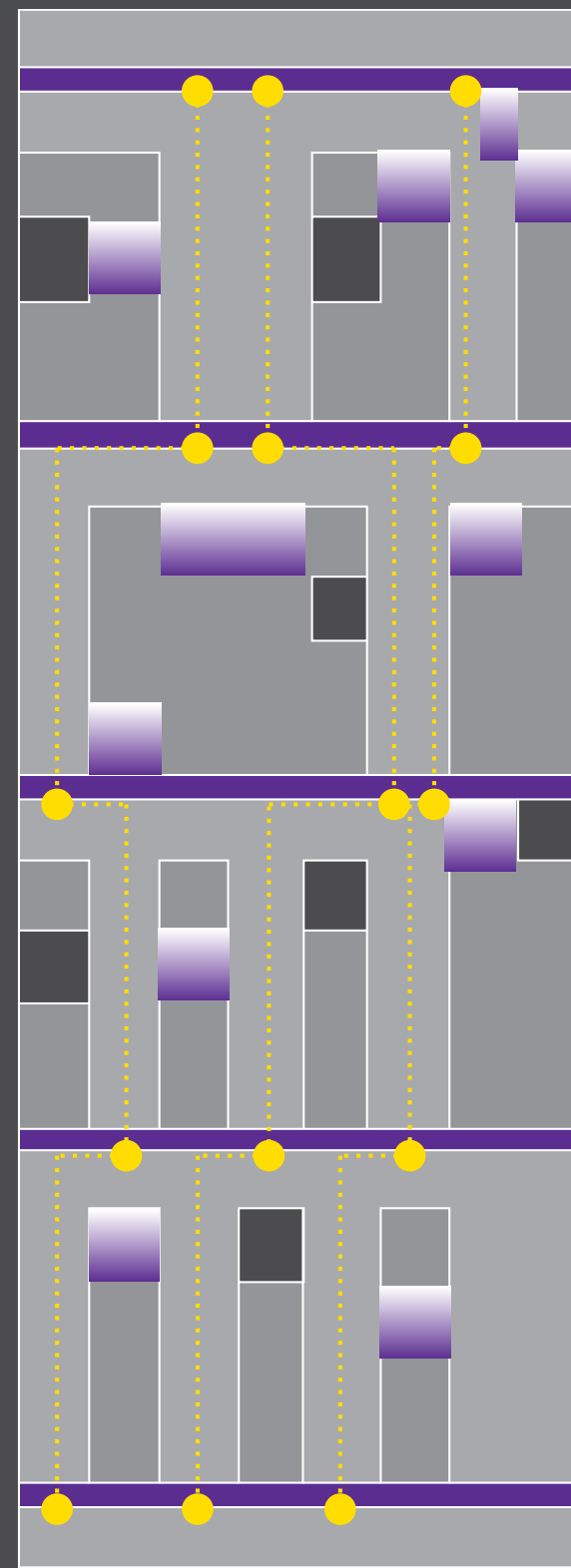
The left right and middle shadow team will each see a different symbol on the Shadow's forehead(image left). They call their respective symbols and the throne team punches the councilor on the plate that **WASNT** called(image 2). Punching in time means a new barrier will appear for the shadow team. A few red bar psions and floating psions will appear in the shadow realm for that team to kill, while in the throne room there are continuing waves of adds.

After 3 successful punches, Callus will laugh. Throne team clears ALL adds. Shadow team groups up and shoots the skulls flying from the Shadow's mouth(image 3). Throne room Callus will start an overshield mechanic and throne room team needs to wait as long as possible to take it down. Take it down to about 10% then wait till your 'force of will' is at least x70 - when your screen begins to go white take the rest of the shield down.

Phase 2: DPS

When Callus's shield is broken, the shadow team will be transported back to the throne room. Everyone jumps on Axe plate first and fires with their heavy and grenades. Crib spot is his face. You can stagger him twice. He will then raise his right hand, get off the plate asap. You then jump to Cup plate and continue Dps. After Cup, sun, after sun, dog. At 2/3rds health, his chest will open exposing red coils(image 4), those become the new crit spot.

Rinse and repeat until he makes his 'last stand' at 1% health.



## Suggested Weapons

K: Scout or HC

E: Coldheart

P: Rocket Launcher, or Max impact Sniper

	Supers/Skill tree	Exotic Armor
Titan	Smash, Rally, Pulse, Aggressor	
Hunter	Arcstrider Golden Gun	Raiden Flux Nighthawk
Warlock	Stormcall, Empowering, Pulse, Arc Soul	