

DESTINY 2 • RAID FIELD GUIDE

CROTA'S END

Complete Raid Guide

A mechanics-first reference for every encounter, challenge, secret, reward, and raid-night role, with every required spatial rule stated in text.

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How to Use This Guide

This is a text-only field guide for Destiny 2's reprised Crota's End. Every location, route, mechanic, secret, challenge, and assignment required for execution is stated in prose or a semantic table. The guide does not rely on maps, diagrams, screenshots, color-only cues, or page-relative instructions.

Each encounter follows the same pattern: objective, orientation, roles, numbered walkthrough, failure and recovery notes, weekly Challenge, permanent encounter Triumph, loadout philosophy, and quick reference.

Difficulty scope: Crota's End currently supports Standard and Master. Mechanics and role assignments remain the same. Power, Champions, surges, shields, featured status, the active Challenge, and reward quality can change; read the live activity card before launch. This guide does not preserve obsolete fixed-Power advice.

Orientation convention: Unless a section states otherwise, stand at rally or the entrance and face forward. At the Bridge, Home is the rally side and Away is the exit side. At Ir Yût and Crota, stand outside the crystal room and face the Oversoul before assigning left, center, or right.

Callout policy: Name the location before the action: "Current Lamp - Preserve," "Away Left Totem," "Right Tower Upper Wizard," or "Upper Left pool - take." Guide callouts are team conventions, not labels displayed by the game. Re-establish them whenever a substitute joins.

Loadout policy: Recommendations describe jobs - close add clear, long-range control, Champion coverage, relic support, survivability, or sustained boss damage. Exact weapons and damage combinations change. Mechanics take priority, and no named weapon, subclass, or Super is required.

Recommended communication discipline

Situation	Preferred call	Why it works
Chalice nearly full	"Player 1 full; Player 2 take."	Names both people before Engulfed in Light becomes lethal.
Required node	"Current Lamp - Preserve; Player 3 reclaim."	Separates storing the Chalice from the next pickup.
Bridge handoff	"Away has Center and both Totems; Home release."	Prevents both sides from assuming the other owns the wipe plates.
Ir Yût scouting	"Right Tower Upper Wizard."	Uses one fixed observer frame and one precise room.
Crota transfer	"Lower Left active; Player 4 take."	Identifies the only legal transfer area before players converge.
Oversoul	"Oversoul at five; breaking now."	Keeps the damage team informed that the phase is ending.

Before the first pull

- Assign Player 1 through Player 6 and retain those labels for every Chalice rotation.
- Decide whether the run is a normal clear, weekly Challenge, permanent encounter Triumph, Master title run, Deepsight chest run, Necrochasm catalyst run, or collectible run.
- Read the exact live Challenge and reward preview before committing to a restricted strategy.
- Confirm who stands next to the Chalice carrier and who claims it next. The next player should never be across the room.
- Establish Home and Away at the Bridge, all seven Ir Yût room calls, and all five Crota Pool of Light calls before starting those encounters.
- For a secrets run, record the three Deepsight statue choices before building the opening bridge.
- For a catalyst run, confirm at least one player owns and equips Necrochasm before each timed plate trial.

Raid-Wide Mechanics and Terminology

The Chalice of Light is the raid's shared mechanic. It creates Enlightened, and each encounter consumes Enlightened for a different action.

Core terms

Term	Working definition	Execution rule
Chalice of Light	A carried relic that fills over time; nearby kills accelerate it.	Keep the next eligible player beside the carrier.
Engulfed in Light	A 10-second lethal timer that begins when the Chalice fills.	An eligible teammate must claim the Chalice before it expires.
Enlightened	A persistent buff given to the previous carrier after a full Chalice transfer.	It has no timer, but its owner cannot claim the Chalice.
Early transfer	Passing the Chalice before it fills.	Creates neither Enlightened nor Drained and can safely stall a rotation.
Drained of Light	About 45 seconds during which the player cannot claim the Chalice.	Usually begins when Enlightened is consumed on an encounter action.
Preservation Node	A receptacle that stores the Chalice until an eligible player reclaims it.	Preserving does not create Enlightened; assign the next pickup first.

Term	Working definition	Execution rule
Relic Sword	A temporary Hive sword dropped by a Swordbearer.	Only an Enlightened player may claim it, which consumes Enlightened.
Expunge	An optional interaction that consumes Enlightened for a fixed damage burst.	Never spend a buff reserved for a required Wizard, sword, or Oversoul.

Safe Chalice rotation

1. Announce the active carrier and next player: "Player 1 holding; Player 2 next."
2. The next player stays beside the carrier and confirms "ready."
3. Let the Chalice fill. The carrier calls "full" as Engulfed in Light appears.
4. The next player claims the Chalice before the 10-second timer expires.
5. The previous carrier confirms "Enlightened."
6. Continue in numerical order, skipping anyone who is Enlightened, Drained, dead, or out of position.
7. If the correct next player is unavailable, make an early transfer before the Chalice fills and rebuild the order without creating another buff.
8. If the carrier dies, recover the Chalice immediately. If it remains unattended, it returns to the previous or starting node.

Preservation boundary: Sources disagree about when preserving a partially or fully charged Chalice applies Drained. The reliable rule is that preserving never creates Enlightened. Preserve before full when practical, name the next eligible retriever, and read the actual HUD state after the deposit.

Challenge vocabulary

The rotating encounter Challenge and the permanent encounter Triumph are separate requirements.

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Traverse the Abyss	Conservation of Energy	Feather-Light
Cross the Bridge	Precarious Balance	Threatening Reach
Defeat Ir Yût	Equal Vessels	Communal Rites
Defeat Crota	All For One	Singular Sensation

Only the Challenge identified by the live activity card is eligible for its Challenge reward. Permanent encounter Triumphs can be attempted independently unless the live record states otherwise.

Entering Crota's End

The raid opens at the Hellmouth. The team must form a bridge over the pit before descending to the first encounter.

1. Assign the 1-through-6 Chalice order.
2. Keep at least one Guardian on the construction plate and clear the opening Hive.
3. Claim the Chalice, allow it to fill, and complete a full transfer.
4. The newly Enlightened player interacts with the construction plate, consuming Enlightened and adding bridge progress.
5. Repeat until the bridge fully forms. Additional Enlightened deposits accelerate construction.
6. Cross to the center carefully and descend into the Hellmouth.

This opening teaches the raid's basic cycle: hold, full transfer, spend Enlightened. The most common failures are leaving a full carrier unattended or stepping onto the unfinished edge of the bridge.

1. Traverse the Abyss

Move through the Stills as one group, using lit lanterns and Chalice preservation to reset the darkness timer. At the far end, activate and defend a construction plate until the exit bridge forms.

At a glance	Details
Route	Follow the visible chain of lanterns uphill; the path contains pits and swinging pendulums.
Global wipe timer	Engulfed in Darkness counts down from 60 seconds. Lighting a lamp or preserving the Chalice resets it.
Movement penalty	Weight of Darkness rises to x10; lit-lamp auras remove stacks from nearby players.
Progression	Required Preserve nodes reveal or activate the next group of lanterns.
Finish	Spend Enlightened on the final plate, defend, then cross when the path opens.

Orientation and roles

Do not use a fixed numbered-lamp map. Preserve locations can vary among candidate lamps, and the route is clearer when described from the moving group.

Role	Players	Primary responsibility
Pathfinder	1	Walk first, identify pits and pendulums, and stop at safe ground.
Movement caller	1	Decide when the group holds, clears stacks, and moves.
Chalice rotation	All 6	Keep the carrier and next player together; create buffs only when useful.
Rear guard	1	Protect the last players and call anyone separated from the group.

Use these moving callouts:

- **Current Lamp** - the lantern where most of the team is standing.
- **Next Lamp** - the next visible lantern along the uphill route.
- **Preserve** - the Chalice receptacle beside the current section's active lamp.
- **Path left / path right** - a temporary detour around the nearest visible pit or pendulum, always called by the pathfinder.

Standard walkthrough

1. Claim the Chalice from the starting node. The next player shadows the carrier.

2. Follow the pathfinder from Current Lamp toward Next Lamp. Do not overtake the pathfinder in the dark.
3. At every section, look beside the available lamps for a Preserve node. If the next group of lanterns is not visible or active, the current section contains a required Preserve.
4. Preserve the Chalice when required, then have the assigned eligible player reclaim it. Preservation resets Engulfed in Darkness even if the team does not light a lamp.
5. Create Enlightened through full transfers as needed. Wait until most or all of the team reaches a lamp before one Enlightened player lights it.
6. Lighting a lamp resets the entire team's Engulfed in Darkness timer. Players within its aura gradually lose Weight of Darkness.
7. Watch the lamp after activation. It changes toward orange and explodes shortly afterward; clear stacks, then leave before the blast.
8. Continue the same pattern: pathfinder moves, group arrives, Preserve if required, light only when useful, clear stacks, and leave on the caller's command.
9. At the final construction plate, one Enlightened player activates it. Remain near the plate and clear the final waves, including Ogres. Additional Enlightened interactions accelerate construction.
10. When the message indicates the path forward is clear, cross carefully and enter the light. Do not let the finish call scatter the team into the final pits.

Weight of Darkness itself is nonlethal, but at x10 it removes sprint and ordinary jumping mobility. The 60-second Engulfed in Darkness timer is lethal. The HUD timer and the caller's movement decision outrank a player's desire to clear every stack.

Failure states and recovery

Problem	Response
Carrier is near full and next player is missing	Make an early transfer to any eligible nearby player, then rebuild the order.
Next lamp group is dark	Return to the active section and locate its Preserve; do not push blindly.
Engulfed in Darkness is low	Preserve immediately if possible; otherwise light the safest available lamp.
One player is separated	Hold at safe ground only if the timer permits. The rear guard calls the route; the main group does not backtrack through an active lamp explosion.
Lamp turns orange	Leave its aura immediately, even if Weight stacks remain.
Chalice falls into a pit	Watch for its return to the previous node and assign an eligible retriever.
Final plate is overwhelmed	Stay compact, control Ogres and Knights first, and use another Enlightened interaction to shorten the defense if available.

Weekly Challenge - Conservation of Energy

The common shorthand “only light lamps beside Preserve nodes” is not the actual condition.

Preserving the Chalice grants the fireteam a global allowance to light **one** lamp. The encounter begins with one allowance because the Chalice starts preserved. Allowances can be banked, and the lamp does not need to be beside the node that created the allowance. Lighting a lamp when no allowance remains fails the Challenge.

Use this conservative execution:

1. Treat the opening state as one available lamp activation.
2. Preserve at every required node.
3. Between one Preserve and the next, light no more than one lamp.
4. Have the caller count “one allowance” and “allowance spent.”
5. If the group can safely skip a lamp, bank the allowance; do not invent a use for it.

This method obeys the real token rule while retaining an easy rhythm. A node-adjacent-lamp strategy also works, but it is a strategy rather than the mechanic definition.

Permanent Triumph - Feather-Light

Complete the Abyss without any player reaching x10 Weight of Darkness. Reaching x10 even briefly fails the Triumph.

1. Keep the fireteam together and use more lamps than a speed-clear route would use.
2. Do not leave Current Lamp until every player calls a safe stack count.
3. Preserve promptly so the global timer never forces a rushed departure.
4. Keep the Chalice rotation ordered and produce the next Enlightened before it is urgently needed.
5. Avoid split routes, rescue backtracks, and movement techniques that leave slower players outside the lamp aura.
6. At the final plate, continue clearing Weight whenever the active space allows and finish the defense together.

Loadout philosophy

Favor close-range add control, movement safety, healing or damage resistance, and reliable Ogre disruption. Bring the live activity's required Champion counter. Avoid effects that obscure pits or knock teammates near pendulums. Movement tools are useful only if the whole team can preserve the Chalice and darkness rhythm.

Quick reference

Moment	Call
Rotation	"Player 2 full; Player 3 take."
Required progression	"Current Lamp - Preserve; Player 4 reclaim."
Lamp activation	"Lamp ready; clear stacks."
Explosion	"Orange - move."
Low timer	"Darkness at ten; preserve now."
Challenge	"One allowance available; lamp spent."

First Hidden Chest

Crota's End has exactly two standard hidden chests. The first is behind a fixed optional door in the Abyss; claims that it moves are carryover from Destiny 1.

Route from the encounter start

1. After dropping into the Abyss, turn hard left and reach the outer wall.
2. Follow that wall as it curves through the encounter. Continue respecting pits and pendulums; the chest detour does not suspend the darkness mechanics.
3. Count the optional Hive doors encountered along the wall.
4. Enter the **fifth optional door**. The chest is inside.
5. Rejoin the lantern route without splitting the Chalice group.

Safer main-route landmark

Near the lamp immediately before the first pronounced uphill slope, look for a large nearby pit and a yellow-bar Blistered Thrall. Turn left instead of climbing. The fifth-door chest room is visible along the outer wall.

Hidden chests award previously acquired raid gear rather than introducing a new encounter drop. On a featured week, Bungie's current framework lists Tier 5 armor under a weekly lockout. Outside that condition, read the live chest and activity preview rather than assuming a fixed quality.

2. Cross the Oversoul Throne Bridge

Build a bridge, move the fireteam across with the Chalice and Hive swords, kill five Gatekeepers during the crossings, preserve five swords, then use those swords against a final five-Gatekeeper wave.

At a glance	Details
Arena frame	Home is rally; Away is the exit side. Each side has Center, Left Totem, and Right Totem.
Plate rule	If a side's Center Plate is active, both corresponding Totems must be occupied or the team wipes.
Crossing rule	Only a Chalice carrier or relic-sword carrier can cross safely. Enlightened alone is insufficient.
Sword rule	Enlightened is consumed when claiming a Swordbearer's sword. Only that sword damages a Gatekeeper.
Finish	Preserve five swords, create five Enlightened players, then kill five final Gatekeepers.

Orientation and roles

Stand at rally and face the chasm. **Home Center** is the bridge plate ahead. **Home Left Totem** and **Home Right Totem** are the lower plates beneath the matching annihilator structures. Away mirrors the same three positions.

Role	Players	Primary responsibility
Home Center	1	Maintain bridge construction after Enlightened starts it.
Home Left Totem	1	Occupy the left safety plate whenever Home Center is active.
Home Right Totem	1	Occupy the right safety plate whenever Home Center is active.
Floater / runners	3	Rotate Chalice, kill Swordbearers, cross, and become the first Away team.
Away plate team	First 3 across	Take Away Center and both Away Totems before Home releases.

Standard walkthrough

1. Assign Home Center, Home Left Totem, Home Right Totem, and three floaters. Begin the Chalice rotation.
2. Create one Enlightened player and consume that buff on Home Center to start construction.
3. Hold Home Center and both Home Totems. Rotate the Chalice until the remaining five players are Enlightened.

4. When the first player's Drained of Light expires, that player reclaims the Chalice. The team now has a carrier plus five Enlightened players.
5. Kill the first Swordbearer. One Enlightened player claims its sword, consuming the buff.
6. The Chalice carrier and first sword carrier cross to Away together.
7. The Chalice carrier Preserves at the Away node. The sword carrier kills the Away Gatekeeper, then preserves the relic in one of the five sword receptacles.
8. The Gatekeeper's death causes the next Home Swordbearer to appear. Home kills it; another Enlightened player claims the sword, crosses, kills the next Gatekeeper, and preserves the sword.
9. Repeat until three players are Away.
10. The Away team takes Away Center, Away Left Totem, and Away Right Totem. Only after all three confirm does the Home team leave its plates.
11. Continue the sword relay until all six Guardians are Away and five swords have been preserved. The Chalice crosses as the non-sword relic; never strand it at Home.
12. Leave the plates. Reclaim and rotate the Chalice until five players are Enlightened, then Preserve it.
13. Clear the final waves. When five Gatekeepers appear, the five Enlightened players claim the five preserved swords.
14. Each sword carrier owns one Gatekeeper. Use crowd control to separate them, but finish every Gatekeeper with a relic sword.
15. The exit opens after all five final Gatekeepers die.

There are ten Gatekeepers in total: five fought one at a time during the crossings and five fought together at the end. Blind, suspend, slow, and freeze can control them, but ordinary damage does not replace the relic sword.

Failure states and recovery

Problem	Response
Center is occupied and one Totem is empty	Step off Center immediately until both Totems confirm.
Runner reaches the bridge without relic protection	Stop on permanent ground; do not enter until carrying the Chalice or a sword.
Swordbearer dies before its player is ready	The assigned Enlightened player claims the sword immediately; an unattended relic expires.
Gatekeeper survives as the sword fades	Control it and prepare the next available sword. Do not waste ordinary damage into immunity.
Away plate team is not ready	Home keeps all three plates. Never perform an assumed handoff.
Chalice is stranded	Identify its node and send the next eligible carrier before continuing crossings.
Final Gatekeepers converge	Spread sword owners, control the pack, and call each kill so no two swords chase the same target.

Weekly Challenge - Precarious Balance

No player may be standing on either Center Bridge Plate when a crossing player first steps onto the formed portion of the bridge.

1. Build the bridge normally while the next runner waits on the permanent starting nub.
2. The active Center player calls “stepping off” and leaves the plate.
3. Only after Center is empty does the runner step onto the bridge and cross while it deconstructs.
4. The runner calls “clear” after reaching permanent ground.
5. The plate team may then rebuild for the next crossing.
6. Repeat the rule after Away takes control: no Away Center occupant when a Home runner first steps onto the bridge.

The shorthand “cross while the bridge is fading” is useful, but the tested condition is the Center Plate state at the runner's first step onto the bridge.

Permanent Triumph - Threatening Reach

Every Swordbearer must be defeated by damage from the opposite side of the chasm.

1. Create five Enlightened players using the normal opening rotation.
2. The sixth player reclaims the Chalice, crosses to Away, and Preserves it before any Swordbearer dies.

3. Home controls and weakens the first Swordbearer without taking the final blow. The Away player secures the kill with long-range damage.
4. An Enlightened Home player claims the sword, crosses, kills the Gatekeeper, and joins the Away firing line.
5. For every later Home Swordbearer, only Away players secure the final blow. Home may control it, but avoiding late Home damage is safer.
6. Continue until five swords and all six players are Away, then finish the encounter normally.

Long-range precision damage and reliable tracking help. The first Away player needs strong survival because they must manage adds while shooting back across the chasm.

Loadout philosophy

Bring long-range control for opposite-side targets, strong Major damage, crowd control, and the live Anti-Barrier coverage. On Master, additional Champion pressure and lethal plate fire make survivability more important than speed. No specific crowd-control subclass is required.

Quick reference

Moment	Call
Home safety	"Home Center on; Left and Right Totems confirm."
First cross	"Chalice and Sword 1 crossing."
Away handoff	"Away owns all three; Home release."
Sword relay	"Gatekeeper dead; next Swordbearer live."
Challenge	"Center off; runner cross; runner clear."
Final wave	"Five Enlightened; preserve Chalice; one Gatekeeper each."

Thrallway and Second Hidden Chest

After the Bridge reward, the route climbs through two green barriers guarded by Shriekers.

Required traversal

1. Prepare two Enlightened runners and one continuing Chalice carrier.
2. Runner 1 passes through the first green barrier. Crossing consumes Enlightened and traps the runner forward.
3. Runner 1 kills the first Shrieker; its barrier drops for the team.
4. Runner 2 passes through the second barrier and kills the second Shrieker.
5. The Chalice carrier reaches the final chamber and Preserves at the node beside the central floor opening.
6. When the route is open, regroup before dropping toward Ir Yût.

Hidden Chest 2 - timed door

The second Shrieker's death starts closing the far chest-room door.

1. Before killing the second Shrieker, confirm the Chalice carrier is already moving behind Runner 2.
2. Runner 2 kills the Shrieker and immediately calls "door started."
3. The Chalice carrier runs into the final chamber and Preserves beside the central floor opening before the far door seals.
4. Successful preservation reopens the far door. The chest appears across the opening.
5. Confirm every intended player has looted it before dropping toward Ir Yût.

If the timing fails, the section must be replayed from the Bridge. The chest is optional; the Chalice preservation and route opening are required.

3. Defeat Ir Yût, the Deathsinger

Find the Shield Singer Wizards behind green barriers, create one Enlightened runner per Wizard, kill every active Wizard, then damage Ir Yût past the highlighted health threshold before Dark Liturgy expires.

At a glance	Details
Opening	Kill all named Blistered Knights, then both Unhallowed Shriekers to open the Chalice room.
Wizard count	Three in round one, four in round two, and five in round three.
Room access	An Enlightened runner crosses a green barrier, consuming the buff and locking into that room.
Wipe timer	The first Wizard kill begins a visible 45-second Dark Liturgy if it has not already started automatically.
Damage check	Kill all active Wizards, then push Ir Yût past the highlighted threshold before the timer expires.

Orientation and room calls

Stand outside the crystal room and face the Oversoul. Use these seven possible barrier rooms:

Callout	Location from the fixed observer frame
Left Tower Lower	Lower room in the outer tower on viewer-left.
Left Tower Upper	Upper room in the outer tower on viewer-left.
Balcony Left	Left room in the three-room row above and behind the crystal complex.
Balcony Center	Center room in that upper row.
Balcony Right	Right room in that upper row.
Right Tower Upper	Upper room in the outer tower on viewer-right.
Right Tower Lower	Lower room in the outer tower on viewer-right.

The rooms that do not contain a Shield Singer contain Shriekers. Confirm the Wizard visually; radar can assist but should not own the call.

Roles

Role	Players	Primary responsibility
Wizard runners	3 initially	Gain Enlightened, enter assigned rooms, and kill Shield Singers on countdown.
Scouts	2	Sweep opposite sides and report exact Wizard rooms.
Flex / preserver	1	Manage the Chalice, cover adds, or become the next-round runner.

Standard walkthrough

1. Split left and right. Kill every named Blistered Knight on both sides.
2. The two Unhallowed Shriekers beside the crystal room become vulnerable. Kill both to lower the center barrier and expose the Chalice.
3. Scouts inspect the seven barrier rooms and call the three current Shield Singer locations.
4. Rotate the Chalice to create three Enlightened runners. Give the farthest outer-tower rooms to the earliest runners so travel does not delay the countdown.
5. Preserve the Chalice at the node below the crystal room unless the team intentionally continues a controlled rotation during damage.
6. Each runner enters the assigned green barrier. Crossing consumes Enlightened and traps the runner inside until the room is cleared.
7. Weaken all three Shield Singers, but do not finish one early. Each runner calls "ready."
8. Kill the Wizards together on one countdown. The first kill starts the visible 45-second Dark Liturgy timer if the encounter's hidden setup timer has not already started it.
9. Ir Yût becomes vulnerable only after every active Shield Singer dies. Collapse at the agreed damage position.
10. Damage Ir Yût past the highlighted health threshold before Dark Liturgy reaches zero. Crossing that marker interrupts the liturgy; continue damaging during the remaining window.
11. If Ir Yût survives, reset and repeat. The next round has four Wizards; the third has five.
12. The third round is the last normal opportunity. Ir Yût has no separate final stand.

A spare Enlightened player may Expunge Ir Yût for a fixed damage burst. Expunge is optional in a normal clear. Never sacrifice a required Wizard runner or strand the Chalice rotation to create it.

Timer boundary: The visible Dark Liturgy timer is 45 seconds, the first Wizard kill starts it, and waiting too long starts it automatically. Published estimates for the hidden setup timer conflict, so this guide does not assign it a false exact value.

Failure states and recovery

Problem	Response
A called room contains a Shrieker	Correct the call before runners enter; scouts visually confirm the remaining rooms.
Runner enters the wrong room	That player clears the decoy if possible; the team must create another Enlightened runner for the missed Wizard before time expires.
One Wizard dies early	All remaining runners kill immediately and the damage team collapses; the 45-second timer is already running.
Barrier runner dies inside	Revive inside only if another player has access; otherwise reset is usually safer than consuming the entire setup timer.
Chalice remains held during damage	Make an early transfer or Preserve before it fills; do not let Engulfed in Light kill the carrier.
Damage misses the threshold	The Dark Liturgy wipe cannot be recovered; improve runner synchronization and reserve damage for the actual vulnerable window.

Weekly Challenge - Equal Vessels

No player may hold the Chalice a second time until all other five players have held it.

1. Use one fixed rotation: Player 1 to 2 to 3 to 4 to 5 to 6.
2. Brief possession counts; a full charge is not required for players who do not need Enlightened that round.
3. Continue the same sequence through setup and damage. Do not reset the order because a damage phase started.
4. After Player 6 Preserves, Player 1 begins the next rotation.
5. If a player dies, revive them before the cycle reaches their position. Skipping them and returning later fails the Challenge.

The safest first-round order places the three Wizard runners first, followed by flex, preserver, and final carrier. In later rounds, preserve the same six-player order and choose runners from the next players who will become fully charged.

Permanent Triumph - Communal Rites

At least one player must Expunge Ir Yût during every round.

1. Produce one more Enlightened player than the active Wizard count.
2. Reserve the extra buff specifically for Expunge.
3. After every Shield Singer dies and Ir Yût becomes vulnerable, Expunge early in the phase.
4. Call "Expunge complete" before the damage threshold is crossed.
5. Repeat in every round used to defeat her.

Loadout philosophy

Bring rapid Major deletion for Blistered Knights and Shriekers, safe close-room Wizard damage, and sustained boss damage that remains reliable while Ir Yût moves. Precision assistance, debuffs, and ammo generation are recommendations, not requirements. Save burst resources for the visible 45-second window, not the opening adds.

Quick reference

Moment	Call
Scouting	"Right Tower Upper Wizard; Balcony Center Wizard."
Runner state	"Player 2 Enlightened; taking Right Tower Upper."
Kill	"All runners ready - three, two, one, kill."
Damage gate	"All Wizards down; collapse; cross the marker."
Challenge	"Order is 1 through 6; no skips."
Triumph	"Expunge complete this round."

4. Defeat Crota, Son of Oryx

Use Pools of Light to rotate the Chalice under Presence of Crota, create sword carriers and an Oversoul shooter, break Crota's shield with relic swords, damage him, and destroy the Oversoul near the end of each phase.

At a glance	Details
Transfer restriction	Presence of Crota permits a Chalice transfer only while both players stand in the active Pool of Light.
Shield	Only relic-sword attacks remove Crota's shield. Sword pickup consumes Enlightened.
Damage timer	Shield break starts boss damage and a 30-second Oversoul timer.
Phase end	An Enlightened player destroys the Oversoul; during normal damage this ends the phase.
Final stand	Automatic shield drop, 20-second Oversoul, then one final unavoidable 10-second wipe countdown.

Orientation and Pool of Light calls

Stand outside the crystal room and face the Oversoul. Use five pool calls:

- **Lower Left** - lower arena, viewer-left.
- **Lower Center** - lower pit near the initial Chalice platform.
- **Lower Right** - lower arena, viewer-right.
- **Upper Left** - upper walkway or tower side on viewer-left.
- **Upper Right** - upper walkway or tower side on viewer-right.

The active Pool moves after every successful transfer. Both the current carrier and the next player must stand inside it before the interaction becomes legal.

Roles

Role	Players	Primary responsibility
Sword 1	1	Claim the first relic and synchronize the shield break.
Sword 2	1	Claim the second relic and synchronize the shield break.
Oversoul	1	Retain Enlightened and destroy the Oversoul on the agreed count.
Chalice / preserve caller	1	Track the active pool, legal transfer, and final preservation.
Left add clear	1	Kill left tower Knights and protect left transfers.
Right add clear	1	Kill right tower Knights and protect right transfers.

Standard walkthrough

1. All six Guardians touch the Summoning Crystal to begin.
2. Exit left and right, clear the opening Hive, and claim the Chalice from the small center platform in the lower pit.
3. Locate the active Pool of Light. The carrier and next player enter it together, complete a full transfer, and call the new pool after it relocates.
4. Repeat until Sword 1, Sword 2, and the Oversoul player are Enlightened.
5. The next carrier Preserves the Chalice below the crystal room before Engulfed in Light becomes a problem.
6. Kill the four upper-tower Boomer Knights - two on each side. This spawns a Swordbearer and two Revenant Ogres in the lower pit.
7. Kill the Ogres and the following Wizard waves. The tower Knights then return, allowing the cycle to produce another Swordbearer.
8. Delay each Swordbearer's death until its assigned Enlightened player is nearby. The dropped relic expires quickly.
9. Sword 1 and Sword 2 claim their relics, consuming Enlightened. Gather Crota near the central seal or crystal-side damage position.
10. On one countdown, both sword carriers attack Crota's shield. Once the first relic hits, the available relic attack window is short; continue coordinated heavy and Super attacks until the full shield breaks.
11. Shield break starts the damage phase and a 30-second Oversoul timer. The team damages Crota while the Oversoul player remains safe and retains Enlightened.
12. Near the agreed timer value, the Oversoul player shoots and destroys the Oversoul. During a normal phase, this prevents the wipe and ends damage.

13. Reset the arena and repeat. Crota permits approximately three normal damage phases before enrage.
14. At the final-stand health marker, Crota becomes briefly immune and performs a knockback or area attack. Move away until his shield drops automatically.
15. The final-stand Oversoul begins at 20 seconds. Continue damage.
16. If Crota is still alive near the end, the Enlightened Oversoul player destroys it. This begins one final unavoidable 10-second wipe countdown.
17. Defeat Crota before that final timer expires.

A spare Enlightened player may Expunge Crota during damage. This is optional. Never consume the designated Oversoul buff for Expunge, even when the boss is close to final stand.

Failure states and recovery

Problem	Response
Transfer prompt is missing	Confirm both players are inside the active Pool of Light and neither is Enlightened or Drained.
Pool relocates unexpectedly	Stop chasing the old location; caller names the new pool before the carrier moves.
Swordbearer dies too early	Assigned Enlightened player claims the relic immediately and calls its remaining time.
Sword users hit at different times	Stop staggered shield attempts if possible and rebuild; the second relic may expire before enough shield damage is dealt.
Oversoul player dies	Revive and preserve the buff if possible; if the buff is lost, create another Enlightened before breaking the shield.
Crota leaves the planned damage position	Survive first. Relic users re-approach together, and the damage team does not split into unsafe angles.
Final stand begins during a normal Oversoul	The normal timer clears as the transition begins. Retain the designated Enlightened player for the final-stand Oversoul.

Weekly Challenge - All For One

Crota's shield must go from full to broken within approximately three seconds of the first relic-sword hit.

1. Prepare all sword carriers before anyone touches Crota's shield.
2. Group Crota at the agreed position and apply any planned debuff before the relic countdown.
3. All sword carriers begin on the same call and continue attacking until the shield reaches zero.
4. Two synchronized swords plus a debuff can succeed on Standard; three synchronized swords are the safest plan, particularly on Master.
5. Repeat the full-to-zero timing rule on every shield break used in the clear.

“Use three swords” is a strong execution plan, not the literal Challenge condition. The condition is the short full-shield break window.

Permanent Triumph - Singular Sensation

Complete the encounter with only one player Enlightened at a time.

1. Create Sword 1's Enlightened buff and consume it immediately by claiming a relic sword.
2. Only after the first buff is gone, create Sword 2's buff and consume it on the second relic.
3. Only after the second buff is gone, create the Oversoul player's Enlightened buff.
4. Do not create an Expunge buff, and do not let a second carrier finish charging while the Oversoul player remains Enlightened.
5. After the Oversoul is destroyed and its buff is consumed, begin the next sequential cycle.

This Triumph changes the normal preparation rhythm. Run it separately from All For One unless the team has deliberately practiced sequential buff creation and synchronized relic timing.

Loadout philosophy

Bring safe add control, reliable Ogre and Wizard damage, a Crota damage plan that remains usable when he moves, and survivability near his sword attacks. Melee-range damage, debuffs, support Supers, and sword choices are recommendations only. Reserve one player and one safe weapon for the Oversoul instead of treating all six as damage-only roles.

Quick reference

Moment	Call
Transfer	“Upper Right active; Player 3 take.”
Spawn cycle	“Four tower Knights down; Swordbearer and Ogres.”
Relics	“Sword 1 ready; Sword 2 ready; Crota center.”
Shield	“Three, two, one, swords.”
Normal Oversoul	“Oversoul at five; breaking now; damage ends.”
Final stand	“Immune - back out; 20-second Oversoul; final ten after break.”

Deepsight Statue Chest

The Deepsight chest is separate from the two standard hidden chests. It uses three left-or-right statue choices read at the raid entrance and activated later in the same raid instance.

Update 9.7.0 omits a weekly-lockout marker, but July 2026 live reports still describe one reward per account per reset. Plan around that limit unless the live activity says otherwise; expect a Deepsight weapon, or Tier 5 armor after all six Patterns.

Record the code at the Hellmouth

Before building the opening bridge, stand at spawn and inspect three statue pairs in this order:

1. **Upper-left cliff.**
2. **Upper-right balcony or circular structure.**
3. **Lower-right ledge inside the Hellmouth.**

One statue in each pair burns. Record the burning side exactly as viewed from spawn, such as R-L-R. The code belongs to the current raid instance. Do not assume a checkpoint swap or new launch retains it.

Activation 1 - Bridge Home side

1. Stand at the Bridge rally stairs facing the bridge and Oversoul.
2. Descend the stairs.
3. Locate the small lower rooms to the left and right.
4. Activate the side recorded for code position 1.

Activation 2 - Bridge Away side

1. After completing the Bridge, remain on the reward side.
2. Face the stairs leading toward the Thrallway.
3. Follow the left or right curved edge to its end.
4. Activate the side recorded for code position 2.

Activation 3 - final arena

1. After Ir Yût and before starting Crota, enter the room above the crystal or start room.
2. Face outward toward the Oversoul **before** deciding left and right. Approaching while facing back toward the statues reverses the apparent frame.
3. Activate the side recorded for code position 3.

Correct activations display **A choice echoes...**, then **A balance is reached...** A wrong choice displays **An irredeemable mistake...** and fails the puzzle. The extra chest appears beside Crota's normal rewards.

Necrochasm and Catalyst

Necrochasm is earned through **Bottomless Pit**, not as an ordinary random Crota drop. Its catalyst has both a timed raid-puzzle requirement and a cumulative Essence requirement.

Bottomless Pit quest

1. Complete Crota's End and claim Bottomless Pit from the Sword of Crota or end-of-raid vendor. The quest costs no currency.
2. Use Husk of the Pit to defeat 100 Hive. Crota's End final blows grant additional progress.
3. The weapon upgrades to the fixed, Masterworked Eidolon Ally.
4. Collect 20 Essence of the Oversoul. Essence progress is profile-wide and retroactive.
5. Defeat Crota again and claim Necrochasm.

Essence of the Oversoul

Bungie's implemented progression includes:

- One guaranteed Essence from the first Crota defeat of the account's week.
- One additional guaranteed Essence for every complete ordered run from Abyss through Crota.
- Random repeatable Essence chances from raid encounters.
- A rare full-run Crota jackpot that supplies enough Essence for both the weapon and catalyst thresholds.
- One-time Essence rewards from specified raid Triumphs.

Do not use a Crota checkpoint when pursuing the full-run guarantee or jackpot, and do not publish an invented jackpot percentage.

Catalyst requirements

Both conditions are required:

1. Acquire the catalyst item by completing the two timed plate trials in the same raid instance.
2. Reach 35 **total** Essence of the Oversoul.

The 20 Essence used for Necrochasm count toward 35. A player who acquired the weapon at exactly 20 needs 15 more, not 35 additional. Reaching 35 can produce a misleading Collections notification even if the catalyst item has not been earned; the plate trials remain mandatory.

Catalyst trial 1 - after Bridge

1. Complete the Bridge. A Bridge checkpoint can be used, but both trials must then remain in the same active instance.
2. Face the stairs to the Thrallway and follow the curved path to the far right.
3. Find the green plate behind the tall right pillar, roughly halfway around the bend.
4. At least one player stands on it with Necrochasm equipped.
5. **Crota's Minions appear** begins a 90-second trial.
6. Six relic swords appear. Spread them across the fireteam and kill every Gatekeeper.
7. Some Gatekeepers require crossing back to Home. After clearing there, use the portal at the top of the Home stairs to return Away.
8. Kill every remaining Gatekeeper. **Crota's Minions are defeated** confirms success.

The trial can be retried after failure.

Catalyst trial 2 - after Ir Yût

1. Before starting Crota, stand in the final arena facing the Oversoul.
2. Enter the bottom room of the **right Boomer tower**.
3. Activate the green plate with Necrochasm equipped.
4. Three Swordbearers appear. Kill them and preserve their swords for the Gatekeepers.
5. Clear all Gatekeepers around the arena. More emerge from the central crystal or Chalice doorway after the first group.
6. Wizards respawn continuously; control them, but Gatekeepers are the completion targets.
7. Completing the second 90-second trial awards the catalyst item immediately to eligible Necrochasm owners. Crota does not need to die.

An error code, instance reset, or checkpoint swap after trial 1 can remove trial 2. Wipes within the same continuously occupied instance are safe.

Catalyst perk

The current perk is **One for Thrall**: rapidly damaging three combatants increases Necrochasm's damage, range, and aim assistance. Historical references to Outlaw are obsolete.

Current Collectible - Raider's Effigy

Crota's End contains one Raider's Effigy for the 2026 account-wide **Under the Rug** Triumph.

1. Defeat Ir Yût but do not start Crota.
2. Walk onto the raised central platform directly beneath the Oversoul - the platform where Crota materializes.

3. Interact with the small effigy.

The collectible can be taken from a suitable checkpoint. It is separate from the two hidden chests, the Deepsight statue chest, and the Necrochasm catalyst plates.

Post-Ir Yût checklist

Before anyone starts Crota:

1. Activate the third Deepsight statue, if the run recorded a code.
2. Complete Necrochasm catalyst trial 2, if trial 1 is active.
3. Collect the Raider's Effigy, if needed.
4. Re-establish the five Pool of Light calls.
5. Then touch the Summoning Crystal.

Rewards, Crafting, Armor, and Raid Mods

Reward quality and farmability depend on featured status and difficulty. The live activity preview is authoritative if it changes after this guide's review date.

Current reward framework

Activity state	Current reward behavior
Featured Standard encounters and Challenges	Farmable Deepsight weapons or Tier 5 armor.
Featured Master	Same base family, plus Adept weapons from Challenges.
Featured Director Challenge	Deepsight weapon or Tier 5 armor under weekly lockout.
Featured hidden chests	Tier 5 armor under weekly lockout.
Featured Deepsight chest	Deepsight weapon, or Tier 5 armor after all Patterns are complete; see the lockout conflict note in its chapter.
Final vendor	One weekly Deepsight purchase; Master offers acquired Adepts for 25 Spoils.
Nonfeatured Standard	Chance for Deepsight weapons and Tier 3 armor.
Nonfeatured Master, Challenges, and Deepsight chest	Deepsight weapons and Tier 5 armor.

Nonfeatured hidden-chest quality is not documented with equal precision. Do not promise a fixed tier or a new weapon from those chests.

Encounter loot table

Encounter	Weapons	Armor slots
Abyss	Abyss Defiant; Fang of Ir Yût; Song of Ir Yût	Helmet; gauntlets; chest
Oversoul Throne Bridge	Fang of Ir Yût; Oversoul Edict; Swordbreaker	Gauntlets; chest; legs
Ir Yût	Word of Crota; Oversoul Edict; Song of Ir Yût	Chest; legs; class item
Crota	Word of Crota; Abyss Defiant; Swordbreaker	Helmet; legs; class item

The two hidden chests can award previously unlocked raid gear. Necrochasm follows Bottomless Pit and does not replace a normal Crota encounter slot.

Craftable weapons

All six Legendary weapons require five Pattern progress and share **Cursed Thrall**. After a melee defeat, subsequent weapon final blows cause explosions for a limited time; Enhanced Cursed Thrall extends that duration.

Weapon	Current identity	Direct encounter pools
Abyss Defiant	Solar High-Impact auto rifle, 360 RPM	Abyss and Crota
Fang of Ir Yût	Strand Rapid-Fire scout rifle, 260 RPM	Abyss and Bridge
Oversoul Edict	Arc Rapid-Fire pulse rifle, 540 RPM	Bridge and Ir Yût
Song of Ir Yût	Arc Adaptive machine gun, 450 RPM	Abyss and Ir Yût
Swordbreaker	Strand Lightweight shotgun, 80 RPM	Bridge and Crota
Word of Crota	Void Precision hand cannon, 180 RPM	Ir Yût and Crota

Current crafted-weapon progression permits higher gear tiers as the weapon levels: level 11 supports Tier 2 and enhanced main traits, level 25 supports Tier 4 and enhanced components, and level 30 supports Tier 5 and Enhanced Cursed Thrall. Read the Relic screen for current material costs.

Each completed base Pattern improves the chance that Crota Adept weapons drop with additional traits. Adepts retain their additional stat benefit and Adept visual treatment while participating in the current enhancement system.

Crota's Memory Armor 3.0

The current raid armor belongs to the **Crota's Memory** set.

Threshold	Set bonus
Two pieces - Cursed Fist	Melee final blows trigger a Cursed Thrall explosion.
Four pieces - Power of the Son	Remaining in combat progressively grants more flinch resistance and combatant damage resistance.

Titan	Hunter	Warlock
Willbreaker's Watch	Unyielding Casque	Deathsinger's Gaze
Willbreaker's Fists	Dogged Gage	Deathsinger's Grip
Willbreaker's Resolve	Relentless Harness	Deathsinger's Mantle
Willbreaker's Greaves	Tireless Striders	Deathsinger's Herald
Mark of the Pit	Shroud of Flies	Bone Circlet

Armor 3.0 cannot equip the legacy Crota raid mods. High-stat Armor 2.0 raid pieces can instead be focused from Hawthorne for 10 Spoils per piece and retain the raid-mod socket.

Legacy Crota raid mods

Mod	Current effect
Benevolent Overflow	While Engulfed in Light, death or losing the Chalice creates an area heal; copies improve radius and potency.
Brimming with Exhaustion	Reduces Drained of Light by two seconds per copy.
Chomping at the Stem	After becoming Drained, grants mobility, handling, and reload benefits; copies improve them.
Refreshing Thirst	Becoming Drained grants Armor Charge; copies increase the benefit.
Stoic When Panicked	Grants damage resistance on plates, near lanterns or totems, or while carrying a relic sword; copies stack.
Violent Pour	Weapon final blows against challenging combatants create an Orb of Power; copies improve Orb potency.

These mods are encounter aids, never mechanic requirements.

No Crota's End memento

The current live manifest contains no Crota's End-specific memento, acquisition record, or tracker. Crota Adept weapons have a general memento socket, but this raid does not award its own memento. Do not use a flawless, no-wipe, or full-clear memento objective for Crota's End.

Swordbearer Title and Optional Records

The current **Swordbearer** title contains exactly 18 required records.

Category	Required records
Collection and completion	Crota's End badge; any raid completion; loot both hidden chests.
Fireteam composition	Full clan fireteam; full Arc fireteam; full Solar fireteam; full Void fireteam; full fireteam of one class.
Abyss	Conservation of Energy; Feather-Light.
Bridge	Precarious Balance; Threatening Reach.
Ir Yût	Equal Vessels; Communal Rites.
Crota	All For One; Singular Sensation.
Master	Complete Master; complete all four encounter Challenges on Master.

Collection badge

The badge requires:

- All six Legendary raid weapons.
- One class's five armor pieces.
- Illuminated Peril emblem.
- Warped Rachis shader.
- War's Lament ship.
- Crota's Exile Sparrow.

Necrochasm is **not** part of the badge.

Not required for Swardbearer

- Necrochasm or its catalyst.
- Flawless completion.
- Stasis or Strand subclass clears.
- All six weapon Patterns.
- A memento.
- The historical first-48-hours Superior Swordplay record.

Optional records with Essence rewards

The optional flawless record **Perfected Truth** awards three Essence of the Oversoul. The title's Master completion awards two. In Unison, the four weekly Challenges, and the four permanent encounter Triumphs each award one. These are one-time record rewards, not repeatable encounter guarantees.

Master Notes

Master preserves the Standard mechanics and assignment plans. The major change is enemy lethality and Champion pressure.

Encounter	Community-observed Master pressure
Abyss	Additional Unstoppable Ogres and a Barrier Knight during the final defense.
Bridge	More Barrier Knights; final Fissure Ogres become Unstoppable.
Ir Yût	Recurring Barrier Champions in the center and add-clear sequence.
Crota	Revenant Ogres become Unstoppable.

Carry the live Anti-Barrier and Unstoppable counters. Do not hard-code an old Power number, surge, overcharge, or shield list. Crota's relic-shield rule, Ir Yût's Wizard count, Bridge crossing protection, and Chalice logic do not change.

Full-Raid Assignment Sheet

Base roster

Player	Raid-wide assignment	Encounter-specific notes
Player 1	Opens Chalice rotation	Pathfinder or Sword 1
Player 2	Second Chalice holder	Abyss movement caller or Sword 2
Player 3	Third Chalice holder	Bridge runner or Oversoul
Player 4	Fourth Chalice holder	Bridge plate or Ir Yût runner
Player 5	Fifth Chalice holder	Ir Yût scout or Crota left clear
Player 6	Sixth Chalice holder	Preserver or Crota right clear

Encounter assignments

Encounter	Required pre-pull decisions
Hellmouth	Chalice order and first plate depositor.
Abyss	Pathfinder, movement caller, rear guard, and chest detour decision.
Bridge	Home Center, Home Left Totem, Home Right Totem, first three Away runners, and Chalice crossing owner.
Thrallway	Runner 1, Runner 2, Chalice carrier, and hidden-chest timing intent.
Ir Yût	Two scouts, first three runners, all seven room calls, damage position, and Expunge intent.
Crota	Sword 1, Sword 2, Oversoul, Pool caller, left clear, right clear, and damage position.

Full-clear flow

1. Record the three Deepsight statue choices.
2. Build the Hellmouth bridge and descend.
3. Traverse the Abyss and collect Hidden Chest 1 if planned.
4. Cross the Oversoul Throne Bridge.
5. Activate Deepsight statue 2 and catalyst trial 1 if planned.
6. Clear the Thrallway and secure Hidden Chest 2 if planned.
7. Defeat Ir Yût.
8. Activate Deepsight statue 3, complete catalyst trial 2, and collect the Raider's Effigy.
9. Re-establish Crota assignments and defeat him.
10. Open the normal chest, Deepsight chest if earned, and Throne World's Riches vendor.

Sources and Verification Notes

Mechanics and current live-data state were reviewed on August 1, 2026. The evidence ledger in this package records ownership separation, exact conflict resolutions, manifest hashes, and publication boundaries.

First-party current-state sources

- [Bungie Update 9.7.0 - current raids and dungeons reward framework](#)
- [Bungie Update 9.7.0.2 - Crota's End Master Fireteam Finder visibility](#)
- [Bungie Update 7.2.0.5 - two hidden chests, armor distribution, and catalyst threshold](#)
- [Bungie TWID September 14, 2023 - Essence guarantees, jackpot, Master, and Adept's](#)
- [Bungie Update 8.0.0.1 - Necrochasm catalyst changed to One for Thrall](#)
- [Bungie May 2026 weapon guidance - crafted and Adept gear tiers](#)
- [Bungie May 2026 armor guidance - Armor 3.0 and legacy raid armor](#)
- [Bungie live Destiny 2 manifest](#)

Independently owned encounter and challenge sources

- [Shacknews - complete Crota's End raid guide](#)
- [PCGamesN - Crota's End walkthrough](#)
- [Destructoid - every Crota's End encounter explained](#)
- [Dot Esports - all Crota's End encounter Challenges](#)
- [Muthaclucker Clan - detailed Crota's End walkthrough repository](#)
- [RaidSecrets - Conservation of Energy experimental testing](#)

Loot, secrets, and Exotic sources

- [Shacknews - current encounter loot table](#)
- [Dot Esports - independently compiled encounter loot table](#)
- [Shacknews - Deepsight statue chest route](#)
- [KeenGamer - two hidden-chest routes](#)
- [The Game Post - Necrochasm catalyst trials](#)
- [Skarrow9 discovery report - catalyst time trials](#)

Stable publication boundaries

- The HUD owns all visible timers and buff states.
- The live activity card owns featured status, current Challenge, Power, Champions, modifiers, and reward preview.
- Guide terms such as Home, Away, Current Lamp, and Balcony Center are declared observer-frame conventions.
- Exact hidden setup timers, Preserve counts, add-wave counts, and damage metas are omitted where evidence conflicts or the sandbox can change.
- The website deliverable is host-neutral integration content only. No standalone website, repository, runtime, server, deployment, or hosting target is part of this release.
- No image, map, diagram, screenshot, visual-only instruction, or page-relative reference is required to execute this guide.