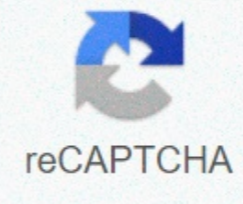




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D2 shattered throne

Fight back on the curse that plagues the dream city. The Shattered Throne is a Dungeon introduced in Forsaken, and released on September 25, 2018. It requires Guardians to enter Eleusinia, Queen Mara Sov's Throne World, where they fight their way past a horde of Taken, to uncover the source of Dreaming City's Taken corruption after the Last Wish Raid. Before Shadowkeep was released, and during the Forsaken expansion, it was available every three weeks during the full curse week in Dreaming City, and at shadowkeep's release, it is now available at any time from an icon in Director. It should be noted that the dungeon has checkpoints, so if you need to rest or go do something else, you can leave and return to your last checkpoint. Walkthrough[edit] Erebus[edit] To reach the entrance to the Shattered Throne, you must use one of the portals scattered around the dream city to enter the Confluence. Follow the road to the central room and you should see a giant Taken gateway in a large room, with a Techeun standing in front of it. Approach the gate and follow the prompt it gives you to enter the Shattered Throne. Starting with Shadowkeep, this is no longer needed because you can enter the dungeon directly from the Director. As you enter the throne world of Mara Sov, you will see a large door in front of you. Have your fire crew walk through that door and enter the maze. Continue to advance until you enter a restricted zone. It should be at one end of a broken bridge. On the other side of the gorge you will see a group of Taken Acolytes and a Taken Knight called a maze architect. Kill them, but be careful with Acolytes. They will constantly play numerous Acolytes Eyes until they are defeated. Once you kill all the enemies and miniboss, a symbol will appear. Travel to the location with the corresponding symbol. There you will find another Taken miniboss, along with a group of Acolytes. Kill them. When all enemies are dead, another symbol that will lead you to somewhere else in the map will appear. Go over there. Repeat this process until you have to go back to where you came from. While you're on your way from destination to destination, various Captured enemies will play to block your path, like Phalanxes, Captains and Hordes of Thrall. It will also be taken Hobgoblins sniping you from above. It is not required to kill them, but it is highly recommended because it will make this whole section easier. Once you have gone to each location, you will be directed to go back to the beginning, where you will meet a final group of Acolytes and a Labyrinth Architect in the form of a Taken Captain. Kill them and jump into the hole that will open up. Continue following the path. Once you've got enough distance, you should trigger a checkpoint. Jump down, kill the enemies below, and at the end of the path, there will be a that you need to kill named Asterion, Set Apart. There will be snipers during this part as well. Kill the enemies and move on to the next part. Shattered Throne Catwalks You will find yourself in a long hallway. On the pages is Taken Hobgoblin's sniping you, along with Taken Phalanxes and Knights. Carefully take them out one by one, so they don't bother you when you cross the hall. Take special care with the Knights, as their fire attack can handle serious injuries. When you reach the end, turn left. You'll enter a wide open room with catwalks and some pillars with platforms here and there. Your goal is to make it all the way to the left side. Tas Ogres and obstacles will spawn on the platforms as you progress. Be careful and remove Ogres as quickly as possible from a distance. Their eyeblasts can easily knock you off the catwalks, which will kill you. Jötunn is excellent for this encounter, as it kills Ogres in two shots each. When you do it all the way to the left side of the room, you will find yourself in front of a barrier. Once you reach the barrier, go through it and you'll see that you're slower and you can't double jump/slide/lift. There will also be a never ending swarm of Shadow Thrall playing around the room. Walk through the maze and avoid Shadow Thrall or mauling as much as you can (there's a orb on a pedestal to the right of where you go in. If you jump, then melee, and do this to travel throughout the hall, you will be able to avoid a lot of damage from Thrall). At the end, drop down into the next area. Follow the path. You will eventually meet with a choice: follow the outside of the mountain face or enter. Both courses will take you to the same place. Either way, when you make it to the other side, you'll find a large group of Taken Phalanxes. Kill them all to get to the next meeting. Vorgeth, the boundless hunger[edit] Here you arrive to the first chief, Vorgeth, the boundless hunger. This meeting has a special type of Taken Wizard called Keeper of Petitions. To do damage to Vorgeth, you have to kill the Wizards and pick up the orbs they release. You will get a buff called Petitioner's Mark that stacks three times. There will also be a 45-second timer on the buff. If it reaches zero, the holder of the buff will die and you will have to kill how many Wizards you have defeated again. When you collect the fourth orb, the buff will be changed to Petitioner's Burden, which also has a 45-second timer. Extinguish the buffet at one of the 4 pillars in the center of the room to start the damage phase. When the damage phase is over, wizards and ads will redo. Repeat this process as many times as it takes to kill Vorgeth. A recommended strategy for this meeting is to use a long range primary weapon like a Scout Rifle or a Bow to kill all the ads in the room the safe areas near the entrance. When all of them are dead, take all four Wizards to very low health without killing them. Then kill all four Wizards in quick succession and extinguish the buff to begin damaging Vorgeth. While immune, Vorgeth will attack with powerful eye blasts that will knock you back and deal with serious injuries. During the injury phases, he attacks with swarms of Axion Darts. Shooting darts will destroy them and keep you safe from damage. When Vorgeth is dead, walk through the door in the center. If this is your first time in the dungeon or you simply haven't done it before, interact with the statue. Next, jump down a series of platforms and take the elevator to Four-Horn Gulch. There you will find a floating white orb. Interact with it to initiate ??? Mission. This mission is quite simple. Follow the white orb as it travels around, slaying the enemies playing along the way. When absolutely everything is dead, you will get three tokens. After completing the ??? Quest players must then return to Eleusinia to kill 3 hidden bosses found in the Shattered Throne. To find Querim, the Waking, the team must find a blue orb on top of the Deep Tower and bring it to the roof of the center building. There will be a Siren of Riven talking to the team. The orb must be placed in empty hands on one of the statues. Once that's done, the fight begins. First a Taken Minotaur named Theratos, Archersbane will spawn. When you get Therato's health low enough, Querim will play. To complete the fight, both Minotaurs must be disposed of, regardless of time. From here, continue into the dungeon as usual until you reach the Ogre catwalks. Next is to find Eriviks, the Waking, whose arena must be unlocked with 2 orbs instead of 1. The first orb will be found in the Ogre catwalk area, where it is located behind the first pillar to the right of the beginning, and the orb is to be placed somewhere along the right side of the room (from the perspective of the first pillar to the Shadow Thrall room), where one of the statues will be missing orb. The other is located in Thrallway to the right of the entrance. The orb should be placed at the end of this room, where the team jumps from Thrallway into a chamber with a bunch of statues along the sides. As before, you will find a statue that does not hold a orb. Put it there. If both are placed, then a door at the other end of the room will open, revealing a hidden area where the Boss lurks. When the team rendezvous in the room and a player examines the center, the door will be closed and the fight will begin. A bunch of Taken Psions will play to try to trouble the players, and then the manager will play in the aforementioned center. When erivks are killed, the meeting will end and the door will be opened again. Again, continue through the dungeon as usual until you make it to the Vorgeth fight. Finally, Xavoth, the Waking, which is, inconveniently, lies with Vorgeth. To call Xavoth, players must purify one of the sigils, to get rid of vorgeth shield. At the back of the room at the exit, a Taken Minotaur will spawn; Kill it will release an orb, which must be placed at one of the statues hidden along the side of the room. Then Xavoth will play; but unlike Vorgeth, Xavoth is easy to kill, but can and will be a problem if not dealt with quickly enough. When Xavoth is dead, Vorgeth continue the fight as usual. Once all enemies are eliminated, and tokens are filled, players can turn these tokens into sjur eidos statue and claim the Wish-Ender arch. Bosses[edit] Rewards[edit] Rewards that release here will be the normal Dreaming City gear, such as Reverie Dawn Armor and other Dreaming City-themed weapons. Drops from Shattered Throne are powerful and will increase a player's Power Level if they are not already on a soft cap for the current season. There will also be a chance for the rarer Dreaming City Ship, which is a mandatory collection of items for the Cursebreaker Seal. Weapons[edit] The shattered throne is the first Dungeon in the Destiny series. References[edit] References[edit]

