

# Atheon Challenge Mode

## Part I: Pre-Encounter Setup

Suggested Weapon Sets	
<b>Primary</b>	<p><b>VoG Legendary Raid Set</b> – Seriously, almost any of them. They all have additional damage to oracles. The best among them is Atheon’s Epilogue, the once great PvP gun, that melts an oracle in a little over half a clip. Predyth’s Timepiece and Vision are also good. I can’t speak to Fatebringer’s effectiveness here.</p> <p><b>High RoF Auto’s</b> – Doctrine of Passing and any other gun in that archetype is an excellent option.</p> <p><b>DO NOT USE:</b> Non-VoG scouts or hand cannons. The game has a decreased damage modifier built into the oracles. Scouts and hand cannons literally do less damage than any other weapon type.</p>
<b>Secondary</b>	<p>You really want a sniper here. It’s highly suggested for not only Atheon hits but desperation moments with oracles (I’d still suggest a primary first on them).</p> <p><b>Black Spindle</b> – Close to DPS of Sleeper, but missing crit shots will drop effectiveness dramatically</p> <p><b>High-Impact Sniper</b> – Ex Machina would be my first choice, followed by Event Horizon and others in this archetype.</p> <p><b>DO NOT USE:</b> Shotguns, sidearms, etc. Really any other gun than a sniper is probably not optimal.</p>
<b>Heavy</b>	<p><b>Sleeper Stimulant</b> – Easily the best damage on Atheon of any gun in the game. Hit those crits!</p> <p><b>Gjallahorn</b> - Not helpful for Atheon, really. However, they do take down an oracle in one hit.</p> <p><b>DO NOT USE:</b> Any other rocket launcher. I have also heard that heavy machine guns are not viable in this fight, but I don’t have experience with them. Swords are also not viable for this fight. Enemy clears are mostly harpies, and they explode next to you (so not a good idea to swipe a sword at them).</p>

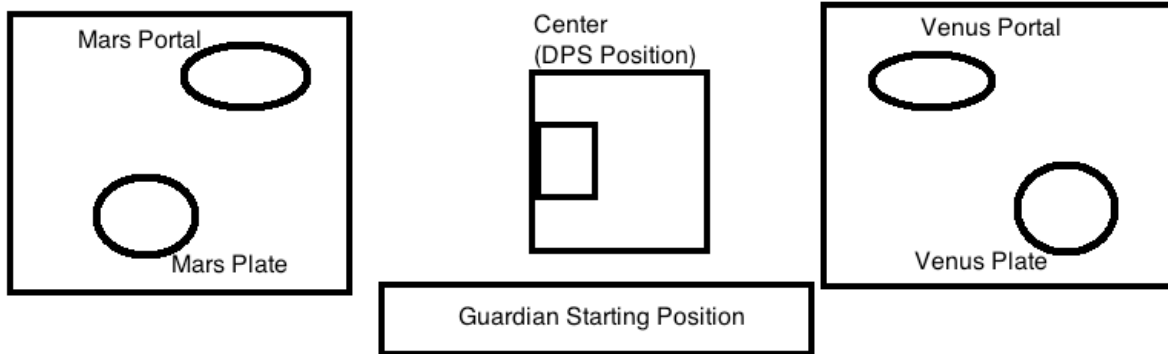
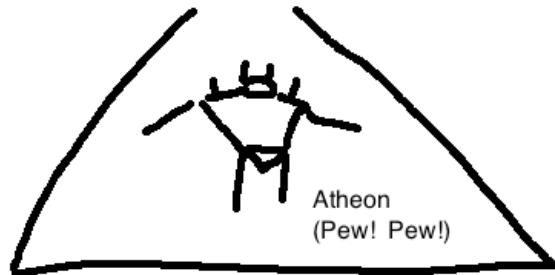
## Part II: Initial Positioning, Open the Portals

The room is split into two sides, referred to by most of the community as “Mars” and “Venus,” though this is technically not correct. “Mars” is actually Venus before terraforming, “Venus” is Venus after terraforming. Either way, just calling them “Mars” and “Venus” is easier.

Lore aside, players have trouble remember which side is which. How to remember?

MARS is LEFT. Each has four letters.  
VENUS in RIGHT. Each has five letters.

Simple enough.



When the fight begins, guardians should split into two teams of three. One team should head right and immediately stand on the Venus Plate. The other team should head left and stand on the Mars plate. The goal here is to start opening the portal on each side, which only happens when guardians are standing on the plates. Then you wait to get teleported.

### IMPORTANT NOTE

While you are waiting, make sure you know who is comfortable using the relic, which you will pick up inside once teleported. If you have only one person in your raid team who is comfortable with it, someone is going to need to learn on the fly. More on this in a second.

## Part III: Teleporting, Crucial Call-Outs

### What are the Main Goals of this Encounter?

1. All oracles need to be dropped by separate guardians
  - a. *To clarify: Each guardian must drop one and ONLY one oracle.*
2. The relic holder needs to get to the Center DPS position
3. Shoot/kill Atheon. (Pew, Pew)

It may sound simple enough, but the speed and efficiency part is the problem. Oracles appear quicker than before Age of Triumph dropped, and because three guardians are outside the portal, they will need to enter to destroy their oracle.

### Teleporting

A message will appear reading “Atheon Opens the Timestream” and three of the six guardians will be teleported. Who teleports is totally random. Once three guardians have been teleported, a number of very important things need to happen very quickly. Speed and efficiency is the name of the game here.

HOWEVER, there must be one guardian outside the portal at ALL TIMES, or the guardians will be “lost to time” and the team will wipe.

### Crucial Call-Outs and Assigning Roles, Post-Teleport

Once teams are teleported, three call outs must happen IMMEDIATELY. These three call-outs set up important roles for the remainder of this teleport rotation.

The roles are commonly referred to as #1-6, and they correspond to the order in which the oracles will be destroyed. (i.e. #1 kills the first oracle, #6 kills the last one)

1. **Call “Mars” or “Venus”:** Whoever is teleported must call either “Mars” or “Venus.” This lets the team outside know which side they need to rotate towards. The three remaining guardians outside must rotate to the corresponding “plate” outside that teams portal. This must be done IMMEDIATELY to allow enough time to open the portal.
2. **Assigning “Relic” (#3):** One of the three-teleported guardians must immediately pick up the relic. That person is assigned #3.
3. **Assigning #6:** One guardian who *was not* teleported needs to call out “6”. That person will stay outside to keep the gate open and only enter to destroy the last oracle.

**\*\*\*Important note:** If you’re standing outside (#’s 4/5/6), try to stand on top of the pillar in the center of the plate. Harpy explosions are less likely to kill you there.

## Part IV: Destroying the First Two Oracles

### What's Happening Inside Mars/Venus?

Here's a diagram of the room:

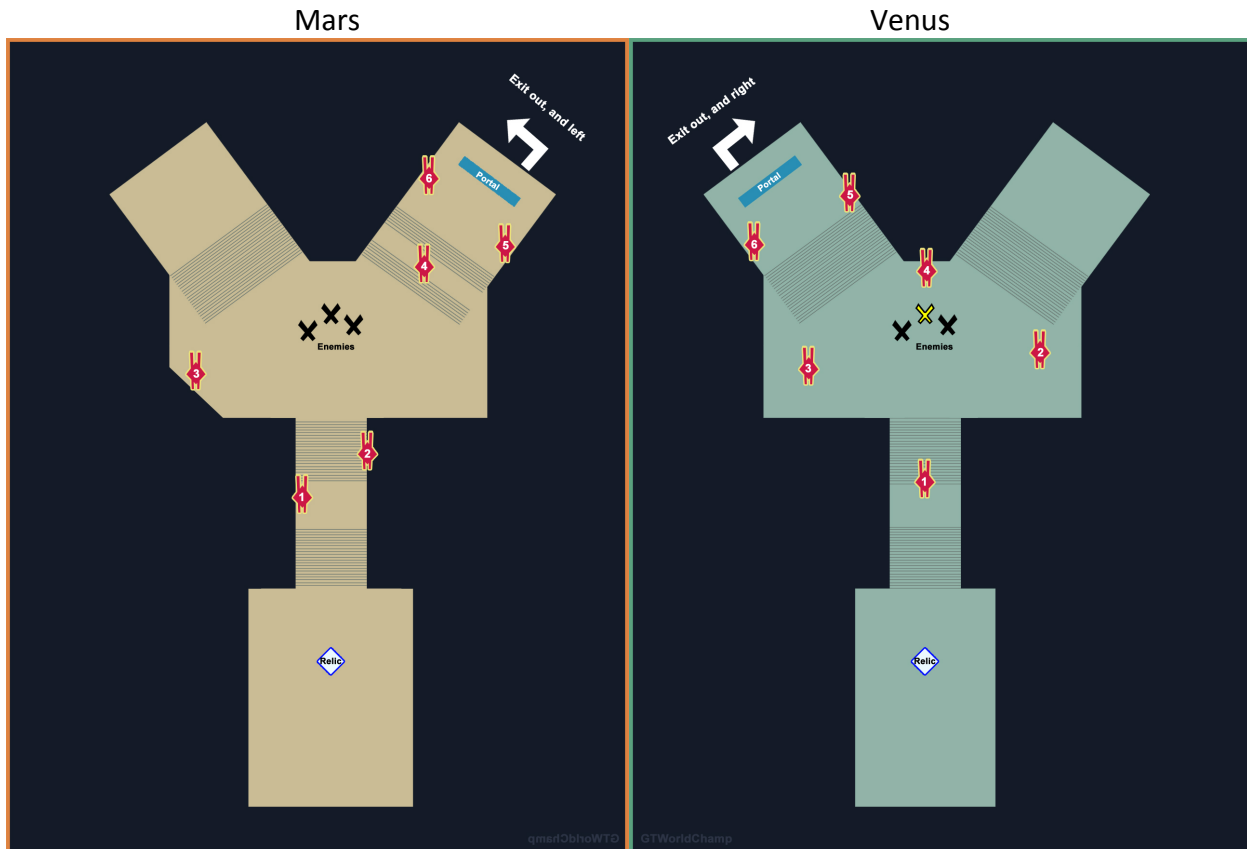


Image credit to Reddit: [https://www.reddit.com/r/DestinyTheGame/comments/63mzdw/attheon\\_encounter\\_visual\\_guide\\_mars\\_venus\\_oracles/](https://www.reddit.com/r/DestinyTheGame/comments/63mzdw/attheon_encounter_visual_guide_mars_venus_oracles/)

More on assigning roles in just a second, but here's what needs to happen next.

First, the relic holder will descend the stairs (regardless of side) and kill the ads. There are three ads on each planet, but the types of ads are different.

Venus: One Pretorian, two goblins (non-snipers)

Mars: Three hobgoblins (snipers)

On Venus, the two non-relic holders should throw grenades down at the ads, but on Venus this isn't a good idea. It will attract the hobgoblin's attention and start their sniping early.

For the relic holder, I would suggest an R2 slam on Mars (if positioned well, you can drop all three), and then maybe an R2 slam followed by some R1 (bumper) hits to clear ads on Venus.

This must be done quickly, especially on Mars. Those snipers are brutal if left alive.

So, #3 (relic holder) and #6 (outside) have been assigned. The four remaining guardians (2 inside, two outside) are going to do the same job in pairs (#'s 1/2, and #'s 4/5).

As the relic holder is clearing ads, Oracles will start to spawn.

### IMPORTANT CHALLENGE REQUIREMENT

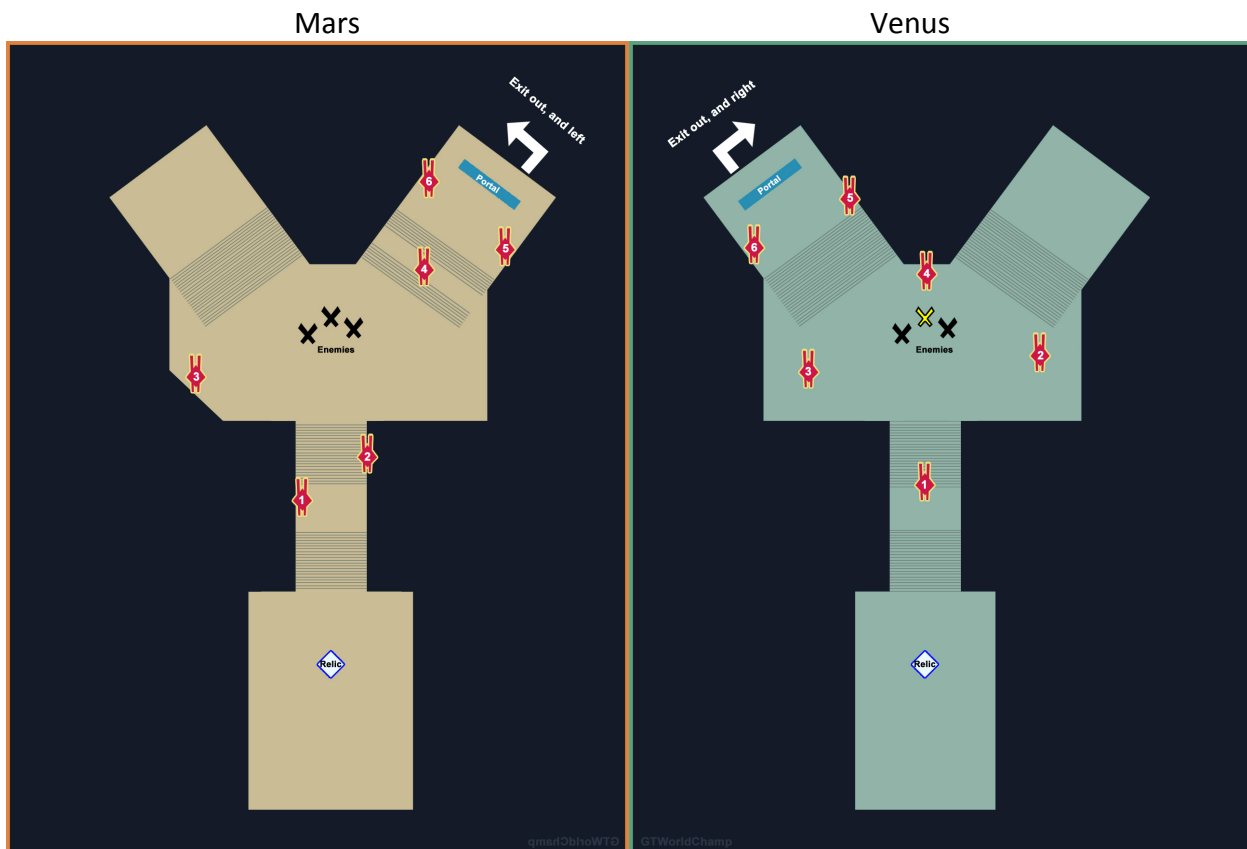
Oracles must be killed **in the order they spawn**, and to complete the challenge, only one oracle can be destroyed *per guardian* (see suggested load outs on page 1).

### Assigning #1 and #2

The two non-relic guardians inside Mars/Venus should immediately begin shooting Oracle 1 as soon as it appears. It doesn't matter who kills it, but the name of the guardian who took the last shot will appear on the kill feed (i.e. "Lord\_Nytrus destroyed an Oracle"). Whoever destroyed it is now #1. Call out "ONE."

The other guardian inside who didn't kill the first oracle should call out "TWO." This guardian (#2) should shoot the second oracle until it is destroyed.

Here's that map again. The order of the oracles and their positions are the red icons below.



## Part V: Destroying Oracles #3-#6

### RELIC RUNNER SOULD CLEANSE #1/#2

Everyone who is inside the portal will be “marked by the void” (slow and steady blackening of the screen) from the moment they are they are teleported and will need to be “cleansed” by the relic-runner.

Cleansing can be done by holding the left bumper (L1), and so it’s important for the relic runner to find and cleanse #1/#2. A good spot to do this is near the exit portal. Once #1/#2 have killed their oracles, they should run to the portal and wait INSIDE to be cleansed before leaving.

When #1/#2 leaves, they should head for the center DPS platform and wait. Bubbles are helpful here to stay alive, as are invisible smoke grenades. Atheon will NOT shoot you here yet.

### BACK INSIDE, CALL OUT WHEN 3<sup>RD</sup> ORACLE SPAWNS...

Two things need to happen.

1. Relic-runner should call “3<sup>rd</sup> Oracle Up.” This is a call for those still *outside* the portal. At this point, both guardians who *did not* call #6 outside should enter the portal.

*They must be listening for this call and move quickly inside or the team will “succumb” to oracles. The timing here is tight.*

2. We previously assigned relic-runner as #3, and here’s why. By this point, that relic runner has hopefully built their super, and it’s time to use it. Holding both right and left bumper, the relic runner will fire a super shot to destroy the 3<sup>rd</sup> oracle.

### ORACLES #4 AND #5

By this point, the two outside MUST be inside. This pair will repeat the process completed by guardians #1 and #2.

- Team-shoot oracle #4 until it is destroyed (guardian now called #4 can leave and head to center DPS position outside with #1/#2).
- Guardian #5 destroys oracle #5 and also leaves and joins others on the center DPS platform.

#### \*\*\*IMPORTANT NOTE:

- Once oracle #5 is down and cleansing has been completed, the **relic runner should leave portal and head towards center. DO NOT WAIT FOR #6.** This is important for maximizing DPS immediately upon destroying the 6<sup>th</sup> oracle.

## ORACLE #6

**When Does #6 Enter the Portal?** The timing here is a little tricky, so here's my suggestion. As soon as guardian #6 sees that #1/#2 have exited the portal and have moved towards the DPS platform, I suggest entering the portal. The portal will stay open because #1/#2 are outside (Praetorians have been removed from this outside area after AoT, so they won't close the portal anymore). The timing is so precise that waiting any longer than that can end in succumbing to oracles.

Getting to it, guardian #6 needs to be sure to wait until all the other five oracles have been destroyed, and then they should let loose on oracle #6.

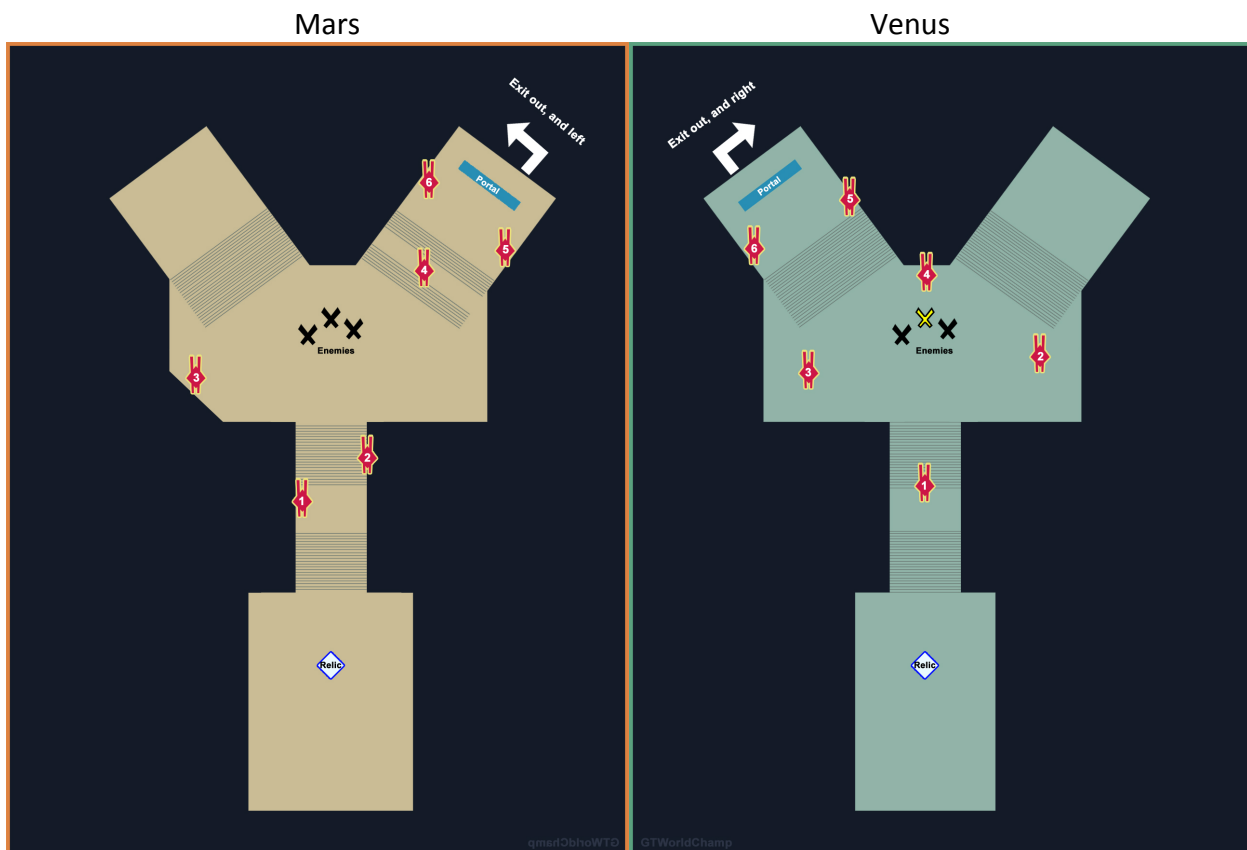
Once it is destroyed, head outside for the DPS platform.

### \*\*\*Just a Quick Note on Leaving the Portal\*\*\*

Leaving the portal can be disorienting because of the teleport animation. Upon leaving...

Venus, turn right. Mars, turn left.

Here's that map again, one more time for reference:



## Part VI: Destroying Atheon

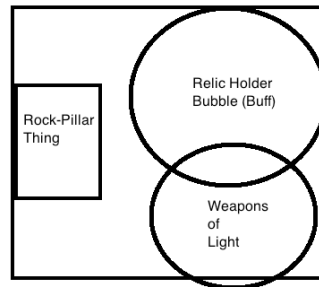
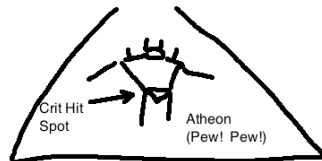
What seems like the biggest deal is actually the easiest part. If everything has gone right up to this point, you're in a good place.

As soon as the relic-holder (#3) arrives on the center platform, they should stand towards the front of the platform and hold L1/Bumper. This protects guardians from Atheon's shots and ALSO allows them to shoot Atheon with a damage buff THROUGH that bubble.

If you have a titan, they should have already (or should now) put weapons of light on the BACK of the platform. Placing it too far forward can restrict shooting space. Hunters should also fire their tether immediately and REPEATEDLY throughout the fight, as supers recharge at a rapid rate inside that relic-bubble. Light him up.

See weapon load outs on page #1 for suggestions. High-impact snipers and Sleeper are best. Aim for the crit spot below his belly.

Realistically, if your team gets enough DPS, Atheon will go down in one DPS rotation. The relic-holder will get a timed countdown on their screen, and, while I suggest doing it in one rotation for simplicity's sake, the relic holder should tell everyone to "get off" the platform if the counter gets to 0:03 seconds and it's clear Atheon isn't going to drop.



Finally, if your team doesn't get him down in one rotation, jump off the platform to the BACK to avoid harpy explosions. They tend to hang out on the sides. If he hasn't dropped, the teleport will repeat, and it's time to kill Oracles again.

Good luck! Hope this helped!