

Murders of Crow Dungeon Design

The Murders of Crow is an "out of place" dungeon designed to accompany a returned Venus, and hints at another threat to the Guardians in the Destiny universe after the Light and Dark Saga.

Crow summons the players in that he has been receiving disturbing messages; specifically, he is seeing videos of himself being cut down by other Awoken in the jungles of Venus. He enlists the Guardians to head into the ruins of the Ishtar Academy to track down the source of the transmissions.

On the way, players will encounter a strange new force of Awoken who swear no allegiance to Mara, partially sourced from Uldren's former spy network, and uncover one of the many dangerous projects buried inside the long dormant Academy, that potentially threatens the Vanguard in a whole new way.

For their tenacity and resolve they will be awarded with the exotic Hand Cannon "Unwritten Story" for their troubles.

Encounters

1. Swarm of Beaks
2. Hungering Secrets
3. Feast of Crows
4. Trial of the Morrigna
5. Prototype Tyrant Engine

Through-Line Mechanic; Illusions & Reflections

The dungeon is focussed heavily on illusory copies of figures.

These figures can be fought and killed like regular enemies, but often have attacks and tricks their copies don't, making finding them a priority.

Unlike normal copies, they will not be permanently killed once brought down to low health, instead seemingly "dying" and then resurrected to fight players again.

The key to defeating them is reflections.

Throughout the dungeon players will find various reflective surfaces, and the real version of the enemy will look different in them, where the copies will appear to have a shattered glass appearance over their models.

Players will need to interact with these mirrored copies (the most basic by shooting them, more complex interactions as the dungeon unfolds) in order to defeat them and move on, or utilise the reflections in order to see the right paths to continue on through.

New Enemy Faction: Anathame Awoken

This dungeon introduces some members of a new faction, the mysterious Anathame Awoken, who have appeared mysteriously in the Sol System and are unaligned with Mara Sov and the rest of the Awoken nation.

Visually, they are similar to the Awoken of the Dreaming City, but their armour appears more delicate and less functional, also often incorporating twisting vines and other small barbs or strange plants in various stages of decomposition.

As a whole, their armour seems to be eternally smoking, and drips has flakes of ash dripping off it which pools on the ground before disappearing. When they perform large attacks, they leave this ash across the battlefield.

Beyond the Morrigna (which have unique skins), players will only encounter three different unit types of this faction; a Corsair (light attacks wielding dual blades, or long sniper rifles), a Gensym Knight (utilising a double bladed axe or a grenade launcher), and a Techeun (who do not wield weapons).

Encounter One: Swarm of Beaks

The intro encounter has players touch down at the edge of the Ishtar Academy in the Ishtar Sink to find a group of Fallen being set upon by flocks of crows (actual crows, they are referenced in lore to basically be cameras and other spy devices). Mechanically, they work like the Lucent Moths, but they attach themselves to players (and the Fallen in this case) and deal tick damage until other players shoot them off.

There will be 13 flocks of crows, but they won't just charge at players, they'll move around the arena and then fly towards players.

This is important, because there are four flocks which have a secret; they're actually an Anathame Corsair wielding dual knives, who will slash at the players, dealing massive damage, and then teleport away. The object of the encounter is to kill these four Corsairs, and the key to do that is actually to use the reflections of puddles of water on the ground; this will show the Awoken for who they are.

These awoken all have the health and damage of elite enemies, and will down a player instantly if they are below 50% health.

If players destroy a flock that doesn't have an Awoken, when the Awoken teleports away after slashing a player they'll stop moving for a bit and "conjure" another flock of crows, which will appear as the flock splitting in two. They will only begin this animation if they are not in direct eye-shot of the players, and shooting them enough disrupts the animation.

Once an Awoken is killed, the other flocks "attached" to it (three flocks for three Awoken, with one having none) will move slower and won't respawn when killed.

After three of the four Awoken have been killed, all the remaining flocks will rush the players, and the final Awoken will be revealed. Killing them ends the encounter, spawning a chest and opening the doors further into the Academy.

Encounter Two: Hungering Secrets

Players move further into the Archives, they'll find themselves in where the original mission ended in Destiny 1, which is basically a two tiered Library.

At the end of the library there's a doorway that will be locked shut with a strange type of smoky lock-barrier.

Throughout the encounter, players will be harassed by Anathame Corsairs wielding sniper rifles and flocks of Crows that will spawn from darkened areas of the Library.

To complete the encounter, players need to find the hidden mirrors throughout the area and angle themselves so that they can see the smoky door from their vantage point.

Within that mirror, they will see three runes.

Players will need to find another three mirrors around the arena, and shoot a different rune each through the mirror at the same time, which will dispel the runes from the door and end the encounter.

The twist in the encounter is that enemies attacking the players can also break the mirrors they're looking into, so players will need to move quickly in order to ensure the mirrors do not all get broken.

If all the mirrors are destroyed, players will be wiped, but otherwise all players need to do is to dispel the runes from the door.

Once they are able to move through the door, they will move onto the next encounter. There is no chest for this encounter.

Encounter Three: Feast of Crows

Once players exit the Library, they'll make their way further into the academy, and they'll come across the mess hall.

When they get far enough into the space they'll see a distressed Crow (a copy of the Guardian) come into the arena, before being killed by an Anathame Corsair, which will then teleport away.

The aim of the encounter is to keep the Awoken off of the Crows that spawn long enough for him to deliver an important piece of information.

There's a catch though; some of the Crow duplicates will instead be the knife-wielding Anathame Corsairs in disguise, and players will need to figure that out by bringing the Crow duplicate to a part of the arena in line with one of the broken mirrors on the walls, which will reveal their true nature and allow them to be killed.

Once a Crow delivers their line of the message, they'll be shot from off-screen by a sniper, and once players have listened to either seven lines, the encounter is over.

Once players save enough of the Crows, they'll be greeted by a small group of Dreaming City Awoken (only first time through, because it's a story beat, it can be skipped in future playthroughs. This scene plays when players have the quest from Crow) and the real Crow will transmat it. The off-screen enemy will demand to see their ghosts, which the players will need to do (just by pressing tab to summon them), and then Joylon Till will jump down into the arena, revealing himself to be the sniper, and stating that the "fake" Crows don't have ghosts with them. He will largely ignore Crow, being very cold towards him.

He'll warn the players that the going gets significantly more difficult from here on out, and unlocks the "Special Projects" wing of the Academy.

Encounter Four: Trial of the Morrigna

Players make their way through the wing, with most of the doors blocked off, before entering a half-destroyed lab. Above them will be three Awoken figures, one Corsair, one Gynsem Knight, and one Techun. These three Anathame Awoken will look like their other counterparts as well as unarmed, but if looked at through any mirrors seem to be both taller and armed to the teeth, with much more ornate, partially golden and white, glowing armour. They can be seen this way in their various arenas if seen through mirrors as well, otherwise will only appear in their normal forms.

They'll ask if the players are ready for the trial, and a portal will appear in the middle of the space, like Mara created in the Season of Defiance, but with thorns and other plants growing through its edges. Once players step onto the portal, it'll begin the encounter.

The players will be split up into three small arenas, with enemies and environments varying by class, but will always be alone in their area. If players die in their arena, the other players will get a floating "use" prompt that will allow them to resurrect their allies without physically seeing them. These resurrected allies will appear in the first room, and will need to re-enter and repeat their mini encounter.

Hunters will enter one of three jumping puzzles, stocked with Anathame Corsairs armed with sniper rifles. In the path, they'll have three platforms which are invisible, and are only able to be seen in the mirrors either side of the pathway, but are blocked (bodily) by the Awoken. Once they make it to the end of the jumping puzzle, they'll have a short fight with the Corsair from before. When they drop its health by 30%, they'll get a buff called "Aanaed's Farsight", and be returned to the communal arena.

Warlocks will enter one of three mazes, with patrolling Anathame Techuns moving around the space. All the doors in the space will appear closed or blocked off, but you can see through mirrors that some of the doors are actually open. There's only one path through each, so it's a matter of moving through the correct doors until you find the Techun from the original room.

Once they reduce its health by 30%, they'll receive a buff "Mokhuh's Insight", and then be returned to the communal arena.

Titans will enter a combat arena, filled with Gensym Knights, but most of them will be invulnerable and won't deal any damage to the players.

They have to use the mirrors to discover the correct enemies, and deal them some sort of precision damage to cause them to stagger, where they can be freely killed.

Once seven are killed, the Anathame Gensym Knight from the first room will appear from the ceiling, and begin to fight the players using a double bladed axe. Once they get him down by 30%, they'll get a buff called "Bhadeb's Courage", and be returned to the communal arena.

Once they return to the arena, players will have to contend with flocks of Crows that will continually spawn from the edges of the arena until all three players are back in the arena. When the third player returns, there will be a final wave of crows, and then the figures from above will jump down and attack the players. They will all start with their health at 70% of maximum, no matter what mix of classes completed the mini-encounters.

They will be invulnerable and use the same attacks as in the mini-encounters. When players shoot the mirror image of the Anathame Awoken corresponding to their buff, they can stagger that enemy and all players will be able to deal them damage.

If they stop being attacked for more than 10 seconds, they will stop moving and kneel, causing an aura of thorns to appear around them and their shield will return. Once this animation has started, it cannot be stopped.

Once each boss has been dropped to 40% health, they will not lose this shield, and players will be unable to stagger them.

Once players drop all three to 40% health, they will transform into their "true" forms, and fight the players with new attacks.

The Corsair will stop for a moment and shoot a laser blast from their rifle for a few seconds, which will burn any enemy that moves through it.

The Gensym Knight will lean backwards and throw the axe towards a player, teleporting to it and perform an attack in a 360 degree arc wherever it hits.

The Techeun will fire blasts of Awoken magics towards the ground, causing lines of thorns to erupt from the spot and split into three, one of each chasing the players and dealing damage to anyone crossing the thorns. If these thorns hit players, they will be dealt a medium amount of damage and the thorns will vanish.

Whenever each is dropped to 10% health, they'll become invulnerable and return to the ledge above the arena where they will no longer participate in the fight. Once all three are up there, the encounter is over and they'll cast some sort of spell, which will blow away some of the mirrors at one edge of the arena and let players proceed to the final encounter.

A chest will appear where the portal previous was, and players can move through one of the broken windows into a monitoring area & towards the final encounter.

Encounter Five: Prototype Tyrant Engine

After going through various destroyed monitoring offices, players will find their way to what looks like a large generator room.

When players move into the final arena, it doesn't look like much, just a large room around a generator, which has a small pinky-purple orb as part of its design. Astute players will notice this looks like the heart of Riven from the Last Wish Raid.

A rally flag will be near the doors they enter through.

As players either get close to the machine, or shoot at it, it will come to life and a purple light will flow across the player's screen as they hear a strange male voice "Hello, oh Warlord Mine", and players will be given a random debuff of three, each one corresponding to one of the areas that the players moved through in the previous encounter.

In front of the machine three Bosses will spawn with the same name; "Warlord Crow, Master of the Flock", which will be each a slightly oversized version of Crow wearing slightly more faded and damaged armour, but three different types of armour.

The players will be assigned to three visually distinct but functionally the same copies of the generator room, with mirrors at different parts of the walls. Each player can only see one of the three bosses at a time, depending on which debuff they have, with each player being assigned a different one randomly at the start of the encounter. This debuff persists through death.

Throughout the rest of the encounter players will be able to see each other, but will appear slightly faded, however won't be able to see the other versions of Crow or the other arenas. They can interact with each other as normal, including resurrection and healing.

Players will be debuff called "Aanaed's Doom" will be placed in an arena that looks like it's been completely taken over by vegetation, the time is the dead of night, with only a few mirrors still existing as complete panes, reflecting moonlight from a moon seen in the skybox above the canopy.

They will face off against the Nightstalker version of Warlord Crow, who is wearing a faded version of the Great Hunt Hunter Ornament with deep claw marks raking across it, which leak ash.

It is armed with Vortex grenades, smoke bombs and utilises the Shadowshot super ability in its next phase. It will constantly move around the arena and attack from range using a bow and can go invisible, but only once every 30 seconds, and only until it attacks.

Players will be debuff called "Mokhuh's Dismissal" will be placed in an arena that looks like it's been built into a dungeon below a high-tech tower in Awoken style, towering over the scene through a large grate in the ceiling. Around the outer walls are doors to cells, with mirrored panels nearby several of them.

They will face off against the Arcstrider version of Warlord Crow, who is wearing a faded version of the Reverie Dawn Hunter Ornament with its edging singed and leaking ash.

It is armed with Flashbang grenades, the Disorienting Blow melee attack and utilises the Gathering Storm super ability in its next phase. It will use hit and run tactics, dealing players an amount of damage with its sidearm before attempting to keep the players from closing the gap with it.

Players will be debuff called "Bhadab's Disdain" will be placed in an arena that looks like it is being invaded by a hostile force, with a large ship partially blocking out the gap in the ceiling and the ground burned and on fire (which does no damage to players), throughout the edge of the arena there will be jagged pieces of mirror that look like they've fallen from somewhere above during the fighting.

They will face off against the Gunslinger version of Warlord Crow, who is wearing a faded version of the Vanguard Dare Hunter Ornament with small thorns ripping through his chest and shoulder pieces.

It is armed with Swarm grenades, the Throwing Knife melee attack and utilises the Blade Barrage super ability in its next phase. It will attempt to keep the players under pressure, firing with its hand-cannon but standing out in the open shrugging off most attacks.

In each arena and for the encounter, players will find Crow invulnerable to damage initially, with a shield of thorns around its body. They will need to move around so that they can shoot Crow in it's reflection of one of the mirrored surfaces, which will do damage to it, but also remove the shield from Crow for 5 seconds each time allowing players to damage the boss directly (this time increases and stacks if players keep shooting at the mirror-version of the

boss). As the boss shares a health bar, players can steadily damage Crow as long as they can get an angle on him.

Once the players collectively reduce the boss' health to 80%, the bosses will each utilise their Super, and players will simply need to survive until the Super is over in order to progress. For the remainder of the encounter, the bosses will use their Super abilities "on cooldown", which will translate to roughly once every three minutes.

Once players reduce the boss' health to 50%, a purple blast of energy will radiate out from the ball in the generator, and will switch the players' debuffs, leading them to confront a different version of Crow, and see the new arena.

They will move in a set order, with the player with the "Aanaed's Doom" debuff now having the "Mokhuh's Dismissal" debuff, the player with the "Mokhuh's Dismissal" debuff now having the "Bhadeb's Disdain" debuff, and the player with the "Bhadeb's Disdain" debuff now having the "Aanaed's Doom" debuff.

This blast will occur every time the boss uses their Super for the remainder of the encounter, after their super has finished.

Once players get the boss' health down to 30%, the player's all gain a new debuff called "Tyrant's Domination", and will see a version of the arena that is a mesh together of all three arenas, notably with all the mirrored surfaces now visible. They will lose whatever debuff they previously had.

In addition, all the players will now be visible to each other, and all three of the versions of Crow will be visible and able to attack any player. Their damage is still shared between the boss' health bar.

The encounter continues until the boss' is at 5% health, which will cause the three versions of Warlord Crow to be replaced with a version of the boss wearing a faded and damaged version of Crow's Guardian armour, but with a shader in the colours of the Anathame Awoken.

The boss will teleport to the machine, and will begin channelling some sort of spell, becoming immune.

Players will notice in every mirror's reflection will be a rune covered with the same smokey shield that was present in the Hungering Secrets encounter, and when players shoot rune through the mirror, the effect will dissipate and a beam of light erupts from the rune towards the boss, dealing him some damage.

They will need to uncover as many runes as possible in the 30 second final stand. If they fail, the blast will occur again and the bosses' health will return to 30% (splitting into three again), but if they succeed, then Warlord Crow will appear to get shot from offscreen, and die, ending the encounter.

The ball in the middle of the engine will fall out and roll across the field, before shattering and being replaced by the final chest.

Exotic: Unwritten Story

The exotic from this dungeon is an energy slot hand cannon called "Unwritten Story", and drops from the final boss as per normal, with achievements increasing the drop rate.

The exotic's unique property has two unique properties. The first is "Inconvenient Fact", which causes the weapon to cause the damage type of the Guardian's equipped subclass, and gives a small bonus to the Guardian (basically a variable version of the Elemental Capacitor perk).

It's second unique perk is called "Oh, Power Mine", which allows players to hold down the reload key to chamber a round which explodes when it strikes a target or surface and causes the element's "weapon effect" (such as weaken, severing ect) to anyone struck in the area, but consumes 5% of the player's super energy to do so.

It has no Catalyst.