

# Hunter (Blue) Renewed

Original by u/chinyan  
 Updated by u/SeraphimAngels/Seraph#5740  
 Safe Haven [34] PO Clan

Event runs: 8/11/20 - 9/8/20 (4 weeks)  
 4 weeks  
 Discord Link: <https://discord.gg/2Dcuu2JG>

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All	Tips
<input type="checkbox"/> Defeat 25 guardians	<input type="checkbox"/> Complete 5 playlist strikes	<input type="checkbox"/> Complete 5 Nessus public events [2]	<input type="checkbox"/> Complete 1 EA2 run	<input type="checkbox"/> 50 Precision final blows	<p>*Must have armor equipped for the objective you want to complete (doesn't need to be full set)                      *Complete all objectives of a set then interact with statue again to upgrade (replaces with new armor so don't bother masterworking)                      *Orbs drop from enemies and last about 5 seconds                      *Type of orb dropped is based on the element that killed it (kinetic is based on subclass)</p> <p>*Picking up 30 elemental orbs that match the solstice burn gives an empowerment buff for 30 seconds                      *Solstice empowerment gives stacks of solar damage, slow health regen, and double solar super duration                      *Arc empowerment gives increased move speed, increased damage to melee and sword, sword ammo regen, and doubles arc super duration                      *Void empowerment gives Truesight (wallhacks) and invisibility when crouched, faster ability regeneration, and doubles void super duration                      *Charged with light and Warmind cell mods can be used to make the mele/grenade/super objectives much quicker                      *Unlocking the Majestic set will unlock the option to purchase the elemental/Universal ornament set from Eververse with Silver or Bright Dust                      *Solstice packages can drop random rolled Majestic armor once you unlock them</p>
<input type="checkbox"/> Complete 5 matches	<input type="checkbox"/> Collect 100 arc orbs	<input type="checkbox"/> Complete 5 Adventures [3]	<input type="checkbox"/> Open 10 Solstice packages	<input type="checkbox"/> Defeat 100 Fallen	
<input type="checkbox"/> Collect 100 solar orbs			<input type="checkbox"/> Defeat 50 enemies	<input type="checkbox"/> Collect 400 elemental orbs	

# Hunter Majestic (Purple - No Glow)

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All	Tips
<input type="checkbox"/> Defeat 100 guardians with void weapons as a team	<input type="checkbox"/> Collect 300 arc orbs [6]	<input type="checkbox"/> Complete 5 patrols in the EDZ	<input type="checkbox"/> Defeat 200 enemies	<input type="checkbox"/> 2000 elemental final blows	<p>*3x progress on all blue armor! Complete Majestic armor set on 1 class for 2x progress on the others, 2 classes for 3x                      *If you need lots of quick easy kills you can use whisper trials, shuro chi trials, or shattered throne slow moon trials</p> <p>1. Gambit prime and comp doesnt drop orbs but still count towards matches                      2. If doing public events solo, you can fast travel to reload the area and hopefully join in on a slower group doing the event still                      3. The Weekly Fastpoint always has repeatable adventures                      4. Shuro Chi in Last Wish/Trials in Whisper/Trials in "slow room" in Shattered throne (F0ut EES + demolitionist perk can help a lot) or just wait for grenadier                      5. Counts teammate's kills                      6. Can launch the Computed strike as a team of 3 and farm the blind well for easy/quick orbs (doesn't have to be playlist)                      7. Must damage the boss (yellow health bar) for it to count                      8. Includes Supers</p>
<input type="checkbox"/> Complete 10 Gambit matches	<input type="checkbox"/> Playlist 600 kills w/ subclass matching Solstice burn [5]	<input type="checkbox"/> Complete 10 heroic public events [2]	<input type="checkbox"/> Collect 200 elemental orbs	<input type="checkbox"/> 100 ability kills [8]	
				<input type="checkbox"/> Collect 1000 elemental orbs matching your subclass	

# Hunter Majestic (Purple - No Glow)[10][11]

Crucible	Moon	Nightfall	Dungeon (Moon)	Moon	Tips
<input type="checkbox"/> Win 7 Trials of Osiris matches	<input type="checkbox"/> Complete Nightmare Hunt	<input type="checkbox"/> Complete Master Nightfall	<input type="checkbox"/> Complete Pit of Heresy	<input type="checkbox"/> Defeat 3 Altar of Sorrow's final bosses	<p>10. Adds a white glow when you finish the objective                      11. Doesn't need to be equipped. Can be finished after the event is over. Completing objectives count towards all other armor already unlocked</p>
				<input type="checkbox"/> 300 Kills with arc weapons	

# Warlock (Blue) Renewed

Original by u/chirnyan  
 Updated by u/SeraphimAngels/Seraph#5740 Event runs: 8/11/20 - 9/8/20 (4 weeks) 4 weeks  
 Safe Haven [S4] PC Clan Discord Link: <https://discord.gg/2C3s-2E>

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All
<input type="checkbox"/> Defeat 25 guardians	<input type="checkbox"/> Complete 5 playlist strikes	<input type="checkbox"/> Complete 5 public events [2]	<input type="checkbox"/> Complete 1 EAZ run	<input type="checkbox"/> 50 Precision final blows
<input type="checkbox"/> Complete 5 matches	<input type="checkbox"/> Collect 100 solar orbs	<input type="checkbox"/> Complete 5 Adventures [3]	<input type="checkbox"/> Open 10 Solstice packages	<input type="checkbox"/> Defeat 100 Cabal
<input type="checkbox"/> Collect 100 arc orbs			<input type="checkbox"/> Defeat 50 enemies	<input type="checkbox"/> Collect 400 elemental orbs
			<input type="checkbox"/> Defeat 50 enemies w/ a void subclass	<input type="checkbox"/> Defeat 50 enemies with super

Tips
*Must have armor equipped for the objective you want to complete (doesn't need to be full set)
*Complete all objectives of a set then interact with statue again to upgrade (replaces with new armor so don't bother masterworking)
*Orbs drop from enemies and last about 5 seconds
*Type of orb dropped is based on the element that killed it (kinetic is based on subclass)
*Picking up 30 elemental orbs that match the solstice burn gives an empowerment buff for 30 seconds
<b>Solar empowerment gives waves of solar aoe damage, slow health regen, and double solar super duration</b>
<b>Arc empowerment gives increased move speed, increased damage to melee and sword, sword ammo regen, and doubles arc super duration</b>
<b>Void empowerment gives Thrust (outback) and mobility when crouched, faster ability regeneration, and doubles void super duration</b>
*Charged with Light and Warmind cell mode can be used to make the melee/grenade/super objectives much quicker
*Unlocking the Majestic set will unlock the option to purchase the elemental universal ornament set from Eververse with Silver or Bright Dust
*Solstice packages can drop random rolled Magnificent armor once you unlock them

# Warlock Majestic (Purple - No Glow)

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All
<input type="checkbox"/> Defeat 100 guardians with solar weapons as a team	<input type="checkbox"/> Collect 300 solar orbs [6]	<input type="checkbox"/> Complete 5 patrols on Titan	<input type="checkbox"/> Defeat 200 enemies	<input type="checkbox"/> 2000 elemental final blows
<input type="checkbox"/> Complete 10 Gambit matches	<input type="checkbox"/> Playlist 600 kills w/ subclass matching Solstice burn [5]	<input type="checkbox"/> Complete 10 heroic public events [2]	<input type="checkbox"/> Collect 200 elemental orbs	<input type="checkbox"/> 100 ability kills [8]
				<input type="checkbox"/> Collect 1000 elemental orbs matching your subclass
				<input type="checkbox"/> 300 Kills with void weapons
				<input type="checkbox"/> Defeat 300 Hive w/ subclass matching Solstice burn
				<input type="checkbox"/> 150 Arc super kills [4] (doesn't have to be prep)
				<input type="checkbox"/> Defeat 20 bosses [7]

Tips
*2x progress on all blue armor! Complete Majestic armor set on 1 class for 2x progress on the others, 2 classes for 3x
*If you need lots of quick/easy kills you can use whisper thralls, shuro chi thralls, or shattered throne slow room thralls
1. Gambit prime and comp doesn't drop orbs but still count towards matches
2. If doing public events solo, you can fast travel to reload the area and hopefully join in on a slower group doing the event still
3. The Weekly Fastpoint always has repeatable adventures
4. Crown of Tempers is really good (blind well or rally flags for fast supers)
5. Counts teammate's kills
6. Can launch the Corrupted strike as a team of 3 and farm the blind well for easy/quick orbs (doesn't have to be playlist)
7. Must damage the boss (yellow health bar) for it to count
8. Includes Supers

# Warlock Magnificent (Purple - No Glow[10])[11]

Crucible	Moon	Nightfall	Dungeon (Moon)	Moon
<input type="checkbox"/> Win 7 Trials of Osiris matches	<input type="checkbox"/> Complete Nightmare Hunt	<input type="checkbox"/> Complete Master Nightfall	<input type="checkbox"/> Complete Pit of Heresy	<input type="checkbox"/> Defeat 3 Altar of Sorrows final bosses

Tips
10. Adds a white glow when you finish the objective
11. Doesn't need to be equipped. Can be finished after the event is over. Completing objectives count towards all other armor already unlocked

# Titan (Blue) Renewed

Original by u/chinyan  
 Updated by u/SeraphimAngels/Seraph#5740 Event runs: 8/11/20 - 9/8/20 (4 weeks)  
 Safe Haven [SH] PC Clan Discord Link: <https://discord.gg/2CksUYE>

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All
<input type="checkbox"/> Defeat 25 guardians	<input type="checkbox"/> Complete 5 playlist strikes	<input type="checkbox"/> Complete 5 Nessus public events [2]	<input type="checkbox"/> Complete 1 EAZ run	<input type="checkbox"/> 50 Precision final blows
<input type="checkbox"/> Complete 5 matches	<input type="checkbox"/> Collect 100 solar orbs	<input type="checkbox"/> Complete 5 Adventures [3]	<input type="checkbox"/> Open 10 Solstice packages	<input type="checkbox"/> Defeat 100 Hive
<input type="checkbox"/> Collect 100 void orbs			<input type="checkbox"/> Defeat 50 enemies	<input type="checkbox"/> Collect 400 elemental orbs
			<input type="checkbox"/> Defeat 50 enemies w/ an arc subclass	<input type="checkbox"/> Defeat 50 enemies with super

- ### Tips
- \*Must have armor equipped for the objective you want to complete (doesn't need to be full set)
  - \*Complete all objectives of a set then interact with statue again to upgrade (replaces with new armor so don't bother masterworking)
  - \*Orbs drop from enemies and last about 5 seconds
  - \*Type of orb dropped is based on the element that killed it (kinetic is based on subclass)
  - \*Picking up 30 elemental orbs that match the solstice burn gives an empowerment buff for 30 seconds
  - \*Solar empowerment gives waves of solar aoe damage, slow health regen, and double solar super duration
  - \*Arc empowerment gives increased move speed, increased damage to melee and sword, sword ammo regen, and doubles arc super duration
  - \*Void empowerment gives Penetration (with 100%) and invisibility when crouched. Faster ability regeneration and doubles void super duration
  - \*Charged with light and Warmind cell mode can be used to make the melees/grenades/super objectives much quicker
  - \*Unlocking the Majestic set will unlock the option to purchase the elemental universal ornament set from Eververse with Silver or Bright Dust
  - \*Solstice packages can drop random rolled Magnificent armor once you unlock them

# Titan Majestic (Purple - No Glow)

Gambit/Crucible [1]	Strikes	Patrol	European Aerial Zone	All
<input type="checkbox"/> Defeat 100 guardians with arc weapons as a team	<input type="checkbox"/> Collect 300 void orbs [6]	<input type="checkbox"/> Complete 5 patrols on to	<input type="checkbox"/> Defeat 200 enemies	<input type="checkbox"/> 2000 elemental final blows
<input type="checkbox"/> Complete 10 Gambit matches	<input type="checkbox"/> Playlist 600 kills w/ subclass matching Solstice burn [3]	<input type="checkbox"/> Complete 10 heroic public events [2]	<input type="checkbox"/> Collect 200 elemental orbs	<input type="checkbox"/> 100 ability kills [8]
				<input type="checkbox"/> Collect 1000 elemental orbs matching your subclass
				<input type="checkbox"/> 300 Kills with solar weapons
				<input type="checkbox"/> Defeat 300 Fallen w/ subclass matching Solstice burn
				<input type="checkbox"/> 100 Kills with solar melees [4]
				<input type="checkbox"/> Defeat 20 bosses [7]

- ### Tips
- \*3x progress on all blue armor! Complete Majestic armor set on 1 class for 2x progress on the others, 2 classes for 3x
  - \*If you need lots of quick/easy kills you can use whisper thralls, shuro chi thralls, or shattered throne slow room thralls
  - 1. Gambit prime and comp doesnt drop orbs but still count towards matches
  - 2. If doing public events solo, you can fast travel to reload the area and hopefully join in on a slower group doing the event still
  - 3. The Weekly Flashpoint always has respectable adventures
  - 4. Mines while holding a Forge battery in a forge with top trees/sentinal or you can use middle tree solar hammer or depleted solar sword
  - 5. Counts teammate's kills
  - 6. Can launch the Corrupted strike and farm the blind well for orbs (doesn't have to be playlist)
  - 7. Must damage the boss (yellow health bar) for it to count
  - 8. Includes Supers

# Titan Magnificent (Purple - No Glow)[10][11]

Crucible	Moon	Nightfall	Dungeon (Moon)	Moon
<input type="checkbox"/> Win 7 Trials of Osiris matches	<input type="checkbox"/> Complete Nightmare Hunt	<input type="checkbox"/> Complete Master Nightfall	<input type="checkbox"/> Complete Pit of Heresy	<input type="checkbox"/> Defeat 3 Atar of Sorrows final bosses

- ### Tips
- 10. Adds a white glow when you finish the objective
  - 11. Doesn't need to be equipped. Can be finished after the event is over. Completing objectives count towards all other armor already unlocked