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Crotas end guide

in: Articles That Need Cleaning, Destiny Raiders, The Dark Below Edit Share This article does not meet the high standards of Destiny Wiki. Help improve this article by cleaning it! [Recommended: December 9, 2014] Ir Yût, the DeathsingerCrota, Son of Oryx Level 30Level 33390 End of Light Crota ArmorCrota End WeaponsBradiant Materials Waits in the Dark Below. Crota's End is a raid on the Ocean of Storms, moon. [1] It is part of destiny extension The Dark Down and was immediately available after the release of the extension. Level 33 difficulty became available on January 21, 2015. [2] Light difficulty 390 became available with age adjustment of triumph. Guide[editing | source processing] Hellmouth[processing | source processing] The first thing the firing team will encounter during spawning is an isolated platform on the edge of Hellmouth. There will be a circular slab on the ground that a guardian must stand inside, which will slowly form a bridge that extends over the pit. Once the bridge has formed the team will have to walk out to it towards the centre and fall through the hole at the end to enter Hellmouth and begin the raid. Stills[editing | editing source] 3D map of the Abyss. The team will land in an illuminated area at the bottom of Hellmouth. A pillar of white light can be seen in the background. This area, outside the starting point, will continuously apply a debuff called Weight of Darkness, which can stack up to 10 times. Disables dual jump and reduces movement speed. The weight of darkness can only be removed by standing near one of the illuminated pillars. However, as each pillar is used, the light will eventually turn orange/red, indicating that it has absorbed as much darkness as it can. Once the light is a deep red it will explode, killing anyone caught in the explosion. The group must travel from light to light, fighting off hordes of Thrall and the occasional Cursed Thrall and Knight until it reaches the end of the area. This requires only 1 guardian to complete, so if preferred the team can select 1 player to complete this and only the others can fight off the Thrall. After reaching the last pillar there is another slab on the ground, similar to the one that sparked the bridge at the beginning of the raid. Once a guard enters this circle, a huge door opens to reveal a blinding white light, and a bridge is gradually formed leading to it. While the bridge is formed, three Knights and a Monster will give birth. Once the bridge is formed, until additional Dragons and three additional Knights will give birth. They will continue to respawn until the players reach the end. A Monster will give birth occasionally at the end of the bridge. At least one player must run into the light and reach the end, which will advance the team to the next raid phase and throw spoils. The bridge[editing | source processing] This area is is on two separate platforms, connected by a temporary bridge which again must be formed by a guardian standing in a circle. Unlike previous bridge-forming circles, the guard must remain in the circle to keep the bridge present, disintegrate and disappear if the circle is not occupied. Both to the left and right of the configuration circle are floating pillars called Totem Extermination. While the bridge is formed, the totems will start to turn orange and wipe the group after a few seconds. This should be addressed by having two additional players (one on each side) stand in circles under the totems. Players can also give up trying to form the bridge (coming out of the circle) to prevent a wipe if the totems have not yet been fired. The phase begins when a guard begins to form the bridge, which will provoke enemies. Among the normal hive enemies is a swordsman. When a Swordsman is killed, he will throw a sword which a player must take within a short time before the despaws. Only players carrying a sword can cross the bridge. Swordsman players who step onto it will be killed immediately by a debuff called Bane of Swordless. The sword will last for 1 minute after receipt, so other team members must tune in to have the bridge fully formed at the time the sword is requested. On the other side of the bridge, the sword carrier will encounter blue knight variants called Gatekeepers. These can only be destroyed by the sword, so the carrier must kill them quickly before the sword disappears. A guard will give birth to every Swordsman killed. When the Keeper is killed, one of the totems near the door will light up. The carrier should also be careful not to spend too much time in the bridge-forming circle on the far side as it will cause a second set of extermination totem. Once the sword despaws, another Swordbearer will emerge and the process must be repeated to move a second player across the bridge, and then again for a third. At that point the two halves of the team switch roles, and players on the other side of the bridge must use their own configuration circle and anti-totem circles to form the bridge, while players who remain on the starting side acquire swords and meet. After five Rangers are killed, the bridge will be permanently solidified and the sixth player will not have to acquire a Balta to cross it. Six young Clevers will give birth on the other side of the bridge, accompanied by a large Hive and five more Guardians. Once these have been killed and the ten statues are fed, the meeting will be completed. The team must now run a gauntlet of Thralls, cursed Thralls, and Shriekers to come down to the final area. Ir Yût, the Deathsinger[editing | editing source] This phase requires the team to kill Ir Yût, the Deathsinger, who is within his houses a large crystal and is protected away from players. When players enter the site, a message will appear that Deathsinger is preparing her song. After 2 minutes and 40 seconds, it will start Operation of Destruction, which lasts 30 seconds. If Ir Yut is not killed before Operation Destruction is completed, the fire team will be wiped out. To access the Crystal Chamber to fight ir Yût, players must lure the Wizards from each side, then kill them. After every Wizard dies, a Shrieker will be activated on both sides of the Crystal Chamber to be destroyed. Once both the Wizards and the two Snickers are killed, the Crystal Hall will open, allowing access to Ir Yût. Crota, Son of Oryx[editing | editing source] The crystal in the Ir Yût chamber can be used to give

birth to Crota, Son of Oryx, having each player stand very close to it. Once they begin, the armored doors will appear, sealing the group inside the room while Knights and Acolytes give birth outside and surround it. Crota will give birth on the platform opposite the crystal chamber. Once Crota is born, the armored doors will fall and the horde will attack. During all this struggle, a debuff will be active called Crota Presence which prevents normal health regeneration. Health can be reborn by claiming the Grail of Light, an element that gives birth in the arena under crota and can be held by one player at a time. Receiving the Grail or receiving it from another player will immediately cause a revival and waiting for it to allow the revival to function normally. Any gun privileges, armor privileges, or subcategory abilities that provide health regeneration will still work. Crota has a shield that can be destroyed by regular weapons, but which will recharge almost immediately if you don't constantly shoot up. Once the shield falls, Crota will kneel for about five seconds. During these five seconds, his health is vulnerable to damage from a Cleaver Hive, which players must obtain by killing a Swordbearer in the arena beneath his hallway. The team must match exactly the arrival of the player who carries the sword to Crota by dropping his shield so that the sword can be used to do as much damage as possible to his health. When Crota returns from kneeling, he'll be for a while immune to the weapons, indicated by an orange glow. He will also call his exaggerated shulpi, which causes the gray sphere behind him to expand. The fire team must drop its weapons until if that doesn't happen within ten seconds, the whole team will be killed. After two Swordbearers are killed, two Holy Ogres will give birth under the towers that house the Knights using Boomers. They must be killed before another Swordsman is born. Crota will be furious if he doesn't get killed within 12 minutes. Although exasperated, Crota will repeatedly use Oversoul, and the Ogres will be constantly reproduced. Hard operation[[editing](#) | [editing](#)] In addition to the heroic modifier, Crota's End game at level 33 causes the following changes: Player revival is disabled. The Shriekers in the long corridor after the bridge respawn quickly. During the Deathsinger meeting, Operation Destruction comes 1 minute faster. A gatekeeper gives birth to The Swordsman during the crota meeting. During the Crota meeting, when a pair of boomers are killed, a magician gives birth instead of a knight cleaver. Crota gets angry when he gets to low health. Challenges[[editing](#) | [source editing](#)] When this raid is the weekly suggested raid, challenges are added to the Deathsinger and Crota meetings. Deathsinger Challenge[[editing](#) | [source editing](#)] Players must kill Ir Yût with a Cleaver. To become a Cleaver brood, all enemies except the Deathsinger itself (including escorts Wizards and Shriekers) must be defeated. This will cause a message to appear reading Ir Yût cries in fear and a number of enemies to give birth in the crystal room, the courtyard, and above the two Ogre rooms. Once these are killed, a Swordsman appears. Once the Swordsman is killed, his cremated Cleaver must be picked up by a Keeper, transported to the crystal chamber and used to kill Death. Guaranteed Crota Challenge Rewards[[editing](#) | [source editing](#)] During the meeting, no Keeper can get a Cleaver more than once. This means that every time a Swordsman is killed, a different player has to take Cleaver and use it to attack Crota. If a player throws the Cleaver before it disappears on its own, he can't get it back. Guaranteed rewards earning riot[[editing](#) | [editing source](#)] Reward points[[editing](#) | [editing source](#)] After crossing the bridge at the end of The Stills. After killing the two Ogres on the other side of the totem bridge. After he killed Ir Shot. Rewards the objects of the raid order, the exotic and the Radiant Materials. After he killed Crota. Chest[[editing](#) | [source editing](#)] There are two breasts in this raid. Both chests contain Radiant Materials and only reward loot once a week, regardless of difficulty. In Stills position, there are seven doors along the walls of the room that may contain the chest. Five doors are on the first floor along the left wall, and two doors are on the second floor along the right wall. The chest door will have an orange light on it. If everyone in the fire team dies or returns to the last checkpoint, the chest will be re-directed to a new random location. from tasks up to this point require a firing squad, so it is possible to solo this chest. The second chest is located in the room after the bridge on the other side of the hole leading to the fight with Ir Yût. The door of this room closes after a period of time. First, the fire team must kill the second Shrieker, which removes the dam. Once the barrier is down, at least one player must get inside the room before the door closes. Once a player player in the room, the door will open automatically after a few seconds. List of hoot[[processing](#) | [source processing](#)] Normal and hard[[processing](#) | [source processing](#)] Armor[[processing](#) | [source processing](#)] Titan Hunter Warlock Normal operation only[[editing](#) | [processing source](#)] Weapons[[processing](#) | [processing source](#)] Special weapons heavy weapons Other[[processing](#) | [source processing](#)] Hard operation only[[source processing](#)] Weapons[[source processing](#)] Other [source processing] Other[[source processing](#)] 390 Light Mode Only[[editing](#) | [source processing](#)] Weapons[[editing](#) | [source processing](#)] Main weapons , Legendary Pulse Rifle (Deathsinger, Crota) Abyss Defiant, Legendary Automatic Rifle (Deathsinger, Crota) Word of Crota, Legendary Hand Cannon (Deathsinger, Crota) Canine of Ir Yût, Legendary Scout Rifle (Deathsinger, Crota) Oversoul Ordinance (Experienced), Exotic Pulse Rifle (Challenge) Abyss Defiant (Experienced), Exotic Auto Rifle (Challenge) Word of Crota (Adept), Exotic Hand Cannon (Challenge) Fang of Ir Yût (Adept), Exotic Scout Rifle (Challenge) Special Weapons Heavy Weapons Armor [editing | source editing] Titan Hunter Warlock Other [editing | editing source] Gallery[[source editing](#)] a photo in this Video collection[[editing](#) | [editing source](#)] References[[editing](#) | [editing source](#)] Community content is available under CC-BY-SA, unless otherwise stated. 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