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Crota's end solo guide

July. Not long after a video surfaced of Destiny Player being solo a small part of crota's end raid, many realized it would only be a matter of time before someone ended the entire experience solo. And they were right; not long after a video emerged of a Hunter-class character going from start to finish without a single teammate. Look here. The video itself was impressive, showing how specific weapons can be useful in different situations. It also showed a lot of determination with the player of the side, as several sections of Crota's End are far from easy. Now that this Hunter has been gave Destiny players a blueprint, we thought it wouldn't be long before the other two classes tried their hand at solo driving. In fact, we used Hunter's video as a guide on how to complete the attack and after an hours-long attempt we eventually managed to pass on our own. But we acknowledge that there have been several feats used during our solo ride, so technically it's not official. One titan class, however, has made it through Crota's End solo, and he or she has the video to prove it. Similar to Hunter, this Titan changes their strategy based on section, eventually dropping Crota in a little over an hour. Since Titan has no added benefit from invisibility, this rush is arguably more impressive than Hunter's. Going through part of the lighting of lamps is not easy in itself, and doing it without hiding it must be even more challenging. True, Titan could borrow a page from Hunter's book and use Patience and Time Sniper Rifle for his invisible abilities, but they seem to prefer a more direct approach. After that, the strategies are quite similar, until the showdown with Cro. This Titan also uses Gjallarhorn to drop Crota's shield and then quickly pick up the sword and zip up for some quick kicks. However, since this Titan is level 32 (rather than level 31 like the Hunter), they can knock Cro down faster because each of their sword hits do more damage. But while level 32 might be ideal for soloing raids, it seems Gjallarhorn is the one who must have the tools. Not just any Gjallarhorn, but a new exotic version that boasts a maximum attack force of 331. Both the videos we've seen, and my personal solo ride, need a rocket launcher to drop Crota fast enough. All that remained was Warlock, a class that was instrumental in defeating the Vault of Glass, but somehow lost some importance in Cro's end. The good thing is the warlocks get do-over thanks to their Radiance great, but really it's the first Warlock to have wherewithal and a new Gjallahorn that will end up doing it. For the rest of us, the raid is still a fun shared experience. Yes, it may not be as challenging as the Vault of Glass if players can run through it solo, but it still has some really cool moments. also important if we ever want to reach level 32. _____ Have you tried solo parts or the entire Crotin end raid? Do you think it's good or bad that people can end the whole attack on their own? -Source: DashboardFollow Anthony on Twitter @ANTaormina Star Wars Jedi: Fallen Order's Title has huge implications for future games about creator Anthony Taormina (5455 Published Articles) More than Anthony Taormina 1 Answer 2 Responses [quote]Hey guys, first time posting (think) here on Bungie forums. A week ago, I wrote a detailed and current Crota's End solo guide on destiny subreddit at www.reddit.com, and I thought it might help more people if I published it here as well. I wanted to publish it in detail here, but unfortunately bungie's forums don't seem to allow such long posts and I don't want to split it in two. So if you're interested in solo crota, head to the reddit post ([url = here's the link again[/url]). The guide shows different strategies (readable and cheese-based) on each class and with many different loads. Nearly 50 videos are linked, most described in detail with the exact steps, which should be easy to replicate. You won't need a Reddit account to see it, but you'll need it if you want to comment. I can't promise to answer questions here - the best way to get to me about this guide is to just comment on the reddit thread. I'll do my best to answer certain questions you may have there, but try not to ask things that are already shown in the videos or the tutorial itself. edit: The aim of the guide is not speedrun, but to help those who are new to crota's end solos. I deliberately distanced myself from pro tactics (e.g. 1swording Crota) and gave many alternatives to help those who may need a particular method, prefer a particular class or do not have specific weapons. Where possible, I recommended safe and simple but slower methods compared to fast and difficult ones. I hope this helps some of you, and good luck soloing Crota's End! [/quote] Very well said. Keep up the good work. Reply comment Start loading topics, please wait. This could take some time... Revision Date edited by Subject Link Category 6 Matches 1 Answer 1 Answers our complete guide to winning Crota's Enda on original normal and difficult issues. Crota's End is Destiny's second Raid, unveiled as part of the Dark Below expansion, in which players embark on the moon to take down son Oryx. Crota's End is probably known as one of destiny's shorter raids, and was originally vulnerable to a series of feats that allowed daring players to shortcut their toughest encounters, but a series of patches does this possibility. This Raid - along with others in the game - was restored to 390 Light as part of the Age of Triumph and Weekly Featured Raids playlist. The Deathsinger Challenge and Crota Challenge are now available, as well as other changes mentioned on the site. Running at 390 is also a requirement to unlock new year 3 Necrochasm. Here are the different stages of raid fine: Destiny: Crota's End - An Abyssal Lamp Maze and how to deal with the weight of darknessshow solo's first chest booty, fight your way past endless waves of Thrall enemies, deal with crushing weight of darkness debuff, and reach the end of the maze of lamps where you claim your first serious Crota's End Raid awards. Fate: Crota's End - How to cross the bridge, deal with Swordbearer, Annihilator Totem and GatekeeperHow to build a bridge, deal with the Totems annihilator and handle Swordbearer and his fellow Gatekeeper before smashing a few Ogres to activate the next checkpoint and claim more sweet rewards. Fate: Crota's End - The Thrallway and other raid chestHow to go through this deceptively hard-curved corridor, and past a pair of overpowered Shriekers who control the forcefields who bar their way, avoiding the Thrall hordes, and hopefully claiming a second Raid chest lying outside. Fate: Crota's End - Ir Yut the Deathsinger and Liturgy of RuinYou you can't fight Crota until you defeat Ir Yut, the wicked Wizard whose liturgy ruin song will erase your entire incendiary song if you don't fight to her chamber, then take it out before she finishes it. Destiny: Crota's End - How to beat Crota, take advantage of the Chalice of Light and survive OversoulHow you deal with this complicated battle in which you won't even be able to heal unless you hold a special item called the Chalice of Light. Getting out of Cro requires you to defeat swordbearer and use your weapons to smash the boss - provided you can lower your shields first, that is. Deathsinger Challenge. Crota ChallengeHow to beat the two challenges introduced as part of the 390 raid renewals that take place during the last two meetings of the boss, as well as other tweaks and changes in other areas, including the new Location Dead Ghost. good luck! Buy Destiny from Amazon [?] Click here to watch on Youtube Do you play Destiny? I can't find raid groups, or when you do, do they say you are, and then hit you harder than a soccer ball? Basically, you just want to get the raid done so you can get the Raider's accomplishment and say, Hey, I finished the raid, whooh? Well, you're lucky! Because in this article I will explain how to make Crota's End raid alone as the big boy or girl you are. Fast note, it will be normal run-through mode, and you will need to average 160-170 light at least do it, higher 200 is excessive, you'll be fine at 200. You can do this at lower levels - at least to some extent - but it is much more difficult. Plus, I guess you just want to do this. Now I know there are plenty of videos of people doing it, but I'm going to talk you through how to do it, so you can show your friends. So, for starters, just.. step on the plate. And wait. And then you jump in the hole. That's it. ABYSS RUN // Welcome to the abyss phase. Down here you are in the dark (below) and you have to go through this cave to the opposite end to escape. The problem is Thrall's down here. Like, a lot. Million. It's simple, it's awful. As long as you're away from the light source, you'll start getting a debuff at you called The Weight of Darkness. The longer you stay in the dark, the higher the weight becomes, and the slower you move. You can't double jump at any time you have any amount of weight on you, and on your max, Weight x10, you can't even sprint. Which doesn't help when you're trying to get away from a swarm of hives and you're chasing after you. The only way to clean yourself of this dirt is to stay close to the lanterns that light your way. But these lanterns will explode after 10 seconds of activation and if you're near them, well, yes. You're going to die. And, once again, there's the Thrall question. Oh, and watch the holes while you run. On this map, you start at the bottom of the abyss. Continue to follow the path of lanterns, passing through all sixteen. There are two lanterns that will have the Knights by their side, numbers 9 and 13. When you get to the first one, that's generally where I use Super, and then there are two options where to go. One is to keep following the lamps, no problem. But if you're like me and you want to solve this faster, there's a shortcut. To the right of the lanterns, run straight through the dark. If you continue down this path, it will pass over two whole lanterns, allowing you to lose a little Thrall and get a short break. You should end up near the lantern just before the second Knight lantern. After the second knight is a hill. Watch the holes here, there's two on the first hill on each side and then one in the middle. Now after this lantern, you don't have to run to the next one. Instead, follow the road, running straight ahead with the second last lamp on the right, and you should see the last lantern on the left. Go and step onto the bridge platform, then turn and clean the Thrall swarm which I guarantee should be behind you, then run back to the left of the lamp and jump on the small rock on the left. Move as far to the left as you can without falling so the lantern explosion doesn't kill you, and then get home on the rock. DO NOT start killing Thrall: this is when Ogre will spawn behind the second last lantern. You know, the one you skipped? This is where it works best, the missiles are okay, but not the smartest. I mean, really, why have a rocket launcher for Thrall? You're just going to finish. Yes, that. Use a sword or machine gun, much better. All right, after Shrek is no longer life or love, continue to resist the urge to kill Thrall and stay on the rock. I know it's hard, but you're tougher. They're not going to attack you as long as you're in the center. The reason is, if you keep killing Thrall, more Ogres will spawn and your job gets harder. Once the bridge is fully formed, your dark weight will be completely cleaned and you can run into the light. Something that people usually tell you shouldn't do. BRIDGE // Congratulations! If you've made it so far, well, you should go play Starcraft now. You'll do finnee against Zerg. Anyway, you're now in the hardest part of attacking a solo. Yes, that's right, the bridge checkpoint. This place is actually how I found my now robbing friend, but man do it. So, just so you know how to do it correctly, basically three people have to stay on three circles shown, and one person at a time carries a sword across the bridge. And for you new ones, no, you can't carry a heavy sword over. Those same platforms are on the other side, so you should coordinate each other over one after the other. But you're alone here, so you have to improvise. And by that, I mean spam and glitch, somehow. So the first thing you have to do is go to the subclass with the greatest agitation, but also preferably has an attacking Super. Step onto the bridge slab to activate your enemies, then turn around and kill the sword knight. Pick up the sword, then dress up to this pillar on the right. Jump on it, then jump as high as you can, facing these rocks here. Then, spam the air swing button and swing yourself over to the other side. You have to swing towards the rocks and then aim for the bridge, you can't go straight to it. Otherwise.. If you're tall enough, you can land right on the other side. If not, that's fine, just follow the red track and head for the rocks on the left or right and jump swing up. Once you're on that side, the enemies on the other side will despair, activating the necessary set of enemies on this side. I'd stay by one set of spawning doors and spawn to kill anything that came out. After a little, take off some enemies on the opposite side from a distance, only to detour the numbers. When wizards are in the middle, it means the Ogres aren't too far behind. When the Ogres are dead, the checkpoint will be cleared. However, Bungie tried to stop people from doing it solo by adding a deletion zone. Basically, if you pass a certain point towards the spawning grounds or are in this zone, Totemi will just start self-activate. Just stay around the middle area and try to survive while taking care of the Ogres. Once you are dead, the supplements will despawn, and you can relax. THRALLWAY // Well done, Guardian, you've learned to fly. And run. Now put your skills to practice at Thrallway. This mini part is simple: there are two Shriekers and two guard doors. When you kill Shrieker, the door immediately after it opens. The Shriekers will be back with the door, so you need to hurry. Oh, and there's a lot of Thrall again.. Yes, have fun. DEATHSINGER // Once you get past Thrallway, jump in the hole. There's a lot of jumping down the holes in this, huh? Anyway, don't go running out just yet, cuz it takes a little explaining. On the outside is a bridge connecting the left and right platform, with two towers in the front. In the back, or above you, there is a set of three rooms. In the middle room is Ir Yut, The Deathsinger. As soon as you get out of the hallway, Ir Yut starts singing her song. You need to enter both rooms: left and right, and take out the Wizard in each one, shown in red. You can pull him out by simply shooting some rounds. Take it off and then kill Shrieker, which will activate after that. It's your choice which side you work on first. Mostly I go left first, avoid all the yellow bars, and then I go right. Having all done with it, you need to enter the middle room, or crystal room, and kill her very quickly. He likes to run around a lot. Looks like she spent some time in the abyss. Remember her song? yes, starting with leaving the lower room, you have two minutes to kill her. Or you're going to die and restart. Once down though, get out of the rooms as soon as possible, then slowly take out all the yellow bar enemies to get a checkpoint. Even after getting the checkpoint, I advise we take out the other enemies. Or erasure, however you feel, CROTA. SON OF ORYX // Awesome job of getting this far! Well, you had to help me, but you're still in it! Yes, you... So, for Cro. I'd go with a class that can give you quick protection. So this is where I get certain about what you have equipped because you might be ignoring my lists anyway, and you really need this. If you have Crota's End boots with +Agility when carrying a sword, use them. Believe me, they help a lot. In terms of heavy weapons here, a rocket launcher. Gjallarhorn is perfect, and I'll explain later why he's so good. Also, equip a sticky grenade, any kind will do. To start the fight, step up to the crystals in the middle room. All doors and windows will become blocked, and enemies will fill the rooms on your sides. In a few seconds, the doors will open, but the windows will remain closed for the rest of the match. You have to kill all enemies, each side consists of more and two swords of knights. Once you kill them all, you pick up the ammo and load the guns. Crota's sequence doesn't start until you're out of your rooms. After you've been away, head straight to the center where there'll be a Spool of Light. During Crote, only the person holding the Chalice can normally regenerate health - classes, armor and weapons abilities still work though. The swordfish will spawn through the door in front of the Chalice. Kill him, then jump on the bridge - not too close to

Croti, but not too far away. It's time to set something up to protect yourself from boomers in the towers: if you're Titan, put on a Defender bubble with the blessing of light; Hunter, some kind of invisibility is active. And Warlocks- uh, well... Activate the Radians, I assume? Anyway, throw a sticky grenade and attach it to Crota, then fire your rocket, maybe put a few primary bullets in it. Once he goes down, come up and hit him with a bigger attack - I usually go for two blows on the sword - and then I go back and run to the lower rooms. Hide until Crota gets back in the middle. Rinse and repeat until Crota dies. Now for some more details about the fight. Crota is moved from his current post after about a minute to be there. Each time follows the same path: middle, right, middle, left, middle, right, middle and so on. If you feel more comfortable taking it aside, try it by all means. I personally prefer the middle, but the sides could eliminate some of Boomer's risk. One more thing: Crota can hit with a sword, and sometimes he gets up a little earlier, so be tired of it. Three: after every two swords, a pair of Ogres spawn. I like to go into the back room with a sniper and take them out. Once Shrek and Fiona are smaller, you can go on as you can. Fourth, I've done it at about 280-300 light and it's only 6 breaks to kill Crota. So I guess at about 170+ you can do the same, since Raid on Normal is about 150. Side note for anyone who does this with more than one person: if someone dies at any point in the fight, Oversoul spawns behind the middle. Shoot with primary or special, Heavy doesn't do much. You have about five seconds to kill him before the whole team wipes you out. (Swords can still block oversoul, as can Skolas's devouring essence). I said I'd explain why Gjallarhorn was perfect for Crota. When you remove it, Croti's shields regene quickly if the damage is not fast or fast enough. A sticky grenade can be thrown away quickly and there is plenty of damage. Gjallarhorn, however, takes a fair amount with his main explosion, and deals continuously with his Wolfpack rounds, while you fire off another rocket or sticky grenades. Wolfpack Rounds, if they don't bug out, keep it from regenerating and gives you the time you need to finish it off. So He was so good and wanted for Crota in year 1. Well, now that you know how to do it... Go do it! Good luck, I hope you get through it and have a good time. See you soon! Soon!

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