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Destiny 2 the shattered throne guide

The smashed ball was one of the biggest and greatest surprises in Destiny 2:Forsaken. It is a meeting of three people sitting somewhere between an attack and a strike in terms of difficulty, and until today there is really no such thing as it. It has a great environment, unique mechanics and it is a good source of powerful booty - at least that's when it's available every three weeks. I have a lot of likes about it and a lot of things to work on. With that in mind, here's how to beat Destiny 2 shattered balls: Best of all, let's take a look at how to go to this dungeon. Go as you go to the oracle of the city you dream of - go straight from the landing zone and follow the left wall - and take the left most bridge just before the building like a big chapel. You can see the twisted road to the right. Follow this path until you reach the portal. Go through it and follow the straight road ahead until you find a room with a huge black portal in the back. It's your ticket to Fate 2 shattered ball. If you need a reminder, follow this GIF: when you load into a shattered ball, you'll come to a large cathedral-like building with bird symbols diving on the back wall. When you clear all enemies inside, including Yellow Bar Mini Boss, a light symbol will appear in the middle of the room. This symbol will tell you which cathedral you need to go to next. You need to clear all seven cathedrals seen on the map above to beat the encounter. You always start with a cathedral of diving birds, but the rest of the order is random, that's why we prepared a simple map showing how the cathedral connects. Go to the cathedral shown in the last seen symbol, kill the mini-boss in and look for the next symbol. Do this seven times until you rewind at the Diving Bird Cathedral. Kill the last mini boss inside and you will get some booty. The next stage of the descent fate 2 shattered ball is a proper hike. Drop the hole in the last cathedral and follow the hall until you reach the large open area where it was taken. Drop down and go up. You'll come to a big room with a broken bridge running through it with snipers along the wall. Kill the sniper from the doorway and then move along the edge of the room until you can reach the bridge. Jump on it, clear the rest of the enemy, and then take the left stairs. The next room will be filled with narrow roads and when you move along them, the take-orga will spawn to knock you off. Each time they spawn, they retreat and safely aim at them from a long way. If you head to the back doorway, you will come to a shiny barrier. Within this next area, it is suppressed, so it is not possible to regenerate health, run or double jump. There's a bunch of shadow slors inside, and the goal is to make it to the edge of the hall before they killYou can avoid the oppressed aura by making Warlock fissures and wells in great value for this area and using the ability and weapons to restore health. Just move and continue shooting, stop to recover when you need to and follow the left wall to the exit. Come to another open area with a cathedral where Phan lanx was guarded in the far away. Make your way to it and prepare for the first boss. The whirlpool of infinite hunger, the endless hunger, is the first proper boss of the Fate 2 shattered ball. He is a big orga with a special shield. In order to lower his shield and damage him, you need to erase one of the four lanterns in the arena. To do so, you need to collect four orbs that provide a buff called The Petitioner's Mark. Since these orbs are dropped by the Take Wizards along the walls of the arena, you will have to kill four of them, collect their orbs and dunk one of the lanterns. You lose a stack of all the petitioners on death, so you have to do this without dying. If you don't refresh the petition buff within 45 seconds, you'll die, so you'll need to get all four orbs relatively quickly. This is a pretty hard fight, but once you understand how it flows, it's completely viable. When you drop down for the first time, use the right pillar to take the cover. This will protect you from Vorgeth's eye beam while you are dealing with the first wizard. Display the wizard on the left and work counter-clockwise. Each wizard is protected by two Take Vandals and two Take Goblins. Kill them before going after the Wizards, otherwise their shield abilities will ruin things. Bring a good void weapon to deal with the Wizards. If you're soloing, it's a good idea to use a void bow for that awesome ammo economy. Once you have the petitioner's orb, you will refresh the buff timer. But you don't have to pick them up second to drop them. The orb disappears only after about 15 seconds, and you can use that time to work with the vandals and goblins surrounding the next wizard. Basically, you'd like to pace your orb pickup to give you as much time as possible to work with the wizard. When you have four orbs, dank the nearest lantern and group up to DPS. At this stage, Vorgeth shoots shadow orbs at you, which deals great damage, so shoot them out of the air before they reach you. Worm whispers work wonders here, but with any good heavy weapons and coordinated super, you should be able to kill Volges in one round. If not, all you have to do is kill the wizard and restart the cycle to collect the orbs. When Volges dies, you will get your booty. Dar Incar, Eternal Return After killing Volges, you will have to go through another platform section. Fortunately, the forward path is linear and obvious. Follow the enemy, take the lift up and avoid the bumper shooting along the wall. In the end, you'll come toBoss of the shattered ball: Dar Incar, Eternal Return - it's much easier than Wolfes, as it happens. Here's how this fight works: There are three Avisal champions in Dur's room. Like the Wizards of Volges, these champions drop orbs that will give you the buffs you need to kill Dal. The goal is to kill the champion, get the buff and get the DPS Dal. That's pretty much it. When the battle begins, move to alcove on the side hiding from the Daul blast. The arena is small, so the fight against the champions can be awkward, especially since take-sions are running around. Deal with Zion as they spawn - Knights Stalker Hunters are great here - and jump over the champions to reposition as they get too close. Kill all three champions at the same time, or don't pick up orbs until at least all three are dead. The orbs will eventually despoon, but the buffs they give are also on the timer, so again it's all about hitting that sweet place. The more orbs you get at a time, the more damage you do to Dul. Here, insect whispering is the king, but high DPS super such as machine gun, trench barrel shotgun, blade bullet curtain and chaos reach will also be put in the work. If you don't kill Dul in one DPS cycle, you'll cleanse your buff by jumping over the shining daisies in the middle of the room. Another thing to note is: if killing a champion takes too long, Dul summons Crystal in one of the four alcoves in the arena. You can't damage the champion while this crystal is up, so breaking it should be a priority. You'll get a big damage boost from the buff, so as long as you get two or three orbs, Dul Incharu should go down soon. Congratulations! Enjoy your booty. Keep in mind that you have to meet two requirements before trying anything else: you've completed the entire Forsaken campaign story and gained access to Dreaming City. If the strike exists as a simple mission which means to be farmed, the crushed ball is like a mini-raid, featuring a unique mechanic and two bosses with a huge environment-wide platform. In addition, you can only use it once every three weeks (per character). If you're not interested in raids, Broken Ball is probably the best activity in the game, for both booty and good times. This guide explains how to defeat parts of a dungeon using tips that make it much easier to meet the main. First of all: To start your adventure, you need to get to the entrance of the dungeon. The fastest way to reach the crushed ball is to hold the left wall and head straight from the landing zone of Dreaming City. Continue until you come to a large building with Oracle. On the left, there is a bridge next to the road of the down cliff. Follow this path until you reach the portal. GoFollow the corridor until you see the room with a thin beam of light running through it. The entrance to the crushed ball is at the back of this room. If you get lost, see this GIF: Get inside the windy, monocolored Ascendant Realm and you'll need a map. By hand I made one, and it should provide a better service than the MS Paint one doing the round. This map covers the first and most complex area of the crushed ball, which is word-to-mouth known as a maze. The goal here is to get rid of all seven temples in the maze (marked with map symbols) in a specified order. The order is different every time, so it's important to know how the temples are interconnected. That said, you always start and end with an intermediate temple below marked with the symbol of diving bird. Once you start dating, face straight until you reach the temple of the diving bird, and then kill the super inside yellow bar. Another symbol will appear on the floor. Find the symbol on the map and then go to the corresponding temple. Follow our map and repeat this process until you return to the cathedral of the diving birds. The last mini-boss spawns. Kill it to claim your powerful booty and drop it down in the next section. The hardest part of this encounter is not getting lost. The boss of the temple itself is not so dangerous. Note the take slrs spawning on the mainland, not to mention the takefarunxes that are

spawned on several floating platforms. Shooting hobboblins also spawns around the maze and is especially wary. They suddenly finished a solo perfect run more than some bosses. I'm saying to ya. Otherwise please follow the map and shoot things systematically. There is a straight path at the bottom of the hole. Follow it until you drop it on the open area again. Equip something in a decent range to clear the sniper take vandal from the top. Otherwise, just press the next button. When you get to the top, there is another mini boss in front of the big door. You know what to do. This door leads to a huge corridor with a broken bridge in the middle. Took hobboblins and knights along distant walls and took Phan larx on the bridge. Again, you'll need a bow, sniper rifle, or other long-range weapon. You can pick up most of the hobboblins and knights from the doorway. Then push it up along the edge of the room, aim at Phanx in the middle and jump over the bridge. Aim for the rest of the Hobboblin before moving up, and then proceed on the left path. Now, it's time for some more miserable platforms, this time with a taste of Dark Souls. You will come to a large room where thin beams intersect. As you guessed, you must reach the leftmost doorway of the room without falling into your death. The thing is, when you move on, the take-orga will spawn on someCircular platform. These demons knock you off with a heartbeat, so as soon as you see or hear them, they spawn, back up and take out your sniper. The rotated orbs that stay out of their range and pick them up will also spawn on some parts of the platform, but you can avoid these with some careful jumps between the beams. You should deal with the demons quickly and go to the end fairly smoothly as long as you care about jumping. The next section is a retreat to the attack at the end of Crota from the original Destiny. Simply put, it's a corridor full of shadow sirs. Your goal is only to make it to the end, but the kicker is that you suppress the whole time, which means you can't run, double jump, or naturally play health. This means that you only have to bulldo this part of the dungeon completely with your favorite alternative healing, such as Warlock Healing Lift, Hunter Exotic Worm Husk Crown, Exotic Hand Cannon Crimson, etc. It's not really hard: stick together, hug the left wall and hold W. Once you're surrounded, just chuck the AoE grenade. Make your way to the end and jump over the tinging barrier to drop into a small room. We will go to the cathedral far away to start our next encounter. Part 3: Volges, Infinite Hunger It's time for the first boss of the shattered ball. Vorgeth is a huge take-ogale guarded by four Wizards, each with its own Letine of the enemy. The goal of this encounter is to kill the guards of the Volges wizard, collect the orbs they drop, and leave all four orbs in one of the lanterns in the middle of the arena. This lowers Volquez's shield and makes him DPS. To get to that stage, you need a lot of careful timing and cover shooting, so let's get through the battle. When you drop it down first, it's sandwiched between two wizards, one on the left and the other on the right. Each wizard is protected by four Take Amyed Amid Ane a Bee (two vandals and two goblins) and can deploy shields, so I'd like to address them first. Use the pillars to the right of the starting point to protect yourself as much as possible from The Volquez and the right-most wizard. Don't be afraid to dump some weight on it because you want to kill the wizard to the left as soon as possible. When the wizard dies, the purple orb that gives the petitioner's mark buff will fall. You need to get four stacks of this buff to erase the lantern, but if you die, you will lose all stacks. At the same time, if you don't get a new orb and refresh the buff every 45 seconds, you'll die. In other words, it takes 45 seconds to finish the next wizard from the time you pick up the orb. With that in mind, don't grab the first orb right away. Instead, work on the following wizards and their guards: Once you've killed some of them, grab the orb and push it up and move countercerally around the arena. This path minimizes downtimeIt is hard to be exposed to Volges. Wizards have void shields, so bring long-range void weapons. Most work in groups, and hammerhead machine guns bite both Wizards and Volges. The void energy bow of subtle calamity is also great for soloing this encounter. It can take cover while charging your shots further, two-shot the shields of bandars and goblins and Wizards. Take the orbs carefully and navigate from the wizard to the wizard. Everyone receives a stack of petitioners when an orb is collected, so only one person needs to survive the entire phase. Your buff will turn into a petitioner's burden, so you'll know when you get all four orbs. Now it's time for lanterns. Select one away from the current position of Volges, move to it, extinguish and retreat to DPS Vorgeth. Worms and machine gun whispers are very strong here. If you're super, use the Heavenly Nighthawk Golden Gun, Chaos Reach or Shine Well. Titans can apply melting point and enter with Sol's hammer. Vorgeth regularly starts a homing shadow orb volley at this stage and they'll kill you if you don't shoot them down. If you feel the need, please make someone a designated Auglangler. You have to kill three orbs to get out of danger, but it doesn't hurt to shoot all four. If you're in a well of brilliance, you can safely ignore orbs. Aim to kill Volges in the first DPS cycle. At the end of the DPS cycle, it appears, making it very difficult to rotate the wizard a second time. If you don't kill him on the first attempt, reach any cover you can find, melt the nearest wizard and start working counter-clockwise again. When Volges dies, you will get your booty. Part 4: Dul Innaru The rest of the path is long but easy. There are plenty of enemies and some dangerous jumps including a wall-attached boomer that knocks you off the shelf, but it's not complicated or new. Again, keep moving up according to the bad. You will finally come to the small temple area, which is the last boss of the shattered ball: Dar Incal, Eternal Return. She's easier than Wolfes, but it's also a very different battle, so let's take a look at the mechanics. Dar Incal is guarded by three take champions, Big As Knights. These champions drop orbs when they die and you need them in DPS Dul Innaru. The buffs offered by these orbs have a time limit, so they try to kill all three champions and grab the orbs at the same time. If you take too long to kill the champion, Dul Inmaru will summon crystals behind the room where they make immunity. In this case, kill the crystal as soon as possible (shotgun works great) and return to the champion. The Psions that were filmed also spawn through the fight and multiply if they leave alone, so kill them as soon as possible. A small arenaThe biggest obstacle here. It doesn't offer much cover to hide from Dul Incaru's attack, and it's small enough that you can put a lot of distance between you and the take champion. Once you start the fight, go out of the entrance doorway and go to one of the sides to provide these better covers. Worm whispers are great to kill champions because they are very easy on headshots, plus it'll shift them. Use the same weapons and supers you used for Vorgeth. Buffs for this fight are tremendous, so no matter what you use, you'll absolutely light her up. For example, a worm whisper deals 1 million damage per headshot in three orbs. So, yes, she'll probably die in one DPS cycle. If everything goes according to plan, Dul should die right after he grabs the final orb. Voila! a smashed ball Try it solo now. Then try solo without dying. The strategy of this guide works for groups and solo players, so godspeed.

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