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Black armory questline guide

Bungie Last week, players have been looking for keys to unlock an item called Mystery Box in Destiny 2: Black Armory. The box is a search that leads to Izanagi's burden, a sniper rifle. But going through the search is the only real burden. There are a few steps in the way of you and your new chic shooter. That's where we come in. Warning: If you randomly receive a rare Ada-1 reward—they fall from their normal daily rewards and reward powerful equipment—complete the objective and then hold it. You will need to turn one for a search step, so it will be very helpful to have a bankroll at that time. Finding the Mysterious Box The easiest part of this mission is to find the Mysterious Box, the mission item in which you will stick all your keys. Once you start the Black Armory and gain access to the Volundr forge, enter the arena, jump over the bridge and immediately make a 180. Follow the path through the rocks to a small cave next to the ravine. Enter and you will find a small black armor box. Open it to receive the Mysterious Box. Bungie via Polygon Finding the first three keys Great job! You found the box. This is where things get a little more difficult if you're trying to do all this yourself. The Mysterious Box requires four keys to be inserted into it. The first three keys are in the first three forges. The fourth and final key is a little more complex, so let's save it for your own section. Volundr key locations Since you're already here, jump into the Volundr forge. Complete the first wave as normal, and get ready to take action with a long-range weapon - a shooter or scout will do just fine. Between the waves, two shield drones will spawn on both sides of the arena. The first drone is on the left side facing the forge, floating on the far left tree on the distant island. Bungie via Polygon The second is in the cave area to the right of the forge, floating on the ceiling near some stalactites. Bungie via Polygon Once you've killed both drones, you should see a Maximum Temperament buff on the left side of the screen. Complete the rest of the forge as normal. When you kill the boss, you'll notice that a Black Armor box has fallen near the forge. Open it to receive your first key. Interact with the key to your inventory to place it on the lock of your Mystery Box. Gofannon key This key is probably the easiest to get on its own. Prepare yourself with the same weapons you did in Volundr. Between the first and second wave, stand around the crashed ship at the back of the arena. A shield drone will be floating on the ship's skeleton. Bungie via Polygon The second is on your left if you are looking at the ship, floating around a pillar coming out of the ground. Bungie via Polygon After getting the Maximum Temperament buff, collect your box key like last time. Izanami Key To get this on your own, you will definitely need a sniper rifle. After the first wave, such as how Looking back at the entrance to the forge, position yourself on the island on the right. Drone one is on the island you're on. Look at the forge and you'll see a small pillar poking out that will have the drone floating around it. Bungie via Polygon Drone two is on the other side of the vast pit, and is floating around a darker pillar farther from the edge, near the entrance of the cave to the arena. Bungie via Polygon Finish the forge with Maximum Temperament activated and claim the third key. Forging the fourth key Now that the Bergusia forge is open, the Ada-1 is offering the key mold for the fourth and final key. You're going to need to build this thing through a long and occasionally detestable search line. But the reward is worth it. Return to Leviathan Your first step will be in the Leviathan's belly to kill Observers. Even if you are not a raider or play alone, you will still be able to complete this step relatively easily. Equipping an exotic that speeds you up if you can - Dunemarchers or Transversive steps are great here, but mid-a multi-tool also works - as it will make this next part much easier. Bungie via Polygon Spawn in Leviathan and ignore the Cabal standing on the bridge. Get down to a secret level before where they are and you'll find a small room with six levers. Going from left to right, you need to pull the levers quickly in this order: 1 - 5 - 3 - 2 - 4 - 6. This is easy to do in a group and manageable on its own. If you did it right, you'll see a message that says the path is open. Walk the ramps until you reach the most open area. Walk forward and there will be a pool of death water (don't fall for it if you can help it; it's called death water for a reason) with a pipe coming out of it. Follow the path and jump along the pipes until you reach a large fan. Pull the lever in the room to the left and mount the waves to the shaft. Bungie via Polygon You will be presented with a choice: Go forward or turn left. Take the left turn and make your way down the corridor until you reach the Motor door. You can use any space to cultivate this, but in our engine experience it's the fastest to clean and pass. Open the door and kill as many observers as you can before they become immune. Once their shields appear, you'll need to clear the Cabal and clear the rest of the Observers. Bungie via Polygon Now that you have four lenses for the four Observers you killed, get out the door you walked in, let it close behind you and start this process all over again. Once you have collected 24 watchers lenses, you will receive a new task. Public Events and Strikes You will now need to collect brilliant amheris for Ada-1. These things fall naturally throughout the game, and you can collect it from Strike chests, Public Events, or random chests in the world. We ran by handful of public events at the EDZ - a very easy cycle starts there every few minutes. However, the speed that crosses the Shadow Lake attacks attacks the director is much faster. Complete 20 Public Events or 10 strikes to complete this stage of the mission. Temper Bergusia Now you will need to perform a Bergusia forging and killing shield drones. These two are very easy to find, even if you're just running on your own. They sane between the first and second rounds, as usual. If you are looking from the entrance, the first drone is on a pillar to the left of the forge, disconnected from everything. Bungie via Polygon The second drone is to the right of the entrance forge, floating next to a red barrel and a Black Armor box. Bungie via Polygon Now that the forge has Maximum Temperament, finish Bergusia and collect your box key as usual. Completing a rare reward Insert all four keys into your Mystery Box and return to Ada-1 in the Tower. She's going to ask you to get an Obsidian Crystal. Remember our previous warning about the rare reward? I hope you have one with you. Deliver a rare Ada-1 reward to receive the Obsidian Crystal. If you're still missing a rare reward, make all of Ada-1's normal rewards every day until you get one. From Shattered Throne Here is the first step that will require a coordinated team for most people. You will need to go to the Shattered Throne and defeat Dul Incaru, the final boss. If you need help with this, we already have a broken Throne guide for you. Keep in mind that this dungeon is only available every three weeks when the curse of the City of Dreams is at its most intense. If it's Throne Shattered week, you'll probably want to grind this quest as hard as you can so you don't be locked up for almost another month. Search pyramidion after making The Shattered Throne, you'll need to make a difficult version of Pyramidion. Even at 650, this mission is not for the faint of heart, so we suggest gathering a crew instead of trying alone. If your fire department clears it, you're back in orbit. Be careful in there. It is worth mentioning that you also need to launch this through a mission in Io, not through the Strike node itself. If you complete the normal Pyramidion attack naturally, you will have nothing to search for. Go to the search node in Io and be prepared for your equipment to lock. Keep in mind that Solar Singe and Heavyweight are also connected, so Sleeper Simulant is your friend here. Take down Siviks once and for all Now comes the final step in the quest: kill Siviks. Take a trip to the EDZ and launch the mission from the mission marker on patrol. All you have to do here is kill Siviks. This is relatively easy if you have Worm Whisper or something like that. Stand at the top of the door at the entrance to the landing, and shoot the boss until he bites. When the mission is over, go back to Ada-1 and grab your new sniper rifle. Rifle.

