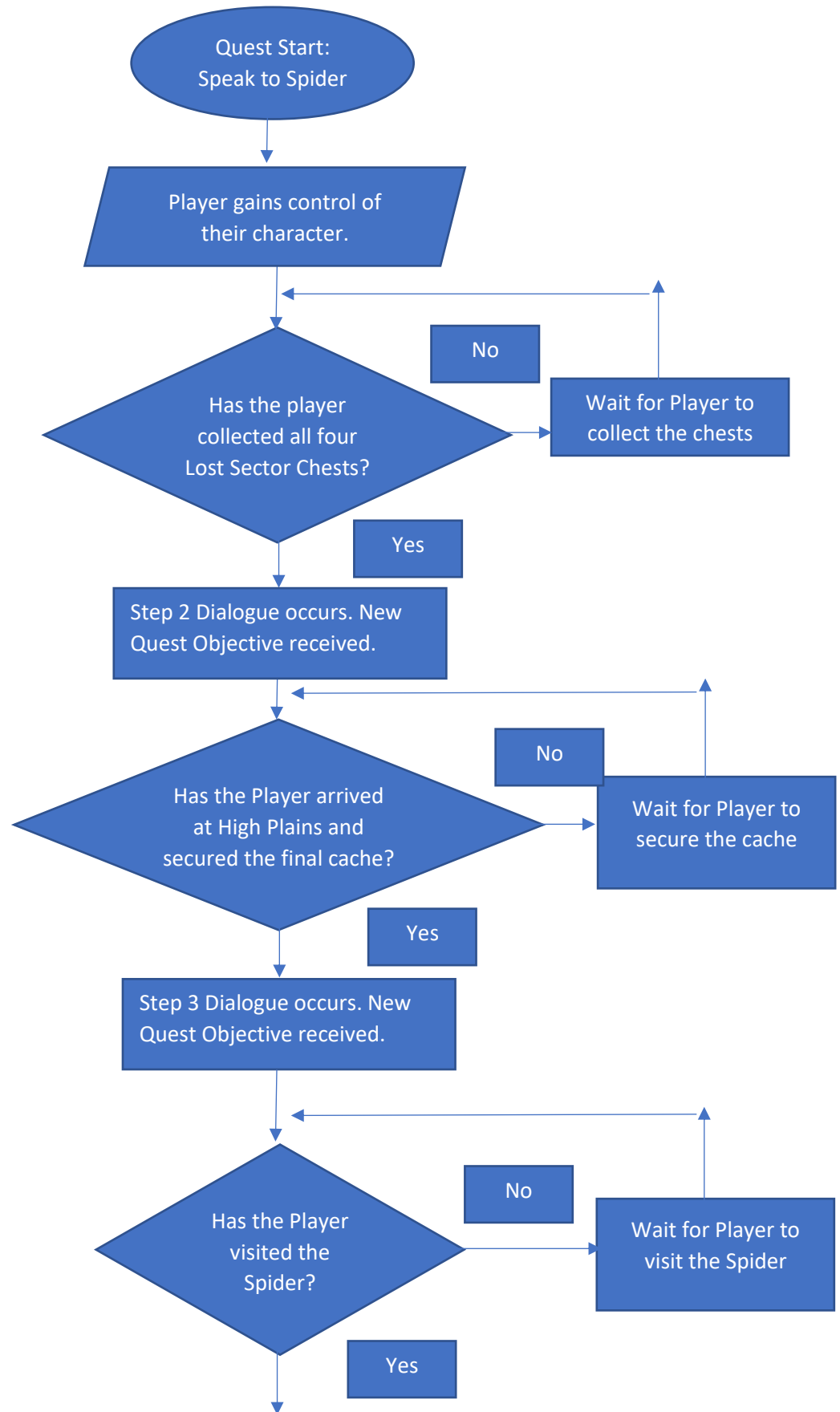


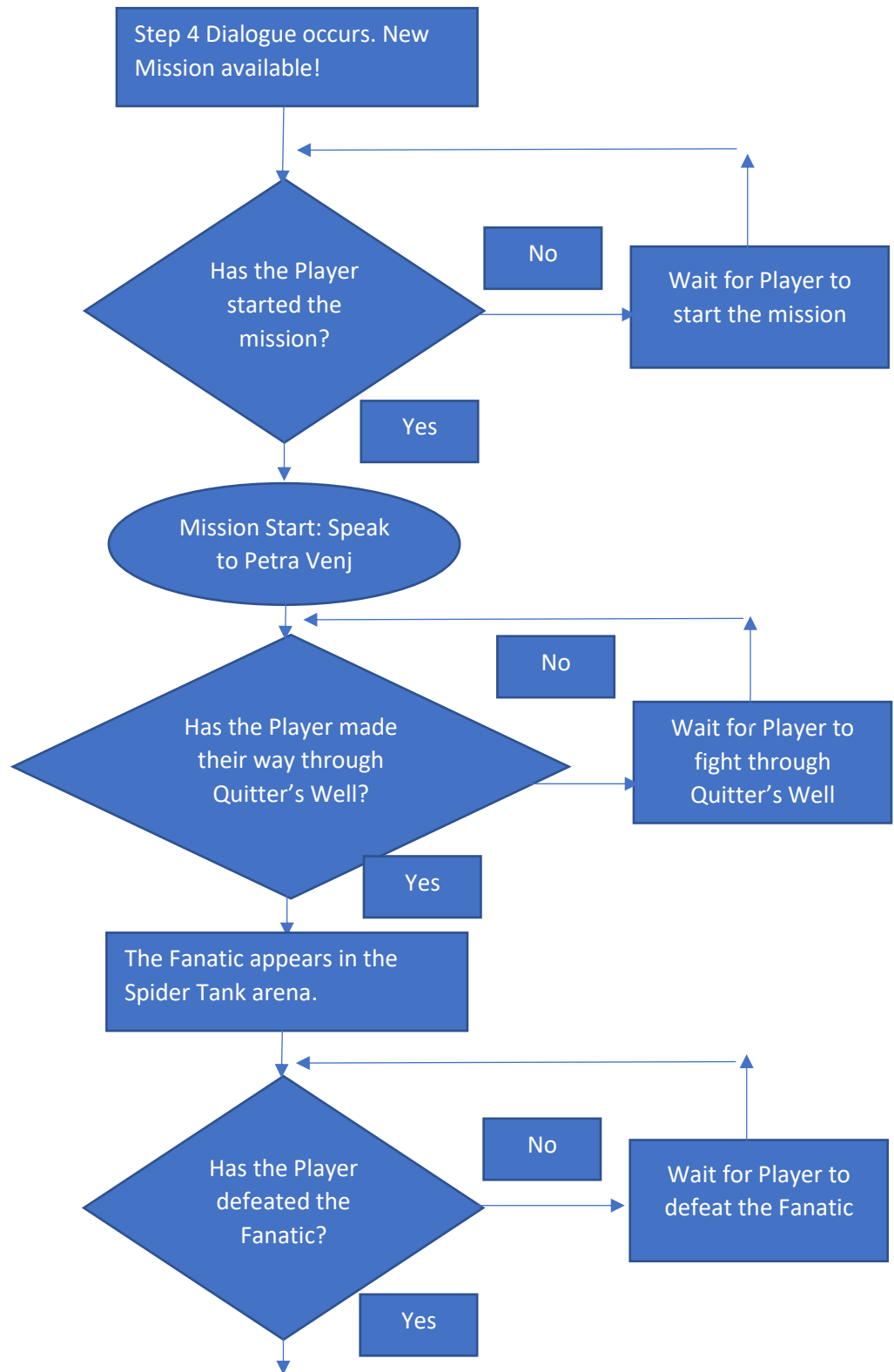
Destiny 2 Tangled Shore Seasonal Quest: Last One Out...

Destiny 2 Side Quest Spec Document

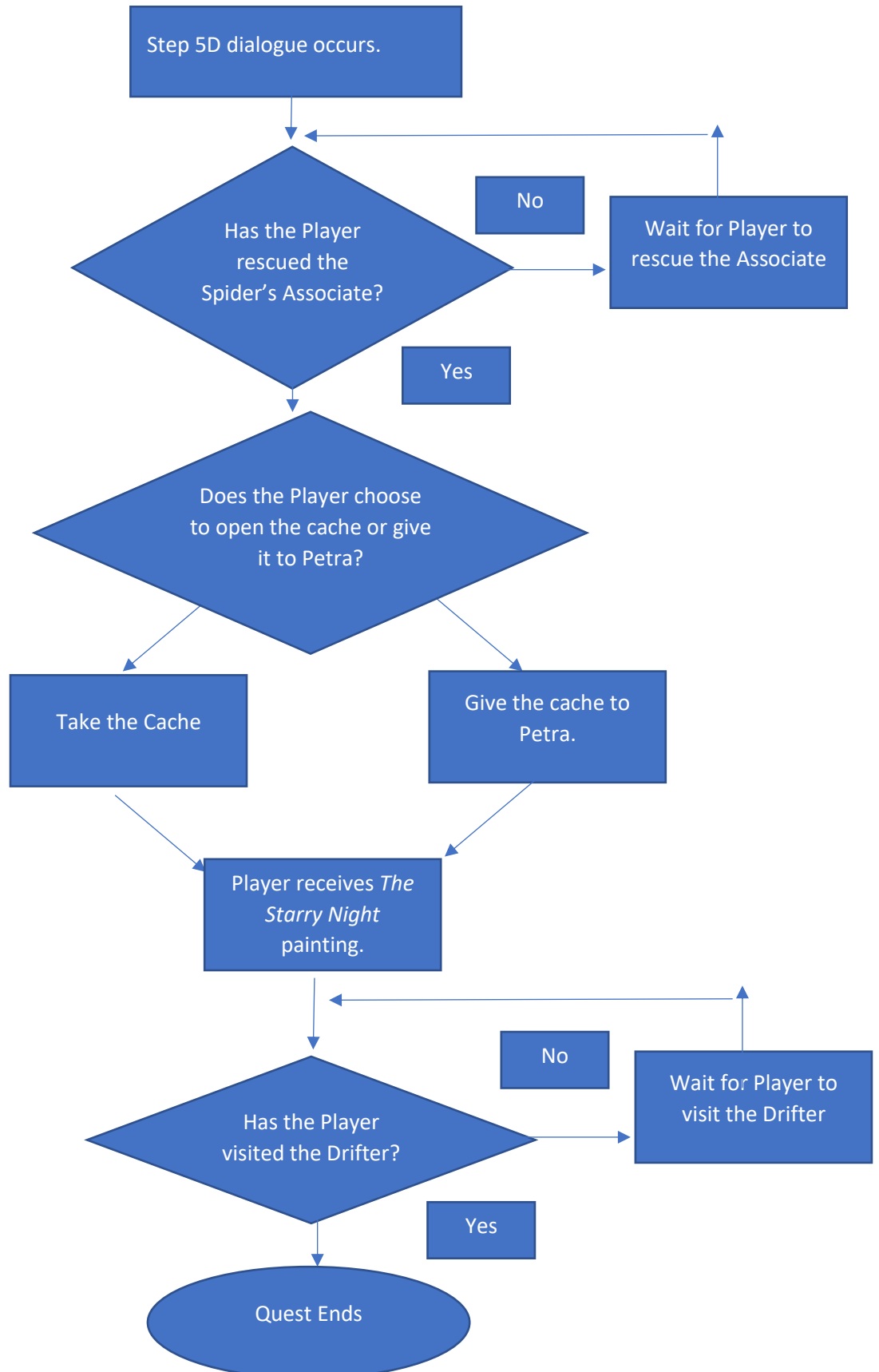
Kyle Biery



Flow Chart Continued:



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Summary: The Spider needs the Guardian's help packing up his operations on the Tangled Shore. The Guardian travels through each of the Lost Sectors and regions and revisits parts first visited on the Tangled Shore to retrieve Spider's loot. When the Awoken Corsairs close in on his lair, the Spider sends them into the Hollowed Lair to retrieve his last cache before departing with the Drifter. After fighting the Fanatic and either retrieving the cache or turning it over to Petra, the Drifter calls the Guardian and awards them with an Ascendant Shard.

Document Key:

(NAME): Character Dialogue

Action: Quest Text

Italicized Bold: Quest steps

Bold Text: Requirements/Rewards

1. Player visits the Spider

THE SPIDER: In all my years staying on the Shore, I have never had to abandon my operations quite like this. (Chuckles) You don't have to play dumb. I know that the Queen's Wrath is preparing a team of Corsairs to storm my home and kill me. My boys and I will be heading out soon and I could use your assistance in collecting my last few things. Of course, I don't expect you to do it for free, so I'll be allowing you to take a cut of what I still have to collect. Each of the Shore's little hidden areas have something tucked away in even more hidden places. A little preparation I made shortly after I found my little bird. I'll send the locations to your Ghost. (Leans forward) And Guardian? Make it quick. The Queen's Wrath will be moving in soon and I want there to be nothing tying me here.

The Spider seems melancholic as you approach. He turns his attention from the dead Ghost in his grasp and explains that Petra Venj will be at his lair soon with a team of Corsairs to wipe out his Syndicate. Not wanting to experience such a fate, the Spider asks for you to assist his exfiltration plan by securing his hidden troves of treasure he hid not long ago in preparation for this moment.

"It's not the first time I've had to go to ground. It'll certainly be the first time I'm retreating from the Queen's Wrath," he laughs.

2. Retrieve the hidden caches in Trapper's Cave, Wolfship Turbine, Shipyard AWO/23, Empty Tank, and Kingship Dock Lost Sectors

Description: The Spider is packing up his operations and is putting his affairs in order around the shore. Retrieve his scatter troves and he'll pay well.

"I can't be the only one who thinks Spider should deal with this himself, right?" – Ghost

The Player secures the final cache.

THE SPIDER: I see you've secured all the caches. Good. I have a few more caches for you to retrieve but they're a bit more... out of the way.

GHOST: Hold it, Spider. What exactly is in these caches you're having us retrieve? I've already scanned the contents and they-

THE SPIDER: Never you mind! Just understand that I'm paying you well to retrieve these materials.

GHOST: And where exactly are you taking these 'materials?'

THE SPIDER: Again, that's none of your business. (Chuckles) Besides, I wouldn't want my dear friend to be interrogated by the Queen's Wrath if she suspects you might know where I've gone.

GHOST: (sigh) Fine. Send the coordinates.

THE SPIDER: Done. Just to warn you, there may be a few... displaced individuals hanging around the area.

3. Proceed to High Plains and retrieve Spider's hidden cache.

Description: The Spider has a high security cache in the High Plains region. Retrieve it for him.

"Guardian, there's a lot of volatile materials in these smaller pieces. I'm worried about what Spider has in plans for the future." - Ghost

Players enter the High Plains area

GHOST: Guardian, I'm detecting a large amount of Dark Ether near here. Seems like the Scorn have noticed Spider is closing up shop and are making their move.

THE SPIDER: All the more reason for my swift departure. Take them out and claim my prize!

The Player eliminates all Scorn and claims the chest.

THE SPIDER: Good. Good... That's almost all of my extra wares. Now there's just-

THE DRIFTER: Hey, Spider, you've got Corsairs on their way to your location.

THE SPIDER: Now?! (Growls)

GHOST: Drifter? You're in on this too?

THE DRIFTER: Oh, hey, Quick Draw! Spider got you cleaning up after him too?

GHOST: Cleaning up?

THE DRIFTER: Heh. He's got a whole array of contraband he doesn't want the Queen getting her hands on. His personal collection of Pre and Golden Age art for one.

THE SPIDER: Enough idle chat! Guardian, return to me at once. The Drifter has agreed to be my ticket out of the Shore and I need to do one last thing in here.

4. Return to The Spider

Description: The Spider is putting together his final preparations with the Drifter in his lair. Return to him to hear his final actions.

THE DRIFTER: Hey there, kid. I see that-

THE SPIDER: Drifter, enough. I know you'll prattle on for the rest of my short life if I let you. Considering the fact that the Corsairs are just about on my doorstep, I think we can both agree that-

PETRA VENJ (on-radio): Attention Guardians on the Tangled Shore, this is Petra Venj. My team of Corsairs and I are executing a raid on the Spider's Lair. Do not interfere.

DRIFTER: That's our cue. Time to get out of here.

THE SPIDER: Guardian, I have one final small favor to ask of you. There's a final cache in the Hollowed Lair. I sent a group of my boys to retrieve it, but I doubt they'd be able to get out before the Corsairs seal the Shore. Seeing as how you're a Guardian, I would like you to go into that Scorn infested waste and assist him in retrieving it. You may keep the contents as I would hate for the Queen to get her hands on such a rare item. (Leans back) This is farewell. For now.

THE DRIFTER: I'll see you at the Tower, kid. Make sure to swing by later. Gambit's still waiting.

(The Spider and the Drifter transmats out)

CORSAIR: Transmat signature detected. Trying to track him now.

PETRA: Damn it! Find him!

CORSAIR: Yes, ma'am.

5. A. Secure the final cache in the mission: the Hollowed Lair

(The Guardian approaches Petra and her team of Corsairs on Thieves' Landing)

CORSAIR: Picking up some chatter from the Hollowed Lair. Looks like a few of the Spider's associates are searching for something for their boss.

PETRA: Track them down! They might have something on the Spider. (Turns to the player as they approach) Ah, Guardian. I see you're as timely as ever. As you know, the Queen has ordered that the Spider's organization be removed from the Tangled Shore. Permanently. Unfortunately, he seems to have given us the slip for the moment but we'll find him soon if these Syndicate members know anything. (Puts her finger to her earpiece) Yes, I'm here. (Pause) What? Damn! (Turns back to the Player) The Scorn are making our efforts more difficult. Can I trust you to go in there and retrieve that Fallen?

5. B. Retrieve the Fallen Syndicate member

(The player makes their way through Quitter's Well. Multiple Scorn wield Stasis.)

GHOST: Detecting increased Darkness levels... They're wielding Stasis!

(The Fanatic appears in the Spider Tank arena)

THE FANATIC: Dead Thing! You trespass in my children's lair once again!

5. C. Defeat the Fanatic

GHOST: Take him out! I'll track Spider's man down!

(The Player reduces the Fanatic's health down to ten percent and he collapses)

GHOST: He's down! Just in time too! The Spider's man is being boxed in by the Scorn!

PETRA: My Corsairs will be there soon to take care of Fikrul. Get going! We need those Syndicate Members alive!

5. **D. Find the Syndicate member**

(The Player fights through scattered groups of Scorn before arriving in the Fanatic's boss room. A lone Spider's Associate fights off a group of Scorn Lurkers amidst the bodies of the other Associates.)

GHOST: There they are!

(The player eliminates the group and the Associate acknowledges them)

ASSOCIATE: (Fallen Chatter)

GHOST: It's fine. Spider sent us. Do you have the cache?

ASSOCIATE: (Fallen Chatter)

GHOST: Take us to it.

(The Associate leads the Player over to Fikrul's safe area and a cache is revealed)

GHOST: Good. Now we've just got to- wait. Detecting explosives!

(A shock mine deploys and detonates, killing the Spider's Associate)

GHOST: NO! Oh... (on the radio) Petra, there were explosives near us and the last Associate is dead because of them.

PETRA: Damn it. Just can't catch a break today... You have the cache?

GHOST: We'll take a closer look at it. Explosives might have damaged it.

PETRA: Understood. Investigate and call me if you find anything.

GHOST: Guardian, while I trust Petra to keep anything dangerous in the cache out of the wrong hands, I can't help but feel that if the Spider wanted us to have it, it really wouldn't have much value in the long run, would it?

(The Player is presented with the choice of placing a beacon down to call Petra or open the cache)

5. **E. A. Player opens the Cache**

(The Cache delivers a painting to the Player)

GHOST: What is this? A painting? (Pause) Huh. According to the information on it, this painting is a pre-Golden Age piece. Pretty to look at, but why would the Spider have this? Anyways, we should probably inform Petra that this was a bust. (On the radio) Petra, bad news. The cache is empty. There's nothing here that indicates Spider's location.

PETRA: (sigh) I was expecting that much. He's more careful than that. Thank you for your help, Guardian. My Corsairs and I will handle the rest of the Spider's Syndicate here on the Shore.

GHOST: Understood. We'll see you soon. (to Guardian) Well, we did what we could and it actually doesn't look like Spider left anything behind, so we should be fine. (Pause) Wait, I'm receiving a transmission... It's the Drifter. He wants us to come and see him in the Tower. Let's go see what he has to say.

5. E. B. Player puts down the beacon

(Petra appears and looks around)

PETRA: This place was a lot better before the Scorn took over. (Looks at the Cache) All right. Let's see what we have. (Looks at the Guardian.) Care to do the honors?

(The player opens the cache and it delivers a painting)

PETRA: A painting? Hm... I knew Spider had an appreciation for Human culture Pre-Golden Age. (pause) It doesn't appear as though he left anything indicating where he'd be headed. I suppose you can hang on to the painting then. Did the Associate say anything?

GHOST: No. He tried to lead us to the cache before the explosive killed him.

PETRA: I see. Well, my Corsairs and I will mop up the Shore and get everything back to the way it was before the Taken War. Hopefully this will be the first step to making the Reef a bit more peaceful.

GHOST: Good Luck, Petra.

(Petra leaves)

GHOST: I'm receiving a transmission... It's the Drifter. He wants us to come and see him in the Tower. Let's go see what he has to say.

6. Player speaks to the Drifter

A. Player chose to keep the Cache

THE DRIFTER: Hey kid, nice to see that you're still on the wrong side of the law. The new law of the Shore, that is. Heh. Anyways, Spider is settling into his new bolt hole comfortably for the time being. He wanted me to pass on his appreciation for your aid. If you ever want to see him again, just let me know and I'll hook you up with his frequency. Can't right now, as the Reef is probably going to be watching us both. Keep walking that line, *hero*. Heh.

(The Drifter hands the player an Ascendant Shard as thanks for their help)

B. Player sided with Petra and revealed the Cache

THE DRIFTER: Hey there, snitch. Surprised I know about you letting the Queen's Wrath at the cache? Don't be. You don't live as long as I do without knowing how to keep an eye on someone you know might put a bullet in your back. Heh. Anyways, Spider is settling into his new bolt hole comfortably for the time being. He wanted me to pass on his appreciation for your aid. If you ever want to see him again, just let me know and I'll hook you up with his frequency. Can't right now, as the Reef is probably going to be watching us both. Keep walking that line, *hero*. Heh.

(The Drifter hands the player an Ascendant Shard as thanks for their help)