


Destiny 2 shadowkeep exotics guide

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When Destiny 2's Beyond Light expansion launches on November 10, some in-game destinations will be introduced into what developer Bungie calls Destiny's Content Vault as part of an initiative to keep the game from becoming too bloated and cumbersome. Because of this, the specific exotic weapons quests attached to these destinations will be decommissioned (Exotics themselves are still available to obtain, just not through these quests). Bungie recently provided a handy list of each exotic weapon related quest which will remove upcoming changes beyond Light, along with Whisper Worm and Flash Perfect quests, which are also currently vaulted, bringing in a total of up to 18 weapons in total. If you haven't received any of these weapons yet and you want to before the outside light launch, we went ahead and provided a quick roundup of how you can go about it. Ace Of Peak Getting Ace Peak Exotic Gun Side requires that you first own Destiny 2 in a forgotten extension, as you will need to finish the Forsaken related campaign story to start the quest in earnest. Once you've completed the Forsaken story, you can follow our in-depth Ace of Spade guide to complete the remaining steps of the quest. Bad Juju Bad Juju Exotic Pulse Rifle quest attached to Calus' Tribute Hall, which itself is located on Nessus. To unlock access to Tribute Hall, above the head of Werner 99-40, a salesman at Nessus who resides on a large floating barge. Next to Werner is a chest that you can open by paying a titling of 5,000 flickers, and opening the chest mesh, you will receive an invitation from the subject of the Emperor's quest, which will lead to permanent access to the Hall of Tribute. Once you have opened the Tribute Hall, you should start filling it with a tribute statue. Open your Triumphs menu and find the Destinations tab. Click on the tab, then click on the Small category, and finally scroll down to the Tribute Hall entry. Each Triumph you complete in this record is a tribute to the statue, and you can also buy statues from the great Calus motif in Tribute Hall itself to hefty Glimmer/resources. Your goal is to earn 18 tribute statues in total, at which point you will unlock a short and easy quest that, once completed, rewards Bad Juju. Worldline zero Claim the Worldline zero exotic sword, you need to head over to Mars and hunt down a number of memory fragments that must be destroyed using specific types of damage. Fortunately, we have a guide that shows exactly where you can find all 45 fragments. Also, note that you only need to destroy 35 fragments to qualify for Worldline zero, although you will also get a cool view of Exotic Sparrow Mountain for destruction 10. Sleeping Simulant SleepY Simulant Linear Rifle Merger is another Exotic that requires spending a lot of time on Mars. Again, we have a guide that can take to take Through specificity, just note that the Sleeper Simulant unlocking process is a little more involved and time consuming than The Worldline zero questline. Polaris Lance Third and Last Mars-based Exotic Search leads to exotic scout rifle Polaris Lance. Fortunately, some of the same steps that you complete as part of the Sleeper Simulant search are also needed to add Polaris Lance to your arsenal. After finishing the Warmind story campaign and completing a few minor quests for Ana Bray, she will give you a series of quest steps for a large multi-part quest called Nascent Dawn. These quest steps include performing tasks such as patrolling on Mars and lost sectors, completing specific adventures and heading into playist activities like Strike and Crucible. When you finish step 4/5 for the Nascent Dawn quest chain, Polaris Lance will be yours. Completion of the fifth and final step is required only if you also want to claim the Polaris Lance catalyst. The Legend of the Acrius quest that leads to the Legend of Acrius Exotic Shotgun includes a Leviathan raid on Nessus, so make sure you have friends to dial before you start it in earnest. To start the quest, you must first complete two other quests that are obtained as follows: On Comms - The quest begins when you take a point that accidentally fell on any slain enemy Kabal and involves killing an extra Cabal until you get five communication ciphers. Destroyer of the Worlds - This quest, which is received after the end of the campaign of the history of the Red War, involves the completion of one run of the Leviathan raid. With both of these quests in your bag, you will receive an imperial invitation from Benedict 99-40 in the tower, which directs you to complete a number of additional tasks including a unique version of the arms dealer's strike. Most of these tasks are not too difficult, but the final task involves completing the launch of the Leviathan Raid on Prestige difficulties so keep that in mind. Performing all the tasks will net you your own Legend of Acrius. Rat King is a full auto Exotic Sidearm Rat King can only get after you have unlocked planet Titan and finished most of his history of quests. More recent steps also require you to party at least one other player who either also has a quest or who has already unlocked the Rat King himself. You can find a more detailed explanation of how to start and finish the Rat King quest in this fate 2 basic exotic guide game. Sturm Same guide above, which leads to Rat King Exotic also contains steps to unlock The Assault Exotic Hand Gun. Curiously, Sturm is designed to wield in tandem with his colleague, The Legendary called Drang. The starting quest to get Sturm is over at Nessus, and the above guide will guide you through the remaining steps of the steps getting both Sturm and Drang. MidA Multi-Tool Similar to Sturm, MIDA Multi-Tool Exotic Scout Rifle is designed (but not required) to own along with the second weapon, the MIDA Mini Tool Legendary SMG. The quest that leads to two MIDA weapons begins on EDS, and the aforementioned guide to Rat King and Sturm also contains all the steps needed to wrap the MIDA quest up. Le Monarque With the release of the expansion shadowkeep Destiny 2, two of the three new exotic weapons that have been added to the Black Armory DLC game, are now much easier to obtain. Prior to Shadowkeep, the only way to get Le Monarque Exotic Bow was through a randomized drop after forging certain frames of arms during Black Armory activity. Now, players can instead pick up the 'Butterfly's Grace' quest from Black Armory supplier Ada-1 in the tower. Grace Butterfly's quest still requires some effort to complete as he challenges players with killing a bunch of fallen bows and forging a total of 10 frames of weapons through forgery-up completions. Fortunately, the randomness of the original method of obtaining completely disappeared. Once 10 frames of weapons are finished and the necessary Fallen have been riddled with arrows, Le Monarque will be yours. Jotunn If you're going on the above Le Monarque Exotic, you might as well go for Jotunn Exotic Fusion Rifles, as well since their respective quests have a ton of overlap. As with Le Monarque, The new post-Shadowkeep quest for Jotunn, Giant Power, can be picked up from Ada-1. Getting Jotunn also requires that the player forge a total of 10 frames of weapons, but instead of killing the fallen with bows they should instead kill Vex with thermonuclear rifles. The presence of both Le Monarque and Jotunn quests immediately means that each forged frame of the weapon will be counted in both quests. The two weapons in themselves are still pretty powerful even after a few relevant tweaks and nerfs so the extra effort needed to add them both to your arsenal is well worth it. Isanagi Burden Searches for Getting Isagi Burden Exotic Sniper Rifle, the third and final Black Arms Exotic, is not as simple and simple as Le Monarque and Jotunn quests. However, it also benefited from some post-Shadowkeep changes that made the quest a little easier to finish. Before Shadowkeep, players couldn't even begin the search until they discovered a hidden 'Mysterious Box' quest item near Volundr Forge's EDS. Now they can just pick up a box from Hell-1 in the tower. The complex nature of the remaining steps of the Mysterious Box quest can fill the entire guide all its own, so instead we just provide a handy video guide from Destiny YouTuber Datto. Datto's step-by-step video all the other steps of quests to unlock the Burden of Isanagi and condenses them into one video that just just Five minutes. Just remember that you can ignore the first part of the video showing where the mysterious box is hidden, since it is now available for pickup from Ada-1. The last word to start a quest that leads to the exotic gun hands the Last Word (a fan favorite from the original fate), you need to talk to Drifter in the tower and pick up the strange artifact he offers you. From there you can follow our in-depth guide to clear the artifact and complete the remainder of the 'The Draw' quest, which leads to the last word all your own. Thorne Thorne was the weapon that made the original Destiny players tremble with fear because of its powerful PvP presence, and it is no less deadly in its Destiny 2 form. Fittingly enough, unlocking Thorne for yourself takes not a small degree of footwork, but we have a detailed weapon guide that should make the journey a little easier. Lumina In addition to its eye-catching design, Lumina Exotic Hand Gun is completely unique in that its shots can actually heal other players, making it a valuable weapon for almost any group-oriented game mode or activity. If you are working towards getting Thorne, make sure you also consult with our guide to unlocking Lumina, since the quests requirements for getting both weapons overlap a bit of the truth the powerful exotic rocket carrier Truth is the absolute beast in Crucible and Gambit, and if you want to add it to your arsenal you can start a weapon-related quest by completing one run-up of Menagerie on Nessus. From there, our comprehensive guide guides you through the remaining steps to unlock the Truth. Whisper Worm Unlike all other weapons on this list, getting a sleek-looking Taken-themed Exotic Sniper Rifle Whisper Worm does not require the completion of a formal search. Instead, the player just has to navigate the cunning gauntlet of environmental hazards, big unstable pits, and tough group enemies all, and race against a strict deadline. Just access to this glove is used for immense pain because it can only be found while a taken Blight public event takes place in a certain place on the planet Io. Now, all players have to do is go to the blue 'Whisper' knot on the Io destination map and they can try to glove as many times as they want. Below is a video of a step-by-step guide from YouTuber Datto showing where to find the hidden glove entrance once you spawn in the Whisper mission and how to navigate through the glove once you've reached it. Successfully clear the glove and defeat the final group of enemies before the timer expires and the worm whispers yours. Flash Perfect Searches to Get Flash Perfect, Exotic Pulse Rifle, actually a modified version of Flash Prime Exotic from the original fate, was made for players who solving obscure puzzles. Before you can even start the quest, however, you need to first finish my enemy enemy's mission on Titan (in case you want multitasking, performing this mission is also a necessary step to get Rat King Exotic). With my enemy's enemy aside, you can follow our in-depth Flash Perfected quest guide to finish the remaining steps and add powerful Siva-shooting weapons to your exotic arsenal. Arsenal.

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