

DESTINY 2 - DUNGEON FIELD GUIDE

DUALITY

Complete Dungeon Guide

A mechanics-first reference for every encounter, challenge, secret, reward, and fireteam role, with every required spatial rule stated in text.

EDITION	2.0 - Text-only
MECHANICS VERIFIED	August 1, 2026
DESIGN SYSTEM	Vaexil Dungeon Field Guides

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How to Use This Guide

This is a text-only field guide for Duality. Every realm transition, room position, symbol, timer rule, recovery path, hidden chest, Repressed Memory, Heartshadow catalyst step, and assignment is stated in prose. The guide does not rely on maps, diagrams, screenshots, hue alone, or page-relative instructions.

Each reward encounter follows the same pattern: objective, orientation, roles, numbered execution, failure and recovery, solo adaptation, loadout philosophy, and quick reference.

Difficulty scope: Duality currently has Standard and Master activity definitions. The current Master definition includes Barrier and Unstoppable Champions, additional Champions, Match Game-style extra shields, and Solar and Void shields. Power, featured status, Champion placement, surges, overcharges, modifiers, and reward tiers can change. Read the live activity card before launch.

Realm language: This guide uses Material realm for the stable opulent space and Nightmare realm for its hostile counterpart. Some external guides call them dream/waking, blue/red, or normal/nightmare. Mechanics are never communicated by color alone.

Orientation convention: Unless a section states otherwise, stand at rally or the entrance and face the far objective. Near means close to rally; Far means close to the opposite end. Left and right use that observer frame.

Loadout policy: Recommendations describe jobs: rapid Bellkeeper removal, close add control, safe Standard running, precision Major damage, survivability, or boss damage. Exact weapons and subclasses are optional. Timers and bells outrank damage.

Before the first pull

- Decide whether the run is a clear, Master clear, Discerptor title run, Heartshadow drop-chance run, Mind Heist collectible run, catalyst run, or solo/solo-flawless attempt.
- Number players 1 through 3. For solo, read each role as a sequence performed by the same player.
- Standardize four symbol names: **Chalice**, **Sun**, **Axes**, and **War Beast**. "Dog" is accepted only if every player agrees before the encounter.
- Confirm the live activity card, including Champions, shields, modifiers, featured state, and reward tier.
- For a Heartshadow catalyst run, confirm at least one participating player owns Heartshadow and that the three catalyst Nightmares appear before committing to the route.

Dungeon-Wide Mechanics and Terminology

Bell transitions

Starting realm	What ringing does	Survival rule
Material	Moves the fireteam to the same corresponding positions in the Nightmare realm.	A bell aura is not required, but stand on geometry that exists in both realms.
Nightmare	Returns the fireteam to the Material realm.	Every player must be inside that bell's marked floor ring when it is shot or they die.

In non-encounter traversal, a visible bell may be shot through a grate to change which architecture is accessible. In encounters, bells are locked by Bellkeepers.

Bell safety: Never ring the return bell until every living player calls "inside." Check the floor before entering Nightmare; solid purple or ornate flooring in Material may become a pit.

Bellkeepers

Bellkeepers are Cabal Incendiors tied to a bell.

- In the Material realm, kill the pair nearest a bell to activate that bell.
- In ordinary Nightmare collection phases, the return Bellkeepers are at the opposite end from the bell used to enter.
- Caiatl's damage phase is the exception: one pair appears at each of the three small bells, and each pair activates its own bell.
- Incendior backpacks can explode after death. Finish from range or destroy the backpack deliberately before standing near the body.

Call: "Entered Near; Bellkeepers Far." The bell runner confirms "Far bell open" before Standard carriers converge.

Nightmare Collapsing

Encounter trips to the Nightmare realm begin with a 60-second lethal timer. Killing a correct Standard Bearer adds 15 seconds. In the Vault and Caiatl collection phases, killing an unrequested Standard Bearer sharply reduces the remaining time.

Leave enough time to:

1. Kill the Bellkeepers tied to the return bell.
2. Reach that bell.

3. Put every living player inside its ring.
4. Shoot and complete the transition.

Use 15 seconds as the team's default escape call. A player carrying a Standard who dies loses it.

Standard Essences

The four Standards are Chalice, Sun, Axes, and War Beast.

- The Material realm displays the Standards currently required.
- The matching Standard Bearer is killed in the Nightmare realm.
- Its dropped Standard Essence persists on the carrier through a successful return.
- Deposit only at the matching symbol in Material.
- At the Vault and Caiatl, do not kill an unrequested Standard Bearer.

Use a closed-loop call: "Need Sun and Axes," then "Sun held," "Axes held," and finally "both inside."

Team roles

Role	Three-player team	Solo adaptation
Bellkeeper	Opens the return bell first and announces the safe exit.	Kill Bellkeepers before the Standard Bearer unless route timing demands otherwise.
Standard runner 1	Takes first called symbol.	Complete one or both requested symbols based on remaining time.
Standard runner 2	Takes second called symbol.	Same player performs the second route only if escape margin remains.

All players assist with Bellkeepers after securing their Standard. No carried objective is more valuable than a safe return.

Enter Calus's Mindscape

Interact with Eris Morn and descend beneath the Calus statue. The opening route teaches bell movement without an encounter wipe zone.

Opening bell route

1. In the first sealed room, shoot the distant bell through the grate to enter the Nightmare realm.
2. Move through the now-open route, then use the reachable bell to return while standing inside its ring.
3. In the first tall chamber, clear enemies and climb its ledges and central beams toward the upper exit.
4. Repressed Memory 1 is in the open door high on the right wall when standing near the top and facing back toward the lower bell.
5. Shoot the upper bell through the grate to enter Nightmare. Repressed Memory 2 occupies the same physical open-door recess in this realm.
6. Return to the lower bell, stand in its ring, and ring back to Material. Re-climb to the upper route.
7. Continue alternating bells through the underbelly. A grate always provides line of sight to the bell needed for the next transition.
8. In the large open pit chamber after a distant bell shot, step through the wall opening, turn left, and look down for a short platform on the nearby column. Drop to it, turn back toward the entry, and jump to the matching opposite-column platform for Repressed Memory 3.
9. Follow the wall ledges to the left-side exit, transition back through the next bell, and continue to the opulent lounge with curtains and a raised central structure.
10. Clear the room to open the center floor. Before dropping, climb the light fixtures and door frames to the top of the wall-side structure for Repressed Memory 4.
11. Drop through the center opening to Gahlran's rally.

Traversal recovery

If the route appears closed, stop at the last safe platform and search through grates for a bell before jumping. When returning from Nightmare, the ring requirement still applies even outside encounters. A solo-flawless run should never use an unverified blind drop.

1. Defeat the Nightmare of Gahlran

Recover two Standards, deposit them to open two side rooms, enter Nightmare with players positioned inside those rooms, kill all Visions of Gahlran, damage the boss, and return before Nightmare Collapsing expires.

Orientation

Stand at rally and face the elevated Far Bell.

Position	Symbol
Far Left	Chalice
Far Right	Sun
Near Left	Axes
Near Right	War Beast

Near Bell is behind rally level; Far Bell is elevated at the opposite end. Each same-side pair of symbol doors connects as one Nightmare corridor.

Roles

Role	Player	Responsibility
Left runner	1	Check and collect requested Standard on left; clear left corridor Visions.
Right runner	2	Check and collect requested Standard on right; clear right corridor Visions.
Bellkeeper / center	3	Kill opposite-end Bellkeepers, open return bell, and clear center.

Collect Standards

1. Clear the initial Material enemies and activate the chosen entry bell by killing its nearby Bellkeepers.
2. Call the entry bell: Near or Far. Shoot it to enter Nightmare.
3. The two active Standard Bearers are inside two of the four open symbol rooms. Runners use radar and visible War Beasts to identify occupied rooms.

4. Kill each Standard Bearer. Each correct kill adds 15 seconds. Pick up Chalice, Sun, Axes, or War Beast and announce it.
5. The Bellkeeper player kills the pair at the end opposite the entry bell.
6. Everyone moves inside the open return bell's ring. Confirm every player and both Standards, then shoot it.
7. In Material, deposit each Essence at its matching hologram. Each deposit opens that symbol door and releases enemies; clear them.

Create damage

1. Standard runners enter the two opened symbol doors. The Bellkeeper player stays in the main hall.
2. Activate either available bell to return to Nightmare. The runners now occupy the two side corridors; the Bellkeeper player remains in center.
3. Each corridor contains five Visions of Gahlran. Clear all ten. A corridor door opens only when its Visions are dead.
4. The center player kills the opposite-end Bellkeepers and opens the return bell.
5. When all Visions die, the main Gahlran becomes vulnerable. Runners converge into center and damage.
6. At the escape call, stop damage and enter the active bell ring. Return to Material before the timer reaches zero.
7. Repeat the full Standard and Vision cycle until Gahlran dies.

Failure states and recovery

Problem	Response
Standard carrier dies in Nightmare	Open the return bell and escape. Collect the missing Standard on a new trip.
One Standard was missed	Deposit the one recovered, then make a separate trip for the other.
Runner is trapped in a corridor	Kill every remaining Vision in that corridor; the end door then opens.
Return bell is locked	Kill the Bellkeeper pair opposite the entry bell.
Damage timer is low	Leave Gahlran immediately. A short phase is successful if the team survives.
Incendior body blocks bell ring	Destroy its backpack from range, then enter.

Solo adaptation

Collect both Standards only when the route is controlled; otherwise return with one. Deposit both before damage. Enter one opened room, clear its five Visions, pass through the connecting exit, clear the other five, then kill Bellkeepers and damage. A safer variant kills Bellkeepers before the second corridor if their route is accessible. Leave at 15 seconds even if Gahlran is nearly dead.

Loadout philosophy

Favor rapid close-range add control for ten Visions, ranged Bellkeeper kills that avoid backpack explosions, and mobile sustained boss damage. On Master, cover the live Barrier/Unstoppable requirement. Do not let a damage weapon replace the tool needed to clear both corridors on time.

Quick reference

- Ring Near or Far.
- Get two active Standards; correct bearer adds 15 seconds.
- Kill Bellkeepers opposite entry and return inside ring.
- Deposit both.
- Enter opened doors and ring again.
- Kill five Visions per corridor and opposite Bellkeepers.
- Damage Gahlran.
- Escape at 15 seconds.

Navigate the Crypts and Align the Statues

Crypt route

After Gahlran, enter the **War Beast** room near the Near Bell. Repressed Memory 5 is at the back-right of that room. Then drop through the opened center floor.

1. Follow the pipes into the large crypt chamber.
2. From entry, drop down-left to the lower route. Clear the Incendior behind the landing.
3. Activate the first switch. Several triangular wall tombs extend as platforms.
4. Climb them to the flat platform, cross toward the far side, climb again, and activate the second switch.
5. The second switch opens the exit across the chamber and extends more tombs.
6. For Repressed Memory 6, move back toward the first-switch side, use the newly extended tombs, and climb high along the wall. At the blocking column, jump around its outer face to the hidden platform.
7. Return to the second-switch side. Climb the final tombs into the left-wall tunnel.
8. Control the long descent with short jumps. At the bottom, turn left and continue to the brightly lit chasm.
9. For Repressed Memory 7, stop on the takeoff platform, look beneath its edge, and drop to the two-step recess directly under the starting platform.
10. Return upward, cross to the catwalk, follow it right, and enter the vent to the statue room.

Hidden chest 1

On entering the statue room from the high ledge, do not drop immediately. Face the center bell. The matching high platform on the left wall has a door left slightly open. Cross from the center-bell platform, enter that opening, and loot the chest.

Statue alignment

The four Gladiator statues in Material must point their axes toward the central bell.

1. From the entry ledge, label statues **Entrance**, **Left**, **Far**, and **Right**.
2. In Material, inspect each axe direction and count how many counterclockwise quarter-turns would point it at center.
3. Shoot the center bell to enter Nightmare.
4. At the back of each corresponding statue base is a Calus-face switch. Each interaction rotates that statue 90 degrees counterclockwise in Material.

5. Apply the recorded number of turns. For the usual starting state, Entrance needs three, Left two, Far two, and Right zero, but visual inspection is authoritative.
6. Repressed Memory 8 is in Nightmare behind the rear column on the large platform directly opposite the entry.
7. Stand inside the center-bell ring and return to Material.
8. Inspect all four statues. If any axe does not face center, repeat only that switch.
9. When all four face inward, the circular vault door below the bell opens. Drop to the next rally.

The fixed-turn shorthand is a convenience, not a substitute for checking the axes.

2. Unlock the Vault

For each of three shielded wardens, collect the two displayed Standards, return and deposit them, then kill the exposed warden. Six Standards are used across the encounter.

Orientation

Stand near rally by the Lower Bell and face the Upper Bell at the top of the stairs.

Corner	Standard
Upper Left	War Beast
Upper Right	Axes
Lower Left	Sun
Lower Right	Chalice

The Nightmare rooms confirm themselves through decor: War Beast has a beast statue, Axes has hanging axes, Sun has a large sun at the rear, and Chalice has large cups. If any remembered grid conflicts with the room decor, trust the decor.

The circular floor at center exists in Material but becomes a lethal pit in Nightmare.

Roles

Role	Player	Responsibility
First Standard	1	Clear and collect the first requested corner.
Second Standard	2	Clear and collect the second requested corner.
Bellkeeper / center	3	Kill opposite Bellkeepers, guard return, and control Material adds.

Standard cycle

1. Read the two holograms above the center deposit ring and call both Standards.
2. Move each runner to the matching corner while still in Material.
3. Choose an entry bell. Killing the Bellkeepers near it activates it.
4. Keep everyone off the center circle, then ring into Nightmare.

5. Each runner climbs the stairs in the requested corner, clears Legionaries and Phalanxes, and kills the rear Colossus.
6. A Standard Bearer appears. Confirm the room decor, kill it, collect the Essence, and call "held." A correct bearer adds 15 seconds.
7. Do not kill a bearer in an unrequested corner; it penalizes the timer.
8. The Bellkeeper player kills the pair opposite the entry bell. Runners help after collecting.
9. Regroup inside the open bell ring and return to Material.
10. Deposit both Standards at the matching center positions. The current warden loses immunity.
11. Kill the warden, clear the room, and read the next two symbols.
12. Repeat for all three wardens. The center vault opens after the third dies.

Failure states and recovery

Problem	Response
Player stands on center during transition	Do not ring. Move to solid outer floor first.
Wrong room entered	Use decor to identify it; leave without killing its Standard Bearer.
Standard Bearer does not appear	Clear the entire corner, including the rear Colossus and hidden Phalanx.
Only one Essence returns	Deposit it, then retrieve the missing one on a new trip.
Warden remains immune	Verify both current symbols were deposited, not a symbol from the previous wave.
Return bell is locked	Kill the Nightmare Bellkeepers at the end opposite the entry bell.

Solo adaptation

Take one Standard per trip unless both rooms are already on a practiced route. Enter through the bell opposite the target side when doing so places the return Bellkeepers near the runner's route. Never cross the center. Deposit safely, clear Material adds, then make the second trip. The encounter has no overall enrage; extra transitions are acceptable.

Loadout philosophy

Bring safe Phalanx control, ranged Colossus and Bellkeeper damage, and a quick answer for each warden. Reserve enough ammunition for three cycles. On Master, cover live Barrier and Unstoppable Champions and the displayed Solar/Void shields.

Quick reference

- Read two center symbols.

- Pre-position in correct corners.
- Ring off center.
- Clear requested rooms, kill correct bearers, take Standards.
- Kill Bellkeepers opposite entry.
- Return inside ring.
- Deposit both and kill one warden.
- Repeat three times.

Navigate the Depths

Memory 9 and the second drop

Before leaving the completed Vault, face the Upper Bell from center and move to the wall on its left. Climb the projecting crypts to the high recess containing Repressed Memory 9. Then drop through the opened center door.

White-sheet room

Proceed until the room with a large square central block draped in pale cloth.

- Repressed Memory 10 is beneath the elevated floor near the center.
- Hidden chest 2 is also below. From the memory, turn toward the cloth-covered block, find the crouch-height opening in its base, and crawl to the back.

To continue:

1. Return to the central block and use its bell to enter Nightmare.
2. Follow the accessible path to the left, crossing narrow beams.
3. Use the next bell from inside its ring to alternate realms and expose the next section.
4. Continue this bell-and-beam climb until reaching the high rafters.
5. For Repressed Memory 11, turn toward the doorway used to enter the room and jump from the high beam back into that elevated opening.
6. Re-climb, follow the high exit, and enter the final slanted-beam chamber.
7. Cross using the right-wall ledges at the high ends of the beams.
8. Before entering Caiatl's doorway, climb the small platforms to its right and reach the recess directly above the arch for Repressed Memory 12.

3. Defeat the Nightmare of Caiatl

Collect and deposit four Standards in two trips. Ring the giant Bell of Proving to start damage, kill Bellkeepers at the three small bells, follow Caiatl, and ring each target bell as she approaches to stun her and gain the damage buff.

Orientation

Stand at rally and face the giant Bell of Proving.

- **Near Left - War Beast**
- **Near Right - Chalice**
- **Far Left - Sun**
- **Far Right - Axes**
- **Left Bell, Center Bell, Right Bell** - the three small bells, named while facing the giant bell.

The Material realm's solid central surround disappears in Nightmare. Stand on the main platform or a symbol balcony before every collection transition.

Roles

Role	Player	Responsibility
Left Standards	1	Collect requested symbol on left side and control Left Bellkeepers.
Right Standards	2	Collect requested symbol on right side and control Right Bellkeepers.
Bellkeeper / caller	3	Open return bell, call Caiatl's destination, and control Center Bellkeepers.

Collect four Standards

1. Clear Material enemies and the Bellkeeper pairs. Read the two active Standard symbols at the center chains.
2. Position runners on the two matching solid balconies.
3. Activate and shoot one small bell to enter Nightmare. A 60-second timer begins.
4. Kill only the two requested Standard Bearer Psions. Each correct kill adds 15 seconds; a wrong bearer penalizes the timer.
5. Collect both Essences.

6. Kill the four Bellkeepers guarding the two bells not used for entry. Either resulting bell can return the team.
7. Everyone enters one open bell ring. Return to Material and deposit both Standards at matching chains.
8. Clear the spawned Centurions and new Bellkeepers before reading the second symbol pair.
9. Repeat the collection trip and deposit Standards three and four.

Start and execute damage

1. After all four deposits, the large chain gems glow. Clear the arena and reload before shooting one to ring the giant Bell of Proving.
2. The fireteam and Caiatl move to Nightmare. This damage phase has no Nightmare Collapsing timer.
3. Immediately kill all six Bellkeepers: two at Left Bell, two at Center, and two at Right.
4. Watch the giant-bell end. Caiatl appears and runs toward one of the three small bells.
5. Call the destination. Move to that bell while maintaining space from Caiatl's stomp.
6. Make sure all damage players are inside its ring. When Caiatl enters the bell's stun radius, shoot the bell.
7. A correct ring stuns Caiatl and grants nearby players the large bell damage buff. Damage until she recovers.
8. She chooses another bell. Follow, enter its ring, and repeat.
9. Up to three bell stuns are available in one phase. If Caiatl reaches an unstunned bell, she escapes and ends damage early.
10. After the third stun or escape, return to Material, clear the accumulated enemies, and rebuild four Standards if she survives.

Failure states and recovery

Problem	Response
Wrong Standard Bearer dies	Abandon extra combat, open a return bell, and escape with any correct Essence.
Player starts collection over disappearing floor	Delay the shot until every player is on shared solid geometry.
Damage Bellkeepers are alive	Split by Left/Center/Right immediately. Do not chase Caiatl until her target pair is dead.
Caiatl approaches a locked bell	Kill that pair now; one player may bait a stomp from safe lateral space to delay her.
Bell rings before team enters	Only players inside receive the damage buff. Finish the stun safely and regroup for the next bell.
Backpack explosion kills damage team	Kill Bellkeepers at range and destroy backpacks before standing in the ring.
Caiatl escapes	Survive the return, clear Material, and begin another Standard cycle.

Solo adaptation

Collect one Standard per trip when needed. During damage, kill Bellkeepers quickly from range and identify Caiatl before committing to a side. Baiting a stomp can buy time, but never stand between her and an edge. A missed bell is a lost phase, not a reason to take a lethal chase. Clear Material completely after every return.

Loadout philosophy

Use precise, fast Bellkeeper damage that does not leave dangerous explosive splash in a bell ring. Bring mobile boss damage for three short windows and enough add control to reset between phases. Caiatl damage happens at close-to-mid range, but no specific sword or fusion is required. On Master, cover the live Champion and shield mix.

Quick reference

- Read two symbols.
- Ring, kill exact bearers, kill four opposite Bellkeepers.
- Return inside ring and deposit.
- Repeat for four Standards.
- Shoot giant chain.
- Kill all six damage Bellkeepers.
- Follow Caiatl.
- Ring target bell when she is close and team is inside.

- Damage at up to three bells.

Secrets, Collectibles, and Optional Puzzles

Standard hidden chests

Duality has two standard hidden loot chests.

1. **Statue room:** from the high entrance ledge in Material, face center. The high platform on the left has a door slightly open; enter it.
2. **White-sheet room:** go below the elevated floor, face the cloth-covered central block from Memory 10, and crouch through the opening in its base.

Hidden chests generally draw from gear already unlocked in Collections. Bungie's current tier framework lists featured-dungeon hidden chests as weekly Tier 5 weapon or armor rewards. Read the live preview for the nonfeatured state.

All twelve Repressed Memories

Collecting all twelve completes **Mind Heist**, counts toward Discerptor, and increases Heartshadow's drop chance.

No.	Route
1	First tall room, Material: open door high on right while facing back toward lower bell.
2	Same physical open-door recess in Nightmare.
3	Large pit chamber: exit wall opening, turn left, drop to near-column ledge, turn back, jump to opposite-column ledge.
4	Opulent curtain room before Gahlran: on top of wall-side raised structure.
5	After Gahlran: back-right of War Beast symbol room near Near Bell.
6	Crypt: after second switch, use new tombs back toward first-switch side and jump around high blocking column.
7	Bright chasm: in recess directly beneath the takeoff platform.
8	Statue room Nightmare: behind rear column on large platform opposite entry.
9	Completed Vault: climb crypts on wall left of Upper Bell.
10	White-sheet room: below elevated floor near center.
11	White-sheet room Nightmare route: from high rafter, jump back to elevated entry doorway.
12	Final slanted-beam room: in recess directly above Caiatl doorway.

Heartshadow and Its Catalyst

Heartshadow acquisition

Heartshadow is a random final-chest drop from Caiatl, not an Exotic quest reward. The Discerptor title requires earning it through **Assassin's Lament**.

Five current records increase its initial drop chance when claimed:

- Flawless Thoughtstealer - fireteam flawless.
- Solo Thoughtstealer - solo clear.
- Perfected Thoughtstealer - solo flawless.
- Master Thoughtstealer - Master clear.
- Mind Heist - all twelve Repressed Memories.

Bungie does not publish the base percentage or exact increase per record. Do not promise a drop after any number of clears.

Heartshadow's full-energy heavy attack fires explosive Void projectiles and turns the wielder invisible. Shot in the Dark empowers the sword after invisibility and allows its projectiles to weaken targets while active. Read the current item tooltip after sandbox changes.

Catalyst prerequisites

- The catalyst route appears when a fireteam member owns Heartshadow and has not completed the acquisition state.
- Three named Failed Assassin Nightmares must be killed in route order.
- Each drops a Standard Essence that must be carried to its specific plate.
- Entering Nightmare while holding one starts Nightmare Collapsing; returning to Material resets that traversal timer.
- If the carrier dies, that Assassin returns only after a wipe or instance reset.

Catalyst route

1. **Na'nok, Failed Assassin:** in the first tall room's Nightmare version, reach the top rafters. Facing forward along the route, drop into the open room below the right rafter, kill Na'nok, and collect the Standard. Return to the rafters. Deposit behind the upper bell toward the next route.
2. **Regor, Failed Assassin:** in the crypt/mausoleum after Gahlran, look across the main chasm from entry for Regor on an outer platform. Reach and kill Regor, carry the Standard through the crypt, and enter the statue room. Shift to Nightmare; deposit on the outcropping that overlooks the central bell.

3. **Hou'dal, Failed Assassin:** after the Vault, in the white-sheet room's high Nightmare route, find Hou'dal beside the rafters near Memory 11. Kill it, take the Standard, regain the rafters, and continue until returning to Material. Deposit on the small platform between the high rafters.

The third deposit spawns the catalyst chest nearby. Open it to receive the catalyst; Caiatl does not need to die.

Complete the catalyst

The current objective requires 400 Heartshadow final blows. Completion grants **Wraithwalk**, which increases movement speed while invisible, and the current catalyst also increases sword reserves. The in-game tooltip owns later tuning.

Rewards, Loot, and Optional Records

Current encounter loot

Encounter	Weapons	Armor slots
Gahlran	Lingering Dread, The Epicurean	Helmet, arms, legs
Vault	Stormchaser, Unforgiven	Arms, chest, class item
Caiatl	Lingering Dread, The Epicurean, Stormchaser, Unforgiven, New Purpose, Fixed Odds; Heartshadow chance	Any slot

Weapon identities and origin traits

- **Lingering Dread** - Stasis special grenade launcher.
- **New Purpose** - Stasis high-impact pulse rifle.
- **Stormchaser** - Arc aggressive-burst linear fusion rifle.
- **Unforgiven** - Void aggressive-frame submachine gun.
- **The Epicurean** - Void precision fusion rifle; reprised Opulent weapon.
- **Fixed Odds** - Solar high-impact machine gun; reprised Opulent weapon.

Lingering Dread, New Purpose, Stormchaser, and Unforgiven use **Bitterspite**: taking damage while the weapon is equipped accelerates its next reload, with more damage increasing the effect.

The Epicurean and Fixed Odds use **To Excess**: final blows while the Super is full grant a bonus to melee and grenade stats. Their legacy crafting state is separate from the current gear-tier system; read the item's live Pattern and enhancement interface.

Deep Explorer armor

- **2-piece - Built Bitter**: taking damage increases the equipped weapon's reload speed until it is stowed; more damage gives more effect.
- **4-piece - Bittersweet**: stowing the weapon restores health based on the Built Bitter stacks consumed.

Reward framework

Bungie's current pre-Edge raid/dungeon tier framework lists:

- Featured dungeon Standard and Master - Tier 5 weapon or armor.
- Featured Director Challenge - weekly Tier 5 reward.

- Featured hidden chest - weekly Tier 5 weapon or armor.
- Nonfeatured Standard - Tier 3 weapon or armor.
- Nonfeatured Master - Tier 5 weapon or armor.

Farmability, weekly lockouts, and exact quantities belong to the live activity and reward cards. Older featured-only Master and fixed-Power statements are not publication guidance.

Discerptor title

Discerptor requires exactly eleven records:

1. **Thoughtstealer** - complete Duality.
2. **Solo Thoughtstealer** - complete every encounter solo without leaving.
3. **United in Secrecy** - complete with a full fireteam of clanmates.
4. Complete with a full Arc fireteam.
5. Complete with a full Solar fireteam.
6. Complete with a full Void fireteam.
7. Complete with every player on the same class.
8. **Master Thoughtstealer** - complete on Master.
9. **Mind Heist** - collect all twelve Repressed Memories.
10. **Assassin's Lament** - earn Heartshadow.
11. Complete the Duality collection badge.

The title does **not** require a flawless or solo-flawless clear, catalyst completion, Stasis or Strand clear, or every weapon Pattern.

Additional records and cosmetics

- Completion awards **The Deepest Truth** emblem.
- Solo flawless without dying or leaving awards **Untouched by Opulence** emblem.
- Master completion awards **Mandate of Strength** Exotic ship.
- Fireteam flawless, solo, solo flawless, Master, and Mind Heist each increase Heartshadow's initial drop chance when their record is claimed.

Solo-flawless planning

- Destroy Incendior backpacks from range before standing in bell rings.
- Never ring a return bell without an audible or visual "inside" self-check.
- Use one Standard per Nightmare trip when a two-Standard route is not fully controlled.
- Leave Gahlran at 15 seconds, regardless of health.
- At the Vault, verify decor before killing a Standard Bearer and never cross center in Nightmare.

- At Caiatl, clear Material completely before damage, kill all six Bellkeepers immediately, and accept a lost phase if the target bell is not safe.
- Every full-completion record requires one uninterrupted instance; checkpoints do not qualify.

Full-Dungeon Assignment Sheet

Three-player team

Segment	Player 1	Player 2	Player 3
Traversal	Pathfinder	Bell-ring confirmation	Collectible checklist
Gahlran	Left Standard/Visions	Right Standard/Visions	Bellkeepers/center
Vault	First Standard	Second Standard	Bellkeepers/center
Caiatl collection	Left Standards	Right Standards	Bellkeeper/caller
Caiatl damage	Left bell pair	Right bell pair	Center pair and destination call
Catalyst	Assassin carrier	Route and realm control	Plate confirmation

Two-player team

Player 1 takes the first called Standard and left-side Bellkeepers. Player 2 takes the second Standard and right-side Bellkeepers. Both converge on the return bell. At Caiatl damage, split the outside bells and collapse on Center when called.

Solo

One player performs the loop serially:

1. Read and memorize the requested symbol.
2. Stand on geometry shared by both realms.
3. Ring into Nightmare.
4. Open the exit.
5. Kill only the correct Standard Bearer.
6. Return inside the bell ring.
7. Deposit, clear Material, and repeat.

Full-clear flow

1. Alternate bells through the opening Mindscape route.
2. Recover two Standards, clear ten Visions, and defeat Gahlran.
3. Navigate the crypts, align four statues inward, and open the floor.
4. Recover two Standards for each of three Vault wardens.
5. Navigate the white-sheet and slanted-beam rooms.
6. Recover four Standards for Caiatl.
7. Stun Caiatl at up to three small bells per damage phase and defeat her.

Sources and Verification Notes

Mechanics and current manifest state were reviewed August 1, 2026.

Primary and live-system sources

- [Destiny Update 9.7.0](#) - current tiered raid/dungeon reward framework.
- [Bungie weapon and artifact preview](#) - current anti-Champion weapon-frame framework.
- Current Bungie manifest version 244213.26.06.29.2000-1-bnet.65583 - activities, modifiers, items, traits, armor bonuses, catalyst, title, and record definitions.

Independent execution sources

- [GameSpot complete Duality guide](#) - bell rules, encounters, traversal, memories, and hidden chests.
- [GamesRadar complete Duality guide](#) - independent encounter and symbol-layout comparison.
- [D2 community wiki Duality reference](#) - current route, activity, rewards, and record cross-check.
- [Shacknews Repressed Memories guide](#) - physical memory-route comparison.
- [Shacknews Heartshadow catalyst guide](#) - three Assassins, carries, plates, and Wraithwalk.
- [PC Gamer Heartshadow guide](#) - five drop-rate records.
- [Current independent loot table](#) - encounter pools and cosmetic comparison.

Resolved conflicts

- Vault symbol maps conflict when authors reuse Gahlran's observer frame. Three agreeing references establish Upper Left War Beast, Upper Right Axes, Lower Left Sun, Lower Right Chalice from rally facing the stair bell. Room decor remains authoritative.
- Caiatl guides alternate front/back language. This guide uses Near/Far from rally: Near Left War Beast, Near Right Chalice, Far Left Sun, Far Right Axes.
- Older guides describe seasonal Champion mods, fixed Power, featured-only Master, and legacy Artifice sockets. Current manifest and Bungie's 9.7.0 framework supersede them.
- A fixed statue-turn sequence is normally valid, but this guide treats visible axe alignment as authoritative so the instructions survive any altered starting state.

Stable publication boundaries

- Current-state claims are dated August 1, 2026.
- Live UI owns later Power, Champion placement, shields, surges, overcharges, modifiers, featured state, farmability, and reward changes.
- Loadouts are recommendations, never requirements.
- No map, diagram, screenshot, or visual-only cue is required.
- Website files are integration-ready content for an existing host, not a standalone website or deployment target.