

DESTINY 2 - DUNGEON FIELD GUIDE

EQUILIBRIUM

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
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How to Use This Guide

This is a text-only field guide for Equilibrium. Every room, route, device, timer, handoff, failure state, secret, quest step, and assignment is stated in prose. The guide does not rely on maps, diagrams, screenshots, color 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: Equilibrium currently has a Standard activity and the optional Feat system. There is no current Master activity. The launch Contest activity and the February 2026 Praxic Time Trials were limited events and are described only as history. Power, active Feats, reward tiers, featured status, farmability, and other launch-card values can change. Read the live activity card before launch.

Orientation convention: At rally, face the encounter objective. Near means the rally or entry side; Far means the opposite side. Left and Right always assume that stated view. When a route changes rooms, the guide names the next physical landmark before using a direction.

Loadout policy: Recommendations describe jobs: reliable add control, accurate interrupt shots, safe vehicle use, rapid panel activation, mobile boss damage, survivability, or current anti-Champion coverage. Exact weapons and subclasses are optional. Mechanics outrank damage optimization.

Before the first pull

- Decide whether the run is a clear, Feat run, title run, collectible run, The Way Between quest run, Heirloom chance-boost run, catalyst-attunement run, or solo/solo-flawless attempt.
- Number players 1 through 3. For solo, read each role as a sequence performed by one player.
- Bind and test the Renegade ability input used for Shadow Power. It is distinct from firing a weapon.
- Agree on the calls **Shadow ready, interrupt, panel one/two/three, pit, conductor, orb held, and transition.**
- Confirm the live activity card. Do not carry forward launch Power, Contest modifiers, seasonal anti-Champion mods, or expired event rules.

Dungeon-Wide Mechanics and Terminology

Gathering Shadow and Shadow ranks

Taken enemies and route objects can leave dark pools. Entering a pool builds **Gathering Shadow**. The first three encounters cap this progression at different ranks.

Encounter	Highest required rank	New function
Board the Harvester	Shadow Novice	Shadow Power interrupts Nameless Apprentices and protects the bike route.
Harrow	Shadow Apprentice	Shadow Power activates Taken panels and still interrupts Harrow.
Dredgen Sere	Shadow Master	Shadow Power remains available; the player can also interact to Compel Blistered Shadows.

The base Gathering Shadow state has no countdown. After reaching a named rank, the HUD changes to the alternate ability set and exposes **Shadow Power**.

Shadow Power

Shadow Power is a short-range Renegade ability, not a weapon shot.

1. Build enough Gathering Shadow to reach the encounter's rank.
2. Confirm the rank and alternate ability display appear.
3. Use the mapped Renegade ability input to switch between Shadow Power and the normal grenade presentation when necessary.
4. Move within short range of the target.
5. Use Shadow Power on the glowing enemy or Taken device.

Shadow Power interrupts charged Taken attacks, activates Taken panels, and creates openings during Harrow's shield phase. At Shadow Master, a separate interact prompt can Compel a Blistered Shadow.

Control warning: If the expected Shadow effect does not occur, first confirm that the alternate ability set is active and that Shadow Power, rather than the normal grenade, is selected. Then move closer.

Pool and timer discipline

- Taking another pool refreshes the active Shadow countdown in sections where one is displayed.
- A vehicle tunnel can apply **Creeping Shadows**, which darkens the screen and becomes lethal if allowed to finish. Reach Shadow Novice and exit the route cleanly.
- Do not leave the only available pool unused beside a player who already has enough Shadow. Assign pools by current rank.
- When a timed panel set begins, the first activation starts the window. Find all targets before pressing the first one.

Closed-loop calls

Use calls that state both action and confirmation:

- "Novice ready; waiting for the charge."
- "Interrupted; Apprentice vulnerable."
- "Left room panel one, two, three - all green."
- "Harrow shield open; Shadow Power now."
- "Two pits available; one conductor charged."
- "Destination orb held for transition."
- "All coils retracted; final orb next."

Do not call "done" until the enemy loses its shield, all device bulbs confirm, the barrier moves, or the timer state changes.

Team roles

Role	Three-player team	Solo adaptation
Shadow operator	Builds the current rank and owns interrupts, panels, or Compels.	Clear first, then collect pools and operate one objective at a time.
Objective runner	Uses the Piker Bike, room route, pits, or realm objectives.	Becomes the next step after Shadow is prepared.
Control / damage	Clears dangerous enemies, protects the operator, tracks timers, and confirms transitions.	Preserve an escape lane and perform damage only after the room is stable.

Every player should know how to select and use Shadow Power. A death should not leave the fireteam without a mechanic operator.

1. Board the Harvester

Open at least one vehicle route, reach Shadow Novice, interrupt and defeat six Nameless Apprentices, then destroy nine Behemoths.

Orientation

From rally, face the Harvester in the center of the Temple Grounds.

- One connector is immediately left of rally.
- The other two connectors sit beside the Harvester's left and right sides.
- Red barriers stand at the far left, far right, and behind the Harvester.
- A Piker Bike waits behind each opened barrier.
- Drop-pod impact zones surround the combat space and remain lethal.

Only one opened barrier is required to complete the encounter. Opening more creates alternate bike routes and recovery options.

Roles

Role	Player	Responsibility
Bike runner	1	Opens a connector route, takes a Piker Bike through its tunnel, and builds Shadow Novice.
Apprentice controller	2	Tracks the charging Nameless Apprentice, calls the connector blast, and owns interrupts.
Behemoth / adds	3	Controls drop-pod lanes, destroys Behemoths, and protects the returning runner.

Open a vehicle route

1. Interact with the Harvester's center control to begin.
2. Clear the first Cabal wave without standing in marked drop-pod lanes.
3. Locate one immune **Nameless Apprentice**.
4. Move near a Harvester connector and wait for the Apprentice to stop, glow, and charge its large Taken blast.
5. Keep the connector between the Apprentice's attack and the ship. Move away before the blast lands.

6. If the blast hits while the connector pylon is present, that connector breaks and its corresponding red barrier opens.
7. If the blast misses, reposition at the connector and wait for the next charge. The encounter does not require a different symbol or matching connector.

Additional connectors may be broken the same way, but they are optional.

Reach Shadow Novice

1. Enter the opened route and mount its Piker Bike.
2. Drive through the tunnel, collecting the Taken pools placed along the path.
3. Creeping Shadows begins to obscure the screen. Keep moving from pool to pool; do not stop to fight unless the path is blocked.
4. Collect all seven route pools to reach **Shadow Novice**. A complete route supplies the required progression.
5. Exit the tunnel and return to the Temple Grounds.
6. Dismount in cover. Confirm Shadow Novice and Shadow Power are available before approaching an Apprentice.

Interrupt Apprentices and clear waves

1. Let a Nameless Apprentice begin its glowing charge.
2. Move within Shadow Power range and use the ability. A successful interrupt removes the immunity shield.
3. Kill the Apprentice before it finishes another cast. If it begins charging again, interrupt it again.
4. Continue through the scripted reinforcements:
 - The first Apprentice death brings three Behemoths and two more Apprentices.
 - The second Apprentice death brings another Apprentice.
 - Defeating Apprentices three through five brings three more Behemoths.
 - Defeating all six Apprentices brings three boss Behemoths.
5. Destroy the final Behemoths to complete the encounter.

The full encounter contains six Nameless Apprentices and nine Behemoths.

Encounter Challenge

When the **Challenges** Feat is active, every Nameless Apprentice must be damaged and defeated only by mounted Piker Bike fire after its shield is removed. Behemoths may be defeated normally.

Recommended execution:

1. Keep one Piker Bike in safe condition.

2. Shadow Power interrupts the Apprentice.
3. The bike runner confirms the target is vulnerable, mounts, and supplies all damage until the vehicle gets the final blow.
4. The team stops all weapon, ability, and environmental damage as soon as the shield drops.

If a weapon, ability, environmental effect, or unmounted player damages the vulnerable Apprentice or receives its final blow, restart for the Challenge.

Failure states and recovery

Problem	Response
Apprentice blast misses the connector	Re-center the enemy's line on the connector and wait for another charged attack.
Multiple barriers remain closed	Ignore them if one usable Piker route is open; extra routes are optional.
Creeping Shadows is nearly full	Stop fighting, follow the tunnel pools, and exit. A fresh route attempt is safer than hesitating.
Shadow Power does not interrupt	Confirm Shadow Novice, select the alternate ability, move closer, and wait for the visible charge.
Piker Bike is damaged during a Challenge	Open an alternate route or protect the remaining bike. Do not risk the final blow with a burning vehicle.
A drop pod kills the team	Fight away from fixed impact circles and move immediately when a pod cue appears.

Solo adaptation

Open one connector, pre-clear the tunnel entrance, and drive the full route without unnecessary stops. Back in the arena, separate Apprentices from Behemoths before interrupting. After each shield break, either finish the target immediately or disengage and prepare to interrupt its next charge. During the Challenge, reduce the Apprentice with controlled vehicle shots and avoid incidental damage sources.

Loadout philosophy

Use reliable close-to-midrange add control, a durable survival setup, and weapons that do not accidentally steal vehicle final blows during the Challenge. The mechanic needs a healthy Piker Bike and a short-range interrupt; no named weapon is required.

Quick reference

- Lure one Apprentice blast into a Harvester connector.
- Take the Piker Bike through that opened route.
- Collect pools to Shadow Novice and survive Creeping Shadows.

- Shadow Power the glowing Apprentice charge.
- Defeat six Apprentices and nine Behemoths.
- Challenge: every Apprentice final blow comes from a mounted Piker Bike.

Search for Imperial Intelligence

Board the Harvester, cross its interior and exterior structures, collect optional items, and descend to Harrow.

Ordered route

1. Board the Harvester after the encounter and climb through the red-lit hangar.
2. Use the hanging platforms to reach the smaller upper platform, then break the grate and enter the tunnel.
3. Take the first right in the tunnel. Shoot the floor grate and drop.
4. Regroup at the friendship door. It opens only when every current fireteam member is present; its three lights change from red to green as players arrive.
5. Beyond the door, take the first left, clear the enemies, climb at the upper-left side of the room, and continue through the right-side halls.
6. Enter the cargo bay with slanted doors. Shoot the three illuminated fuses: one between the two middle slanted doors and two across the room flanking the onward hall.
7. Cross the exterior space jump. The launch pushes laterally to the right, so aim left of the landing and correct in the air. Clear distant Psions before the longest jump.
8. Pass through the two red barrier rooms. In the middle room, the mounted turret is on the right when entering from the gap; hidden chest 1 is high above the ships on the back-right platform.
9. In the left-side room, shoot the first fuse to lower its barrier. Continue right and upward to the second fuse, which lowers the next barrier.
10. Break the explosive vent from a safe distance and descend toward Harrow.

Collectible 1

After the Harvester's non-linear-space movement, enter the small warehouse-like hall. Continue to its far end, turn back toward the entrance, and drop to the floor below the entry level. The first **Listen In** collectible is on that lower floor.

Traversal recovery

- If the friendship door remains closed, return for the missing player rather than trying to force the door.

- If the cargo door does not open, count all three illuminated fuses and check the two across the hall.
- If the exterior launch repeatedly overshoots, begin left of the visible destination because the push carries the player right.
- Break explosive vents at range. Standing on the vent can turn a safe descent into a flawless-ending death.

2. Defeat Harrow, Dredgen-Apprentice

Activate nine Taken panels in three outer rooms, use two Arc pits and three Arc conductors to break Harrow's shield, then extend damage with a prepared conductor.

Orientation

At rally, face Harrow through the forward door.

- **Main Room:** the central boss arena.
- **Left Room, Right Room, Rear Room:** the three Major Rooms outside Main.
- **Outer Hall:** the U-shaped hall connecting those three rooms.
- **Arc pits:** two floor traps beneath the far doors in Main.
- **Arc conductors:** three destructible devices in Main - two on the left side and one on the right when viewed from entry.

Shoot the Arc pipe above the forward door to open the starting hatch, then drop into Main.

Roles

Role	Player	Responsibility
Shadow / panels	1	Reaches Shadow Apprentice, finds each room's three panels, and interrupts Harrow.
Room clear / route	2	Kills Centurion and Psion Lackeys, announces panels, and moves with the operator.
Trap / boss control	3	Opens Arc pits, charges conductors, lures Harrow attacks, and calls damage extensions.

Build Shadow Apprentice

1. Enter one Major Room from the Outer Hall and kill its **Centurion Lackey**.

2. Kill **Psion Lackeys** in the hall and collect their pools.
3. Four Psion pools fill the progression from base to Shadow Apprentice: two reach Novice and two more reach Apprentice. A Centurion pool accelerates that route.
4. Keep the operator alive and refresh Shadow as needed. The panel sequence requires this rank.

Activate a Major Room

Each Major Room contains exactly three Taken panels. They may be on a wall, high ledge, or ceiling surface.

1. Enter the room and locate all three panels before touching one.
2. With Shadow Apprentice, use Shadow Power on the first panel.
3. Activate the other two within about 12 seconds.
4. Confirm the three bulbs above that room's door change from red to green.
5. Repeat for Left, Right, and Rear Rooms. All nine panels are required.

Outside Main, Harrow can appear invisibly near a player and begin **Harrow's Decree**, a large Taken explosion. Use Shadow Power to interrupt the charge or move far enough away. When all nine panels are complete, return the entire team to Main.

Prepare the shield break

The room offers five trap uses: two renewable Arc pits and three one-use Arc conductors.

Arc pits

1. Find the Arc pipe above a far door.
2. Shoot the pipe to open the floor pit beneath that door for about 20 seconds.
3. Lure Harrow across the open pit.
4. A successful discharge removes roughly one-third of the shield.
5. If the pit closes unused, its pipe reappears and can be opened again. After a successful use, both pits become available again only after another full Major Room cycle.

Arc conductors

1. Locate one conductor in Main.
2. Find its three nearby Taken panels.
3. With Shadow Apprentice, activate those three panels within about 12 seconds.
4. The conductor is now charged.
5. Lure Harrow's charged Taken attack into it.
6. The destroyed conductor removes roughly one-third of the shield.

Each conductor can be destroyed only once for the entire encounter.

Safe plan: Charge one conductor before shield work. Use both Arc pits plus Shadow Power windows to remove the shield. Preserve the charged conductor until damage, then destroy it to extend the phase.

Break Harrow's shield

1. After all nine outer-room panels are complete, return every player to Main.
2. Harrow appears and begins a final Taken cast. Interrupt it with Shadow Power.
3. Open the first Arc pit and lure Harrow across it.
4. Immediately after a pit or conductor hit, Harrow becomes vulnerable to Shadow Power for about five seconds. Multiple players can use the ability during this opening.
5. Repeat with the second pit.
6. If necessary, use the prepared conductor for the remaining shield, but preserving it for damage is preferable.
7. When the shield empties, begin normal weapon and ability damage.

Damage and extension

The base damage window is about 33 seconds.

1. Damage while keeping a clear lane to the prepared conductor.
2. During damage, lure or position Harrow so its attack destroys that charged conductor.
3. The message **Harrow struggles to recover his shields** confirms an extension of about eight seconds.
4. Continue damage until immunity returns.
5. If Harrow survives, repeat the Major Room and pit cycle. Destroyed conductors remain gone.

If every usable pit and conductor is exhausted before the shield breaks, repeat all three Major Rooms. This re-enables the Arc pit pipes; the room enemies used for the first cycle do not all respawn.

Final stand

At its final health segment, Harrow breaks through the rear wall and retreats.

1. Follow through the new opening.
2. Cross the exterior route while clearing Centurions and mounted turrets from range.
3. Finish Harrow on the far platform.
4. If its shield returns, use the same Shadow and trap logic that remains available. Standard execution normally provides enough time to finish.

Encounter Challenge

When the Challenges Feat is active, no Harrow's Decree explosion may complete.

- Interrupt every invisible outer-hall appearance.
- Interrupt the final cast when the team returns to Main.
- Treat a missed charge as a restart even if the team survives.
- Assign one Shadow operator to watch Harrow while others search for panels.

Failure states and recovery

Problem	Response
Three room panels reset	Locate all three before beginning, rebuild Shadow Apprentice, and retry within the shared window.
Harrow appears outside Main	Stop panel work, turn toward the charge cue, and interrupt with Shadow Power.
Pit closes before Harrow crosses	Shoot its replenished Arc pipe and retry; the unused pit is not lost.
Conductor will not charge	One of its three nearby panels was missed or the set exceeded the timer.
Harrow attack misses a conductor	The charged device remains available. Reposition the boss and wait for another cast.
Shield remains after both pits	Use Shadow Power during every post-trap opening; use a conductor only if needed.
All traps exhausted before shield break	Re-complete Left, Right, and Rear Rooms to restore the pit pipes.

Solo adaptation

Farm Psion pools in the Outer Hall before starting a panel timer. Clear one Major Room completely, locate its three panels, and activate them as one route. Interrupt every Harrow appearance before continuing. In Main, precharge one conductor, use the two pits methodically, and spend each short Shadow Power opening. Preserve a conductor for damage only if the shield plan is already stable.

Loadout philosophy

Favor mobile add control, a quick way to remove Centurion Lackeys, and damage that remains effective while repositioning Harrow. Avoid stationary damage plans that prevent the conductor extension. No named weapon is required.

Quick reference

- Reach Shadow Apprentice from outer-room Lackeys.
- Activate three panels in each of Left, Right, and Rear Rooms.
- Interrupt Harrow whenever its Taken charge appears.
- Charge one conductor.

- Use two Arc pits and post-trap Shadow Power to break the shield.
- Damage, then destroy the prepared conductor to extend.
- Challenge: no Harrow's Decree explosion completes.

Traverse the Malphas Contemptus

Leave Harrow, cross the damaged Cabal ships, reach Shadow Apprentice again, and enter the pipe leading to Sere.

Ordered route

1. After the Harrow chest, activate the Taken panel or panels beside the blast door and operate the switch in front of it.
2. Wait through the non-linear-space movement. When the ship **Malphas Contemptus** appears below and left, jump to its outer platform.
3. Follow the exterior platforms to the far end, turn left, and activate the two red switches. The left wall door opens.
4. Descend along the red platforms under the ship and break the vent on the left.
5. Enter the first open hangar. For collectible 2, go left instead of following the onward route right; pass the ships and snipers, then inspect behind the second ship.
6. Continue into the large hangar, clear the enemies and Behemoth, and use the center console to move the platforms.
7. Ride the moving platforms upward and right, then use the central circular platform to enter the ship.
8. Follow the halls to the room with two Behemoths and an inactive tank. Crouch beneath the tank elevator.
9. In the ventilation junction, one grate continues and three are dead ends. Collectible 3 is through the first duct on the right, in the short blocked hall. Return and take the continuing grate.
10. In the final enormous platform room, hidden chest 2 is immediately toward the far-left wall, behind tall crates.
11. The destination is the large pipe high across the far side. Kill Lackeys and collect pools until a player reaches Shadow Apprentice.
12. Use the central machinery and phantasmal platforms to climb. Activate the Taken panel above and beyond the pipe, then enter it.
13. Follow the linear route, defeat the Behemoth and War Beasts, then defeat two Praetorians to reach Sere.

Traversal recovery

- Do not jump during non-linear-space movement. Wait for the ship to settle into a stable position.
- Use the platform console only after the team is ready; moving geometry can separate a fireteam.
- In the tank ventilation junction, return to the central intersection after collectible 3. Do not treat a dead end as the progression route.
- In the final room, build Shadow before attempting the highest route. The panel creates the usable path to the pipe.

3. Defeat Dredgen Sere

Resolve five Taken orbs in the Material Realm and five Blistered Shadows in the Ascendant Realm, retract every lowered Arc coil, then damage Sere before its health-threshold cap ends the phase.

Orientation and realm names

- **Material Realm:** the physical boss chamber, entered from rally.
- **Ascendant Realm:** the Taken version reached when Lure of the Dark expires.
- **Wall orbs:** five shielded Taken orbs in the Material Realm.
- **Blistered Shadows:** five shadow enemies in Ascendant - one center, one upper, and three around the outer ring.
- **Arc coils:** ceiling devices that lower into the Material arena between damage cycles.

Approach Sere or attack the kneeling Apprentices to begin. Move away from the opening slam; it is lethal at close range.

Roles

Role	Player	Responsibility
Material operator	1	Builds Shadow, interrupts and kills Nameless Apprentices, and destroys unlocked wall orbs.
Ascendant operator	2	Tracks Blistered Shadows, chooses Kill or Compel, and operates route panels.
Control / coils	3	Interrupts Sere's hand attack, tracks Lure of the Dark, retracts coils, and calls the final orb.

Material Realm

The cycle begins with about 45 seconds of **Lure of the Dark**.

1. Kill Incendior Lackeys and collect their pools. Each rank requires three pools, so nine pools progress from base through Novice and Apprentice to **Shadow Master**.
2. Locate a Nameless Apprentice.
3. When it glows and charges, interrupt with Shadow Power to remove its shield.
4. Kill it. Each Apprentice death unlocks one of the five shielded wall orbs.
5. Destroy the newly unlocked orb to add about 10 seconds to Lure of the Dark.
6. Repeat until all five Material wall orbs have been destroyed or the timer transfers the team.
7. When Sere raises both glowing hands for an Arc attack, shoot both hands to stun the boss and cancel it.

Do not wait until the timer is nearly empty to destroy an orb. The extension may not register if only a few seconds remain.

Ascendant Realm

Resolve all five Blistered Shadows. Each can be **Killed** or **Compelled**.

Kill

- Defeat the Blistered Shadow normally.
- This permits a larger health segment during the next Sere damage phase.
- The resulting damage window is shorter than a Compel-heavy solution.

Compel

1. Reach Shadow Master.
2. Approach the Blistered Shadow and use its Compel interact prompt.
3. Compelling consumes Shadow, adds a Lure stack, and adds about two seconds.
4. It produces a longer damage window but permits a smaller health segment before the phase cap.

Either resolution unlocks one Ascendant Taken orb. Destroy that orb to add about 10 seconds.

The five Shadows occupy center, upper, and outer-ring positions. Use Taken panels to create phantasmal platforms. The upper Shadow requires the platform route through the Taken bubble. Locate the orb or next route before spending the last available pool.

Realm completion and transfer

- When all five objectives in one realm are resolved, that realm's timer stops.
- The fireteam transfers to the unfinished realm.
- Progress in the completed realm remains complete for that cycle.

- When all ten orbs across both realms are destroyed, the fireteam returns to Material for damage.

The realms may be completed in either order as the timer moves the team. Keep a written or spoken count: "Material three of five; Ascendant five of five."

Arc coils

Each return to Material can lower an Arc coil from the ceiling. Near Sere's final segment, multiple coils may lower at once.

1. Find the Taken panel associated with each lowered coil.
2. With Shadow active, use Shadow Power on the panel.
3. Confirm the coil retracts before beginning damage.
4. Repeat for every lowered coil.

An active lowered coil electrifies the center of the arena. If a coil remains active, move to the outer ring and retract it before re-entering.

Final-orb hold: Before destroying the tenth orb, retract every lowered coil, build any needed Shadow, interrupt Sere's glowing-hand attack, reload, and choose the damage position. The final orb starts damage immediately.

Damage Sere

1. Destroy the tenth Taken orb.
2. Damage Sere while moving around active hazards.
3. The phase ends when Lure of the Dark expires or when the allowed health segment is reached.
4. If Sere becomes immune while time remains, the health-threshold cap was reached. This is intended behavior, not a missed mechanic.
5. Prepare for the next realm cycle.

A Kill-heavy Ascendant solution allows more damage but less time. A Compel-heavy solution allows more time but less damage. Choose the balance the fireteam can execute safely; do not assume one mix is mandatory.

If the team fails to reach the permitted health threshold, every coil may lower and activate. Retreat to the outer ring, use the associated panels to retract them, and stabilize before continuing.

Encounter Challenge

When the Challenges Feat is active, destroy at least one central Taken orb in the realm entered within 10 seconds after every realm transition.

Safe method:

1. On the first entry to Ascendant, immediately resolve the nearest Blistered Shadow, then destroy its unlocked central orb inside the 10-second window.
2. Before a later transfer, leave one already unlocked orb intact in the destination realm whenever possible.
3. Call "destination orb held."
4. On arrival, destroy that orb immediately.
5. If no orb was held, immediately resolve the nearest Apprentice or Blistered Shadow and destroy the orb it unlocks.

Do not consume every orb in a realm early if another return to that realm will occur.

Failure states and recovery

Problem	Response
Apprentice remains immune	Wait for its glowing charge, select Shadow Power, and interrupt at short range.
Orb does not extend the timer	It may have been destroyed too close to expiration. Use future orbs earlier.
Upper Ascendant Shadow is unreachable	Activate the nearby Taken panels and use the phantasmal platform route through the bubble.
Compel prompt does not appear	Confirm Shadow Master, approach the correct Blistered Shadow, and use interact rather than Shadow Power.
Center becomes electrified	Leave for the outer ring and retract every lowered coil from its Taken panel.
Sere is immune with time remaining	The health-segment cap was reached. Stop damage and prepare the next cycle.
Challenge fails after transition	No central orb in the newly entered realm was destroyed inside 10 seconds; restart the encounter.

Solo adaptation

Treat each realm as a route, not a damage race. In Material, build Shadow Master before committing to an Apprentice, preserve an unlocked orb for the next return when doing the Challenge, and cancel both glowing hands. In Ascendant, resolve the nearest Shadow immediately on first entry for the Challenge, then choose a consistent mixture of Kills and Compels. Before the tenth orb, retract coils and fully reset resources. More safe cycles are preferable to a failed uninterrupted run.

Loadout philosophy

Use reliable Incendior and Apprentice control, precise shots for Sere's hands, high mobility, and boss damage that can stop cleanly at an immunity threshold. Damage recommendations are advisory because the Kill/Compel mixture changes the allowed segment and window.

Quick reference

- Material: reach Shadow Master, interrupt Apprentices, destroy five unlocked wall orbs.
- Ascendant: resolve five Blistered Shadows by Kill or Compel; destroy each unlocked orb.
- Shoot both glowing hands to cancel Sere's Arc attack.
- Retract every lowered Arc coil with its Taken panel.
- Hold the tenth orb until the team is ready.
- Damage ends at the timer or the allowed health segment.
- Challenge: destroy a central orb in the newly entered realm within 10 seconds of every transition.

Secrets, Collectibles, and The Way Between

Hidden chests

Equilibrium has exactly two standard hidden chests.

Chest	Route landmark	Exact access
1	Harvester interior, middle red-barrier room after the exterior jump	Enter from the gap, use the ships and crates to climb above the mounted turret on the right, and reach the high back-right platform between the ships.
2	Final large Shadow-platform room before Sere	Immediately after entering, travel to the far-left wall and look behind the tall crates before climbing toward the high pipe.

Treat hidden chests as repeat-roll and attunement-supported sources, not a dependable first-acquisition route. When Equilibrium is featured, the current reward framework grants each hidden chest a weekly Tier 5 weapon or armor reward. Outside a featured week, read the live card because the current patch does not enumerate every hidden-chest tier and lockout state.

Three Listen In collectibles

Activate all three audio objects for **Listen In**.

1. **After Board the Harvester:** after the non-linear-space movement, enter the small warehouse-like hall. At the far end, drop below the entrance level and collect the object on the lower floor.
2. **After Harrow:** in the first open hangar, ignore the onward route to the right and go left toward the ships and snipers. The object is in a small crate behind the second ship.
3. **Below the inactive tank:** crouch beneath the tank elevator. At the first ventilation junction, take the first duct on the right into the short blocked hall. The object is on the floor.

Listen In awards the **Praxic Drape** shader and an initial Heirloom drop-chance boost. If the record does not advance, return and hold the interact until the audio begins.

The Way Between

The Way Between is Equilibrium's multi-run Exotic quest. It unlocks Praxic Blade upgrades, loot attunement, and Heirloom catalyst attunement; it does not directly award Heirloom.

Begin the quest

1. Own the Renegades content required for Equilibrium.
2. Progress the Renegades pursuit through step 5.
3. Speak with Aunor in the Cantina to receive **The Way Between**.
4. Complete Equilibrium once. The Sere clear supplies the first relic.
5. On the next run, after Board the Harvester, do not immediately board. Enter the Inner Temple behind the arena and place the relic.

The manifest defines ten quest stages: speak with Aunor; clear Equilibrium; find, charge, and return three additional relics across later clears; open the Taken portal; defeat the Shade of Sere; commune with the Praxic fire; and report to Aunor on Mars. A fresh, self-contained progression normally requires four dungeon clears. A teammate farther ahead can expose a later puzzle, but do not assume this removes the quest holder's own stage gates.

Relic puzzle 1 - Temple Grounds side route

1. After placing the previous relic in the Inner Temple, return toward the Piker routes.
2. Enter the side route and use the Praxic Blade to destroy its Taken blight.
3. Stand in the exposed pool to begin the timed sequence.
4. Follow the route through Forgotten Eyes and additional pools. Keep moving so the Shadow timer does not expire.
5. Defeat the Failed Apprentices and Captains that block the vehicle sections.
6. At the final space, destroy the remaining blight, operate the Taken panel, and collect the relic.
7. Finish the entire dungeon to charge it.
8. On the next run, place the charged relic in the Inner Temple.

Relic puzzle 2 - cargo-bay door

1. In the first traversal, return to the cargo bay with the three illuminated fuses and slanted doors.
2. Locate the quest door near the fuses and its Taken blight.
3. Destroy the blight with the Praxic Blade and enter the pool.
4. Follow the timed Eyes and pools through the ship.
5. Use Shadow panels to continue and defeat shielded Captains.

6. Cross the ship interior, cut the marked barrier or vent with the Praxic Blade, and enter the deeper room.
7. Activate the final panel and collect the relic.
8. Finish the dungeon to charge it, then return it to the Inner Temple on the next run.

Relic puzzle 3 - post-Harrow platform route

1. After Harrow, enter the large open traversal space and locate the Taken blight high on the left-side route.
2. Destroy it with the Praxic Blade and begin the Eyes-and-pools sequence.
3. Destroy the aerial blights with the Praxic Blade; each creates a phantasmal platform.
4. Cross the created route and activate all three Taken panels.
5. Enter the opened pipe, break the floor vent, and descend.
6. Defeat the final Captain, operate the last panel, and collect the relic.
7. Finish the dungeon to charge it, then place it in the Inner Temple on the next run.

Sources disagree on whether two or three panels are visually prominent in this route. Three independent route records identify three required activations, so this guide uses three and directs the team to confirm the route opens before leaving.

Shade of Sere

After all four relics are placed:

1. Return to the Inner Temple and destroy the portal blight.
2. Enter the Taken portal to reach the Shade of Sere.
3. Use Praxic Blade defeats and pools to build Shadow Master.
4. Compel the Shade three times to remove its shield.
5. Damage the Shade to roughly half health.
6. When it moves to the upper space, destroy the aerial blights with the Praxic Blade to create the platform route.
7. Reach the boss, rebuild Shadow Master, and Compel it three more times.
8. Finish the Shade.
9. Commune with the Praxic fire, then report to Aunor on Mars.

Update 9.5.5 corrected Shade of Sere loot for players who were already attuned. The completed quest enables loot attunement and Heirloom catalyst attunement at the Praxic fire.

Praxic Blade upgrades

The Way Between unlocks the following blade upgrades:

Upgrade	Function
Offensive Form	Three melee or throw hits grant ammunition and improve damage against bosses and vehicles.
Invigorating Blade	Adds Charge Rate and Guard Resistance.
Gyro Core	Thrown damage inherits a Super-aligned effect: Arc Bolt Charge, Solar scorch, Void weaken, Stasis slow, or Strand sever.
Energy Conduit	Regenerates health based on the number of targets hit by the thrown blade.

Only one loot attunement target may be active at a time. Treat attunement as weighting, not a guarantee.

Rewards, Loot, and Praxic Records

Current encounter pools

Encounter	Weapons	Armor slots
Board the Harvester	Zealous Ideal, Voltaic Shade	Arms, chest, legs
Harrow	Conspiracy Honed, Bitter End, Voltaic Shade, High Tyrant	Helmet, arms, class item
Dredgen Sere	Heirloom, Sullen Claw, every other Equilibrium Legendary weapon	Any Sage Protector armor slot

Weapon identities

Weapon	Type / damage	Heat profile
Zealous Ideal	Solar Auto Rifle	Balanced Heat
Voltaic Shade	Arc Scout Rifle	Balanced Heat
Conspiracy Honed	Stasis special-ammo Sniper Rifle	Dynamic Heat
Bitter End	Arc heavy Machine Gun	Balanced Heat
High Tyrant	Void Pulse Rifle	Balanced Heat
Sullen Claw	Void heavy Lightweight Sword	Sword guard energy

All six Legendary weapons use **Imperial Allegiance**. Near allies, the trait improves cooling or charge rate and increases damage while the weapon is at high heat or the sword has low guard energy. Perk pools can change; inspect the live item tooltip before publishing a recommended roll.

Sage Protector armor

- **2 pieces - Combat Meditation:** sword hits return grenade and class energy, with a larger benefit while Blade Focus is active.
- **4 pieces - Blade Focus:** briefly guard to ready the effect; the next sword hit increases sword damage and lunge distance for a moderate duration.

The collection badge requires the six Legendary weapons, Imperium's Adversary emblem, and the five Sage Protector pieces for the current class. Heirloom and Arid Rambler are not part of that badge.

Heirloom

Heirloom is an Exotic Solar special-ammo Combat Bow.

- **Bolt Thrower:** fires high-powered explosive bolts and intrinsically stuns Unstoppable Champions.
- **Bullwhacker:** aiming down sights charges the next bolt; higher charge increases damage and blast radius.

Heirloom is a random final-reward drop in the current Standard activity. The historical Contest clear guaranteed it, but that guarantee ended with Contest.

Initial drop-chance boosts

Claim the associated records; completing the action without claiming its record may not apply the boost.

- Finish Line.
- Challenger Approaching.
- Blade Against Blade.
- Lifetime Limit.
- Imperial Hordes.
- Listen In.
- Me And My Shadow.
- Perfect Record.
- To Walk Alone.
- The Untrodden Path.
- Each of the five Never De-Feated qualifying-clear milestones. A qualifying clear completes every encounter with three or more Feats active.

The manifest confirms an increase for each listed record but does not publish a percentage. Do not convert these into a claimed drop rate.

Heirloom catalyst

1. Complete The Way Between.
2. At the Praxic fire, select **Heirloom Catalyst Attunement**. Only one attunement target may be active.
3. Complete Equilibrium encounters to increase the catalyst drop chance. Attunement increases chance; it does not guarantee the first encounter.
4. After the catalyst drops, defeat 500 targets with Heirloom. Multiple final blows award bonus progress.
5. The completed catalyst adds two effects: direct charged hits scorch and deal more damage to scorched targets, and defeated targets spread scorch through Incandescent.

Dark Matter Crystal: Taken

The Praxic Blade's **Dark Matter Crystal: Taken** is a separate account-wide pursuit from Heirloom.

- Each of the three Equilibrium encounters has a low chance to advance its own tracker.
- A complete set requires credit from all three encounters; encounter order does not matter.
- Progress resets weekly and whenever a completed set is claimed through a full clear.
- Repeated full clears are farmable for another set.

This behavior comes from Bungie's official dungeon launch explanation. Do not treat Heirloom chance boosts as Dark Matter Crystal boosts.

Current reward-tier framework

Dungeon state	Standard encounter rewards	Feat encounter rewards	Other weekly rewards
Featured	Tier 5 weapons and armor	Farmable, grade-based rewards	Director Challenge and hidden chests award weekly Tier 5 gear.
Nonfeatured	Tier 3 weapons and armor	Farmable, grade-based rewards	Read the live card for other lockouts.

There is no current Master activity. Feat reward grades are:

Grade	Reward
0	One Tier 3
1	One Tier 3 and one Tier 4
2	One Tier 4 and one Tier 5
3	Two Tier 5

Grade	Reward
4	One Tier 4 and two Tier 5
5	Three Tier 5

Current Update 9.7.0 labels the Feats **Cutthroat Combatants**, **Challenges**, **Shocktroopers**, **Token Limit**, and **Phase Limit**. Older Equilibrium records and some retained manifest strings use **Cutthroat Combat**, **Encounter Challenges**, **Battalions**, **Token Enabled**, and **Phase Race**. These are naming crosswalks, not additional Feats. The live selection screen is authoritative.

Current Feat	Reward Grade added
Cutthroat Combatants	+4
Challenges	+3
Shocktroopers	+2
Token Limit	+1
Phase Limit	+1

The selected Feats determine the final reward grade. Confirm the resulting grade in the live UI before launch.

Never De-Feated tracks up to five qualifying full clears with three or more Feats active. Each cumulative milestone awards a +1 Feat Slot unlock and an initial Heirloom chance boost. The third milestone also awards Static Data Shell. The record does not advance the Praxic title.

Praxic title

The **Praxic** title requires exactly ten records:

1. **Equilibrium collection badge** - collect the six Legendary weapons, Imperium's Adversary, and all five Sage Protector pieces for one class.
2. **Finding Balance** - complete Equilibrium.
3. **Finish Line** - complete every encounter with Phase Limit active; the retained record calls it Phase Race.
4. **Challenger Approaching** - complete every encounter with Challenges active; the retained record calls it Encounter Challenges.
5. **Blade Against Blade** - complete every encounter with Cutthroat Combatants active; the retained record calls it Cutthroat Combat.
6. **Lifetime Limit** - complete every encounter with Token Limit active; the retained record calls it Token Enabled.

7. **Imperial Hordes** - complete every encounter with Shocktroopers active; the retained record calls it Battalions.
8. **Listen In** - find all three Equilibrium collectibles.
9. **Me And My Shadow** - complete every encounter solo without leaving the activity.
10. **The Untrodden Path** - complete The Way Between.

Never De-Feated, Perfect Record, Take a Bow, To Walk Alone, and the historical Early Adopter record explicitly do not count toward Praxic.

Cosmetics and optional records

- **Finding Balance** - Imperium's Adversary emblem.
- **Listen In** - Praxic Drape shader and a Heirloom initial-chance boost.
- **Me And My Shadow** - Imperium Parade shader and a Heirloom boost for a solo uninterrupted clear.
- **Perfect Record** - Arid Rambler Exotic Sparrow and a Heirloom boost for a fireteam flawless uninterrupted clear.
- **To Walk Alone** - Stand Alone emblem and a Heirloom boost for a solo-flawless uninterrupted clear.
- **Never De-Feated, third qualifying-clear milestone** - Static Data Shell. Every qualifying clear uses three or more active Feats; the record has five cumulative clear milestones.
- **Early Adopter** - Dredgen's Descent emblem and a guaranteed historical Contest Heirloom; no Praxic progress.

For solo, flawless, and solo-flawless records, complete every encounter in one uninterrupted activity and do not leave. Solo records allow no other player to join. Fireteam flawless fails on any fireteam death. Solo flawless fails on the solo player's death or another player joining.

The Praxic Time Trials and its **It Binds, Compels** emblem ran from February 17 through March 3, 2026. It required a separate normal-difficulty, no-Feat, sub-20-minute, all-Praxic-Blade ruleset. It is historical and not presented as currently obtainable.

Full-Dungeon Assignment Sheet

Three players

Segment	Player 1	Player 2	Player 3
Board the Harvester	Piker Bike / pools	Apprentice interrupts	Behemoths, drop-pod lanes
Harrow rooms	Shadow Apprentice / panels	Centurion and Psion Lackeys	Harrow interrupt and room confirmation
Harrow shield	First pit / Shadow	Second pit / Shadow	Conductor charge, boss lure, extension
Sere Material	Apprentice / wall orbs	Shadow pools / timer	Sere hands / coils
Sere Ascendant	Center and outer Shadows	Upper platform Shadow	Orb count, Kill/Compel call
Secrets / quest	Route lead	Quest-stage confirmation	Chest and collectible check

Two players

- Player 1 owns the active Shadow rank and mechanic interaction.
- Player 2 owns add control, timer calls, and the next route objective.
- At Board, protect one Piker Bike and alternate between interrupt and vehicle finish for the Challenge.
- At Harrow, move through each Major Room together; split pit setup only after all nine panels.
- At Sere, one player resolves the current realm while the other tracks coils, hands, and the final-orb hold.

Solo

- Clear a safe route before collecting the pools that begin a timed mechanic.
- Board: open one connector, complete the Piker route, and separate Apprentice kills from Behemoth pressure.
- Harrow: locate all three room panels before starting each timer; precharge one conductor; use both pits.
- Sere: use consistent realm routes, prepare the next destination orb for the Challenge, and retract every coil before the final orb.
- A safe additional cycle is better than forcing a damage threshold.
- Protect uninterrupted-instance conditions: no joins, no orbit, and no death for solo flawless.

Full-clear flow

1. Temple Grounds - lure an Apprentice blast into one connector and take a Piker Bike.
2. Board the Harvester - reach Shadow Novice, interrupt six Apprentices, destroy nine Behemoths.
3. Harvester traversal - friendship door, three fuses, exterior jump, hidden chest 1, collectible 1.
4. Harrow - Shadow Apprentice, nine outer-room panels, two Arc pits, optional conductor extension.
5. Malphas Contemptus traversal - collectibles 2 and 3, hidden chest 2, Shadow platform route.
6. Dredgen Sere - five Material orbs, five Ascendant Shadows, retract coils, capped damage.
7. Optional quest - place the current relic, complete the stage-appropriate puzzle, finish to charge, repeat.
8. Optional completion - inspect Feats, Heirloom boosts, catalyst attunement, Praxic records, and live reward lockouts.

Sources and Verification Notes

Primary and live sources

- [Equilibrium launch TWID, December 11, 2025](#) - Contest history, The Way Between start, Heirloom guarantee boundary, and Dark Matter Crystal tracker rules.
- [Destiny 2 Update 9.7.0](#) - current featured/nonfeatured dungeon reward tiers and Feat grade framework.
- [Destiny 2 Update 9.5.5](#) - Shade of Sere attunement reward fix.
- [Equilibrium World First official rules](#) - historical Contest ownership, activity, and final-chest conditions.
- [Praxic Time Trials TWID](#) - expired event dates and rules.
- [Bungie weapon and artifact preview](#) - current weapon-frame anti-Champion framework.
- Bungie manifest 244213.26.06.29.2000-1-bnet.65583 - current activity, quest stages, records, title, weapons, armor bonuses, Exotic perks, and catalyst objective.

Independent encounter and route checks

- [Shacknews Equilibrium guide](#) - encounter sequence, Shadow mechanics, Harrow traps, and Sere realms.
- [The Game Post Equilibrium guide](#) - independent encounter, traversal, and route comparison.
- [Independent complete community guide](#) - wave counts, room panels, trap windows, realm mechanics, and recovery checks.
- [Current Equilibrium Challenge clarification](#) and [independent Challenge guide](#) - all three Encounter Challenge conditions.
- [PC Gamer Equilibrium loot table](#) - encounter weapon and armor pool comparison.
- [Destructoid hidden chests](#) and [Destructoid collectibles](#) - independent route landmarks for two chests and three Listen In objects.
- [The Game Post The Way Between guide](#), [Gaming Pro Max relic guide](#), and [SkyCoach quest guide](#) - relic puzzle and Shade route comparison.

Conflict decisions

- **Harvester connectors:** one connector and one working Piker route are sufficient. Claims that every barrier or a matching connector is mandatory are excluded.
- **Board wave count:** the full encounter uses six Nameless Apprentices and nine Behemoths. Vague guides that describe only repeating waves are compatible but incomplete.

- **Harrow shield plan:** two pits plus every post-trap Shadow Power opening are the resource-safe baseline. A conductor is prepared for the damage extension rather than spent automatically on the shield.
- **Sere Kill versus Compel:** both are valid. Kill allows a larger health segment with less time; Compel allows more time with a smaller segment. Community percentages are excluded.
- **Third relic panels:** three independently checked route records identify three required activations. The guide uses three and requires the opening confirmation.
- **Hidden-chest rewards:** launch guides reported broader repeated eligibility. Update 9.7.0 is authoritative for featured weekly Tier 5 chests; the live card owns other states.
- **Feat names:** current Update 9.7.0 labels supersede retained or launch wording. Both sets are provided only as a crosswalk.
- **Current difficulty:** Contest and Praxic Time Trials are expired; there is no current Master activity.

Stable publication boundaries

- Mechanics and spatial calls were verified August 1, 2026.
- Power, active Feats, featured status, anti-Champion tools, availability, farmability, and reward quantity belong to the live activity card.
- Loadouts are advisory and mechanic jobs are authoritative.
- No source edition requires a visual asset.
- This package prepares content for an existing host integration and does not create or publish a standalone site.