

DESTINY 2 - DUNGEON FIELD GUIDE

PROPHECY

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 a one-to-three-player clear. Every required location, route, mechanic, secret, collectible, and recovery rule is stated in prose or a semantic table. The guide does not rely on a map, diagram, screenshot, color-only cue, or page-relative instruction.

Each encounter is organized as objective, orientation, roles, numbered execution, failure and recovery notes, solo adaptation, loadout philosophy, and quick reference. Optional routes are separated from required progression.

Difficulty scope: The current Director and manifest expose Standard only. The dungeon is not matchmade and does not currently have a Master version. Featured status, Power, modifiers, and reward quality can change; read the live activity card before launch. Retired Rite of the Nine modes are not current difficulty options.

Orientation convention: At every doorway, stand in the doorway and face the direction of travel before using left or right. At the Phalanx Echo, Entry is the first platform and Far edge is behind the boss. In each triangle room, call the three corners Near-left, Near-right, and Far from that room's entry door. In the Hexahedron, call the wall carrying Toland, not a fixed compass side. In the damage hallway, Forward always means toward the Kell Echo's next platform.

Loadout policy: Recommendations describe jobs - Psion control, Knight setup, sniper control, survivability, knockback recovery, and mobile boss damage. Exact weapons, subclasses, and damage combinations change. No named weapon, subclass, or Super is required for a clear.

Before launch

- Decide whether the run includes both hidden chests, all 12 urns, Raider's Effigy, solo, fireteam flawless, or solo flawless.
- Assign **Mote**, **Control**, and **Anchor**. In a solo run, perform them in that order.
- Agree that Light and Dark describe the player's illumination at the Knight's death, not the Knight's own appearance.
- Use location plus state: "Near-right Dark column," "Knight weak in shadow," or "Toland on left wall."
- For Urn It, record collected urn numbers before launch. The record can be completed across runs.
- Do not begin a solo or flawless record from a checkpoint. Current record text requires a full uninterrupted clear without leaving.

Dungeon-Wide Mechanics and Terminology

Light and Dark mote rule

Taken Knight Echoes drop three motes when defeated. The type is determined by the illumination on the player who lands the final blow at the moment the Knight dies.

Killer position	Drop	Recognition without color
Directly illuminated ground	Light motes	Ground and player are visibly bright under a light source.
Deep shadow	Dark motes	Ground and player are visibly shaded from the source.

Collect five matching motes to form a carried Light or Dark charge. Picking up the opposite type replaces the current stack rather than adding to it. Stand beside a matching column and use the carried-object fire action to cleanse it.

Column recognition

- A **Light column** radiates a bright pale beam and has illuminated energy at its base.
- A **Dark column** is filled with deep shadow and a dark Taken effect.
- Call both the location and type before collecting: “Far Light” or “Near-left Dark.”
- If a player cannot distinguish the effect visually, another player calls the object's brightness state; never rely on color alone.

Three-player role model

Role	Primary job	Handoff rule
Mote	Positions for the Knight final blow, collects five matching motes, and cleanses.	Calls intended type before killing the first Knight.
Control	Clears multiplying Psions and creates safe Knight health states.	Leaves final blows to the Mote player when type matters.
Anchor	Holds safe ground, controls snipers, and manages revives.	Calls a retreat before the carrier is cut off.

Solo adaptation

1. Clear Psions before they multiply.
2. Identify the next required column.

3. Move one Knight to low health.
4. Reposition into the required illumination and take the final blow.
5. Collect without crossing opposite motes.
6. Repeat for the fifth mote, cleanse once, and return to cover.

One Knight drops three motes, so a full charge normally requires two correct Knight kills. The extra mote does not need to be collected after the charge forms.

Core terms

Term	Working definition	Execution rule
Toland	A floating white wisp that marks the intended Wasteland objective or Hexahedron side.	Call the wall or landmark beneath it.
Cleanse	Spend a five-mote charge at a matching column.	Verify type at the destination before using the charge.
Rotation lift	The center plate that moves and rotates the Hexahedron room after a cleanse.	All living players stand fully inside before activation.
Dark Entropy	Timed stack gained while outside the Kell Echo's protective proximity during damage.	Move near the boss to reduce stacks; x10 is lethal.
Singularity	The long ribbon and pyramid descent, often called Rainbow Road.	Walking is valid; a Sparrow is optional.

Entering Prophecy

Launch the dungeon and enter the portal from the Drifter's ship. The opening rooms teach the Light and Dark mechanic before the first reward encounter.

Heaven and Hell practice rooms

1. Enter the first chamber and identify the blocked column or doorway.
2. Clear multiplying Psions.
3. Find a Knight Echo and weaken it.
4. Stand in the illumination needed by the matching column and land the Knight final blow.
5. Collect three motes, repeat with another Knight, and collect until the five-mote charge forms.
6. Stand beside the matching column and use the carried-object action.
7. Repeat in the next practice space if another blocked column remains.
8. Follow the opened route upward to the circular first arena.

If motes of the wrong type drop, do not pretend the Knight was bugged. Recheck where the final-blow player stood.

1. Defeat the Phalanx Echo

Cleanse all four Light or Dark columns around the arena, then damage the Phalanx Echo. Repeat if the boss survives.

Orientation and roles

Stand at the arena entry and face the boss. The arena is a small circular platform with little protection from knockback. Name columns clockwise by their location from Entry: **Entry-left**, **Far-left**, **Far-right**, and **Entry-right**, always followed by Light or Dark.

Role	Players	Primary responsibility
Mote runner	1	Calls one required type, creates the charge, and cleanses.
Psion control	1	Prevents split Psions from filling the platform.
Knight and boss control	1	Weakens Knights, controls the Phalanx, and protects edges.

Standard walkthrough

1. Read all four columns and choose the safest first target.
2. Clear Psions before preparing a Knight final blow.
3. Call the target type and move the Knight killer into direct light or deep shadow.
4. Kill two Knights with the correct illumination and collect five matching motes.
5. Move to the matching column and cleanse it.
6. Return to cover, clear the new wave, and choose another column.
7. Repeat until all four columns are cleansed.
8. The Phalanx Echo becomes vulnerable. Damage while maintaining space from its shield blast.
9. If pushed from the arena, use controlled movement to reach an outer ledge and return.
10. If the boss survives, rebuild the four-column cycle.

Failure states and recovery

Problem	Response
Wrong mote type drops	Leave it, reposition the next final blow, and rebuild the intended stack.
Opposite mote is collected	The stack changes type; either commit to a matching uncleansed column or restart safely.
Carrier is near an edge	Move inward before cleansing; the interaction does not protect against knockback.
Psions multiply	Stop Knight setup and clear the full split wave.
Boss pushes a player away	Aim movement toward a lower exterior ledge rather than fighting the force in midair.

Solo adaptation

Cleanse one column per controlled cycle. Use the outer cover blocks and center geometry to isolate Knights. During damage, stay slightly off the boss's direct shield line and keep a recovery movement available. A second damage phase is normal.

Loadout philosophy

Favor rapid Psion clear, reliable Knight damage without accidental final blows, and mobility or survivability for knockback recovery. Boss damage must work while repositioning; an immobile setup is fragile on this arena.

Quick reference

State	Call
Target	"Far-left Dark."
Knight setup	"Knight weak; killer in shadow."
Charge	"Dark charge ready."
Damage	"Four cleansed; boss."
Knockback	"Off edge; recovering low."

Cross the Wasteland

After the Phalanx Echo, clear three Toland-marked Taken Blight groups and locate the narrow entrance to the Hexahedron.

Standard route

1. Enter the Wasteland and find Toland hovering near a group of Taken Blights.
2. Travel to that group. Destroy its Blights and defeat the protected enemies.
3. Find Toland's next position and repeat.
4. Clear the third marked group.
5. Search the nearby dune walls for a narrow pink-lit opening leading into a low structure.
6. Enter that passage and follow it to the Hexahedron rally room.

The Wasteland loops visually. Use the last cleared Blight group and Toland's new position as the route, not a compass heading. Do not separate so far that one player triggers enemies while another is still searching the previous landmark.

Solo adaptation

Use the low dunes and structures as line-of-sight cover. Clear snipers before entering a Blight's protection radius. There is no global timer, so search for Toland from safe ground after each group.

2. Escape the Hexahedron

Cleanse the plate beneath Toland's marked wall, stand in the center lift to rotate the room, and follow Toland through six successful orientations. Then defeat the two Centurion Echoes.

Orientation and roles

Enter the cube and face the center lift. Each floor has four side plates, one beneath each wall. Toland appears on a wall or, occasionally, the ceiling.

Role	Players	Primary responsibility
Toland caller	1	Names the marked wall and reads the plate beneath it.
Mote runner	1	Creates and deposits the matching Light or Dark charge.
Sniper control	1	Removes Hobgoblins and protects the center lift.

One rotation cycle

1. Locate Toland and name the wall carrying it.
2. Look directly beneath that wall and identify the plate's Light or Dark column.
3. Clear Psions and Hobgoblins.
4. Weaken a Knight, position the final-blow player in the required illumination, and create a five-mote charge from two Knights.
5. Cleanse the plate beneath Toland.
6. Clear immediate threats and have every living player stand fully inside the center lift.
7. The lift moves the fireteam and rotates the room, making the cleansed wall the next floor.
8. Find Toland again and repeat.

Killing Hobgoblins and Knights cycles the available enemy types. If the required Knights are absent, clear the current Hobgoblins to continue the spawn loop.

Toland on the ceiling

Toland cannot be reached in one rotation when it is directly overhead. This is not a wipe.

1. Choose a side plate that has not already been used for the current route when possible.
2. Cleanse it and rotate once.
3. Find Toland in the new orientation.
4. Continue beneath its marked wall.

A ceiling detour can add a rotation, so count successful Toland follows rather than assuming a fixed number of rooms loaded.

Completion

After six successful Toland orientations, the next room spawns two Centurion Echoes instead of another plate objective. Defeat both to complete the encounter and open the exit.

Failure states and recovery

Problem	Response
Wrong plate cleansed	The run continues but adds a rotation; find Toland and resume.
Player misses center lift	Surviving players stabilize the next room and revive before another cleanse.
Knights do not appear	Kill active Hobgoblins to cycle the spawn set.
Motes fall into a gap	Create the charge again; do not chase a fatal drop.
Toland is overhead	Use one deliberate side rotation, then reacquire it.

Solo adaptation

Clear every Hobgoblin before collecting. Use the center blocks to break Knight sightlines, create one charge, cleanse, then clear again before standing on the lift. The room has no global enrage; survival is more important than minimizing rotations.

Loadout philosophy

Favor accurate long-range sniper control, rapid Psion clear, and predictable Knight damage. Avoid explosive final blows if they make the killer's light/shadow position uncertain.

Quick reference

State	Call
Toland wall	"Toland left; plate below is Light."
Charge	"Light ready; cleansing left."
Rotation	"All center."
Ceiling	"Toland ceiling; one setup rotation."
Finish	"Centurions active."

Return to the Wasteland and Descend the Singularity

Second Wasteland route

1. Leave the Hexahedron and return to the Wasteland.
2. Find the Kell Echo projection and follow the direction it takes through the dunes.
3. Clear Taken enemies that block the route.
4. Continue following each reappearing projection until it leads to the Deadsea entrance.

Singularity route

1. Enter the long descent of narrow ribbons and floating pyramid structures.
2. Walking is the safest default. A Sparrow is optional and does not bypass enemy or fall risk.
3. Clear Taken Vandals before crossing exposed ribbons.
4. At every pyramid, reach the broad internal platform before choosing the next ribbon.
5. Follow the route downward through the structures. Do not assume every steep ribbon has guardrails.
6. At the final pyramid before the upward lift, stop for Hidden Chest 2 and Raider's Effigy if needed.
7. Return to the main interior path and take the lift to the final encounter staging room.

Solo adaptation

Walk the narrow or sharply descending ribbons. Stop inside each pyramid, clear snipers, and inspect the next landing before leaving. Vehicle speed saves little compared with a fall during a solo or flawless run.

3. Defeat the Kell Echo

Cleanse three columns in a triangle room to remove its three Kell Echo projections, enter the center portal, damage the real Kell Echo through a moving hallway while controlling Dark Entropy, and repeat through new triangle rooms until the boss dies.

Triangle-room orientation and roles

Each triangle room can load in a different rotation. From that room's entry door, name its three corners Near-left, Near-right, and Far. Read the column type at each corner before making motes.

Role	Players	Primary responsibility
Mote runner	1	Calls one corner/type, creates the charge, and cleanses.
Psion control	1	Prevents multiplying Psions and controls Knight health.
Ogre and portal control	1	Kills the Ogre after each cleanse and prepares center.

Triangle-room walkthrough

1. Read the three Kell projections and their Light or Dark columns.
2. Choose one corner and call its type.
3. Clear Psions, then kill two Knight Echoes from the required illumination.
4. Collect five matching motes and cleanse that corner.
5. The Kell projection disappears and an Ogre spawns. Kill the Ogre immediately.
6. Return to a safe side, clear the next wave, and repeat at another corner.
7. After all three corners are cleansed and all Ogres are controlled, the center portal opens.
8. Reload and collect ammo before entering. The damage phase begins on the other side.

Damage hallway

1. Enter and locate the Kell Echo on the first platform.
2. Stay within the boss's proximity to keep Dark Entropy controlled. Moving too far away builds stacks; x10 kills the player.
3. Damage while clearing the Taken Hobgoblins on side platforms.
4. Use solid blocks against the boss's teleport projectile. Being hit sends the player backward along the route.
5. When the Kell Echo teleports forward, prioritize movement and reach its next protective area before resuming damage.
6. Repeat across the hallway: move, lower Entropy, clear snipers, then damage.

7. At the far end, the boss leaves. Enter the exit portal to return to another triangle room.
8. Repeat three cleanses and another damage hallway until the boss dies.

Failure states and recovery

Problem	Response
Opposite mote picked up	Commit to a matching uncleansed corner or rebuild after the stack changes.
Ogre remains alive	Stop mote collection and kill it before another cleanse.
Portal opens with adds alive	Clear and prepare before entering; it does not need to be taken instantly.
Dark Entropy is high	Stop damage and move near the Kell Echo immediately.
Teleported backward	Recover forward using cover; do not fire from outside the safe proximity.
Boss advances	Movement first, sniper control second, damage third.

Solo adaptation

In triangle rooms, cleanse one corner and kill its Ogre before beginning the next stack. In the hallway, treat boss damage as optional until you are near the next safe platform with Hobgoblins controlled. A low-damage pass that reaches the exit is progress; a greedy damage window at high Entropy is not.

Loadout philosophy

Use strong Psion clear, predictable Knight setup, immediate Ogre damage, long-range Hobgoblin control, and boss damage that works while moving. Sustain and positioning matter more than a stationary burst combination.

Quick reference

State	Call
Triangle target	"Near-right Dark."
Cleanse result	"Near-right clear; Ogre."
Portal	"Three clear; reload before center."
Damage movement	"Boss moving; forward first."
Entropy	"Eight stacks; close distance."
Exit	"Boss gone; portal out."

Secrets, Collectibles, and Optional Puzzles

Hidden Chest 1 - buried Wasteland structure

1. Enter the Wasteland after the Phalanx Echo.
2. Stand at the arrival point facing into the open desert.
3. Turn left roughly one quarter-turn and travel toward the low, partly buried structure with a gold-trimmed edge.
4. Circle behind the structure rather than climbing its exposed front.
5. Enter the small rear opening and follow the short crawlspace to the chest.
6. Exit the same way and reacquire Toland before continuing.

Hidden Chest 2 - final Singularity pyramid

1. Reach the final large pyramid in the Singularity, immediately before the lift to the boss staging area.
2. Enter the pyramid and turn right.
3. Drop through the opening to the lower internal route.
4. Cross the short gap to the hidden room and claim the chest.
5. Backtrack to the main interior platform and take the lift.

The chest route also begins at the current Raider's Effigy location.

Twelve hidden urns

Urn is a one-time account collectible for **Urn It**. They can be collected across runs.

Urn	Text-only route
1	At the Drifter's ship spawn, climb onto the overhead metal beam and crouch toward its middle support.
2	After the opening portal, enter the first mote room, turn back toward the arrival side, and search behind the end rock.
3	Before climbing to the Phalanx arena, take the left dark hallway; the urn is behind small rocks between the third and fourth round wall lights.
4	In the corresponding right-side tunnel before the arena, pass the final doorway and search immediately outside it.
5	In the first Wasteland, follow the row of pillars on the right from arrival and search behind the fourth pillar.
6	At the exterior of the Hexahedron entrance, face the doorway, move left along its pillar row, and search behind the third pillar from the wall.

Urn	Text-only route
7	Inside the Hexahedron before starting, face the center and climb the left gold-trimmed wall pillar.
8	After completing the Hexahedron, climb toward Toland and the exit; the urn is on the upper ceiling slab along that route.
9	At the first Singularity ribbon, take the short right detour instead of the main left descent and search the platform behind the first pyramid.
10	At the third-to-last pyramid, enter it, find the gap in its wall, and jump to the small exterior platform.
11	After the Singularity lift, climb the upper beam in the boss staging structure, take the right stairs, and search the far-right corner.
12	Before starting the first triangle-room cleanse, look above the entry area, climb the overhead stone, and search its recessed upper space.

If an urn interaction does not appear, check Urn It before repeating the route; that urn may already be collected.

Raider's Effigy

Reach the final Singularity pyramid immediately before the lift. The effigy is at the entrance to the lower route used for Hidden Chest 2. Claim it before taking the lift. It advances the current **In Every Corner** Monument record.

Rewards, Loot, and Optional Records

Current activity and reward framework

State	Current boundary
Difficulty	Standard only; one to three players; no matchmaking.
Access	The dungeon remains available to all players without a dungeon key.
Featured Standard	Tier 5 weapons and armor are farmable from encounters; Director Challenge is a weekly lockout.
Non-featured Standard	Tier 3 weapons and armor.
Hidden chests	Featured framework grants Tier 5 weapons or armor with a weekly lockout.
Master	No current Master activity; featured Standard is the current route to farmable Tier 5 gear.

Current encounter weapon table

Reward encounter	Current weapons
Phalanx Echo	Relentless; Prosecutor
Hexahedron	A Sudden Death; Adjudicator
Kell Echo final chest	Judgment; Darkest Before

Weapon	Current form
Relentless	Strand High-Impact Pulse Rifle
Prosecutor	Arc Precision Auto Rifle
A Sudden Death	Void Aggressive Shotgun
Adjudicator	Kinetic Precision Submachine Gun
Judgment	Stasis Adaptive Hand Cannon
Darkest Before	Solar Rapid-Fire Pulse Rifle

All six use **Crossing Over**: the top half of the magazine gains range and handling; rounds in the lower half gain combatant damage.

Current armor set

The current set is the class-specific **CODA** armor:

- Hunter - Flowing set and Cloak Judgment.
- Titan - Crushing set and Mark Judgment.
- Warlock - Channeling set and Bond Judgment.

Pieces equipped	Set bonus
2 - Between Poles	Light-weapon final blows build Light Polarity and Grenade stat; Darkness or Kinetic final blows build Dark Polarity and Melee stat.
4 - So Very Thin	Light final blows grant grenade energy; Darkness or Kinetic final blows grant melee energy. Rapid alternating Light and Darkness final blows grant brief damage resistance.

Featured weeks can allow any armor slot at any encounter, so an old fixed armor-slot table is not a reliable current farming boundary.

Current dungeon records

Record	Exact requirement	Reward or note
Prophecy Complete	Complete the dungeon.	Completion record.
Prophecy Dungeon Flawless	Complete as a fireteam without dying or leaving.	Of Ten Suns Exotic Sparrow.
Prophecy Dungeon Solo	Complete solo without leaving.	Hareball Shell Exotic Ghost Shell.
Prophecy Dungeon Solo Flawless	Complete solo without dying or leaving.	Prophetic Visionary emblem.
Urn It	Collect all 12 hidden urns.	One-time collectible record.
Fireteam records	Full clan fireteam, same class, and full Arc, Solar, Void, Stasis, or Strand clears.	Require a full eligible fireteam.

There is no dungeon-specific title or seal, no dungeon Exotic quest or random-drop Exotic, and no catalyst sourced here.

Monument and legacy record boundary

- **In Every Corner** uses the Raider's Effigy.
- A qualifying uninterrupted solo clear can advance **One-Person Wrecking Crew**.
- **As Was Foretold**, **Vision of the Future**, and **Seeker of the Nine** belong to the retired 2025 Rite of the Nine modes. Their Explorer, Eternity, Ultimatum, Gold-score, and six-hidden-collectible

requirements cannot be newly completed in current Standard. They are not current dungeon difficulty records.

No Adept, holofoil, or craftable pool

Current Standard rewards the six base tiered weapons. Rite Adept and holofoil variants are legacy items, not current Standard drops. The current weapons are enhanceable rather than craftable Pattern weapons.

Full-Dungeon Assignment Sheet

Section	Mote	Control	Anchor	Solo order
Practice rooms	Creates matching charge	Clears Psions	Holds doorway	Read, clear, two Knight kills, cleanse
Phalanx	One column at a time	Psions and Knight setup	Edge/boss control	Clear, charge, cleanse, recover
Wasteland	Follows Toland	Clears Blights	Holds last landmark	Clear marked group, reacquire Toland
Hexahedron	Cleanses under Toland	Psions and Knights	Hobgoblins and lift	Find wall, clear, charge, cleanse, rotate
Singularity	Calls ribbon	Clears snipers	Holds pyramid platform	Walk, clear, inspect, cross
Kell triangle	One corner at a time	Psions/Knight setup	Ogre and portal	Cleanse, Ogre, stabilize, repeat
Kell hallway	Stays near boss	Clears Hobgoblins	Calls Entropy and exit	Move, lower stacks, clear, damage
Secrets	Claims objective	Reads route	Prevents transition	Complete before next lift/portal

Record-run additions

- **Fireteam flawless:** every member remains deathless; no leaving.
- **Solo:** fresh uninterrupted start through final completion.
- **Solo flawless:** combine both boundaries.
- **Urn It:** track all 12; no one-run requirement.
- **Effigy:** claim at final Singularity pyramid before the boss lift.

Full-clear flow

1. Launch Standard and confirm optional objectives.
2. In the practice rooms, create five matching motes and cleanse the blocking columns.
3. At the Phalanx Echo, cleanse four columns and damage.
4. In the Wasteland, clear three Toland-marked Blight groups and enter the Hexahedron.
5. Follow Toland through six successful cube orientations and kill two Centurion Echoes.
6. Follow the Kell projection through the second Wasteland.
7. Walk the Singularity ribbons and pass through the final pyramid.
8. In a triangle room, cleanse three corners and kill three Ogres.
9. Enter the damage hallway, stay near the Kell Echo, clear Hobgoblins, and move forward with the boss.
10. Repeat triangle room and hallway cycles until the Kell Echo dies.
11. Claim the final reward and verify chests, urns, effigy, solo/flawless, and reward records before leaving.

Sources and Verification Notes

First-party current state

- [Destiny 2 Update 9.7.0](#) - tiered dungeon rewards and featured rotation.
- [Monument of Triumph support guide](#) - persistent post-update availability boundary.
- [Bungie manifest endpoint](#) - current activity, item, reward, record, and collectible definitions inspected August 1, 2026.
- [Bungie February 22, 2024 reward update](#) - current six-weapon encounter grouping.
- [Official launch access statement](#) - dungeon availability to all players.

Independent mechanic and route checks

- [Shacknews complete dungeon guide](#) - mote rule, encounters, Wasteland, Singularity, and Kell Echo.
- [RaidSecrets launch mechanics thread](#) - independent encounter discovery and mote behavior.
- [Paracausality field guide](#) - independent mechanics and solo-role corroboration.
- [Hidden chest route guide](#) - both hidden chest routes.
- [Independent chest cross-check](#) - second ownership source for chest count and locations.
- [Original 12-urn route](#) - complete Urn It route order.
- [Current Raider's Effigy discovery](#) - final Singularity pyramid location.
- [Current dungeon reward breakdown](#) - current weapon forms, armor set, origin, and set effects checked against manifest.

Material conflicts resolved

Conflict	Resolution
Knight appearance determines mote type	False. The final-blow player's illumination determines Light or Dark.
Five Knight kills create a charge	False. Each Knight drops three; collect five matching motes, usually from two Knights.
Toland on the ceiling means failure	False. Use one side rotation, reacquire Toland, and continue.
Hexahedron always loads exactly six rooms	Six successful Toland follows are required, but ceiling or wrong-plate detours can add rotations.
Three hidden chests	The reward route has exactly two; the final encounter reward is not a hidden chest.
Retired Rite modes are current difficulties	False. Current manifest graph exposes Standard only.

Conflict	Resolution
Rite Adept or holofoil weapons drop in Standard	False. They are legacy; current Standard uses the six base tiered weapons.
Old armor-slot tables are universal	Featured behavior can allow any armor at any encounter. Publish the exact set without a false fixed armor map.
Dungeon has an Exotic or catalyst	No current item definition or reward source supports one.

Stable publication boundaries

- The live activity card owns featured status, Power, modifiers, and reward preview.
- HUD text owns mote stacks, carried charge, Dark Entropy, and record progression.
- Current activity, rewards, records, collectible, and legacy-mode claims carry an August 1, 2026 review date.
- Loadouts are advisory and job-based; mechanics take priority.
- No map, diagram, screenshot, image, direct visual asset, or page-relative instruction is part of this guide.
- Website output is host-ready integration content only. No standalone site, repository, runtime, hosting target, or deployment workflow is authorized.