

DESTINY 2 - DUNGEON FIELD GUIDE

SPIRE OF THE WATCHER

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 Spire of the Watcher. Every circuit rule, route handoff, encounter position, recovery, hidden chest, Devilish Recording, Exotic requirement, 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: Spire of the Watcher currently has Standard and Master activity definitions. The current Master definition includes Barrier and Overload Champions, additional Champions and shields, Arc and Void shields, and runtime surges and overcharges. Power, Champion placement, active surges, featured status, farmability, and reward quantity can change. Read the live activity card before launch.

Variant boundary: This guide covers the current Standard and Master dungeon. Historical Rite of the Nine versions used altered circuit behavior and are not part of this publication. In the current dungeon, red nodes remain an any-order timed circuit.

Orientation convention: At an encounter rally, face the main objective. Near means close to rally; Far means the opposite side. Around the exterior of the Spire, use the numbered platform signs or a declared clockwise order. Inside the final encounter, use Control Room for the rally-side room and Reactor Room for the chamber beyond the large center door.

Loadout policy: Recommendations describe jobs: precise single-node shots, fast eye clearing, ranged add control, safe movement, sustained precision damage, burst damage, survivability, or current anti-Champion coverage. Exact weapons and subclasses are optional. Completing the circuit safely outranks damage optimization.

Before the first pull

- Decide whether the run is a clear, Master clear, WANTED title run, Hierarchy of Needs drop-chance run, catalyst run, Devilish Recording run, or solo/solo-flawless attempt.
- Number players 1 through 3. For solo, read each role as a sequence performed by one player.
- Agree on **yellow circuit**, **red circuit**, **start**, **next**, and **endpoint**. Do not call every diamond a start.
- For Akelous, use the in-room platform numbers. If the signs are not being used, stand at the center, face the rally approach, label the closest spoke **1**, and count clockwise before starting.
- For Persys, agree on Control Room and Reactor Room. Do not use front/back without naming the observer.
- Confirm the live activity card and current anti-Champion tools before a Master launch.

Dungeon-Wide Mechanics and Terminology

Arctrician

Conduit Minotaurs are the mechanic carriers. Killing one leaves a large Arc pool on the floor. Step into that pool to receive **Arctrician**.

Rule	Stable behavior
Base duration	30 seconds.
Correct yellow node	Adds 5 seconds, up to a 45-second maximum.
Refresh	Kill another Conduit Minotaur and enter its pool.
Who can shoot	Only a player with Arctrician can power a node.
Weapon requirement	Any accurate shot can work. Use a weapon that will not splash into another node.

The pool can support more than one player. Announce "buffed" only after Arctrician appears on the HUD.

Yellow circuits

A yellow circuit is persistent and sequential.

1. Find the true starting node. It has a glowing arrow or chevrons pointing along the cable and only one cable attached.
2. With Arctrician, shoot the start.
3. Follow the physical yellow cable to the next node and shoot it.
4. Continue in cable order until the endpoint activates.
5. Confirm the completed cable glows blue.

Completed progress does not time out. If Arctrician expires, refresh it and resume from the first unpowered node. Shooting a later node early does not erase progress; that node simply remains unpowered. At a cable crossing, stand directly over the cable you are following and trace that exact strand through the intersection.

Red circuits

A red circuit is simultaneous and timed.

- A room contains five red nodes.
- With Arctrician, shoot all five quickly.
- Order does not matter in the current Standard and Master dungeon.

- If the set is too slow, every node resets. Reacquire or refresh Arctrician, pre-aim the route, and try again.

Red nodes do not use a start-to-end cable order. Assigning one player to all five is usually clearer than combining uncounted shots from the entire fireteam.

Closed-loop circuit calls

Use calls that confirm both identity and state:

- "Starting Platform 2."
- "Platform 2 at node three."
- "Platform 2 complete, fuel rod open."
- "Red set ready: 1, 2, 3, 4, door."
- "Both yellow circuits complete; Persys is inside."
- "Everyone out; close red."

Do not call "done" until the cable turns blue, the endpoint opens, or the door moves.

Team roles

Role	Three-player team	Solo adaptation
Circuit runner 1	Traces and completes the first active circuit.	Complete one cable at a time.
Circuit runner 2	Traces a second circuit or handles the opposite side.	Becomes the second route in sequence.
Control / adds	Kills Conduit Minotaurs, protects runners, confirms endpoints and boss position.	Clear dangerous enemies before touching the final node.

Every player should be able to take Arctrician and finish a circuit if a runner dies.

Reestablish Power

Power four yellow circuits across the Martian outpost to open the central hatch into the Spire.

Orientation

Enter the outpost and face the Spire. The sealed hatch sits in the center lane. Four yellow circuit endpoints cluster around the hatch. The four starting nodes are distributed through the buildings and generator spaces on both sides.

The most reliable text-only method is to identify a circuit from its physical start, then remain on that one cable until it reaches the hatch. Do not attempt to memorize isolated diamond positions.

Four start landmarks

Circuit label	Starting-node landmark
Floor start	In the building closest to the entry on the right, drop through the opening in the floorboards.
Rear-wall start	On the exterior rear side of the other right-side building, facing away from the central lane.
Generator start	Through the opposite-side tunnel beside the large generator.
Roof-room start	Inside the small room on top of the remaining building.

These labels identify starts only. The endpoint at the hatch is whichever node the physical cable reaches.

Execution

1. Clear Cyclopes, Goblins, Harpies, and other enemies that can punish open-air movement.
2. Kill a Conduit Minotaur and enter its Arc pool for Arctrician.
3. Choose one of the four start landmarks. Confirm the arrow and single attached cable.
4. Shoot the start and walk the cable through walls, rooflines, floor openings, and exterior panels.
Shoot every node in order.
5. At the central hatch, power the endpoint and confirm that cable turns blue.
6. Refresh Arctrician whenever needed and repeat for the other three starts.
7. When all four endpoints are powered, the center hatch opens. Collect ammo before descending.

Route notes

- The Floor circuit moves through the lower building before emerging toward the hatch.
- The Rear-wall circuit climbs across the adjacent roof and passes through a small rooftop lab.

- The Generator circuit returns from the tunnel through the left-side structure before reaching center.
- The Roof-room circuit crosses a bridge, changes elevation, and shares roof space with the Generator circuit. At any crossing, trust the cable, not the nearest node.

Failure and recovery

Problem	Response
A node does not power	Return to the last blue segment and find the first unpowered node attached to it.
Arctician expires	Leave the completed segments alone, kill another Conduit Minotaur, and resume.
Two cables overlap	Put the reticle on the exact cable leaving the last powered node and trace it physically.
Splash damage hits a different node	Stop using area damage near the circuit and switch to a precise shot.
Team loses its place	Start at the hatch endpoint and trace the unlit cable backward until it reaches the last blue segment or true start.

Solo adaptation

Clear the exposed Cyclopes before routing. Complete one full circuit at a time, using persistent blue segments as checkpoints. There is no benefit to racing four unfinished cables while enemies remain active.

Enter the Reactor Firewall

Descend into the bunker, cross the suspended catwalk chamber, and reach the first Spire rally. This route contains Devilish Recordings 1 through 5 and hidden chest 1.

Ordered route

1. Drop through the newly opened hatch and control the diagonal slide.
2. At the bottom of the slide, turn right and look upward along the nearby monitor bank. Climb to **Devilish Recording 1** before leaving the shaft area.
3. Climb onto the catwalk above the landing and enter the yellow-lit vent.
4. In the corridor marked by alternating red and white lights, pass the first opening and drop through the second red-lit opening.
5. Enter the Reactor Firewall chamber. **Devilish Recording 2** is directly beneath the first catwalk; drop to its lower side and inspect the monitor bank before climbing onward.
6. Follow the U-shaped catwalk route and use the suspended platforms as stepping stones. Ranged enemies can fire across the entire gap, so clear them before long jumps.
7. After the hanging stepping stones, climb onto the longer suspended platform between the massive support pillars. **Devilish Recording 3** is on the monitor bank along the left-side route.
8. Continue to the second high catwalk. The apparent route ends against a support pillar. Jump around the pillar's left side to a narrow intermediate ledge, then around the next pillar to the small exterior ledge holding **hidden chest 1**.
9. Return to the main catwalk and continue toward the gravity lift.
10. Before entering the lift, face it and jump to the separated platform on its left. **Devilish Recording 4** is at the far end.
11. Use the gravity lift. In the overgrown computer room above, move to the far side and climb through the broken lift shaft.
12. At the Ascend rally room, face the large window, turn right, and inspect the computer bank for **Devilish Recording 5**.
13. Exit through the window-side route and climb the exterior ledges to the first encounter.

Traversal recovery

If a jump around a support pillar looks blind, first locate the narrow intermediate ledge. The hidden chest route requires two controlled direction changes, not one maximum-distance leap. For a solo-flawless run, clear every Hobgoblin and Hydra with line of sight before crossing.

1. Ascend the Spire

Complete two yellow circuits on each of three exterior levels. Each pair powers a gravity lift to the next level.

Orientation

Each level wraps around the same central tower, but its starts and endpoints change. Treat every lift as a reset: find both arrow-marked starts, name them **Clockwise** and **Counterclockwise** based on the direction their cables leave, and trace each cable independently.

Roles

Role	Player	Responsibility
Clockwise circuit	1	Takes the start whose cable leaves clockwise.
Counterclockwise circuit	2	Takes the opposite start.
Control / lift	3	Kills Conduit Minotaurs, clears ranged enemies, confirms both endpoints and lift activation.

Level 1

1. Kill the Conduit Minotaur near the paired starting nodes and take Arctrician.
2. Identify the two starts on the same side of the tower.
3. The two cables run around opposite sides toward endpoints on the far side. They do not meaningfully intertwine.
4. Each circuit has six nodes including its start and endpoint.
5. Complete both circuits and confirm the gravity lift activates.
6. Regroup before riding upward; do not leave a player reviving below.

Level 2

1. The two starting nodes are inside a short corridor with electrical pulses at its ends.
2. Wait for the pulse, enter, take the appropriate start, and leave before the next pulse.
3. The circuits travel in opposite directions around the tower and each passes through another electrical trap corridor.
4. Each side has five nodes including its start and endpoint.
5. Use the angled solar panels to reach the endpoint height.

6. Complete both circuits, then take the next gravity lift together.

Level 3

1. The starting nodes are on opposite sides rather than together.
2. Each cable wraps roughly three-quarters of the way around the tower and both end on the same lift side.
3. The floor is a chain of separated platforms. Clear Harpies before committing to exposed jumps.
4. The two cables cross. At the crossing, do not follow whichever node is closest. Stand over the cable from the last powered node and trace that exact strand through the intersection.
5. Complete both endpoints. The encounter reward chest appears beside the final gravity lift.

Reach Akelous

1. Take the final lift into the square control room.
2. Before leaving, face back across the room and inspect the monitor bank along the far window for **Devilish Recording 6**.
3. Activate the room control to open the windows.
4. Climb the ceiling catwalks and exterior ledges to Akelous's arena.

Failure states and recovery

Problem	Response
Circuit stops at a crossing	Return to the last powered node and trace the same cable through the overlap.
Runner dies below the next lift	Do not advance the entire team. Revive or let the runner rejoin before riding.
Electrical corridor blocks a node	Pre-aim from outside, enter immediately after a pulse, shoot once, and exit.
Harpies control the next jump	Stop the circuit and clear them from stable cover. Yellow progress persists.
Both runners take the same cable	One runner returns to the unused arrow-marked start. The powered cable identifies the duplicate.

Solo adaptation

Complete Clockwise fully, clear a fresh Conduit Minotaur, then complete Counterclockwise. On level 3, memorize only the last powered node, not the whole route. If enemies force a retreat, the blue cable leads back to the exact restart point.

Loadout philosophy

Use a precise primary or low-splash special weapon for nodes, a ranged option for Harpies and Hobgoblins, and movement tools you can control near ledges. On Master, cover the live Barrier and Overload requirement without sacrificing a reliable node weapon.

Quick reference

- Two yellow circuits per level.
- Level 1 starts together, six nodes each.
- Level 2 starts in an electrical corridor, five nodes each.
- Level 3 starts opposite and cables cross.
- Follow the exact cable; progress persists.
- Two completions activate each lift.
- Loot after level 3; Recording 6 in the next control room.

2. Defeat Akelous, the Siren's Current

Power all four fuel rods, destroy Akelous's twelve eyes at the last completed rod, damage its exposed central core as it retreats, and survive the ending blast.

Orientation

The arena has a central square and four long exterior platforms. Each platform has an in-room number sign and one fuel rod at its far end. Use **Platform 1** through **Platform 4**. Every yellow circuit starts near the center and ends at the fuel rod on its own platform.

The last fuel rod completed determines where Akelous presents its eyes. Call that platform before shooting the final endpoint.

Roles

Role	Player	Responsibility
Platforms 1 and 3	1	Completes the two assigned circuits and clears their Harpies.
Platforms 2 and 4	2	Completes the other circuits and clears their Harpies.
Center / damage lead	3	Produces Arctrician, controls adds, confirms the final platform, and calls eyes/core/blast.

Assignments are flexible. The final platform call is mandatory.

Power the four fuel rods

1. Destroy the Conduit Minotaur held by Akelous to start the encounter.
2. Kill later Conduit Minotaurs near center and take Arctrician.
3. Select one of the four arrow-marked starting nodes around the central structure.
4. Follow its cable in order along the assigned platform. Nodes may sit below the center lip, under a catwalk, on the side of a support, or beneath the platform before returning to the top.
5. Shoot the endpoint beside the fuel rod and confirm the circuit glows blue.
6. Repeat for three platforms. Before completing the fourth, clear Harpies near the intended damage platform, reload, and place the team at its fuel rod.
7. Call "final Platform [number]" and power the last endpoint.

Break eyes and damage

1. Akelous moves to the last completed fuel rod and opens its shell.
2. Destroy all **twelve** glowing eyes. The eye-opening period is limited; a faster eye clear preserves more time for core damage.
3. When the final eye breaks, Akelous exposes the radiolarian core at its center and begins retreating toward the middle.
4. Move backward with the boss while damaging the core. Stay on the centerline of the platform and maintain enough spacing to see the precision point.
5. Near the central structure, stop advancing and prepare for the overcharge blast.
6. Use solid cover, align with the platform behind you, or brace on the centerline so the knockback cannot throw you sideways into the gap.
7. If Akelous survives, its shield returns and all four circuits must be powered again.

Failure states and recovery

Problem	Response
Team is at the wrong rod	Do not scatter after the boss arrives. Call its platform number and regroup there before shooting eyes.
Eyes take too long	Use a fast, accurate, independently aimed weapon and sweep a consistent clockwise pattern.
Harpies flinch damage players	Clear the two nearby Harpy groups before completing the last fuel rod.
A platform cable appears to end	Check below the central lip, underside catwalk, and support faces while following the physical cable.
Player is pushed off	Stay centered, avoid jumping during the blast, and use movement recovery only after the impulse begins.
Damage weapon cannot track the retreat	Favor reliable medium-to-long-range damage over theoretical point-blank output.

Solo adaptation

Power three rods, then clear the Harpies nearest the planned fourth rod. Refresh Arctrician, finish the fourth cable, and use one dedicated eye weapon with enough magazine and handling to clear all twelve in a controlled sweep. During core damage, preserve the platform centerline and end early if positioning for the blast becomes unsafe. There is no encounter enrage; consistent phases are valid.

Loadout philosophy

Bring one fast-handling weapon for twelve separate eyes, one precise or reliably tracking option for a retreating boss, and ranged add control. Explosive area damage is poor for eye precision and risky near circuit nodes. A survival Super or movement recovery can protect a solo run, but it does not replace blast positioning.

Quick reference

- Four center starts, one circuit to each platform fuel rod.
- Complete three, clear the final platform, then call and finish the fourth.
- Everyone goes to the last completed rod.
- Destroy twelve eyes quickly.
- Damage the exposed center while Akelous retreats.
- Stop jumping, center up, survive the blast.
- Repeat all four circuits if needed.

Descend the Spire

Drop through the center after Akelous and clear three red-circuit rooms to reach the reactor. Hidden chest 2 is in the third room.

Red room 1

1. Follow the ventilation route into the first large cell-stack room.
2. Clear enough enemies to spawn and safely kill a Conduit Minotaur.
3. From the central lower floor, locate all five red nodes before taking Arctrician. They are visible from the same general area.
4. Pre-aim a five-shot route, take the buff, and shoot the nodes quickly in any order.
5. The floor door opens. Confirm the route below before dropping.

Fan shaft and red room 2

1. Descend through the fan shaft by landing on the solid platforms above the rotating fans.
2. Use the wall crevices to bypass a fan when needed, but avoid lifting back into its blades.
3. Enter the second red-circuit room and clear ranged enemies.
4. Stand on the railed catwalk near the entrance, by the computer and crates. From there, locate the five nodes at mixed heights, including nodes above the lower floor.
5. Take Arctrician and shoot the complete five-node route quickly.
6. Descend the next ventilation shaft.

Pillory Stack Containment

1. Drop into the center of the diamond-shaped room. Electrical gates divide the center from the outer ring.
2. Kill the Incarcerator Hydra and enough adds to create Conduit Minotaurs.
3. Four red nodes sit around the outer walls. The fifth is inside the electrically gated center.
4. Identify a safe route through the pulse timing, take Arctrician, and shoot all five quickly.
5. Before leaving, inspect the underside of the four staircases around the outer ring. Break the vent covers. The passage beneath the staircase closest to the room's arrival point leads down a crawlspace to **hidden chest 2**.
6. Return to the room and use the newly opened corner shaft to drop to Persys's rally.

Descent recovery

Problem	Response
Red set resets	Stop firing, relocate all five, refresh Arctrician, and use one continuous route.
Fan descent kills a player	Land on each solid fan-top platform; do not free-fall through multiple blades.
Center electrical gates block the fifth node	Wait for the pulse cycle and enter from the shortest safe opening.
Hidden chest grate looks identical	Break and inspect each stair vent; only the arrival-side passage continues to the chest.

3. Defeat Persys, Primordial Ruin

Open the Reactor Room, power two active yellow circuits, lure Persys inside, close the room with a red circuit, and let the purge strip its shield for damage.

Orientation

- **Control Room:** rally side, four concrete pillars, five red nodes, four possible yellow starts.
- **Reactor Room:** beyond the large center door, reactor machinery, bottomless center, four yellow endpoints.
- **Side corridors:** one on each side connects the same two rooms when the large door is open.

Four red nodes occupy the inward-facing sides of the Control Room pillars. The fifth is above the large center door. The four possible yellow starting nodes occupy the outward-facing sides of those pillars. Only two yellow starts activate in a cycle.

Roles

Role	Player	Responsibility
Active yellow circuit 1	1	Identifies and traces one active start into the Reactor Room.
Active yellow circuit 2	2	Traces the other active circuit and leaves its endpoint for the agreed finish if needed.
Boss control / red set	3	Clears Hydras and Supplicants, produces Arctrician, lures Persys, and owns both five-red-node activations.

All players evacuate the Reactor Room before the closing red set.

Open the reactor

1. Start the encounter by approaching or damaging Persys.
2. Kill both Incarcerator Hydras in the Control Room. Conduit Minotaurs then begin spawning.
3. Kill a Conduit Minotaur and take Arctrician.
4. Locate the five red nodes: four on inward pillar faces and one above the center door.
5. Shoot all five quickly in any order. The large center door and side passages open.
6. Inspect the four outward pillar faces. Two yellow starting nodes are now active.

Arm and isolate the reactor

1. Assign one runner to each active yellow start.
2. Power both starts and trace their physical cables from the Control Room into the Reactor Room.
3. Expect nodes on low wall edges, machine sides, ceiling faces, and the sides of the central pit.
Never jump into the pit to chase a cable.
4. Leave one final yellow endpoint unpowered until Persys is fully inside the Reactor Room.
5. The control player draws Persys through the center door or a side passage. Call "Persys inside" only after the boss crosses the threshold.
6. Complete the final yellow endpoint. Confirm the reactor purge is armed.
7. Every player exits to the Control Room. Call each player out by number.
8. Refresh Arctrician if necessary. When the five red nodes reactivate, shoot all five quickly to close the doors and isolate Persys.
9. Take cover in the Control Room. A successful purge removes Persys's shield and reopens the doors.

Damage Persys

1. Regroup in the middle of the Control Room with distance from the opening door.
2. Damage the glowing central core as Persys advances out of the Reactor Room.
3. Strafe its projectiles and avoid standing still near Supplicants.
4. When Persys overcharges its shield, stop damage and return to add control.
5. Kill the new Hydras, rebuild the red and yellow sequence, and repeat. There is no overall enrage.

Failure states and recovery

Problem	Response
Yellow start will not power	It is inactive this cycle or an earlier node was skipped. Check the other pillar starts and the last blue segment.
Both circuits complete before Persys enters	Lure the boss immediately. If the isolation chamber deactivates, reset to Hydras and rebuild the cycle.
Persys is outside when doors close	The purge does not remove its shield. Survive the reset and repeat.
A player remains in Reactor	Do not shoot the closing red set. Call every player out first; the purge is lethal inside.
Red nodes reset	Refresh Arctrician, pre-aim all five, and give the set to one player.
Supplicants overwhelm Control	Abandon the circuit temporarily, keep moving, and clear them from range. Yellow progress persists.
Boss blocks a node	Rotate through the opposite side corridor and finish from a safer angle.

Solo adaptation

1. Kill both Hydras and clear Supplicants before taking Arctrician.
2. Open the red set, then complete one yellow circuit.
3. Trace the second circuit but leave its endpoint unpowered.
4. Move through the Reactor Room until Persys follows across the threshold.
5. Shoot the final endpoint, exit through the safer side corridor, and confirm the boss remains inside.
6. Refresh Arctrician in Control if needed, clear any immediate Supplicants, then shoot the five red nodes.
7. Damage from the center of Control with an escape lane around a pillar.

The setup has no overall enrage. A safe multi-phase clear is better than forcing damage while Supplicants or Persys control the room.

Loadout philosophy

Prioritize reliable Hydra removal, immediate Supplicant control, a precise node weapon, and boss damage that remains usable while moving. Persys is aggressive and its precision point is small, so choose consistency over a stationary theoretical maximum. On Master, maintain live Barrier and Overload coverage and respect Arc/Void shields.

Quick reference

- Kill two Hydras; Conduit Minotaurs spawn.
- Take Arctrician and shoot five red nodes to open the reactor.
- Find the two active outward pillar starts.
- Trace both yellow circuits; hold the last endpoint.
- Lure Persys inside, finish yellow, and get everyone out.
- Shoot five red nodes again to isolate and purge.
- Damage in Control when the shield drops.
- Repeat with no overall enrage.

Secrets, Collectibles, and Optional Puzzles

Hidden chests

Spire of the Watcher has exactly two standard hidden chests.

Chest	Route landmark	Exact access
1	Reactor Firewall suspended-catwalk chamber, near Recording 3	From the second high catwalk, jump around the left side of the first support pillar to the intermediate ledge, then around the next pillar to the small exterior ledge.
2	Pillory Stack Containment, the third red-circuit room	Break the vents beneath the four outer staircases. The passage under the staircase closest to the arrival point continues down to the chest.

Treat hidden chests as repeat-roll sources rather than a dependable first-acquisition route. When the dungeon is featured, the current reward framework gives its hidden chests a weekly Tier 5 weapon or armor reward. The live reward panel owns later eligibility and lockout behavior.

Six Devilish Recordings

The blue House of Devils monitor terminals must be activated, not merely approached. All six complete **Devil in the Details**, a WANTED requirement and one of the five Hierarchy of Needs initial-drop boosts.

1. **Elevator shaft:** after the opening hatch slide, turn right and climb to the monitor bank above the landing.
2. **Reactor Firewall entry:** after the second red-lit drop, inspect the underside of the first catwalk.
3. **Suspended-platform chamber:** after the hanging stepping stones, use the long platform between support pillars and inspect the left-side monitor bank on the route toward hidden chest 1.
4. **Gravity-lift approach:** face the lift, jump to the separated platforms on its left, and activate the terminal on the farthest small platform.
5. **Ascend rally room:** after the lift and broken elevator climb, face the large window, turn right, and activate the computer bank near rally.
6. **Akelous control room:** after completing Ascend and taking the lift, inspect the far end of the square control room by the window before climbing outside.

All six occur before Akelous. If the Triumph does not advance, return to the terminal and hold the interact prompt until its recording begins.

Introductory quest

Ares Desperado is an introductory completion quest, not the dungeon Exotic quest. Account state may determine whether Ikora offers or retains it. Its relevant objective is simply to complete Spire of the Watcher and report back. It does not award Hierarchy of Needs and is not required for the circuit mechanics.

Hierarchy of Needs and Catalyst

Acquisition

Hierarchy of Needs is a Solar Exotic Combat Bow that can drop from the final Persys reward. There is no Exotic quest or guaranteed puzzle route inside the dungeon.

Five records increase the bow's initial drop chance:

Record	Requirement
The Magnificent One	Complete all encounters solo without leaving the activity.
Resident Vexpert	Complete the dungeon on Master.
Devil in the Details	Find and listen to all six Devilish Recordings.
Mind the Vexplosion	Complete all encounters without any fireteam member dying and without leaving.
Untarnished Grit	Complete all encounters solo, without dying, and without leaving.

The manifest confirms that each record grants an initial-chance increase but does not publish numerical percentages. Do not quote community-estimated drop rates as official.

Weapon behavior

- **Guidance Ring:** precision hits and final blows build energy; opposing Guardians grant more. At full charge, a hip-fired arrow creates a Guidance Ring.
- **Apollonic Tangent:** arrows fired through the ring release seeking projectiles that scorch targets and deal more damage based on distance traveled. Precision hits help guide the seekers.

Catalyst acquisition and completion

1. Own Hierarchy of Needs before the qualifying completion.
2. Defeat Persys on **Master**. A full Master clear is not required; an eligible Master boss checkpoint completion is sufficient in consistent community testing.
3. The catalyst has consistently been awarded on the first eligible Master boss completion, although the live record describes it conservatively as something that "can drop" from Master.
4. Defeat **700 targets** with Hierarchy of Needs to complete the catalyst objective. Older guides that state 500 are no longer current.
5. Completed perk - **Panoptic Tessellation:** deploying a Guidance Ring or striking a target with a seeking projectile improves draw time, hip-fire accuracy, and reload speed for a moderate duration.

Rewards, Loot, and Optional Records

Current encounter pools

Encounter	Weapons	Armor slots
Ascend the Spire	Long Arm, Seventh Seraph Carbine, Terminus Horizon	Helmet, arms, legs
Akelous	Terminus Horizon, Seventh Seraph Officer Revolver	Arms, chest, class item
Persys	Wilderflight, Liminal Vigil, Terminus Horizon, Hierarchy of Needs; final rewards can also draw weapons and armor from earlier encounters	Any armor slot

Final-chest eligibility means every Legendary dungeon weapon can be obtained through the final encounter's combined pool, while Wilderflight and Liminal Vigil are its unique Legendary entries.

Weapon identities and origin traits

Weapon	Type / damage	Origin trait
Long Arm	Arc Scout Rifle	Tex Balanced Stock
Liminal Vigil	Stasis Sidearm	Tex Balanced Stock
Terminus Horizon	Arc Machine Gun	Tex Balanced Stock
Wilderflight	Void special-ammo Grenade Launcher, Double Fire	Tex Balanced Stock
Seventh Seraph Carbine	Kinetic Auto Rifle	Rasputin's Arsenal
Seventh Seraph Officer Revolver	Kinetic Hand Cannon	Rasputin's Arsenal

- **Tex Balanced Stock:** hip-fire damage increases handling, reload speed, and movement speed while aiming down sights.
- **Rasputin's Arsenal:** breaking a target's shield partially reloads the weapon.

Perk pools were refreshed in the current game. Inspect the live item tooltip or API before publishing a recommended roll; this guide does not treat one roll as required.

TM Custom armor

The class sets are **TM-Cogburn Custom** for Titan, **TM-Earp Custom** for Hunter, and **TM-Moss Custom** for Warlock.

The current TM Custom set bonuses are:

- **2 pieces - Old Martian Diplomacy:** stowing a weapon after defeating a powerful combatant or Guardian heals a small amount and disorients nearby combatants.
- **4 pieces - High Noon:** freshly drawn weapons deal increased precision damage to combatants for a short period. Weapons with Tex Balanced Stock or Tex Mechanica Exotics receive a further benefit.

Current reward-tier framework

Dungeon state	Standard	Master	Other weekly rewards
Featured	Tier 5 weapons and armor	Tier 5 weapons and armor	Director Challenge and hidden chests award Tier 5 gear with weekly lockouts.
Nonfeatured	Tier 3 weapons and armor	Tier 5 weapons and armor	Check the live card for availability and lockout detail.

The June 9, 2026 reward update supersedes old claims that Master exists only while featured, old launch Power values, and old seasonal anti-Champion recommendations.

WANTED title

The WANTED seal requires exactly ten records:

1. **Crisis Inverted** - complete the dungeon.
2. **The Magnificent One** - complete every encounter solo without leaving.
3. **InSPIREd Posse** - complete every encounter with a full fireteam of clanmates.
4. **Fulgurteam Strikes Thrice** - full fireteam of Arc subclasses.
5. **Three Suns at High Noon** - full fireteam of Solar subclasses.
6. **The Null, the Blank, and the Empty** - full fireteam of Void subclasses.
7. **One Class Town** - full fireteam of the same class.
8. **Resident Vexpert** - complete Master.
9. **Devil in the Details** - activate all six recordings.
10. **Spire of the Watcher** - complete the dungeon collection badge.

Neither a flawless nor a solo-flawless clear is required for WANTED.

Cosmetics and optional full-run records

- Standard completion record **Crisis Inverted** - Pillory Partition emblem.
- Master completion record **Resident Vexpert** - Into the Sunset Exotic Sparrow and a Hierarchy initial-drop boost.

- Solo-flawless record **Untarnished Grit** - Flight of Soteria emblem and a Hierarchy initial-drop boost.
- Fireteam flawless record **Mind the Vexplosion** - Hierarchy initial-drop boost.
- Solo record **The Magnificent One** - WANTED requirement and Hierarchy initial-drop boost.

For solo, flawless, and solo-flawless records, complete every encounter in one uninterrupted instance and do not leave. Solo records allow no other player to join. Flawless records fail on any fireteam death; solo flawless also fails on the solo player's death.

Full-Dungeon Assignment Sheet

Three players

Segment	Player 1	Player 2	Player 3
Reestablish Power	Floor and Rear-wall starts	Generator and Roof-room starts	Minotaurs, Cyclopes, endpoint confirmation
Ascend	Clockwise circuit	Counterclockwise circuit	Buff, adds, lift confirmation
Akelous	Platforms 1 and 3	Platforms 2 and 4	Center, final-platform and damage calls
Descent	Red-set shooter	Minotaur / node spotter	Adds / safe drop confirmation
Persys	Active yellow 1	Active yellow 2	Boss lure and both red sets

Two players

- Player 1 owns the first circuit and red-node shooting.
- Player 2 owns the second circuit, add control, and boss-position confirmation.
- At Akelous, split the four numbered platforms two each and clear Harpies together before the last endpoint.
- At Persys, one player traces yellow while the other holds Persys and clears Supplicants; swap for the second cable if safer.
- Both players verbally confirm Control Room before closing the reactor.

Solo

- Yellow circuit progress persists. Complete one cable at a time.
- Pre-clear ranged enemies before exposed platforming.
- Akelous: reserve one stable eye-clearing weapon and clear final-platform Harpies before the fourth rod.
- Descent: locate all five red nodes before taking Arctrician.
- Persys: complete one yellow cable, hold the second endpoint, lure, finish, exit, then red-close.
- There is no boss enrage. Protect the uninterrupted run before optimizing phase count.

Full-clear flow

1. Reestablish Power - four persistent yellow circuits open the outpost hatch.
2. Reactor Firewall - collect Recordings 1-5 and hidden chest 1 while crossing the suspended route.
3. Ascend - two yellow circuits on each of three levels; collect the encounter chest.
4. Akelous approach - collect Recording 6 in the control room.
5. Akelous - four fuel rods, twelve eyes, retreating core damage, ending blast.
6. Descend - three timed five-node red circuits and hidden chest 2.
7. Persys - red-open, two yellow circuits, boss inside, evacuate, red-close, purge, damage.
8. Optional completion - inspect title records, Hierarchy boosts, catalyst eligibility, and live reward lockouts.

Sources and Verification Notes

Primary and live sources

- [Destiny 2 Update 9.7.0](#) - current dungeon rotation and Tier 3/Tier 5 reward framework.
- [Bungie weapon and artifact preview](#) - current weapon-frame anti-Champion framework.
- Bungie manifest 244213.26.06.29.2000-1-bnet.65583 - activity definitions, modifiers, title records, drop-chance records, equipment, set bonuses, and catalyst objective.

Independent encounter and route checks

- [GameSpot complete Spire guide](#) - opening starts, Reactor Firewall, three-level ascent, Akelous, descent, and Persys.
- [GamesRadar Spire guide](#) - independent circuit rules, ascent geometry, Akelous, and Persys comparison.
- [Destinylopedia Spire record](#) - ordered circuit routes, all six recordings, both hidden chests, and boss recovery states.
- [D2 community wiki Spire guide](#) - current Standard/Master circuit behavior and encounter cross-check.
- [Dot Esports hidden chest guide](#) - independent chest route comparison.
- [Shacknews loot table](#) and [current Grindout table](#) - encounter reward pools and current final-boss eligibility comparison.
- [Light.gg Hierarchy catalyst record](#) - 700-target objective and Panoptic Tessellation.

Conflict decisions

- **Red-node order:** historical Rite variants changed red circuits to sequential activation. Current Standard/Master manifest context and multiple current dungeon records support five nodes in any order within a short timer.
- **Akelous eyes:** the boss has twelve eyes. Sources that say only "all eyes" are compatible but less precise.
- **Persys timing:** sources vary on whether to complete yellow before or after the boss enters. Holding one final endpoint until Persys is inside is the safest execution and prevents a missed isolation window.
- **Catalyst objective:** old guides report 500 kills. The current manifest objective is 700 targets and is authoritative.
- **Catalyst guarantee language:** player testing consistently reports a guaranteed first eligible Master Persys completion and confirms checkpoint use. The manifest-facing record says the catalyst "can drop" from Master, so this guide states both the operational result and the published wording.

- **Current difficulty and rewards:** launch Power, old Artifice behavior, featured-only Master language, and seasonal Champion mods are historical. The live manifest and Update 9.7.0 supersede them.

Stable publication boundaries

- Mechanics and spatial calls were verified August 1, 2026.
- Power, active Champions, shields, surges, overcharges, 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.