

DESTINY 2 - DUNGEON FIELD GUIDE

SUNDERED DOCTRINE

Complete Dungeon Guide

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

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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, lens path, glyph state, secret, collectible, and recovery rule is stated in prose or a semantic table. No step depends 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. The Drowning Labyrinth quest and gear-focusing route are separated from the ordinary clear so that optional work cannot be mistaken for required progression.

Difficulty scope: The current Director and manifest expose Normal, labeled Standard in the current reward framework, and Master. Both are non-matchmade and support one to three players. Power, active modifiers, featured status, and reward quality can change; read the live activity card before launch. This guide does not publish a fixed Power value or seasonal modifier list.

Access: Sundered Doctrine requires the Destiny 2: The Final Shape Dungeon Key. Bungie's current access documentation also includes Dungeon Keys in Destiny 2: The Collection. Check the live store entitlement on the account that will launch the activity.

Orientation convention: At a doorway, stand in the doorway and face the direction of required progression before using left or right. In the Riddle, Entry is the side from which the fireteam arrives and Display is the large sentence at the far side. In the Zoetic Lockset, Entry is the rally side and Far side is behind the Shriekers. At Kerrev, Main display is the six-glyph sentence board and Boss side is the end occupied by Kerrev at the start. If a route is easier to recognize by a unique object, this guide names that object instead of relying on a compass direction.

Loadout policy: Recommendations describe jobs - Dread control, precise lens protection, Shrieker damage, mobile boss damage, and survivability. Exact weapons, subclasses, perks, and damage combinations change. No named weapon, subclass, or Super is required for a clear.

Before launch

- Visit the glyph gallery behind the first rally area and approach each symbol until its in-game name appears. Use those names for the entire run.
- Assign **Reader**, **Mechanic**, and **Control**. In a solo run, perform those jobs in that order.
- Agree to call Remember, the in-game name, even if players know that symbol as Knowledge or Brain.
- Decide whether the run includes both standard hidden chests, the Raider's Effigy, all nine laboratory worms, Drowning Labyrinth steps, Master, solo, flawless, or title records.
- If working on Drowning Labyrinth, verify the exact quest step before launch. Several code-and-puzzle steps must be completed in the same instance as the matching final boss clear.

- Do not begin a solo, fireteam flawless, or solo flawless record from a checkpoint. Current record text requires a full uninterrupted clear without leaving.

Dungeon-Wide Mechanics and Terminology

The glyph gallery

Sundered Doctrine uses the Pyramid glyph language throughout the dungeon. The room behind the first rally area is an accessible in-game reference: approach a displayed glyph and the HUD presents its official name.

The encounters and optional quest use these names:

Glyph names used here	Important note
Guardian, Enter, Pyramid, Stop, Witness, Hive, Traveler, Worm	Use the gallery's HUD label rather than a visual nickname.
Savathun, Darkness, Light, Worship, Kill, Drink, Give	Some groups say Witch Queen for Savathun; establish one call before starting.
Remember, Commune, Grief, Fleet	Community guides often call Remember Knowledge or Brain. This guide uses Remember.

Do not try to memorize a symbol from a written shape description. A player who needs a reminder should return to the gallery or ask the caller to use the official name and location together.

Lenses, sources, and targets

Most beam puzzles use the same equipment and order.

Term	Working definition	Execution rule
Source	A Pyramid crux that emits a beam when activated.	Do not activate it until the full route is prepared.
Lens Bearer	A marked Subjugator or other major enemy that drops a lens.	Clear surrounding enemies before collecting the lens.
Lens stand	A pedestal that accepts and rotates a lens among fixed directions.	Install the lens, then rotate deliberately while watching the beam route.
Red direction marks	Notches on a stand showing its available lens headings.	Count valid headings; do not assume free rotation.
Target plate	A glyph panel that accepts the routed beam.	Identify the required target, then trace backward to the source.

Term	Working definition	Execution rule
Energized lens	A lens carrying an active beam.	In the Riddle, it breaks after its third rotation, so pre-align the route before activating.

Reliable lens procedure

1. Name the required target plate.
2. Start at that plate and trace the possible route backward through stands to one unused source.
3. Kill Lens Bearers and install every required lens.
4. Rotate the unpowered lenses into the planned path.
5. Have a second player verify every turn from source to target.
6. Activate the source.
7. If the beam misses, stop rotating at random. Rebuild the route backward from the target.

Area-of-effect damage no longer activates Pyramid switches. Aim directly at the intended crux.

Resonance Splinters and lock wheels

Preceptor Wizards drop Resonance Splinters. Collecting more before depositing changes how far the selected wheel moves.

Buff at deposit	Splinters held	Wheel movement
Heightened Knowledge	1	One position
Brimming Knowledge	2	Two positions
Overflowing Knowledge	3	Three positions

The highlighted glyph is the wheel's current selection. The spinning center indicates its movement direction. Shoot the nearby Pyramid crux to reverse that direction before depositing. Always call current glyph, direction, and intended destination before spending a stack.

Three-player role model

Role	Primary job	Handoff rule
Reader	Reads sentences, target glyphs, Truthspeaker evidence, and lock order.	Says the complete state before any source, wheel, or console is activated.
Mechanic	Carries lenses or Resonance Splinters and performs rotations or deposits.	Repeats the destination and movement count before acting.

Role	Primary job	Handoff rule
Control	Clears Dread, protects the mechanic, and prepares damage.	Avoids shooting a crux or killing a marked carrier until the mechanic is ready.

Solo adaptation

1. Clear ordinary enemies and ranged threats.
2. Read the complete puzzle state from safe ground.
3. Plan the route or wheel movement before collecting the mechanic item.
4. Perform one mechanic action.
5. Return to cover and reassess rather than chaining actions under pressure.

The dungeon does not require three simultaneous actions. A solo player can execute every required job sequentially.

Enter the Sunken Pyramid

The opening route leads from the hidden research camp to the Riddle. It also introduces the base camp used by the Drowning Labyrinth quest.

Standard route

1. From the opening area, locate the hidden base camp and research room near the route's beginning. This room later contains quest reports and the three-glyph code interface.
2. Leave the camp, turn toward the bridge, and cross it.
3. At the closed door, climb the structure on its left side and enter through the opening on the opposite side of that climb.
4. Defeat the Dread and both Subjugators in the next combat room.
5. Enter the room at the back-right corner when viewed from the room's arrival doorway.
6. Stand on the descending block at that small room's far-left side and ride it down.
7. Clear the lower chamber, including its Subjugator.
8. Find the two red lights on the back wall. Below them, a small waterfall conceals the opening to the next descent.
9. Drop through the waterfall opening and continue to the first encounter rally.
10. Before starting, visit the nearby gallery and approach the glyphs until the HUD supplies their official names.

For a first clear, spend time in the gallery now. The Riddle is an execution test, not a visual-memory test.

1. Complete the Riddle

Discover the missing glyphs in the central sentence and route one beam to each matching target plate. The three rounds require one, then two, then three accepted truths.

Orientation

Stand at the encounter entry and face the far display.

- The large three-glyph sentence and its blanks are at the Display side.
- Three starting sources sit in the central area: **Left source**, **Center source**, and **Right source** from Entry.
- Four target rooms surround the center in an X: **Near-left**, **Far-left**, **Far-right**, and **Near-right**.
- The Near and Far rooms on each side connect through an inner passage.
- The two rooms on each side connect through an inner passage, but every call should still include near or far.

Before starting, walk the room and call the target glyph shown in each side room. The target plates can change; do not publish or memorize a fixed room-to-glyph assignment.

Roles

Role	Players	Primary responsibility
Reader and scout	1	Reads the sentence, records revealed glyphs, and calls the matching target room.
Lens runner	1	Collects lenses, traces backward, installs, and rotates.
Control	1	Clears adds, kills the active Truthspeaker, and protects the route.

One truth cycle

1. Read the central sentence and count its missing positions.
2. Find and defeat the active **Truthspeaker**, a marked Major Grim. Only one is relevant at a time.
3. Read the glyph revealed by its defeat.
4. Locate the side room whose target plate carries that glyph.
5. Choose an unused central source that can reach that room without crossing a completed route.
6. Trace the path backward from the target plate to the source.
7. Defeat Lens Bearer Subjugators and install every lens needed for that path.
8. Pre-align the entire route while it is unpowered.
9. Verify source, each intermediate stand, and target in order.

10. Activate the chosen source.
11. The display accepts the route and records the truth. Stabilize the room before searching for the next Truthspeaker.

Round sequence

Round	Missing glyphs	Accepted beam paths required	Practical rule
One	1	1	Learn the full read-to-route loop.
Two	2	2	Preserve the first completed path while building the second.
Three	3	3	Assign one unused source to each truth and pre-plan all crossings.

The HUD timer is authoritative whenever a timed discovery phase is active. Do not rely on a fixed timer copied from an older guide.

Success, failure, and recovery

Event	Meaning	Response
Pyramid accepts your truth	The beam reached the required target.	Preserve that route and begin the next truth cycle.
A Tormentor enters	A beam reached a false or incorrect target.	Stop the puzzle, defeat the Tormentor, reread the active truth, and rebuild.
Energized lens breaks	It was rotated three times after activation.	Replace it and align while unpowered before reactivating.
Beam stops early	A lens is missing or pointed to the wrong valid heading.	Trace backward from target; do not rotate every stand.
Two players call different glyphs	The symbol name was not established.	Return to the gallery reference or have the nearer player approach the plate and read the HUD label.

A wrong target is recoverable. It costs time and creates a dangerous enemy, but it is not an automatic wipe.

Solo adaptation

Clear the room, kill one Truthspeaker, write or remember one glyph, then build only that route. Because energized lenses have a limited rotation life, do all planning with the source inactive. Kill the Tormentor immediately after a mistake rather than trying to finish another path around it.

Loadout philosophy

Favor reliable Major and Subjugator control, precise single-target fire around cruxes, and enough range to protect a lens runner across the center. The mechanic has more value than burst damage; a weapon that accidentally activates or obscures a target is a liability.

Quick reference

State	Call
Read	Round two - blanks in first and third positions.
Evidence	Truthspeaker revealed Worm.
Target	Worm target is Far-right.
Route	Right source to Far-right - two lenses.
Verify	Source, first stand, second stand, Worm target.
Recovery	Tormentor - stop puzzle and reset the read.

Navigate the Maze and Learn the Lock Wheels

The route after the Riddle contains the first standard hidden chest, a boulder corridor, and a two-wheel tutorial for the Zoetic Lockset.

Required progression

1. Leave the Riddle and enter the maze.
2. If collecting Hidden Chest 1, use the exact route in the Secrets chapter before continuing.
3. Follow the main exit into the wide chamber and defeat the Dread blocking progression.
4. Continue through the open door and hallway, then drop into the long sloped pit.
5. Enter the corridor where large spiked boulders roll through the path.
6. Watch one full cycle from cover before moving.
7. Advance from wall alcove to wall alcove. Do not race a boulder in the open lane.
8. At the locked tutorial door, read the two target glyphs displayed at the exit and the current glyph on each wheel.
9. Defeat Preceptor Wizards and collect one to three Resonance Splinters.
10. Check the selected wheel's spinning center. Shoot its nearby crux if the direction must reverse.
11. Deposit the exact stack needed to move the current glyph onto its target.
12. Repeat for the second wheel. The route opens when both target glyphs match.

Wheel arithmetic

Count positions around the wheel in the currently displayed direction. If the target is one position away, use Heightened Knowledge. If it is two away, use Brimming. If it is three away, use Overflowing.

Reversing first can make a shorter move possible.

Do not collect a third splinter merely because it is available. The buff is an exact movement instruction, not a strength upgrade.

2. Defeat the Zoetic Lockset

Configure the four wheels while the four Shriekers read them. Lock Stop into the first three panel positions and Kill into the last, then damage any open Shrieker because all four share one health bar.

Orientation and the two kinds of state

Stand at the rally side and face the Shriekers.

- Four wheels correspond to four Shriekers and four large lock panels.
- A Shrieker can **read** the glyph currently shown on its wheel during Lockset Progression.
- A glyph can also become **locked** into a large panel behind the encounter.
- Locked panel positions fill from **right to left** when viewed from Entry.

The current wheel read and the already locked panel are not the same thing. A wheel's visible glyph can execute now even though a different glyph was locked earlier.

Glyph effects

Glyph	Effect when read	Planning consequence
Stop	Suppresses the non-basic reinforcement wave for that read.	Safest lock for the first three panel positions.
Kill	Starts a damage window.	Save for the final, leftmost locked position for the longest practical setup.
Hive	Spawns Ogres.	Move it away from a wheel that is about to be read.
Remember	Spawns Knights and Preceptor Wizards that provide wheel-movement resources.	Useful when more Resonance Splinters are needed.
Commune	Creates tracking Resonant Sun projectiles.	Prioritize cover and destroy or avoid the seekers.

An early Kill read can start a shorter damage window. It is not an automatic failure, but it usually produces a weaker cycle and should not be the learning strategy.

Roles

Role	Players	Primary responsibility
Progress caller	1	Reads the next Shrieker gaze, wheel glyph, and right-to-left lock position.
Dial runner	1	Collects the exact Knowledge stack, reverses direction if needed, and deposits.
Control and damage	1	Clears effect spawns, protects the runner, and prepares Shrieker damage.

Safe configuration sequence

1. Read all four current wheel glyphs and identify which Shrieker is about to gaze.
2. Move Hive away from any wheel that will be read soon.
3. Use Stop for the next required lock whenever possible.
4. Defeat Preceptor Wizards when the Remember effect supplies them.
5. Collect the exact one-, two-, or three-splinter buff needed for the selected wheel.
6. Check the wheel's movement direction and reverse it with the nearby crux if that creates the intended move.
7. Deposit and confirm the desired glyph is highlighted.
8. During Lockset Progression, call the glyph being read and handle its effect.
9. Confirm the new large-panel glyph. The first accepted lock appears at the panel's rightmost position.
10. Repeat until Stop occupies the rightmost, then center-right, then center-left positions.
11. Put Kill on the wheel feeding the final leftmost position.
12. Let the final Kill state lock and prepare for damage.

The practical target, read from left to right after all four positions lock, is **Kill, Stop, Stop, Stop**. The chronological lock order is the reverse: Stop, Stop, Stop, then Kill.

Damage

1. When Kill starts damage, choose any Shrieker whose shell is open.
2. Damage that eye until its shell closes or the angle becomes unsafe.
3. Switch immediately to another open Shrieker.
4. Continue moving among open eyes; all four share one health bar.
5. If the shared health bar survives, rebuild another controlled lock sequence.

Failure states and recovery

Problem	Response
Hive is read	Clear Ogres before resuming wheel work.
Commune is read	Use cover and remove tracking seekers before collecting.
Kill triggers early	Take the shorter damage window, then rebuild safely if the boss survives.
Wrong movement count	Read the new current glyph and calculate from there; do not guess a compensating deposit.
Wrong panel locks	Continue only if the remaining positions can still produce a workable cycle; otherwise treat the next phase as recovery and prioritize survival.
Shrieker closes	Transfer damage to another open eye; the health pool is shared.

Solo adaptation

Prioritize the next active read, not all four wheels at once. Clear each spawned effect, calculate one wheel movement, deposit, then return to cover. Stop locks reduce future pressure and are worth a slower setup. During damage, rotate to the next open eye instead of waiting in front of a closed shell.

Loadout philosophy

Bring dependable Wizard, Knight, Ogre, and seeker control plus damage that transfers quickly between elevated targets. A long stationary damage setup is less useful than a flexible one that can switch Shriekers without losing the window.

Quick reference

State	Call
Current read	Far-left Shrieker reading Hive - move it now.
Move	Two positions clockwise; Brimming.
Reverse	Direction wrong - shoot this wheel's crux.
Locked	First panel is Stop; next fills one slot left.
Final state	Kill, Stop, Stop, Stop from left to right.
Damage	Left closed - transfer to center-right.

Carry the Core and Open the Vault Route

After the Zoetic Lockset, the encounter's loose core opens the route and a two-target lens puzzle leads toward Kerrev.

Open the exit

1. After the shared Shrieker health reaches zero, locate the loose Shrieker core or eye on the arena floor.
2. Push it across the center bridge with body movement and controlled weapon impacts.
3. Guide it into the round bowl or receptacle near the reward chest.
4. The exit opens when the core settles in the receptacle.

Do not scatter the fireteam around the core. One player calls its intended side while the others push from behind or correct a drift.

Worm-skeleton traversal and the second lens gate

1. Follow the opened route into the chambers containing large worm remains.
2. If collecting the Raider's Effigy, claim it from the head or skull of the dead worm skeleton along this required route.
3. Reach the chamber whose two target plates are **Worm** and **Enter**.
4. If collecting Hidden Chest 2, take the climbing route into the upright worm's mouth before solving the gate.
5. Treat Worm and Enter as two independent beam paths.
6. For each target, trace backward from its plate to a separate available source.
7. Kill Lens Bearers, install and pre-align the route, then activate the source.
8. Complete both paths to open progression.
9. At the next shoot-to-hold-open pressure door, fire at its face or control repeatedly while the team crosses. It can crush a player if it closes during passage.
10. Climb the next platform, turn back toward the door, and jump through the upper opening.
11. Continue through the collection room to the final rally.

Fixed clockwise or counterclockwise recipes can become confusing when copied from a different observer position. The target-backward method works from the room itself.

3. Defeat Kerrev, the Erased

Use a Truthspeaker to identify which three-glyph sentence is true. Configure the lenses so all three glyphs in the false sentence are lit and all three glyphs in the true sentence are unlit, then activate the console and survive the Pyramid's fire to remove Kerrev's shield.

Orientation and sentence read

Stand at rally and face the boss and the large six-glyph display.

- The display has a three-glyph column on its left and a three-glyph column on its right.
- Each column is one statement. One is true and one is false.
- **Left room** and **Right room** refer to the side chambers from this rally frame.
- **Central room** is the rally and display chamber.
- **Lower room** is beneath the center and contains Stop.

Do not judge the truth from Destiny lore. Defeat the active Truthspeaker Grim. Its revealed glyph appears in the **true** column. Call that entire side true and the opposite side false.

Glyph locations

Room	Available target glyphs
Left room	Witness, Hive, Guardian, Pyramid, Traveler
Right room	Worm, Savathun, Darkness, Light
Central room	Worship, Kill, Drink, Give
Lower room	Stop

The left side room is reached through a shoot-to-hold-open door. The right side room is reached by standing on the pressure block at the front-right of the central chamber; its crouch tunnel returns to center.

Unlocking lens stands

An **Unwritten Attendant** grants **Unwritten Empowerment** for approximately seven seconds. While that buff is active, shoot the Strand tethers or cruxes binding a lens stand. Clear the Threadlings those tethers can create, then install or rotate the lens.

Roles

Role	Players	Primary responsibility
Reader and center	1	Finds the Truthspeaker evidence, names true/false sides, tracks all six light states, and activates the console.
Left lens	1	Unlocks and routes the targets assigned to the left room.
Right lens	1	Unlocks and routes the targets assigned to the right room.

The center player covers central and lower targets when they are part of the false statement. Control duties are shared after every lens action.

One shield-removal cycle

1. Read both three-glyph columns aloud from top to bottom.
2. Find and defeat the Truthspeaker Grim.
3. Read its revealed glyph and identify which column contains it.
4. Declare that full column **true** and the opposite column **false**.
5. Restate the required final condition: false column all lit; true column all unlit.
6. Locate each of the false column's three target glyphs using the room table.
7. Defeat Unwritten Attendants and use Unwritten Empowerment to break the Strand tethers on required stands.
8. Install and rotate lenses until each false glyph receives a beam.
9. Rotate any lens that illuminates a true glyph away from that target.
10. Have the Reader audit all six display positions from top to bottom. Do not activate on a partial read.
11. Move every player behind a solid pillar that fully breaks line of sight to the room.
12. Interact with the console below the main display.
13. A room-wide Resonance burn sweeps the arena. Remain behind the pillar until it ends.
14. If the state was correct, Kerrev's shield drops. Begin damage.

Damage and second burn

Kerrev moves, pulls players with Strand, and can Suspend or displace the fireteam. Keep solid cover available rather than committing to the open center.

1. Damage while tracking the boss, not a fixed plate.
2. Break line of sight when a Strand pull or dangerous attack threatens the team.
3. Near the end of the damage window, expect another lethal room effect or burn.
4. Move behind a solid pillar before it resolves.
5. If Kerrev survives, clear the room and repeat the Truthspeaker and false-sentence cycle.

Failure states and recovery

Problem	Response
Truthspeaker glyph is not in the called column	Reread both columns and check the official glyph name; do not make a lore inference.
A true glyph is lit	Rotate that route away before activating the console.
A false glyph is dark	Trace backward from that target and repair only its route.
Lens stand stays tethered	Reacquire Unwritten Empowerment and shoot the binding during the buff.
Console activates but shield remains	The six-glyph state was wrong. Survive the burn, clear adds, and rebuild from a new complete audit.
Player is exposed during burn	Move behind solid geometry; a healing effect does not replace line-of-sight cover.
Boss pulls a player into danger	Stop damage, recover position, and preserve the next cover route.

Solo adaptation

Write the two three-glyph columns, mark the true side from the Truthspeaker, then solve one false target at a time. After every room trip, return to the display and recheck the full six-glyph state. Clear Threadlings before rotating. Move to the pillar before activating the console; do not attempt to race the burn after the interaction.

Loadout philosophy

Favor precise add control, fast elimination of Grim and Attendant majors, survivability against Strand displacement, and mobile boss damage. Kerrev does not require a stationary damage setup, and retaining a safe path to cover is part of the mechanic.

Quick reference

State	Call
Read	Left is Witness, Give, Stop. Right is Worm, Kill, Light.
Evidence	Truthspeaker revealed Kill - right column is true.
Goal	Set all three left to lit; all three right to unlit.
Audit	Left lit, lit, lit. Right dark, dark, dark.
Activate	Everyone behind pillar - console now.
Damage end	Burn soon - break line of sight.

Secrets, Collectibles, and Optional Puzzles

Sundered Doctrine contains two standard hidden chests, nine hidden laboratory worms tied to Drowning Labyrinth and Laboratory Inspector, one current Raider's Effigy, and one post-quest vault or focusing chest. The focusing chest is a separate bonus chest, not a third standard hidden chest.

Hidden Chest 1 - maze after the Riddle

Use this route from the maze entrance. Each turn is taken at the next available junction unless the step names a staircase or drop.

1. Take the first left, then the next left.
2. Descend the stairs and shoot the first Pyramid crux on the left.
3. Climb the stairs and continue straight to the corridor's end.
4. Shoot the second crux on the right.
5. Move forward, drop, and crouch into the open area.
6. Turn right.
7. Take the second left.
8. Take the first right.
9. Take the first left, then turn left again.
10. Shoot the third crux on the left.
11. Return to the central portion of this section and enter the door that opened.

Hidden Chest 2 - upright worm after Zoetic

1. Enter the Worm and Enter lens-puzzle chamber and face the two target plates.
2. Climb the central platform.
3. Transfer to the small upper ledge on the room's right side from entry.
4. Continue into the mouth of the upright worm skeleton.
5. Open the chest and return to the main lens puzzle.

Raider's Effigy

After the Zoetic Lockset and before the large Worm and Enter lens gate, inspect the head or skull of the dead worm skeleton along the required route. Claim the effigy before moving to the next room. It advances the current **In Every Corner** Monument record.

Hidden-chest reward rule

Under the current reward framework, hidden chests provide Tier 5 gear with a weekly lockout while the dungeon is featured. Their normal purpose is to reroll gear already unlocked in Collections; do not promise a specific new item from a hidden chest. The live Director and chest behavior own featured status and eligibility.

Nine laboratory worms at a glance

The nine worms are quest evidence, not ordinary lore pickups. They are collected in three sets of three during Drowning Labyrinth. Complete the code, secret objective, and final boss clear required by the active quest step before assuming a worm set has registered.

The Drowning Labyrinth and Gear Focusing

Drowning Labyrinth begins after a full dungeon clear. Obtain the quest from Ikora Rey, then use the base camp near the dungeon entrance for reports and three-glyph codes. The original calendar gates have elapsed, but the live quest step is authoritative.

Do not attempt all nine worms in an arbitrary order. Each three-worm set belongs to one quest stage, and its code unlocks a stage-specific secret objective.

Stage 1 - First-Tier Initiate

1. Complete Sundered Doctrine and obtain Drowning Labyrinth from Ikora.
2. In a new run, visit the hidden base camp and read the available report.
3. Enter the report code: **Savathun, Enter, Pyramid**.
4. Confirm the quest advances to the First-Tier Initiate work.

Worms 1-3

Worm	Route	Glyph obtained
1	From the base camp, descend beneath the nearby bridge. Use the right-side stairs and bring up Ghost to reveal the hidden platform route.	Witness
2	After the Riddle and maze, enter the wide Grim combat chamber. The normal progression exit is on one side; cross to the opposite perimeter and use the shoot-to-hold-open secret door. This object-based frame avoids the conflicting left/right descriptions in community guides.	Give
3	After Zoetic, reach the Worm and Enter lens room. Inspect the opening immediately beside the Worm target rather than taking the main exit.	Darkness

Stage 1 secret objective

1. In the run used for the objective, enter **Witness, Give, Darkness** at the base camp.
2. Continue through the Riddle and maze to the same wide combat chamber used for Worm 2.
3. Defeat the new Shriekers and Dread.
4. Collect the Knowledge dropped by the required enemies.
5. Deposit it at the plate at the rear of the chamber.
6. Enter the opened data room and scan the research.
7. Continue and defeat Kerrev in that same instance.

Stage 2 - Second-Tier Initiate

Return to the base camp when the quest requests the next report and confirm Second-Tier Initiate is active.

Worms 4-6

Worm	Route	Glyph obtained
4	Before the Riddle, after the opening Subjugator rooms, reach the first red-lit drop. Inspect the side wall before descending and use the hidden Activate prompt.	Hive
5	After the Riddle, reach the long sloped pit before the boulder corridor. Near its exit, stand on the distinct pressure ledge built into the right wall when facing progression. Enter the revealed room.	Grief
6	After Zoetic, enter the first chamber dominated by a giant worm skeleton. Climb two levels above the ground doorway and use the shootable door on the upper route.	Worm

Stage 2 secret objective

1. Enter **Hive**, **Grief**, **Worm** at the base camp in the instance used for this stage.
2. Return to the giant-worm room used for Worm 6.
3. Defeat the added Shriekers.
4. Defeat the Wormcradle Knight.
5. Pick up its explosive worm. The carried object has an approximately one-minute timer; the live HUD is authoritative.
6. Carry it to the wall behind the far or final Shrieker, beneath the upper ledge.
7. Use the explosion to open the hidden data room and scan the research.
8. Continue and defeat Kerrev in the same instance.

Stage 3 - Third-Tier Initiate

Return for the final report and confirm Third-Tier Initiate is active.

Worms 7-9

Worm	Route	Glyph obtained
7	Before the Riddle, reach the flooded room leading toward the waterfall descent. From entry, move onto the cross-shaped floor structure, inspect the wall to the right of progression, and use Ghost to reveal the approach to the upper shootable door.	Guardian

Worm	Route	Glyph obtained
8	After the Riddle, enter the rolling-boulder corridor. From entry, climb to the upper area at the far end, staying left of the open boulder lane, and use the hidden Activate prompt.	Remember
9	After the Worm and Enter lens gate, clear the next room but do not open the normal shoot-through progression door. Inspect the perimeter for the visibly distinct pressure panel and stand on it to reveal the Fleet room. This landmark is more reliable than community left/right calls taken from opposite frames.	Fleet

Stage 3 secret objective and final vault

1. Enter **Guardian, Remember, Fleet** at the base camp in the instance used for the final stage.
2. Continue through the Riddle and maze to the wide chamber used by the first-stage secret.
3. Enter the newly available mirror-control puzzle.
4. Start from the source on the chamber's left when facing the center structure.
5. Kill Lens Bearer Knights, install their lenses, and trace the beam backward from the **Worm** target on the center structure.
6. Pre-align the route, activate it, and scan the final data.
7. Continue in the **same instance** and defeat Kerrev.
8. Do not leave after the ordinary final chest. Wait for the three messages or symbol groups associated with the vault:
 - Hive, Grief, Darkness
 - Fleet, Remember, Witness
 - Worm, Give, Guardian
9. Enter the opened vault route behind the final chest and claim the bonus chest.
10. Return to Ikora when the quest directs you.

Quest rewards and Finality catalyst

Completing Drowning Labyrinth unlocks the dungeon's gear-focusing system and its first class-item access. If Finality is already owned, the valid final vault chest can unlock its catalyst. If Finality is not owned, obtain the weapon first; the catalyst remains unavailable until the weapon is in Collections and the required vault-chest condition is met.

The current Finality catalyst grants **Bait and Switch** and requires 400 target defeats to complete its objective.

Post-quest focusing

After completing the quest, read the final base-camp report and enter **Worm, Give, Guardian** to reach Fully Initiated status.

During a later run, interact with the symbol room for one desired focus:

Symbol room	Intended focus
Witness	Chest armor
Hive	Helmet
Guardian	Class item
Give	Gauntlets
Fleet	Leg armor
Grief	Unvoiced shotgun
Remember	Unworthy scout rifle
Darkness	Unloved hand cannon
Worm	Unsworn trace rifle

After defeating Kerrev, open the vault or focusing chest. Plan around one focused reward per character per week. Current reports have differed about repeat behavior during a featured week, so this guide does not promise unlimited focusing. If the selected item is not eligible or unlocked in Collections, the chest may fall back to another eligible unlocked item; obtain the encounter drop first when targeting a new weapon.

Bungie corrected Sundered Doctrine focusing chests that were dropping untiered items in Update 9.7.0.2. The live chest and Director still own tier, lockout, and featured-week behavior.

Rewards, Loot, and Optional Records

Current reward framework

Activity state	Current framework
Featured Normal / Standard	Tier 5 encounter weapons and armor are farmable. Director Challenge available.
Featured Master	Tier 5 encounter weapons and armor are farmable. Director Challenge available.
Non-featured Normal / Standard	Tier 3 encounter rewards.
Non-featured Master	Tier 5 encounter rewards.
Featured hidden chests	Tier 5 with a weekly lockout.

The current framework allows any armor slot to drop from any encounter while featured. Older armor-slot loot tables are not reliable universal rules. Sundered Doctrine's weapons are tiered and enhanceable, not Pattern-craftable. This dungeon does not currently use an Adept or Holofoil weapon row.

Legendary weapons

Encounter	Current weapon pool
Complete the Riddle	Unworthy, Unsworn, Unloved
Zoetic Lockset	Unworthy, Unsworn, Unvoiced
Kerrev, the Erased	Unworthy, Unsworn, Unloved, Unvoiced, plus a chance at Finality

Weapon	Type	Damage	Frame
Unworthy	Scout Rifle	Arc	Rapid-Fire
Unvoiced	Shotgun	Void	Pinpoint Slug
Unloved	Hand Cannon	Strand	Heavy Burst
Unsworn	Trace Rifle	Strand	Adaptive

All four Legendary weapons use **Subjugation**. Against weaker combatants, sustained shots can produce an explosion. Against stronger combatants, the weapon can apply Exhausted, reducing their outgoing damage. Against Guardians, the adaptation grants increased flinch resistance.

Finality

Finality is the dungeon's Solar Heavy Linear Fusion Rifle and can drop from Kerrev's final chest.

- **Ruinscribe's Forge:** The alternate weapon action spends three ammunition to deploy a turret.
- **Ruinscribe's Beacon:** While the turret is deployed, the weapon's laser marks targets and directs the turret, which prioritizes marked targets and uses stronger attacks.
- **Catalyst:** Bait and Switch, unlocked through the qualified Drowning Labyrinth vault route after Finality is owned.

Current Exotic drop-rate boosts come from fireteam flawless, solo, solo flawless, Master, all nine laboratory worms, and accumulated completions. The historical Contest completion guaranteed Finality, but Contest is not a current selectable difficulty. Do not promise an exact drop chance or unlimited final-chest farming; the live rotation and lockout own reward eligibility.

Flain armor

The current armor family is **Flain**.

Class	Head	Arms	Chest	Legs	Class item
Hunter	Mask	Grasps	Scales	Hooks	Husk's Cloak
Titan	Skull	Grips	Carapace	Claws	Attendant's Mark
Warlock	Visage	Reach	Adornment	Talons	Weaver's Bond

Two pieces grant **Sinew Stitching**, which can create a Threadling after taking combatant damage. Four pieces add **Knit Together**: shortly after shields break, the next several Threadling hits restore health. These bonuses are optional tools, never encounter requirements.

Delver title

The current **Delver** title requires ten records:

1. The Sundering - complete Sundered Doctrine.
2. Lonely Travels - complete the dungeon solo without leaving.
3. Buried Together - complete it with a full fireteam of clanmates.
4. Lightning Round - complete with an Arc fireteam.
5. Shared Fire - complete with a Solar fireteam.
6. Space Cadets - complete with a Void fireteam.
7. Stable Triangle - complete with all players using the same class.
8. Military Doctrine - complete Master.
9. Laboratory Inspector - find all nine hidden laboratory worms.

10. Complete the Sundered Doctrine collection badge.

The badge requires the class's five Flain armor pieces, all four Legendary weapons, the Unsounded Depths emblem, and the Future Proof vehicle. It does not require Finality.

Other optional records

Record	Requirement	Reward or relevance
Undying Deity	Fireteam flawless without leaving	Finality drop-rate boost
Minotaur of Labyrinth	Solo flawless without leaving	Pyramid's Pilot emblem and Finality boost
Weaver's Match	Strand fireteam clear	Optional elemental record
Crystal Formation	Stasis fireteam clear	Optional elemental record
Writing on the Wall	Obtain Finality	Exotic collection record
Dreadful Munitions	Complete using only Shotguns, Hand Cannons, and Linear Fusion Rifles	Restricted-loadout record
Hidden Treasures	Complete Drowning Labyrinth and unlock focusing	Quest-system record
The Sundering	Complete the dungeon	Unsounded Depths emblem
Military Doctrine	Complete Master	Future Proof vehicle and Finality boost

Unsundered, Last Erasure, and its guaranteed Finality were tied to the historical Contest completion and are not current ordinary-clear rewards.

Full-Dungeon Assignment Sheet

Three-player fireteam

Section	Reader	Mechanic	Control
Riddle	Reads blank positions and Truthspeaker glyph	Builds one target-backward lens path	Clears Dread, Subjugators, and Tormentor recovery
Lock tutorial	Calls target glyph and exact movement	Carries Resonance Splinters and deposits	Clears Wizards and protects the wheel
Zoetic Lockset	Calls active read and right-to-left lock order	Moves wheels to Stop, Stop, Stop, Kill	Handles glyph effects and transfers Shrieker damage
Worm / Enter gate	Audits both target paths	Installs and aligns lenses	Clears Lens Bearers and protects crossings
Kerrev	Identifies true column and audits six light states	Solves assigned left-side targets	Solves assigned right-side targets and controls adds
Drowning Labyrinth	Tracks quest step, worm set, and code	Performs secret lens or carry objective	Protects mechanic and confirms same-instance clear

Solo order

1. Stabilize enemies.
2. Read and record the complete state.
3. Plan one route or wheel movement.
4. Obtain the required lens, buff, or empowerment.
5. Execute one action.
6. Recheck the room before committing another action.
7. Move to cover before every encounter-wide activation.

Accessibility calls

- Use official glyph name plus location: Remember target, Far-left room.
- Use state words, not color: lit, unlit, open, closed, locked, reading, true, and false.
- Expand shorthand on first use. Say three splinters, Overflowing, moves three before saying only Overflowing.
- When a player is carrying or timed, say destination first: Explosive worm to wall behind final Shrieker - 40 seconds.
- Do not use here, there, this one, or screen-relative pointing as a complete callout.

Full-Clear Flow

1. Visit the base camp if a quest step is active.
2. Cross the bridge, use the climb around the closed door, descend through the two-red-light waterfall opening, and study the glyph gallery.
3. In the Riddle, kill one Truthspeaker per missing glyph and route an unused source to the matching side-room target. Complete one, then two, then three truths.
4. Navigate the maze, take Hidden Chest 1 if desired, cross the boulder corridor, and solve the two-wheel tutorial with exact one-, two-, or three-position deposits.
5. In Zoetic, distinguish the glyph currently being read from the glyph already locked. Lock Stop three times, then Kill, producing Kill, Stop, Stop, Stop from left to right.
6. Damage any open Shrieker and transfer as shells close until the shared health reaches zero.
7. Push the loose core into its round receptacle.
8. Cross the worm-skeleton route, take the Effigy and Hidden Chest 2 if desired, and route separate beams to Worm and Enter.
9. At Kerrev, use the Truthspeaker glyph to identify the true three-glyph column.
10. Light all three false-column glyphs and leave all three true-column glyphs unlit.
11. Audit all six, take cover, activate the console, survive the burn, and damage Kerrev.
12. Repeat until the boss dies. If a Drowning Labyrinth or focusing step is active, wait for and open the final vault before leaving.

Sources and Verification Notes

Primary and current-state sources

- Bungie Destiny Content manifest, version 244213.26.06.29.2000-1-bnet.65583, retrieved and audited August 1, 2026. Used for current activity variants, player count, item definitions, armor bonuses, quest steps, catalyst objective, records, badge, and Delver title.
- [Destiny Update 9.7.0](#) - current raid and dungeon reward tiers, featured farming, hidden chest rule, and armor-drop framework.
- [Destiny Update 9.7.0.2](#) - Sundered Doctrine focusing-chest tier correction.
- [Destiny Update 8.2.0.2](#) - Finality drop boosts, completion boost, hidden-chest fixes, focusing eligibility fix, and Pyramid switch behavior.
- [Destiny Update 9.0.0.1](#) - Drowning Labyrinth alternate-character quest fix.
- [This Week in Destiny - January 16, 2025](#) - dungeon launch and historical Contest context.
- [This Week in Destiny - February 13, 2025](#) - Master and Delver availability context.
- [This Week in Destiny - February 20, 2025](#) - Finality random-drop issue and correction context.
- [Purchased Destiny Add-Ons](#) and [Available Content, Expansions, Seasons, and More](#) - current entitlement documentation.

Independent mechanic and route sources

- [Dot Esports - Complete the Riddle](#)
- [Dot Esports - Zoetic Lockset](#)
- [Dot Esports - Kerrev, the Erased](#)
- [The Game Post - complete Sundered Doctrine guide](#)
- [The Game Post - hidden chest locations](#)
- [The Game Post - Drowning Labyrinth](#)
- [Dot Esports - Drowning Labyrinth](#)
- [Dot Esports - Sundered Doctrine focusing](#)
- [High Ground Gaming - Sundered Doctrine loot and chests](#)
- [Destinypedia - Sundered Doctrine](#) and [Destiny 2 Wiki - Sundered Doctrine](#) - independent corroboration and terminology comparison.

Material conflicts resolved

Topic	Conflict	Published resolution
Zoetic left-to-right display	Guides mix chronological lock order with final visual order.	Lock Stop, Stop, Stop, then Kill. Final panel reads Kill, Stop, Stop, Stop from left to right at Entry.

Topic	Conflict	Published resolution
Remember glyph name	Community sources use Knowledge or Brain.	Use the in-game gallery name Remember; mention the aliases once.
Drowning worm left/right calls	Sources describe several doors from opposite observer frames.	Use required exit, opposite perimeter, shootable door, pressure panel, worm skeleton, and other unique landmarks.
Focusing repeats	Community reports differ about featured-week repeatability.	Plan for one focused reward per character per week; do not promise unlimited repeats.
Old armor loot tables	Older sources assign fixed armor slots to encounters.	Current featured rules allow any armor slot from any encounter; omit fixed slot claims.
Finality acquisition	Historical Contest guaranteed the Exotic; current activity does not.	Publish random Kerrev drop plus current boosters; label Contest guarantee historical.
Fixed Power and modifiers	Source values age with releases.	Defer to the live activity card and publish no fixed number or seasonal list.

Stable Publication Boundaries

This source is ready for the collection's DOCX, PDF, website-content, and Discord build systems. It is intentionally text-only and contains no map, diagram, screenshot, embedded game texture, standalone website, or publish action.

Reverify before a future release if Bungie changes any of the following:

- activity variants, entitlement, player count, or difficulty labels;
- featured and non-featured reward tiers or hidden-chest lockouts;
- Legendary weapon types, origin trait, armor set bonuses, or Finality's catalyst;
- Drowning Labyrinth codes, focus eligibility, vault behavior, or weekly limits;
- Delver requirements, collection badge, Triumph wording, or Exotic boosters;
- encounter behavior changed by a patch.

The live Director, quest step, encounter HUD, and Collections record take precedence over any static publication when they differ.