

DESTINY 2 - DUNGEON FIELD GUIDE

VESPER'S HOST

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 the Normal and Master Vesper's Host activities. Every mandatory route, observer frame, mechanic state, recovery path, hidden chest, Rogue Network step, focusing puzzle, and Ice Breaker catalyst step is expressed in prose or a semantic table. No instruction depends on a guide map, diagram, screenshot, page position, or color alone.

Each reward encounter follows the same order: objective, orientation, roles, numbered execution, failure and recovery, solo adaptation, loadout philosophy, and quick reference. Mandatory traversals appear where they occur in the route.

Difficulty scope: The live manifest contains Vesper's Host: Normal and Vesper's Host: Master. Power, Champions, shields, surges, threats, featured status, reward tiers, and availability can change. Read the launch card before entering.

Orientation convention: At rally or a room entrance, face the objective before assigning left and right. During traversal, left and right follow the direction of travel. In the Corrupted Puppeteer encounter, each room receives its own observer frame instead of imposing one compass on the entire loop.

Callout policy: Describe state before action: Brain panel high-left is white, Core down at Heart exit, Raneiks 3 and 8, First Purge fourth panel held, or Glowing puppet dead - core center. Color may supplement a call, but position, number, motion, nameplate, or HUD state must carry the meaning.

Loadout policy: Recommendations describe jobs: rapid panel confirmation, Brig and Major control, safe core escort, clustered damage, puppet clear, or mobile ranged damage. Exact weapons, subclasses, and artifact perks are optional. Mechanics take priority.

Before the first pull

- Decide whether this is a clear, Master clear, solo or solo-flawless attempt, Rogue Network run, secret-chest run, Access Override run, Director Access run, or Ice Breaker catalyst run.
- If pursuing a quest or triumph, inspect its current Journey or quest step before launching. Several optional puzzle sets appear only after earlier progress is claimed.
- Label players 1 through 3. For solo play, read every assignment as a sequence performed by one player.
- Agree that **white Scanner marker means correct** during normal mechanics. A marker that disappears means incorrect. The second Rogue Network message set intentionally reverses that rule and is labeled as an exception.
- Agree that the ten Raneiks units are called by their visible names, Raneiks-0 through Raneiks-9. Some launch guides describe the zero panel as ten; this guide uses the displayed zero.

- Read the live card. Do not carry a launch-era Power level, Contest timer, seasonal anti-Champion plan, or legacy Artifice rule into a current run.

Dungeon-Wide Mechanics and Terminology

Viral Augments and terminals

Viral Carriers are enemies with an augment icon over them. Defeating one drops its augment. One Guardian can carry only one augment at a time.

Augment	What the holder does	Success evidence
Scanner	Approaches marked panels, pillars, or copies while watching the radar.	A correct yellow radar marker turns white and remains; an incorrect marker disappears. Certain copy scans also play a higher confirmation tone for correct and a lower tone for incorrect.
Operator	Shoots active red control panels.	The panel activates and the encounter state advances after the complete correct set.
Suppressor	Stands near a highlighted enemy, uses the grenade input to create a hologram, then shoots that hologram.	The hologram detonates; the highlighted target splits, loses its radiation field, or becomes vulnerable.

Picking up an augment starts **Viral Carrier Integration** on the HUD. If it reaches zero, the holder dies.

Deposit the augment in a white wall terminal before expiry. Pulling it back out resets the timer.

Terminals linked across a section let the team pass an augment between rooms.

Some forcefields remove a carried augment. Bank it before crossing when the next area still needs it. If an augment is lost or a holder dies, it drops or returns on a later Viral Carrier; clear the relevant enemy wave rather than assuming the run is locked.

Scanner discipline

Scanner is an approach-and-observe mechanic, not a distant visual guess.

1. The Scanner holder moves close enough to one candidate for its radar marker to resolve.
2. If the marker turns white, call the panel or target by number and position.
3. If it disappears, call cleared and continue.
4. The Operator repeats the full list before firing.
5. No one uses splash damage near unconfirmed panels.

In the opening hangar and Activation rooms, shooting an incorrect panel kills the Operator. In the Corrupted Puppeteer purge rooms, killing the wrong scanned rifle copy shortens the Sector Purge Countdown to a nearly unrecoverable state. Treat every Scanner confirmation as a lethal check.

Suppressor discipline

The hologram appears at the holder's feet, so the holder must be standing on stable ground. The explosion has limited range.

1. Group the highlighted target or puppets near the chosen point.
2. Place the hologram with the grenade input.
3. Move out of immediate danger if necessary.
4. Shoot the hologram; a teammate may shoot it.
5. Verify the enemy actually changed state before committing damage.

The ability has a cooldown. A missed placement is recoverable if the team creates space and waits; rushing into Radiation while the input is unavailable is not.

Nuclear Cores and Radiation

Nuclear Core carriers cannot use weapons or a normal double jump and accumulate **Radiation**. Radiation x10 kills.

- Escort the carrier and clear the return route before pickup when possible.
- A teammate can take the core, or the carrier can drop it briefly so Radiation falls.
- Call every handoff and dropped-core location.
- A core left on the ground too long disappears. The source enemy or dispenser can provide another.
- Some cores also carry a HUD countdown. The HUD owns the remaining time; do not rely on memorized seconds.

Radiation also comes from shielded Broken Puppets in the final encounter. Move away before x10, then use Suppressor to remove their field and immunity.

Master boundary

Master preserves the Scanner, Operator, Suppressor, core, Power Reserves, Raneiks code, purge, bunker, and Anomaly logic. It increases enemy pressure and uses the live Master modifier set. The reviewed manifest lists Barrier and Overload Champions plus all three shield elements, but the launch card remains authoritative if Bungie changes the card.

Enter Vesper Station

Follow the exterior catwalk into the dark hangar and clear Fallen until Scanner and Operator Viral Carriers appear.

1. The Scanner approaches each radar-marked red panel and records the four that turn white.
2. The Operator repeats the four positions and shoots only those panels.
3. Four correct activations remove the airlock barrier. Bank augments before crossing if a terminal is available; the barrier can strip them.
4. Continue through the station. Clear the interior rooms, disarm tripmines from range, descend the trapped shaft carefully, and reach the first rally.

One published walkthrough says five correct hangar panels. Three independent execution references specify four, and the normal mechanic consistently uses four. This guide uses four.

1. Activate the Station

Release one Nuclear Core from each of the Brain, Lungs, and Heart branches, return all three to the central AI chamber, and deposit them in the three receptacles behind the sphere.

At a glance	Details
Observer frame	Stand at the room entrance facing the white AI sphere.
Branches	Brain front-left; Lungs back-left; Heart back-right. Each doorway also has a distinct organ symbol.
Panel solve	Scanner confirms four white markers in the branch's terminal room; Operator shoots those four.
Carry check	Core Radiation kills at x10; hand off or drop briefly to clear stacks.
Deposit check	A returning Brig shields the central receptacles until destroyed.

Roles

Role	Players	Responsibility
Scanner / route lead	1	Confirms four branch panels, calls positions, and banks Scanner before the carry.
Operator / escort	1	Shoots only confirmed panels, banks Operator, and clears the core route.
Brig / core support	1	Controls center, destroys each Brig, and takes core handoffs.

Orientation and branch state

At the entry-side observer frame, the AI sphere is center-front. Brain is the front-left doorway, Lungs the back-left doorway, and Heart the back-right doorway. The organ symbol above each door is the primary callout; the side description is a backup.

Spinning warning lights above a branch indicate that its core is still available. After that branch is completed, the warning motion stops. The branch order is flexible. Choose one, complete it fully, then call the next organ.

Standard walkthrough

1. Interact with the AI sphere to **Reboot System**.
2. Destroy the central Brig and clear Fallen until the Scanner Viral Carrier appears. Take Scanner.
3. Call one active branch by organ name and move together through it. Clear Machine Priest's Assistants and other Fallen until the route barriers open.
4. In the terminal room, use a wall terminal to refresh or pass Scanner. Defeat the later Viral Carrier and obtain Operator.
5. Scanner approaches every marked panel. Call the four markers that turn white by physical position: wall, height, and nearest landmark.
6. Operator repeats the list. The rest of the team stops firing near panels. Operator shoots the four confirmed targets.
7. The rear dispenser opens and produces a Nuclear Core. Bank both augments before leaving so they can be retrieved through linked terminals on a later branch.
8. Clear the return route. Pick up the core only when the team is ready, then move back toward the AI chamber.
9. Before Radiation x10, hand the core to a teammate or drop it in a called safe spot. Wait for stacks to fall, then continue. Never leave it unattended.
10. A new Brig controls the central receptacle shields. The two free players destroy it while the carrier waits in cover or drops the core safely.
11. When the shields fall, deposit the core in any open receptacle behind the sphere.
12. Call the completed organ and repeat steps 3-11 for the other two branches. The third deposit completes the encounter.

Failure states and recovery

Problem	Response
Scanner marker disappears	That panel is wrong. Remove it from the list and continue scanning.
Operator dies on a panel	Revive, reacquire Operator, and rescan if the list is uncertain. Stop splash damage near panels.
Augment timer is low	Deposit in the nearest linked terminal, call the bank, and pull it back out only when needed.
Core carrier reaches high Radiation	Drop or hand off immediately. Clear stacks before another pickup.
Core disappears	Return to the branch source and repeat the recovery spawn. Completed central deposits remain.
Central bins remain shielded	Find and destroy the returning Brig; do not hold the core in open fire.
Team loses branch orientation	Return to the central sphere and read the organ symbols. Do not call left/right from inside a branch.

Solo adaptation

Carry Scanner to the terminal room, record the four correct panels, bank it, then take Operator and shoot the written list. Before lifting the core, clear the entire route and refresh both augments. Carry in short stages, drop the core behind cover before x10, and destroy the center Brig between carries if necessary. A safe reset costs less time than replacing a lost core.

Loadout philosophy

Bring accurate single-target fire for panels, sustained Major damage for repeated Brigs, and dense Fallen control for narrow branches. Avoid uncontrolled chain explosions near unconfirmed panels. Mobility and healing help core carries, but no specific class or weapon is required.

Quick reference

- Reboot; destroy Brig; take Scanner.
- Enter Brain, Lungs, or Heart.
- Scanner confirms four white markers.
- Operator shoots those four.
- Bank augments; escort core.
- Drop or hand off before Radiation x10.
- Destroy returning Brig; deposit.
- Repeat all three organs.

Infiltrate the Servitor Maze

This mandatory traversal uses **Power Reserves**, five sequential core deposits, and line-of-sight breaks against Raneiks Unified.

Power Reserves

Opening a powered door consumes one reserve. Closing a door or deactivating a forcefield restores one. The HUD shows the current reserve count.

- Close every door after the last teammate crosses.
- Deactivate optional forcefields when safe to create reserves and shortcuts.
- Never let the team split across a door until someone owns enough power to reopen it.
- A closed door and solid wall break Raneiks's **Integration** tether.

Five-core route

1. At the first Raneiks sightline, deactivate the nearby forcefield to gain a reserve, then open the door on the right in the direction of travel.
2. Kill the nearby Captain for a Nuclear Core and deposit it in receptacle **1**. The bins are visibly numbered; use those numbers rather than room colors.
3. Continue through the loop, closing doors behind the group. Captains respawn near required bins, so a lost core is recoverable.
4. Deposit cores in **2**, then **3**. The third deposit opens the large metal division into the maze's second half.
5. Continue the same close-one/open-one discipline and deposit cores in **4**, then **5**. Although one early source says bins run through six, the progression completes after the fifth core; the visible route confirms the next step.
6. After receptacle 5, follow the final hall and drop through the large floor opening to escape Raneiks.

Raneiks's Integration beam starts a lethal countdown while it has line of sight. Move behind a wall or close a door to break the beam. Do not try to outrun it in a straight corridor.

The first secret chest, Rogue Network message 2, a later math puzzle, focusing-panel 1, and Ice Breaker crystal 2 all use this maze. Their detours appear in the Secrets section so the mandatory route stays readable.

2. Defeat Raneiks Unified

Suppress Raneiks twice to identify four numbered constituent Servitors, shoot the matching four wall panels with Operator, then suppress the unified boss again for a short clustered damage phase.

At a glance	Details
Observer frame	Stand at rally facing the center and upper opening. Numbered wall panels 0-9 surround the room.
Information	Two extra-lit named Servitors appear after each upper suppression. Two trips produce four distinct numbers.
Input	Operator shoots the four matching wall panels in any order.
Damage	Suppressor splits the returned unified boss into vulnerable components.
Final check	At the last health segment, destroy the individual units; no short final timer is published.

Roles

Role	Players	Responsibility
Number caller	1	Reads the two extra-lit Servitor nameplates on each upper trip and maintains the four-number list.
Operator	1	Banks Operator early and fires only after four distinct numbers are repeated.
Suppressor / control	1	Clears Shanks, places close holograms, and calls the split.

Obtain the first two numbers

1. Approach center to start. Clear Fallen and destroy incoming explosive Servitor shells before they roll into the team.
2. Kill the Operator Viral Carrier, take Operator, and immediately bank it in the central terminal for later.
3. Continue clearing until the Machine Priest's Assistant appears. Defeat it to trigger Servitor's Fall and move the team to the upper/outside area.
4. Clear every Shank, prioritizing Exploder Shanks. A Suppressor Viral Carrier then appears.

5. Take Suppressor, stand on stable ground close to Raneiks, create a hologram, and shoot it. Avoid the eye beam and break any Integration tether with cover.
6. Raneiks splits into ten units named Raneiks-0 through Raneiks-9. Exactly two have additional lights around the central eye.
7. Read the two highlighted nameplates aloud and write them in fireteam text chat if available: First pair 3, 8.
8. Leave through the large passage Raneiks occupied or the smaller side hall. The return forcefield removes Suppressor, which is no longer needed for this trip.

Obtain the second pair and input the code

1. Repeat the add clear and defeat the next Machine Priest's Assistant.
2. Clear upper Shanks, take Suppressor, and split Raneiks again.
3. Read the new two highlighted nameplates. The cycle provides four distinct numbers in total.
4. Return to the rally room and repeat the full ordered list: 3, 8, 1, 6 - four distinct.
5. Retrieve Operator from the central terminal.
6. Shoot the four wall panels matching those numbers in any order. Do not shoot zero for ten; use the displayed digit.
7. When the fourth correct panel activates, Raneiks descends to the main room and a Suppressor carrier appears.

Damage phase

1. Kill the Suppressor carrier quickly. The damage setup is time-sensitive once this state begins.
2. Take Suppressor and place a hologram close enough to cover the unified boss.
3. Shoot the hologram. Raneiks separates and the constituent Servitors become vulnerable.
4. Damage the cluster until the units re-form and immunity returns.
5. Repeat both information trips, four-panel input, and suppression for every new phase. The correct numbers reset after damage.
6. When Raneiks reaches its last health segment and remains divided, destroy the individual units to finish the encounter.

Failure states and recovery

Problem	Response
A number was missed	Do not guess. Return through the loop and earn another suppression read.
Two callers disagree	Use the visible Raneiks-N nameplate, not perceived position. Repeat only confirmed digits.
Operator timer is running during setup	Bank it immediately. It is unnecessary until four numbers are known.
Suppressor hologram misses	Create distance, wait for the cooldown, and place the next hologram closer on stable ground.
Integration begins	Break line of sight behind the tunnel wall or glass cover.
Damage is poor	Preserve lives and repeat. The mechanic does not require a one-phase.

Solo adaptation

Bank Operator before every upper trip and type each pair into local chat or write it externally. Use the small return hall when the large opening is unsafe. Before shooting the fourth panel, clear the room and prepare for Suppressor pickup. Cluster damage values area coverage and low setup time; survival through another code cycle is better than remaining inside Raneiks's eye beam.

Loadout philosophy

Bring reliable Shank and explosive-shell clear plus damage that can hit several closely packed Servitors at once. Wide-area or cleaving damage is useful; precision-only damage and long reload routines waste the short vulnerable state. Exact weapons and subclasses remain optional.

Quick reference

- Bank Operator.
- Kill Machine Priest; move upper.
- Clear Shanks; suppress Raneiks.
- Record two extra-lit nameplates.
- Repeat for four numbers.
- Operator shoots four matching panels.
- Take Suppressor; split in main room.
- Damage the cluster; repeat with new numbers.

Cross the Broken Station Exterior

Leave through the upper opening, turn through the route door, and descend onto the exterior debris field. Lightning strikes are telegraphed by bright expanding floor circles and a charge effect; move before impact and do not stand in the lingering field.

The safe route alternates solid station fragments and small floating platforms. Clear the Fallen and Brig at the first landing, then continue through the first exposed spacewalk. Enter the interior room with a Servitor, disarm every tripmine from range, defeat the Machine Priest, and leave onto the second debris field. Follow the station fragments to the arena where the Corrupted Puppeteer faces the distant Anomaly.

When the boss fires a flare and the Anomaly wave approaches, drop through the open circular floor hatch. The interior airlock protects the team and begins the encounter.

Rogue Network messages 3, 5, and 6; both later math puzzles; focusing panels 3 and 4; the second secret chest; Director Access; and Ice Breaker crystals 3 and 4 all branch from this route. Use the Secrets section before passing the relevant landmark.

3. Defeat the Corrupted Puppeteer

Use all three augments to open the Lower Stacks, complete one purge on each half to remove the boss shield, return outside for a long mobile damage phase, use one glowing puppet's core to survive the first Anomaly pulse, then retreat through the floor hatch before the second.

At a glance	Details
Entrance-room observer	From the airlock, face the boss. Four numbered blue-screen pillars stand around center; matching red panels are distributed around the room.
Lower Stacks frame	First Purge is the room indicated by flashing route lights after the drop. Second Purge is across the lower staircase-marked passage beneath the central glass divider.
Purge solve	Operator activates four room panels; Scanner identifies one of four rifle copies; killing it drops a core for the central bunker.
Damage frame	From the return floor hatch, face the boss and Anomaly. The one-use bunker is on the left; the retreat hatch is behind/under the team's entry area.
Lethal checks	Radiation x10, wrong rifle copy, Sector Purge outside the bunker, lightning, and either Anomaly wave outside shelter.

Roles

Role	Players	Responsibility
Suppressor / puppet control	1	Removes Radiation shields, clears sword puppets, and preserves Suppressor between lower rooms.
Scanner / copy execution	1	Resolves entrance pillar and purge-room rifle copies; alone confirms and kills the correct copy.
Operator / route setup	1	Activates the identified entrance number set and four panels in each purge room.

All three augments must move through linked terminals. Roles may swap; call the augment, not only the player's name.

Entrance phase - identify the active number

1. Clear Fallen until the Suppressor carrier appears. Take Suppressor.
2. Group nearby irradiated sword puppets, place and shoot a hologram, then kill the puppets after their fields and immunity disappear.

3. Continue clearing suppressed puppets until the Scanner carrier appears. Take Scanner.
4. Approach each of the four central pillars numbered 1-4 while watching the radar.
5. Three markers disappear. The correct pillar remains and turns white. Read the large number on that pillar: Active number 2.
6. Continue clearing puppets until the Operator carrier appears. Take Operator.
7. Find the four red control panels carrying the active number and shoot all four. Describe each by wall, height, and nearest pillar before firing.
8. Bank Scanner, Operator, and Suppressor in the room's linked terminals. This prevents the descent forcefield from stripping and losing them.
9. Doors open around the room. Follow the set whose warning lights flash in sequence and drop through either matching tube into the Lower Stacks.

Lower Stacks - first purge

1. After landing, look up and follow the flashing route lights through the trapped hall to the first active purge room. Shoot tripmines before crossing.
2. Retrieve the augments from the three linked terminals. If one was lost at the descent forcefield, clear the adjacent entry half until its Viral Carrier respawns.
3. Suppressor controls irradiated sword puppets. Keep them away from the bunker and Scanner route.
4. Operator finds the four active red panels in the purge room. They are distributed near corners, doorways, and the backs of columns.
5. Shoot three. Hold the fourth until all living players are inside, Scanner is refreshed, Suppressor is banked or controlled, and the bunker route is clear.
6. Shoot the fourth. **Sector Purge Countdown** begins and four non-radiating rifle copies appear: two at floor level and two on upper catwalks.
7. Scanner approaches each copy. A wrong candidate's marker disappears and plays a lower tone; the correct candidate turns white and plays a higher confirmation tone.
8. Only Scanner fires on the confirmed copy. Killing it drops a Nuclear Core and removes the other three.
9. Killing a wrong copy cuts the purge timer to a near-wipe state. Keep all uncontrolled fire away from the rifle copies.
10. Bank Scanner, call the core pickup, and move every player into the long central bunker.
11. Deposit the core in the bunker receptacle. The doors seal and the room purge damages half of the Corrupted Puppeteer's shield. Remain inside until the doors reopen.

Lower Stacks - second purge

1. From the first purge room, take the lower exit marked by a staircase symbol. This route passes beneath the central glass divider to the other half.
2. Move slowly through the trapped corridor. Preserve Suppressor in a terminal or use it to remove pursuing puppet fields.
3. At the T intersection, flashing lights indicate the second purge room. The other branch returns to that half's entry room, where lost augment carriers can respawn.
4. Enter the active purge room and repeat the four-panel setup. Hold the fourth panel until the team is ready.
5. Start Sector Purge, let Scanner identify the single white/high-tone rifle copy, and have Scanner alone kill it.
6. Carry the dropped core into the room's central bunker and deposit with the full team inside.
7. The second purge removes the remaining boss shield. Exit by the upper door, turn right, and travel straight to the Lower Stacks center.
8. Enter the vertical transport column to return to the entrance room. Move into the original airlock/floor-hatch area; it launches the team back outside for damage.

Exterior damage and the two Anomaly pulses

1. On launch, face the Corrupted Puppeteer and distant Anomaly. Begin damage while staying mobile.
2. Watch for bright expanding lightning circles underfoot. Move laterally before impact and avoid the lingering field. Aim only between movement checks.
3. The boss can move among the center and side platforms. Call the new platform rather than continuing to fire at a vanished target.
4. Clear attackable copies and sword puppets when their pressure threatens survival. This damage phase does not provide Suppressor outside.
5. A later wave includes one puppet with a conspicuous full-body glow. Kill that specific puppet and call the dropped Nuclear Core near center.
6. When **The Corrupted Puppeteer communes with the Anomaly** appears or the boss fires the warning flare, the core carrier and entire team run to the bunker on the left while facing the boss.
7. Deposit the core inside. The bunker seals and protects the team from the first lethal Anomaly wave.
8. When the doors reopen, leave and resume damage. The bunker cannot be used for the next pulse in that phase.
9. At the second flare/wave, stop damage and retreat through the circular floor hatch at the entry side. Being below the hatch protects the team and ends the phase.

10. Repeat Entrance, both purges, and exterior damage until the boss is defeated. Collect the reward and, on the first Rogue Network clear, interact with the message terminal left of the chest before leaving.

Failure states and recovery

Problem	Response
Sword puppets crowd a role	Back away before Radiation x10, group them, then suppress one cluster.
Entrance pillar marker disappears	That pillar is wrong. Continue until one marker turns white and remains.
Descent strips an augment	Clear the entry room on the active Lower Stacks half for a replacement carrier.
Operator cannot find the fourth purge panel	Do not start the timer. Search corners, column backs, upper edges, and door frames methodically.
Wrong rifle copy is hit	Move the team into the bunker immediately, but expect the shortened timer to wipe. On reset, reserve copy damage for Scanner.
Core carrier has high Radiation	Hand off only if time permits; the bunker deposit outranks augment banking.
First damage core is missing	Find the full-body glowing puppet and kill it. Ordinary copies do not provide the survival core.
Anomaly warning begins	First warning: core bunker. Second warning: floor hatch. Stop damage immediately.
Lightning telegraph is obscured	Keep moving and separate slightly so one strike cannot remove the fireteam. Do not depend on a stationary safe spot.

Solo adaptation

In the entrance, keep Suppressor banked between puppet groups and resolve the pillar before carrying Operator. In each purge room, shoot three panels, clear every irradiated puppet you safely can, refresh Scanner, then shoot the fourth. Scan copies in a consistent floor-left, floor-right, upper-left, upper-right order and personally kill only the white/high-tone copy.

During exterior damage, survival is the damage plan. Move after every short attack sequence, kill the glowing puppet early, and position the dropped core along the route to the left bunker. Leave for the floor hatch as soon as the second warning begins. There is no phase limit; a clean additional cycle is always better than a risky final shot.

Loadout philosophy

The setup rewards controlled add clear, quick shielded-puppet damage after suppression, and precise copy isolation. Exterior damage rewards mobility, long enough range to follow the boss, and brief

attacks that do not lock the player in place. Carry a plan that can both damage the boss and remove puppets. No named weapon, subclass, or fixed one-phase strategy is required.

Quick reference

- Suppress entrance puppets.
- Scanner finds one white numbered pillar.
- Operator shoots four panels with that number.
- Bank all three; follow flashing descent.
- First purge: Operator four, Scanner correct copy, core bunker.
- Cross lower staircase route.
- Second purge: repeat.
- Return outside; move through lightning.
- Kill glowing puppet; first wave uses left bunker/core.
- Second wave uses floor hatch.
- Repeat.

Secrets, Collectibles, and Optional Puzzles

Vesper's optional progression is deliberately layered. Quest-gated puzzle sets may not appear until the prior step or triumph is complete. The safest plan is to claim progress between runs and let the current quest/Journey text control which set should be visible.

Progression overview

Stage	What it does	Practical result
Initial clear and terminal	Starts Rogue Network progression.	Return to Spider after taking the terminal left of the final chest.
Messages 1-3	Three sequential plate-display puzzles.	Level 1 clearance and first secret chest access.
Messages 4-6	Three reverse-Scanner panel puzzles.	Level 2 clearance and second secret chest access.
Class-item step	Activate four route panels; enter 42 at second chest.	Completes Rogue Network and introduces focusing.
Messages 7-9 / Access Override	Addition, multiplication, and factor-pair puzzles.	Third keypad digit; armor focusing.
Director Access	Fixed multi-stage calculator sequence.	Fourth keypad digit; weapon focusing and catalyst Masterwork objective completion.
Ice Breaker crystals	Four per-instance digits plus second chest.	Awards the Ice Breaker catalyst to eligible owners.

The **Buried Secrets** title record tracks six collectibles, corresponding to the two Rogue Network sets. Messages 7-9 and Director Access continue beyond that title record but remain important for focusing and the catalyst.

Rogue Network - initial clear

Acquire the live Rogue Network quest from its current vendor or archive location before the run if the quest is not already active. Complete the dungeon. After the Corrupted Puppeteer dies, interact with the message terminal on the machinery to the left of the reward chest, then follow the quest instruction to report back before expecting the first puzzle set.

Messages 1-3 - plate sequences

These sequences change. The in-game terminal or blinking plate is the source of the next step; a static published order would be wrong.

Message 1 - Heart room blinking plates

After completing Activation, return to the Heart branch before entering the Servitor Maze.

1. Find the dark circular floor plates.
2. One plate blinks. Step only on that plate.
3. It becomes steady and a different plate begins blinking.
4. Repeat until every plate in the sequence is complete.
5. Touching an inactive plate resets the sequence. Keep non-runners outside the plate field.
6. Claim the message before leaving.

The animation, not the plate color, defines the target.

Message 2 - first half of the Servitor Maze

Progress the maze through core 3 so Raneiks moves and the second half opens. Return to the room containing receptacle 1.

1. Activate the large display in the corner. It shows a field of node shapes; one node blinks.
2. Those nodes correspond to floor plates distributed through the first half of the maze.
3. Assign one **Display Caller** who never leaves the screen and one **Plate Runner**. The caller describes the blinking node by row and position from left to right.
4. The runner steps on the corresponding physical plate, then reports accepted only after the display advances.
5. An incorrect plate resets the sequence. Restart from the display rather than continuing a memorized order.
6. When the display completes, collect message 2.

Because the puzzle is a live spatial translation, the guide does not replace it with a copied map. The display is the reference visual; row and left-to-right indexing makes team communication text-based.

Message 3 - first exterior spacewalk

After defeating Raneiks, descend to the first large exterior debris field. A matching display sits partway through the route and controls ten floor plates.

- Four plates are encountered before the display.
- One plate is at the display.
- Five plates are farther along the same spacewalk.

Use a runner to identify those ten plates in route order before starting. A caller remains at the display and names its blinking node by row/position; the runner activates the matching physical plate and waits for confirmation. Avoid inactive plates and lightning. Return to the display to collect message 3.

First secret chest

After messages 1-3 and the resulting clearance, enter a new run and reach the second half of the Servitor Maze.

1. Deposit core 4 and proceed toward receptacle 5.
2. Reach the corridor where the normal route turns toward the Raneiks sightline and fifth-bin room.
3. Instead of turning toward Raneiks, continue straight across the corridor to the now-unlocked door.
4. Open the chest inside.

Launch-era reports said only the first player to open this chest received quest credit. Current behavior may be patched. Have one player open, verify every quest tracker, and reset only if the live step fails to advance.

Messages 4-6 - reverse Scanner rule

For this quest set only, the normal Scanner meaning is reversed:

- Marker turns white and remains = **do not shoot**.
- Marker disappears = **Operator shoots**.

Call reverse solve before every puzzle. Use Scanner to resolve every numbered panel, record the disappearing set, then let Operator shoot only that set.

Message 4 - Heart room

After Activation, return to Heart. Retrieve the supplied Scanner and Operator, resolve every numbered panel under the reverse rule, shoot the disappearing-marker panels, and collect message 4.

Message 5 - first landing after Raneiks

After the Raneiks reward, descend to the Fallen and Brig landing before the main spacewalk. Use the supplied augments. Some panels are behind the descent point and others continue forward, so scan the complete landing before Operator fires. Complete the reverse solve and collect message 5.

Message 6 - after the tripmine-room Machine Priest

Cross the first spacewalk, clear the interior tripmine room, and defeat its Machine Priest. On the debris field beyond, retrieve Scanner and Operator. Panels occupy different heights across the local platforms.

Resolve every marker from stable ground, use the reverse rule, and collect message 6 after the complete set.

Second secret chest and the four activation panels

The second chest is behind the Level 2 door in the tripmine room, near the end of the first exterior route. It is also the focusing and catalyst chest.

To enable its Operator terminal in a run, shoot these four cycling oval number displays:

1. **After the Servitor Maze:** pass through the long corridor's airlock, then turn around. Panel 1 is above the doorway just crossed.
2. **After the following slide:** instead of taking the progress turn, go left and shoot panel 2 on the wall.
3. **After Raneiks:** at the Fallen/Brig landing before the lightning spacewalk, move to the small forward ledge, turn back toward the landing, and shoot panel 3 on the silo/structure behind.
4. **End of the first spacewalk:** before entering the Servitor/interior route that leads to the tripmine room, turn around and shoot panel 4 above the doorway or on the wall just crossed.

All four must be activated in the same dungeon instance. Their cycling stops when accepted. In the chest room, retrieve Operator, activate the keypad, and shoot digits in order. Confirm the code at the console before opening the chest.

For the Rogue Network class-item step, enter **4, then 2**, confirm, and open the chest. Quest and clearance progress are account-scoped in community testing, but each character's live loot eligibility still matters.

Access Override - messages 7-9

Claim the completed Rogue Network quest and expose **Access Override** before looking for these puzzles. Each player's target can differ; solve the values shown in the current instance.

Message 7 - four-number sum in Heart

After Activation, return to Heart. A target number appears with numbered Operator panels.

1. Find four distinct panel values whose sum equals the target.
2. Call the arithmetic before shooting, for example $3 + 5 + 6 + 7 = 21$.
3. Operator shoots those four values once each.
4. Collect message 7 after acceptance.

Message 8 - four-number product after the maze

On the mandatory route after the Servitor Maze and before Raneiks, find the large target product and panels 1-8. Some higher values are just outside the main room.

1. Choose four distinct values whose product equals the target.
2. Verify the full multiplication before firing.
3. Shoot the four factors and collect message 8.

For a target of 180, one valid example is $2 \times 3 \times 5 \times 6$, but the live target owns the solution.

Message 9 - two sums whose product matches

After the first spacewalk, enter the Servitor room immediately before the tripmine room.

1. Read the three-digit target.
2. Factor it into two practical two-digit values.
3. For the first value, shoot four distinct panels whose sum equals that value.
4. For the second value, shoot another four-panel sum. Values may be reused between the two groups, but not within one four-value group.
5. Confirm that the two sums multiply to the target before firing the first group.

Example: for 308, 14×22 ; $2 + 3 + 4 + 5 = 14$; $4 + 5 + 6 + 7 = 22$. Claim the message and Access Override. The triumph unlocks the third focusing digit.

Director Access - final calculator sequence

Director Access appears after Access Override. Reach the Machine Priest beyond the tripmine room, defeat it, and step onto the next exterior walkway. Before crossing the floating debris, look left and jump to the short side walkway. The previously locked room contains an Operator carrier and four calculator stations.

Stand at the entrance facing the stations and label them **Top Left, Top Right, Bottom Left, Bottom Right**. Activate means interact with that station. Enter means shoot its local number panels in the written order. Wait for each shot's panel to return to its ready state before the next input.

1. Activate Top Right.
2. Enter 1-0-0-0 at Top Left.
3. Activate Bottom Right.
4. Enter 4-1-1-1-4 at Top Right.
5. Activate Bottom Left.
6. Enter 0-0-1-1 at Bottom Right.
7. Activate Top Left.
8. Enter 1 at Bottom Left.
9. Activate Bottom Right.
10. Enter 0-1-0-0 at Top Left.
11. Activate Bottom Left.
12. Enter 0-0-1-0 at Bottom Right.

13. Activate Bottom Right.
14. Enter 3 at Bottom Left.
15. Activate Top Right.
16. Enter 3 at Bottom Left.
17. Activate Top Left.
18. Enter 1-1-4 at Top Right.
19. Activate Top Right.
20. Enter 0-1-0-1 at Top Left.
21. Activate Top Left.
22. Enter 1-2-1-1-4 at Top Right.
23. Activate Bottom Left.
24. Enter 0-0-1-0 at Top Left.
25. Enter 0-1-1-1 at Bottom Right.

Completion causes an electrical confirmation at the room's upper machinery, awards Director Access, unlocks the fourth keypad digit, and completes the Ice Breaker catalyst's puzzle-based Masterwork objective. It does **not** itself award the catalyst item.

Second-chest focusing codes

After activating all four cycling route panels in one run, use Operator at the second chest:

Item	Code
Spacewalk helmet	124
Spacewalk arms	231
Spacewalk chest	412
Spacewalk legs	132
Spacewalk class item	42
VS Pyroelectric Propellant	4341
VS Gravitic Arrest	3213
VS Velocity Baton	1421
VS Chill Inhibitor	2142

These codes are embedded in the current manifest flavor text. Access Override enables three-digit armor entries; Director Access enables four-digit weapon entries. The live chest controls claim frequency, gear-tier behavior, and whether a focused item is eligible in the current week.

Ice Breaker catalyst

The intended recipient needs Ice Breaker and access to the four-digit keypad. A teammate with the required clearance can expose the chest route in community testing, but the recipient still needs personal weapon and chest eligibility.

Start a fresh run with Ice Breaker equipped. Destroy each listed Stasis crystal **with Ice Breaker**. Each chain reaction reveals one digit from 1-4; write the digits in route order. The code is unique to the dungeon instance.

1. **Crystal 1 - after Activation:** climb the stairs into the room with the glass ceiling. Look high on the right wall above/near the next doorway. Break the crystal chain and read digit 1 on the ceiling.
2. **Crystal 2 - Servitor Maze after core 3:** enter the newly opened second half. At the Captain and deactivatable divider, turn around and look behind the corner boxes. Break the crystal and read digit 2 on the nearby wall.
3. **Crystal 3 - first landing after Raneiks:** after the exterior drop, turn around from the landing. Break the distant crystal and read digit 3 beneath the crystallized mass.
4. **Crystal 4 - tripmine room:** reach the second secret-chest door, turn around, look up the nearby stairs, and find the final crystal tucked into the upper corner. Read digit 4.

Activate the four cycling route panels during the same run. At the second secret chest, take Operator, enter the four revealed digits in discovery order, confirm the code, wait for acceptance, and open the chest.

Wiping or checkpoint transitions can reset some per-instance digits. If the chest rejects the code, do not improvise: recheck every crystal still reachable in the current instance. A character that already generated its chest reward for the live claim period may be ineligible; use the current reward state rather than assuming an old weekly rule.

The catalyst item is **Ice Breaker**. Its current objective requires 500 target defeats. **Icing-Breaker** gives hits on slowed or frozen targets a chance to return a round to the magazine.

Rewards, Loot, and Optional Records

Current reward framework

Destiny Update 9.7.0 uses tiered dungeon rewards.

- Featured Normal and Master encounter rewards are currently Tier 5; the Director Challenge and hidden chests award weekly Tier 5 rewards.
- Nonfeatured Normal encounter rewards are Tier 3; Master rewards are Tier 5.
- Featured encounter rewards are farmable unless marked weekly.
- Optional feat grades and modifiers can alter reward count or tier.

Read the current card. This guide does not freeze Power, weekly rotation, reward count, focusing eligibility, or legacy Artifice behavior.

Encounter loot pools

The following weapon split is supported by Bungie Help and multiple independent tables. Armor tables conflict on whether the final encounter adds helmet or class item after quest unlock; the focusing chest is the deterministic class-item route.

Encounter	Weapons	Stable armor pool
Activate the Station	VS Chill Inhibitor; VS Gravitic Arrest; VS Velocity Baton	Arms; Chest; Legs
Raneiks Unified	VS Chill Inhibitor; VS Gravitic Arrest; VS Pyroelectric Propellant	Helmet; Arms; Legs
Corrupted Puppeteer	Ice Breaker; VS Gravitic Arrest; VS Pyroelectric Propellant; VS Velocity Baton	Chest; Legs; additional unlocked armor behavior should be checked live

Bungie Help explicitly states that VS Chill Inhibitor should drop from encounters 1 and 2, not the final encounter. Several launch tables placed it in the final pool because players reported unexpected drops. This guide follows Bungie's stated intended pool.

Legendary weapons

Weapon	Element and current frame	Focusing code
VS Pyroelectric Propellant	Arc Adaptive Frame auto rifle	4341
VS Velocity Baton	Void Area Denial Frame special grenade launcher	1421
VS Gravitic Arrest	Void Adaptive Frame fusion rifle	3213

Weapon	Element and current frame	Focusing code
VS Chill Inhibitor	Stasis Rapid-Fire Frame heavy grenade launcher	2142

All four use **Bray Legacy**. Damage generates a small amount of ability energy for the ability closest to full charge; the enhanced trait generates an improved amount. Perk pools and balance are live data.

Ice Breaker and drop boosts

Ice Breaker is the random final-encounter Exotic sniper rifle. The current manifest awards an initial-drop-rate boost for:

- **Alone in the Dark:** solo completion without leaving.
- **Flawless Networking:** flawless completion without leaving.
- **Perfect Solitude:** solo flawless completion without leaving.
- **Buried Secrets:** six required station collectibles/accesses.
- **Stationmaster:** Master completion.

The catalyst route appears above. Ice Breaker is never required for a normal clear.

Spacewalk Armor 3.0 set

The live manifest groups the dungeon armor as the **Spacewalk** set.

- **2 pieces - Augmented Armaments:** Primary ammo weapons deal increased damage to disoriented combatants.
- **4 pieces - Augmented Explosives:** grenade abilities release an additional disorienting pulse shortly after detonating.

Current Armor 3.0 item details own later tuning. The class item uses focusing code 42; do not assume a launch-era encounter or legacy armor socket is the only acquisition rule.

Unleashed title

The current Vesper's Host title grants **Unleashed** and contains ten required records:

Record	Requirement
Vesper's Champion	Complete Vesper's Host.
Alone in the Dark	Complete every encounter solo without leaving the activity.
True Unity	Complete with a full fireteam of clanmates.
Collective Energy	Complete with a full Arc fireteam.
Burning Together	Complete with a full Solar fireteam.

Record	Requirement
Deep Space	Complete with a full Void fireteam.
Together as One	Complete with a full fireteam of the same class.
Stationmaster	Complete on Master difficulty.
Buried Secrets	Unlock station accesses and find the six tracked collectibles.
Dungeon: Vesper's Host	Complete the associated collection badge.

The title does not currently require the separate Stasis, Strand, flawless, solo-flawless, weapon-restriction, Access Override, or Director Access records. Read the exact Journey card before attempting a restriction.

Other optional records and cosmetics

- **Flawless Networking:** flawless full clear without leaving; Exotic drop boost.
- **Perfect Solitude:** solo flawless full clear without leaving; awards **Station's Savior** and an Exotic drop boost.
- **Glacier's Way:** full Stasis fireteam.
- **Bound to Win:** full Strand fireteam.
- **The Elsie Special:** complete the dungeon using only Pulse Rifles and Sniper Rifles under the record's current conditions.
- **Access Override:** complete messages 7-9 and unlock armor focusing.
- **Director Access:** complete the calculator lock and unlock full focusing.
- Normal completion record **Vesper's Champion** awards the **Anomalous** emblem.
- Master completion record **Stationmaster** awards the **VS Tech Sledge** Exotic Sparrow.
- Contest-era rewards are historical and no longer obtainable through a normal current clear.

Full-Dungeon Assignment Sheet

Segment	Player 1	Player 2	Player 3	Solo order
Entry hangar	Scanner	Operator	Add control	Scan four -> bank -> operate four
Activation	Scanner/route	Operator/escort	Brig/core support	Scan -> bank -> operate -> clear route -> staged carry
Servitor Maze	Door/power caller	Core carrier	Raneiks/escort	Close doors -> core -> break tether -> next bin
Raneiks information	Number caller	Operator bank	Suppressor	Bank Operator -> suppress/read pair twice -> input
Raneiks damage	Cluster damage	Suppressor	Control/damage	Clear -> suppress -> burst -> reset
Puppeteer entrance	Suppressor	Scanner	Operator	Suppress -> scan number -> operate four -> bank all
Puppeteer purge	Suppressor/route	Scanner/copy	Operator/panels	Shoot three -> clear -> fourth -> scan -> correct copy -> core bunker
Puppeteer damage	Core/bunker caller	Boss platform caller	Lightning/puppet control	Move/damage -> glowing puppet -> bunker -> move/damage -> hatch
Secrets	Quest caller	route/panel tracker	arithmetic/code checker	Stop before each gate and verify current step

Communication cadence

1. Scanner white - Brain upper-right.
2. Four confirmed; Operator repeat.
3. Core down at branch exit; Radiation clearing.
4. Raneiks first pair 3, 8; written.
5. First Purge three panels; hold fourth.
6. Correct rifle copy upper-left; Scanner firing.
7. Glowing puppet dead; core center; bunker left.

8. Second flare; stop damage; floor hatch.

Full-clear flow

1. Cross the exterior catwalk, scan four hangar panels, and open the airlock.
2. In Activation, solve Brain, Lungs, and Heart; carry three cores; destroy each returning Brig; deposit all three.
3. In the Servitor Maze, close doors to preserve Power Reserves, deposit five cores in order, and break Integration with cover.
4. At Raneiks, suppress twice for four named units, input four panels, suppress again, and damage the cluster.
5. Cross the lightning spacewalk and retreat through the floor hatch under the first Anomaly wave.
6. In the Puppeteer entrance, suppress puppets, scan the correct numbered pillar, shoot four matching panels, and bank all augments.
7. Complete two Lower Stacks purges: Operator four panels, Scanner one correct copy, core into team bunker.
8. Return outside, move through lightning, kill the glowing puppet, use its core in the left bunker, then retreat through the floor hatch at the second wave.
9. Repeat the final encounter cycle until the Corrupted Puppeteer falls.

Sources and Verification Notes

Primary and live sources

- [Bungie - Destiny Update 9.7.0](#) - current featured and nonfeatured dungeon reward framework.
- [Bungie - Armor and ability preview](#) - Armor 3.0 framework.
- [Bungie - weapons, artifacts, and focusing preview](#) - current weapon and intrinsic-counter framework.
- [Bungie Help response on the Vesper's Host loot table](#) - intended VS Chill Inhibitor encounters.
- Bungie live English manifest 244213.26.06.29.2000-1-bnet.65583 - Normal/Master activities, records, items, frames, origin trait, set bonuses, catalyst, focusing codes, title, and cosmetics.

Independent execution sources

- [GameSpot - complete Vesper's Host guide](#) - augment behavior, Activation, five-core maze, Raneiks, Lower Stacks, bunker, and Anomaly phases.
- [Shacknews - Vesper's Host guide](#) - independent Raneiks and Corrupted Puppeteer cross-check.
- [GamesRadar - Vesper's Host guide](#) - three encounter flows, final-room observer frames, and exterior damage sequence.
- [Destiny 2 community wiki - Vesper's Host](#) - four-panel hangar, named enemies, augment timing, and complete encounter cross-check.
- [KeenGamer - Rogue Network and access puzzles](#) and [360GameTV's discovery record](#) - two-owner message, chest, focusing-panel, Access Override, and Director Access comparison.
- [KeenGamer - Ice Breaker catalyst](#) and [The Game Post - catalyst route](#) - four crystals, per-instance code, and second-chest solve.
- [Kyber's Corner - Vesper's Host loot and focusing codes](#) and [Esports.gg - loot table](#) - encounter pool and code comparison.

Conflict resolutions

- **Opening panel count:** GamesRadar says five; GameSpot, the community wiki, and a separate complete walkthrough say four. The guide publishes four.
- **Servitor Maze bin count:** one source describes bins 1-6 but its own route ends after the fifth core. Independent walkthroughs and the progression state support five deposits. The guide publishes five.
- **Raneiks digit zero:** some summaries translate the zero panel as ten. The boss units and wall panel visibly use zero. The guide calls the displayed digit.

- **VS Chill Inhibitor final drop:** early tables include the final encounter after anomalous player reports. Bungie Help says the intended pool is encounters 1 and 2. The guide follows the first-party response.
- **Final armor pool:** independent tables disagree about helmet versus class-item behavior at the final boss. The guide publishes only the stable chest/legs pool, routes class items through code 42, and defers additional unlocked behavior to live state.
- **Rogue Network chest bugs:** launch reports of single-player quest credit and code resets are historical observations, not guaranteed current behavior. The guide tells teams to verify live trackers before resetting.
- **Director Access versus catalyst:** the calculator completes the catalyst Masterwork objective and unlocks four-digit access; the four Ice Breaker crystals and chest code award the catalyst item. The guide keeps those states separate.
- **Reward system:** launch-era Power, Contest, Artifice, and weekly language is superseded by the current manifest and Update 9.7.0.

Stable publication boundaries

- Mechanics and spatial routes were verified August 1, 2026.
- The live Director, quest, and Journey screens own future Power, modifiers, Champion placement, reward tier, farmability, clearance visibility, and record text.
- Puzzle sequences and catalyst digits that change by instance are solved from the in-game display; the guide supplies the translation method rather than a false fixed answer.
- Loadouts are advisory.
- No guide map, diagram, screenshot, figure, copied visual, or color-only cue is required.
- Website material is host-integration source for the user's existing site, not a standalone repository or deployment.
- Generated DOCX, PDF, Discord, and host-integration artifacts are produced and verified by the parent release pass, not by this source-authoring record.