

DESTINY 2 • RAID FIELD GUIDE

GARDEN OF SALVATION

Complete Raid Guide

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

EDITION	2.0 - Text-only
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How to Use This Guide

This is a text-only field guide for Garden of Salvation. Every observer frame, room convention, route decision, mechanic, secret, Divinity puzzle, and assignment required for execution is written in prose or a semantic table. Each encounter follows the same pattern: objective, orientation, roles, numbered walkthrough, failure and recovery notes, loadout philosophy, weekly Challenge, permanent encounter Triumph, and quick reference.

Difficulty scope: Garden of Salvation currently has one Standard raid activity and no separate Master selector. Generic Master or Adept reward language shown in global raid-system articles does not create a Garden Master mode. Read the live activity card before launch; featured status, the active Challenge, reward quality, and current modifiers can change at weekly reset.

Orientation convention: Unless a section states otherwise, stand at rally or the room entrance and face forward. In the diamond relay arena, Home is the entrance relay, Left and Right are the adjacent side relays, and Top is the relay opposite Home. At the Sanctified Mind, directions are always from rally while facing the boss: Blue is viewer-left at the knee, and Orange is viewer-right at the shoulder.

Callout policy: Name location first and mechanic second: “Home needs refresh,” “Top INNER,” “Blue team ready,” or “Orange Middle tile.” Home, Left, Top, Right, and tile-depth labels are guide conventions, not words displayed by the game. Repeat the observer frame whenever a substitute joins.

Loadout policy: Recommendations describe jobs - add clear, Major deletion, precision mechanic damage, movement, survivability, or sustained boss damage. Exact weapons and damage combinations change. Mechanics take priority, and no named weapon is required.

Recommended communication discipline

Situation	Preferred call	Why it works
Tether	“Source on - Link 1 - Link 2 - Receiver - source off.”	Gives every participant one state to confirm and ends the combat lockout promptly.
Voltaic pickup	“Overflow down Home; Player 2 taking.”	Names the location and assigned owner before anyone enters the pickup.
Relay refresh	“Left clear; source on in three.”	Confirms the previous Enlightened buff has expired before a restricted tether.
Consecrated eyes	“Top INNER.”	Names the fin owner and the common ring call in one phrase.

Situation	Preferred call	Why it works
Sanctified portal	"Blue ready; break viewer-left knee."	Uses a color plus viewer-relative landmark and avoids boss-left ambiguity.
Final damage tether	"Orange sign; Orange chain only."	Keeps the inactive color and unassigned players out of the chain.

Before the first pull

- Assign Player 1 through Player 6 and retain those labels in every rotation table.
- Decide whether the run is a normal clear, weekly Challenge, permanent Triumph, Divinity run, memento full clear, or Enlightened-title run.
- Read the exact Challenge or Triumph text in the Director or Journey screen before committing to a restricted strategy.
- Practice one short tether. Only assigned links approach; everyone else stays well outside the source-to-receiver corridor.
- Confirm Home, Left, Top, and Right before Encounter 2, and retain that frame for the Consecrated Mind.
- At the Sanctified Mind, physically point out viewer-left Blue knee and viewer-right Orange shoulder before starting.
- For Divinity, confirm every intended recipient is on **Key to Divinity**, and do not let the raid instance become empty after activation.

Raid-Wide Mechanics and Terminology

Garden of Salvation repeats four mechanic families: tethers, Voltaic Overflow, Enlightened, and motes. Tether discipline is the foundation for all four encounters and every Divinity puzzle.

Core terms

Term	Working definition	Where it matters
Tether source	A floating Vex box that opens when available. Shoot it once to start a chain and again with an untethered player to turn it off.	Every encounter and all Divinity puzzles.
Receiver	The plus-shaped endpoint that a completed tether must reach. A relay or encounter object may serve as the receiver.	Gates, relays, platform repairs, boss damage.

Term	Working definition	Where it matters
Tether chain	The source connects to the nearest Guardian, then the nearest valid Guardian in sequence, and finally the receiver.	Raid-wide.
Voltaic Overflow	A ground charge created by the Consecrated Mind. Leaving it uncollected wipes the fireteam. The pickup applies a 2:30 debuff; taking another while it is active kills the player.	Encounters 1 and 3.
Enlightened	A buff lasting about 45 seconds that lets weapon damage remove white immunity shields from Vex. The HUD timer is authoritative.	Encounters 2, 3, and 4.
Voltaic Motes	Five-mote bundles dropped by Minotaurs. A Guardian can carry at most ten and has about 60 seconds to bank them.	Consecrated Mind.
Blue / Light motes	Motes from the viewer-left Blue portal island. They bank only at the Blue relay.	Sanctified Mind.
Orange / Dark motes	Motes from the viewer-right Orange portal island. They bank only at the Orange relay.	Sanctified Mind.
Angelic	A named Hydra that closes or shields nearby tether sources. Kill it before attempting a chain.	All encounters.
Vex sacrifice	A Vex reaches a relay and disappears into it. Sacrifices drain progress or move the encounter toward a wipe.	Encounters 2, 3, and 4.

Tether discipline

1. Identify the source and receiver before shooting anything.
2. Assign chain positions from source outward: Link 1, Link 2, and so on.
3. Move all nonparticipants outside the corridor. A closer bystander can silently hijack the next link.
4. The source caller shoots once and says “source on.”
5. Each link confirms only after the beam reaches them. The final player moves into receiver range last.
6. Hold position until the receiver completes. Do not jump, strafe through another link, or fight while connected.
7. An untethered player shoots the source off immediately after completion.

Combat boundary: A tether interrupts ordinary weapon and ability use. Clear dangerous enemies before starting, and turn the source off as soon as the receiver accepts the chain.

Challenge vocabulary

The weekly encounter Challenge and the permanent encounter Triumph are separate requirements.

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Evade the Consecrated Mind	Leftovers / Staying Alive	Voltaic Tether
Summon the Consecrated Mind	A Link to the Chain	Repulsion Theory
Defeat the Consecrated Mind	To the Top	Relay Rally
Defeat the Sanctified Mind	Zero to One Hundred	Stop Hitting Yourself

Only the Challenge identified by the live activity card is eligible for its Challenge reward. Permanent encounter Triumphs can be attempted independently unless the live record says otherwise.

Entering the Black Garden

Open the Director's current **Raids & Dungeons** entry and select Garden of Salvation at its Moon destination node, then pass through the Lunar Battlegrounds portal. After arriving in the Black Garden, follow the only upward route to the first arena. A normal clear continues directly to Encounter 1.

For a Divinity run, stop on the arrival platform. Turn around, step from its rear edge, face back toward the platform, and enter the opening immediately below it. Interact with the Vex terminal at the end of that short passage. The message **INITIATED: Security bypass protocol** confirms activation, and temporary platforms provide the exit. Activation is not one of the seven solved puzzles.

After activation, complete Divinity Puzzle 1 in the paired chambers beside the large staircase **before** entering Encounter 1. The complete formation appears in the Divinity chapter. Passing the first encounter without solving it means the team must backtrack or restart the puzzle sequence.

1. Evade the Consecrated Mind

Open four barriers in total while two teams leapfrog around the Consecrated Mind: the opening gate, two single-path gates, and the final three-path barrier. The team with the boss catches every Voltaic Overflow; the team ahead kills the progression enemies and builds the next tether. After the final barrier, all six Guardians chase the boss and collect three more Overflows.

At a glance	Details
Team shape	Three Boss and three Forward; swap jobs whenever the boss crosses an opened gate.
Overflow rule	Collect every charge. A 2:30 debuff prevents that player from safely taking the next one.
Gate rule	Kill the Angelic, clear the chain corridor, then tether source to receiver.
Final barrier	Three separate tether paths must be completed before the field opens.
Completion	Collect the three chase-field Overflows and reach the far end.

Orientation and roles

The raid progresses away from the opening rally through a sequence of rooms. In any room, **Boss side** is the room currently occupied by the Consecrated Mind and **Forward side** is the room beyond the next open gate. These state names are safer than permanent room numbers because the teams exchange jobs.

Role	Players	Primary responsibility
Boss team	3	Clear the current room, assign each Overflow to an eligible player, and survive until the next gate opens.
Forward team	3	Kill the single progression Cyclops and other enemies, kill the Angelic, and build the next tether.
Source caller	1 on Forward	Confirm the corridor is clear, turn the source on, and arrange shutoff.
Overflow caller	1 on Boss	Track all three debuffs and name the next eligible collector.

Standard walkthrough

1. Build a short chain from the opening source to the first gate receiver. When it accepts the tether, three Guardians move through and become the first Forward team; three remain with the boss.

2. The Forward team clears the next room. Kill the **single** progression Cyclops, then the remaining Vex and Angelic. The Angelic's death unlocks the source for the next gate.
3. The Boss team watches the Consecrated Mind. When it creates Voltaic Overflow, the assigned eligible Guardian enters the charge immediately. Leaving it for only a few seconds wipes the fireteam.
4. The collector receives Voltaic Overflow for 2:30. That player calls the timer and does not touch another charge while it remains. A second pickup consumes the charge but kills the collector; use this only as an emergency wipe prevention.
5. When the forward source is available, clear all enemies from the chain corridor. The assigned links connect source to receiver and an untethered player turns the source off.
6. As the boss crosses the opened gate, exchange jobs. The previous Boss team runs forward and becomes the next Forward team. The team that prepared the room stays with the boss and begins its own three-player Overflow rotation.
7. Repeat the same clear, Angelic, tether, and leapfrog cycle at the next barrier.
8. At the final barrier, regroup enough players to complete its three separate source-to-receiver paths. Complete each chain cleanly; do not let an active source capture players assigned to another path.
9. Before opening the field, read every remaining Overflow timer. Assign the next three eligible collectors and name their running order.
10. When all three paths complete, all six enter the open field. The boss drops three Overflows while retreating. Assigned collectors prioritize the charges; everyone else clears Cyclopes and Minotaurs or draws fire.
11. Continue to the far end. After the third charge is collected and the boss escapes, the encounter chest appears.

Failure states and recovery

Problem	Response
Overflow is unassigned	Nearest eligible player calls "taking" and enters it immediately. Do not wait for the original owner.
Only debuffed players are nearby	One player may sacrifice into the charge to prevent the team wipe; revive after the arena is stable.
Angelic is alive	Stop tether attempts and kill it. Its presence keeps the source unavailable.
Bystander joins the tether	Untethered caller shoots the source off, moves the bystander out, and restarts the fixed chain.
Team swap is unclear	State "Boss team holds; previous Boss moves forward" before anyone crosses the gate.
Final-field collector dies	Revive only if another eligible player has already secured the current charge. Overflow outranks the revive.

Weekly Challenge - Leftovers / Staying Alive

Leftovers is the record name; **Staying Alive** is the Challenge label referenced by that record.

The shorthand “kill no Cyclopes” is incorrect. In each of the first two forward-room cycles:

1. Kill the **single progression Cyclops**. Its death is required to continue the room.
2. After the Consecrated Mind enters, a **pair** of Cyclopes appears near the boss. Leave both alive.
3. Repeat at the next cycle, protecting a second pair.

Four paired boss-side Cyclopes must survive in total. The single progression Cyclops in each cycle and every Cyclops in the final chase field may be killed. Use the rule: **single dies; boss-side pair lives**. The game posts an immediate Challenge Failed message if a protected Cyclops dies.

Permanent Triumph - Voltaic Tether

Only Guardians carrying Voltaic Overflow may participate in any tether, including the opening gate.

1. Shoot the **Consecrated Mind**, not the Minotaur it holds, to start the encounter without using the opening tether.
2. Wait for the boss to create enough separate Overflows for the required opening links. Assign one charge to each future link.
3. After those players carry Voltaic Overflow, build the opening chain using only them. Every unqualified Guardian stays well outside tether range.
4. At later gates, select only currently debuffed Guardians for the chain. Rebuild assignments if a timer expires before source-on.
5. Complete the encounter normally.

Bungie changed this Triumph's intended start in Update 8.1.5 and repaired a later Overflow-progression fault in Update 9.5.5.3. Historical advice to damage the held Minotaur or share one pickup among several players should not be used.

Loadout philosophy

Bring fast add clear, reliable long-range Cyclops damage, and one strong Major option per team.

Mobility and survival matter more than boss damage. Avoid uncontrolled chain-damage effects during Leftovers because they can kill a protected Cyclops outside the shooter's focus.

Quick reference

Moment	Call
Boss charge	"Overflow down; Player 2 taking."
Forward clear	"Single Cyclops dead; Angelic next."
Gate	"Corridor clear; source on."
Leapfrog	"Forward holds boss; Boss team moves through."
Leftovers	"Single dies; pair lives."
Final field	"Collectors 1, 2, 3; charges before revives."

First Hidden Chest and Undergrowth Route

After Encounter 1, the route divides around a large underground chasm. From the encounter chest, continue into the Undergrowth until the path offers a broad right route and a large root extending left over the drop.

Hidden Chest 1

1. Take the left root over the chasm and move toward the bronze Vex machinery across the gap.
2. Reach the right side of that structure and locate the square platform moving vertically like an elevator.
3. Ride or follow the elevator to its lowest stop. It reverses quickly, so step off as it reaches the bottom.
4. Enter the small opening in the wall beside the elevator's bottom position.
5. Loot the chest, then return to the structure and rejoin the main route through the moving-wall section.

Current reward boundary: Hidden-chest contents and gear tier depend on featured status. On a featured week, the current raid framework awards Tier 5 armor from hidden chests on a weekly lockout. Treat the live chest and activity tooltip as authoritative outside that condition.

Divinity Puzzle 2 detour

Divinity Puzzle 2 is earlier, beneath the pink-flower field immediately after Encounter 1. If the fireteam is solving Divinity, complete that detour before committing to the deeper Undergrowth route described above. Full instructions appear in the Divinity chapter.

Divinity Puzzle 3 detour

During the Undergrowth traversal, follow the right wall toward the hanging roots instead of immediately taking the ordinary exit. Puzzle 3 begins from a source hidden under the far side of a root. Complete it before advancing to Encounter 2.

2. Summon the Consecrated Mind

Capture and defend four outer relays in a diamond, then regroup at the center relay for a final defense. Tethering a source into a relay activates its portal and grants Enlightened; Enlightened weapon damage removes the white shields from attacking Vex.

At a glance	Details
Arena frame	Home at entry, Left and Right adjacent, Top opposite Home, Center inside the barriers.
Opening shape	Two Home, two Left, two Right; one from each side later meets at Top.
Relay capture	Kill the Angelic, tether source to relay, then leave at least one defender.
Outer defense	One anchor per relay and two floaters using active portals.
Transition	Kill the trio of Angelics at each outer relay; 12 total.
Completion	Regroup Center, tether for Enlightened, and survive the final waves.

Orientation and roles

Stand at rally and face the arena center. The entry relay is **Home**. The adjacent relay to the left is **Left**, the adjacent relay to the right is **Right**, and the relay across the arena is **Top**. The last relay is **Center** behind the initial barriers.

Role	Players	Primary responsibility
Home pair	2 initially	Defend and capture Home; one remains Home anchor and one becomes a floater after Top is captured.
Left pair	2 initially	Capture Left; one becomes Left anchor and one continues toward Top.
Right pair	2 initially	Capture Right; one becomes Right anchor and one continues toward Top.
Top pair	1 from each side	Meet at Top, clear and capture it; one remains Top anchor and one becomes a floater.
Outer anchors	4 after capture	Keep Vex from sacrificing and call buff or Angelic pressure early.
Floaters	2 after capture	Use portals to refresh anchors and reinforce the active Angelic wave.

Standard walkthrough

1. Split into two Home anchors, two Left players, and two Right players. Start by killing the praying Vex at Home.
2. At Home, kill the Angelic. When the source opens, connect it to the Home relay. Both Home players receive Enlightened and the local portals activate.
3. The Left and Right pairs move simultaneously along their outer routes. At each side, kill priority enemies and the Angelic before approaching the source.
4. Each side pair tethers its source to its relay. One player remains as the permanent anchor. The other player continues toward Top.
5. The two advancing players meet at Top, clear its enemies and Angelic, then tether source to relay. One remains as Top anchor; the other becomes the first floater.
6. At Home, one of the original pair remains anchor and the other becomes the second floater. From this point, keep one anchor at Home, Left, Top, and Right. An anchor calls location, Enlightened timer, and enemy type; a floater confirms the route before leaving another relay.
7. White-shielded Vex can be damaged only after an Enlightened player strips the shield. One bullet removes it; unbuffed teammates can finish the target.
8. Refresh before a dangerous wave, not in the middle of it. Kill the local Angelic, clear the tether lane, join source to relay, turn source off, and return to combat.
9. The message that the Undergrowth defenses have deployed signals the major phase. A trio of Angelics attacks one outer relay at a time. That anchor names the location; both floaters travel there and help kill all three.
10. Repeat until the Angelic trio at each of the four outer relays has been defeated. The barriers to Center lower only after all four sets are complete.
11. All six move to Center. Clear the route before abandoning an outer relay, then kill the Center Angelic.
12. Tether the Center source to the relay so enough players have Enlightened. Defend against shielded Vex, Angelics, and Supplicants. Refresh only in safe gaps.
13. After the final Center waves die, the encounter chest appears.

Failure states and recovery

Problem	Response
Anchor loses Enlightened	Body-block or displace shielded Vex while a floater arrives; do not start a solo tether that cannot reach.
Relay is sacrificing	Break shields first, then let unbuffed teammates finish targets. Survival at the relay outranks an Angelic elsewhere.
Angelic closes a source	Kill the Angelic before organizing links. A closed box cannot be forced.
Floater route is unclear	Use the physical portal beside the current relay and announce the destination on arrival; do not silently abandon an anchor.
Top capture is late	Side anchors hold their captured relays while the two advancing players regroup. Send a floater only after the nearest relay is stable.
Center transition separates team	Wait at the opened inner lane, regroup six, then enter together. Outer progress is already complete.

Weekly Challenge - A Link to the Chain

Whenever any Guardian gains or refreshes Enlightened from a relay tether, all six Guardians must gain it effectively at the same time. The six do not need to use the same source.

1. This replaces the normal Home-first opening. Before the encounter starts, pre-position two Guardians at Home, two at Left, and two at Right.
2. Start only after all three pairs confirm position. Each pair clears its local enemies and Angelic, then waits; no source may complete until Home, Left, and Right are all ready.
3. One caller counts down all three sources. Every pair completes its relay tether on that count.
4. When Top is ready, synchronize its activation with refresh groups covering the other four players.
5. After all outer relays are captured, organize two groups of three at opposite relays. Refresh both groups from a single countdown every time.
6. Regroup all six at Center for the final tether.

Do not rely on a guessed tolerance in seconds. Treat simultaneous as one coordinated source-on and completion call, and watch for the immediate Challenge Failed message.

Permanent Triumph - Repulsion Theory

No Guardian may participate in a relay tether while they still have Enlightened.

1. Before every source-on, each assigned link reads their HUD and says “clear” only after Enlightened disappears completely.
2. If one player still has time, delay the refresh or substitute a player whose buff has expired.

3. Keep anchors alive by stripping shields before the buff ends and letting unbuffed teammates finish enemies during the wait.
4. Apply the same rule at Center; the Triumph completes only after the encounter ends.

A Link to the Chain and Repulsion Theory can be combined with strict timing, but they create opposite pressures. For a reliable first completion, run them separately.

Loadout philosophy

Every outer anchor needs self-sufficient add clear, survivability, and a reliable Angelic weapon. Floaters benefit from movement and burst damage. Avoid builds that require all six players to group continuously; four anchors spend most of the encounter isolated.

Quick reference

Moment	Call
Opening	"Two Home, two Left, two Right."
Side capture	"Left active; Player 3 anchors, Player 4 to Top."
Refresh	"Home clear; source on in three."
Major wave	"Three Angelics Right; both floaters Right."
Center	"Outer sets complete; regroup before Center."
Repulsion Theory	"Read HUD; six clear before source on."

3. Defeat the Consecrated Mind

Split into an Eye team that follows the Consecrated Mind and a Mote team that charges one active relay. Eye players rotate Voltaic Overflow and shoot matching INNER or OUTER eyes to prevent a death. Mote players bank 30 Voltaic Motes and defend the relay with Enlightened. The teams converge for a moving damage phase.

At a glance	Details
Team shape	Three Eye and three Mote.
Eye rule	One player takes Overflow; all three shoot the same called ring on their assigned fin.
Mote rule	Minotaurs drop five; carry at most ten; bank 30 at the glowing active relay.
Defense	Banking grants Enlightened; the depositor strips white shields before Vex sacrifice.
Damage start	At 30 motes, follow the boss to the relay, destroy all six eyes, then damage the exposed core immediately.

Orientation and roles

Use the same Home, Left, Top, and Right frame established in Encounter 2. One of those outer relays glows and emits a visible beam at the start of each cycle; that is the only active bank.

When the boss opens its fins, face the opened eye fan from the Eye team's position. **Left Fin** is viewer-left, **Top Fin** is the upper fin, and **Right Fin** is viewer-right. Each fin exposes two eyes. On every fin, **INNER** is the eye nearer the boss's body and **OUTER** is the eye farther toward the fin tip.

Role	Players	Primary responsibility
Left Eye	1	Follow the boss, shoot the called eye on Left Fin, and rotate Overflow pickup.
Top Eye	1	Follow the boss, shoot the called eye on Top Fin; normally the detained player owns Top.
Right Eye	1	Follow the boss, shoot the called eye on Right Fin, and rotate Overflow pickup.
Mote runners	2	Kill Minotaurs, collect five or ten motes, and deliver them before the carry timer ends.
Relay anchor	1	Identify the active relay, kill unshielded enemies, and receive each runner for defense handoff.

Standard walkthrough

1. Form Eye and Mote teams, then tether the center source to the center relay to begin.
2. The Mote team scans Home, Left, Top, and Right for the single glowing relay. One player moves there as anchor while the other two locate Minotaurs in the connecting lanes.
3. Kill a Minotaur to create five Voltaic Motes. One assigned runner collects the complete bundle. Two Minotaurs provide the ten-mote carry cap.
4. The runner banks before the visible mote timer expires. Banking grants Enlightened; that runner remains at the relay long enough to strip white shields from incoming Vex.
5. Rotate runners so the next collector is already hunting Minotaurs while the previous depositor defends. Reach 30 total motes without letting shielded Vex sacrifice.
6. At the same time, the Eye team follows the Consecrated Mind to the end of one of the four arms. Cross the gap together and spread into Left, Top, and Right fin positions.
7. One eligible Eye player takes the boss's Voltaic Overflow. The pickup detains that player in place. The detained player sees which eye ring is correct and calls **INNER** or **OUTER**; the two partners see all six eyes and must trust the call.
8. The detained player shoots the called eye on Top Fin. The left and right partners shoot the same called ring on their assigned fins. All three correct eyes must break before timeout.
9. A wrong eye or slow break kills the detained player. After a successful break, that player carries Voltaic Overflow for 2:30 and cannot safely take the next charge. Rotate to the next Eye player.
10. If all three Eye players remain debuffed before the relay reaches 30, substitute an eligible Mote player for the next pickup. State the temporary fin assignment before the boss drops the charge.
11. When the Mote team banks 30, the feed states that the Consecrated Mind is drawn to the overloaded relay. All six immediately move to that relay and prepare to track a retreating target.
12. As the boss arrives, all six eyes become valid damage targets. Split the six eyes by fin and destroy them quickly.
13. The boss opens its central core. Apply immediate precision damage until the boss visibly staggers and begins retreating. Slow eye breaks or insufficient opening core damage can allow the wipe attack to complete.
14. Continue damaging the core while moving behind the boss toward center. Do not stop at the original relay or let the rising wall cut off the team.
15. If the boss survives, identify the next glowing relay, restore the original teams, and repeat.

Eye target reference

Call	Left Eye shoots	Top Eye / detained player shoots	Right Eye shoots
INNER	Eye closest to body on Left Fin	Eye closest to body on Top Fin	Eye closest to body on Right Fin
OUTER	Eye toward tip of Left Fin	Eye toward tip of Top Fin	Eye toward tip of Right Fin
Damage start	Both Left Fin eyes	Both Top Fin eyes	Both Right Fin eyes

Visibility rule: The detained player owns INNER or OUTER. Partners may see every eye as red and cannot independently infer the correct ring.

Failure states and recovery

Problem	Response
Active relay not found	Each Mote player checks one outer lane and calls only the relay with the bright beam. Regroup there.
Motes expire or fall away	Reassign the next Minotaur bundle. Do not split five motes between runners unless required for recovery.
Shielded Vex reach relay	Enlightened runner taps every white shield once; unbuffed anchor finishes targets.
Wrong eye is damaged	Stop firing immediately, but expect the detained player to die. Revive and replace that pickup position.
All Eye players debuffed	Call one Mote player over before the next arm crossing and give that player Top Fin.
Boss reaches relay before team	Prioritize six eyes and opening core damage. Late players join the moving damage only after the stun is secured.

Weekly Challenge - To the Top

Every mote deposit must contain **exactly ten** motes.

1. Treat all three Mote-team players as the three primary runners. The player currently defending the relay rotates out to collect when it is their turn; do not add a fourth Mote role.
2. Each Mote player kills or receives two complete Minotaur bundles, reaches ten, and makes one deposit.
3. Do not bank five for safety. A five-mote deposit fails the Challenge immediately.
4. If a sacrifice drains relay charge and more motes are needed, the correction deposit must also be exactly ten.
5. Eye players avoid stray motes so they cannot accidentally create an invalid deposit.

Three clean deposits of ten supply the normal 30. Complete the encounter after satisfying that rule in every cycle.

Permanent Triumph - Relay Rally

No Guardian with the relay buff - Enlightened gained from banking motes - may kill a combatant.

1. Use one unbuffed relay anchor for final blows. Eye players also remain free to kill while they are unbuffed.
2. A runner who banks becomes Enlightened. That player may fire one controlled shot to remove each white shield but must stop before the target dies.
3. The unbuffed anchor finishes every exposed target.
4. Bankers avoid lingering grenades, turrets, poison, scorch, volatile effects, chain damage, and any projectile that might earn a delayed final blow.
5. Repeat the restriction through every cycle and defeat the boss.

Relay Defender armor mods are unrelated to the Triumph's prohibited buff. Removing those mods does not replace the required no-kill discipline after banking.

Loadout philosophy

Eye players need accurate, low-splash weapons for the six eyes and immediate sustained precision damage for the retreating core. Mote players need fast Minotaur deletion and reliable relay defense. For Relay Rally, favor weapons that stop damaging when the trigger is released.

Quick reference

Moment	Call
Active relay	"Top is active; anchor moving."
Mote run	"Player 4 has ten; banking Top."
Eye setup	"Left, Top, Right set; Player 2 taking."
Eye call	"INNER - shoot INNER now."
Thirty motes	"Boss to Top; all six collapse."
Damage	"Eyes down; core now; move with boss."

Post-Consecrated Divinity Puzzles

Do not leave the Consecrated Mind arena during a Divinity run. Puzzle 4 begins over the ledge in the no-floor hallway to the left of the rotating exit corridor. Puzzle 5 reuses that source and carries a closed tether loop through the safer side route beyond the rotating passage. Complete both before continuing.

Climb to the Sanctified Mind

Exit through the rotating corridor and continue through the moving-wheel traversal. Past it, climb into the large outdoor area with trees, white radiolaria waterfalls, and a broad ascent toward the final arena.

Hidden Chest 2

1. Climb the large tree and hill on the right side of the waterfall area.
2. Near the top, locate two openings ahead and enter the **left** opening into the hollow tree.
3. Inside, turn around and face the entrance you just used.
4. The chest sits on the ledge above that doorway.
5. Jump from the interior stump to the ledge, or take the longer exterior route around the tree and drop onto it.
6. Return to the main ascent and continue toward the final rally.

Divinity waterfall detour

Before leaving the waterfall area, enter the cave between the radiolaria falls. Divinity Puzzles 6 and 7 share this room. Puzzle 6 is a long source-to-receiver chain; Puzzle 7 uses the six hologram plates. Complete both before climbing to the final arena.

4. Defeat the Sanctified Mind

Charge the viewer-left Blue relay and viewer-right Orange relay by sending two rotating teams through color-matched portals. Every portal action spawns a Cyclops and removes a floor tile. After both relays hold 30 motes, tether the correct color into the boss's receiver to prevent the wipe and expose the core. A second, opposite-color tether extends damage.

At a glance	Details
Team shape	Mote Team 1, Mote Team 2, and Builders/Defense; two players each.
Blue / Left	Break the weak point seen viewer-left at the knee; bank Blue/Light motes at the left relay.

At a glance	Details
Orange / Right	Break the weak point seen viewer-right at the shoulder; bank Orange/Dark motes at the right relay.
Portal cycle	Break once to send a pair; break the same point again to recall that pair and admit the next.
Relay total	30 matching motes per color. A Guardian carries at most ten.
Damage	Match the first boss receiver color; use the opposite relay for the second receiver and longer damage.

Orientation and roles

Stand at rally and face the Sanctified Mind.

- **Blue / Light is viewer-left.** The lower weak point appears at the knee or leg on the left side of your screen. It opens the Blue portal and corresponds to the left relay.
- **Orange / Dark is viewer-right.** The upper weak point appears at the shoulder on the right side of your screen. It opens the Orange portal and corresponds to the right relay.

These labels describe the player's view. Anatomical boss-left and boss-right wording reverses them, so this guide never uses a bare body-relative call.

Name repairable floor tiles by color-side and depth: **Blue Near, Blue Middle, Blue Boss, Orange Near, Orange Middle, and Orange Boss.** Near is closest to rally; Boss is closest to the Sanctified Mind.

Role	Players	Primary responsibility
Mote Team 1	2	Enter first portal, collect all available matching motes, return, bank, and strip shields.
Mote Team 2	2	Enter the same color as Team 1 returns, finish that relay, then rotate to the other color.
Builders/Defense	2	Protect both relays, kill every portal Cyclops, manage recalls, and rebuild only essential tiles.
First tether team	3-4 assigned	Form the color-matched source-to-boss chain that cancels the wipe and opens damage.
Second tether team	3-4 assigned	Stage at the opposite relay and complete the extension tether when its receiver appears.

The two tether teams may share players. Name the source-to-receiver order for each color before the pull, and keep every unassigned player outside both chain corridors.

Standard walkthrough

1. Start the encounter by damaging the boss. Clear the opening Vex and kill the Angelic; its death unlocks the relay sources and boss weak points.
2. Choose one color to charge first. Most teams begin Blue, but either side works if everyone states the choice.
3. Break that color's weak point: viewer-left knee for Blue or viewer-right shoulder for Orange. The matching portal opens briefly, a Cyclops appears on that side, and the boss removes one floor tile.
4. Mote Team 1 enters together. Builders kill the new Cyclops immediately and name the destroyed tile.
5. On the island, Team 1 kills every Vex and collects every matching mote. A wave normally provides 15 to 18 total; each player can hold no more than ten. Call the combined total.
6. When Team 1 is ready, Builders break the **same** weak point again. That action recalls Team 1, opens a fresh portal, spawns another Cyclops, and removes another tile.
7. Mote Team 2 enters the fresh portal as Team 1 returns. Team 1 banks at the matching relay and gains Enlightened. The returning players spread across that side, strip white shields, and defend against sacrifices.
8. Team 2 clears the island, collects all motes, and calls ready. Break the same weak point again to recall them. They bank at the same relay, bringing it to 30 or above its completion threshold.
9. Repeat the two-team cycle on the other color. Maintain shield coverage at the completed relay while charging the second.
10. A sacrifice drains relay charge and can force an extra portal trip. Watch the feed, inspect the relay's visible state, and recover the missing matching motes before damage.
11. Builders repair floor only when both relay lanes and Cyclops spawns are controlled. To repair, use that side's active source and form a short chain to the plus-shaped receiver above the missing tile. Turn the source off after the tile returns.
12. Once both relays hold 30, kill the Angelic that appears and stop unnecessary portal breaks. Assign first and second tether teams and clear every Vex from both chain corridors.
13. The boss presents a large colored plus-shaped receiver. The first tether team uses the **matching full relay**: Blue sign from Blue relay, Orange sign from Orange relay.
14. When the first receiver breaks, the wipe is canceled, the central core opens, and a short damage window begins. Players not assigned to the second chain may begin damage immediately.
15. The boss rises for the extension. The second tether always uses the **unused, opposite relay**. If a visual fault appears to repeat the first receiver color, trust the relay sequence and use the opposite relay rather than rebuilding the first chain.
16. After the second receiver breaks, all six damage the exposed core. Stay clear of residual tether paths and use stable ground.
17. When the core closes, stop damage, reset Mote Team 1, Mote Team 2, and Builders/Defense, and explicitly choose the first color for the next charging cycle. Repeat until the boss dies.

Portal and relay reference

Rally-facing target	Portal island	Mote type	Bank	Cyclops side
Viewer-left knee / leg	Blue / Left	Blue / Light	Viewer-left Blue relay	Left
Viewer-right shoulder	Orange / Right	Orange / Dark	Viewer-right Orange relay	Right

Platform repair discipline

Repairing every tile is unnecessary and often dangerous. Prioritize Near and Middle tiles that preserve a safe route between rally, both relays, and the damage position. Do not begin a repair while an Angelic, Cyclops, or sacrifice wave is active.

Only assigned links enter the tile's chain. Everyone else stands behind the source or far outside the source-to-receiver corridor. A misplaced defender can redirect the tether and leave both the floor and relay undefended.

Failure states and recovery

Problem	Response
Portal pair splits	The player inside clears conservatively; the outside player remains defense. Make an extra trip rather than forcing a bad island clear.
Motes are short	Recall safely, bank what exists, and schedule one recovery trip on that same color.
Wrong-color bank approached	Stop and redirect to the matching physical relay. Do not test whether an invalid interaction consumes motes.
Cyclops survives portal break	Builders abandon repair and kill it. Long-range Cyclops fire can collapse every other role.
Shielded Vex reach a relay	A recently banked player strips shields; unbuffed defenders finish enemies.
Critical floor tile is missing	Stabilize relays first, then rebuild the named Near or Middle tile with a fixed chain.
First damage tether fails	Reopen or continue the matching source only if time remains; otherwise expect the wipe and correct chain spacing next pull.
Second tether fails	Continue the valid short damage window. The second tether extends damage but is not required to survive the first receiver.

Weekly Challenge - Zero to One Hundred

Each relay must go from its first deposit to 30 motes within **ten seconds**. Blue and Orange are checked independently.

The most reliable method uses a **pair / solo / pair** portal loop to stage three Guardians at ten matching motes without starting the bank timer:

1. Send Mote Team 1. Split the island's motes so both players remain below ten, such as 8 / 7 or 9 / 9, then recall them **without banking**.
2. Send one player from Mote Team 2 alone. That player collects exactly ten and calls ready.
3. Recall the solo carrier while both original Team 1 carriers re-enter the same color. The solo holds ten on the main side.
4. Team 1 collects only enough motes to bring each original carrier to exactly ten. These pickups also refresh their carry timers.
5. Recall Team 1. Do not send another player. All three ten-mote carriers gather at the matching relay.
6. Call "Blue staged 10 / 10 / 10 - deposit on three," then bank all three loads back-to-back. The first deposit starts the ten-second window.
7. Repeat the complete pair / solo / pair process for the other color.

Shielded relay waves begin only after the first deposit, so deliberately holding the first pair's motes is part of the strategy. Builders still kill every Cyclops and prevent ordinary Vex from reaching either relay during staging.

If a sacrifice drains the relay after the synchronized deposits, the run becomes unreliable; protect the charged side and restart the encounter if the Challenge fails. The boss must still be defeated for completion.

Permanent Triumph - Stop Hitting Yourself

Destroy 20 combatants with **Vex Instantiation**, the floor-return effect created when a missing tile is rebuilt.

1. Charge one relay so that side can be defended consistently.
2. Leave a safe Near or Middle tile missing and allow unshielded Goblins to gather on its absent location or immediate edge without reaching the relay.
3. Stop damaging the staged group. Keep the opposite lane, Cyclopes, and Angelics under control.
4. Build the repair tether. When the tile reappears, Vex standing in its space are destroyed by Vex Instantiation.
5. Count credited kills manually and repeat controlled batches until the team has at least 20.
6. Do not stand on the returning tile, and do not weaken staged Vex with effects that might take the final blow first.
7. Finish charging both relays and defeat the Sanctified Mind in the same successful encounter.

This Triumph is substantially easier as a dedicated run. Combining it with Zero to One Hundred adds conflicting relay pressure.

Loadout philosophy

Bring one fast Cyclops answer on each side, strong add clear for portal islands, and sustained precision damage for the central core. Builders need weapons that can stop firing instantly near staged Triumph enemies. Portal teams should favor reliable movement and ammo economy over narrow peak damage.

Quick reference

Moment	Call
Blue send	"Break viewer-left knee; Team 1 entering Blue."
Orange send	"Break viewer-right shoulder; Team 2 entering Orange."
Recall	"Blue team ready with 17; break Blue again."
Builder state	"Cyclops dead; Blue Middle missing; repair later."
Damage sign	"Orange sign; Orange chain only."
Extension	"First broken; Blue chain now; damage team stay clear."
Zero challenge	"Blue staged 10 / 10 / 10; deposit on three."

Divinity Quest and Seven Raid Puzzles

Divinity is a deterministic quest reward, not an ordinary Garden weapon drop. Complete the preparation steps outside the raid, activate the protocol at the Black Garden arrival platform, solve all seven tether puzzles in one continuously occupied raid instance, defeat the Sanctified Mind, and personally open the additional Divinity chest.

Quest preparation outside the raid

Every intended recipient must reach **Key to Divinity** before the raid begins. Helpers may solve the puzzles without the quest, but they cannot claim the weapon.

1. Travel to Sorrow's Harbor on the Moon. Follow the route into the Lunar Battlegrounds, then take the left cave leading to the Black Garden gate.
2. Defeat **Zeteon**, **Redemptive Mind** and collect the Divine Fragmentation quest.
3. Analyze the Vex core in three Nessus Lost Sectors: **The Orrery** in Artifact's Edge, **Ancient's Haunt** in The Tangle, and **The Conflux** in The Cistern. Each analysis requires interacting with the hidden core, defeating the responding Vex, and interacting again.
4. Collect **120 Decryption Core Fragments** from Sol Divisive Vex. Historical guides recommend Vex Offensive, but that activity is no longer available; use currently accessible Sol Divisive Vex, including those at the Lunar Battlegrounds gate or in Garden.
5. Spend **30 Phantasmal Fragments** at the Lectern of Enchantment on the Moon to empower the core.
6. Confirm that the active character now holds **Key to Divinity**. Merely having an earlier quest step is not sufficient.

Continuous-instance and claiming rules

- Puzzle progress belongs to the active raid instance. Wipes and player substitutions are acceptable, but loading a checkpoint into a new instance does not preserve the solved sequence.
- Keep at least one Guardian in the instance from activation through the final chest. If the instance becomes empty or is reset, reactivate and solve the puzzles again.
- A quest-ready player may join a still-active, fully solved instance before the final claim. That player does not need to have been present for every puzzle.
- After the Sanctified Mind dies, descend to the reward room. The normal encounter chest and the additional Divinity chest are separate. Each quest-ready recipient must interact with the additional chest personally.
- Do not confuse the 2026 Divinity catalyst with this quest. The catalyst is a separate random final-boss reward and is not granted by the puzzle chest.

Puzzle operating method

For every puzzle, keep the same player numbers. In a line, **Player 1** is nearest the source and **Player 6** is nearest the receiver. In a closed loop, Players 1 through 6 remain in order and Player 6 closes the circuit back toward Player 1.

Move one Guardian at a time while the other five hold. If the beam breaks, call the last stable position, rebuild from the source side, and avoid improvising a second ordering. Puzzle success posts **ACCEPTED: Singular security bypass**. The final room posts **COMPLETED: All security bypassed**.

Puzzle 1 - Paired staircase chambers

Location: Before Encounter 1, at the top of the large staircase. A vertical chamber opens high on each side of the stairs.

1. Send Players 1 through 3 into the left chamber and Players 4 through 6 into the right chamber.
2. Player 1 reaches the tether source at the bottom of the left chamber. Player 6 locates the plus-shaped receiver in the right chamber.
3. Arrange Players 1, 2, and 3 in a rising zigzag on the left platforms.
4. Bridge the central gap through the opposing chamber openings with Players 3 and 4.
5. Arrange Players 4, 5, and 6 in a descending zigzag toward the receiver on the right.
6. Shoot the source, let the chain settle in order, and adjust only the link nearest a break. Continue to Encounter 1 after the acceptance message.

Puzzle 2 - Pink-flower portholes

Location: Immediately after Encounter 1. From the reward chest, face back toward the chase field and follow its right curved edge to the small pink-flowered tree. Enter the hole beside it.

1. Inside is a ring of connected compartments around a central barrier. The receiver is near the entrance; the source is at the far exterior end by gnarled roots.
2. Before activating, walk the entire one-way route. Place Players 1 through 6 at successive round portholes and sight lines from the far source back toward the entrance receiver.
3. Avoid sliding through a one-way opening until that player's assigned position is confirmed. Reversing through the compartment route is difficult.
4. Player 1 starts beside the far source. Pass the tether through each porthole in sequence until Player 6 reaches the receiver near the entrance.
5. Hold until the acceptance message, then have the team exit by following the route used to reach the source.

Puzzle 3 - Undergrowth aerial loop

Location: During the Undergrowth traversal after the first hidden chest route begins. Follow the right wall toward the large hanging root and look beneath the root's far side for the source.

1. Group all six near the source and establish Player 1 through Player 6 in a line.
2. Close the line into a loop by bringing Player 6 back within range of Player 1.
3. The source reveals six aerial diamond nodes. Move the intact loop so that every node is intersected by either a Guardian or a beam segment.
4. Use two lower Guardians on the mushroom platforms and distribute the remaining four along the root and upper ground.
5. Move one adjacent pair at a time. Do not rotate the whole loop at once; crossing two beam segments can destabilize several nodes.
6. Hold the complete six-node loop until accepted, then return to the normal route for Encounter 2.

Puzzle 4 - No-floor hallway pillar loop

Location: Immediately after defeating the Consecrated Mind. Face the rotating exit corridor; enter the no-floor hallway to its left and look over the ledge for the source.

1. Activate the source and form a closed Player 1-to-Player 6 loop around the central Vex structure.
2. Cover the four low nodes first with four Guardians spaced around the base.
3. Assign the two remaining Guardians to the elevated nodes: one on the high pillar or spire, and one on the adjacent lower section.
4. The high player and both neighboring links jump or hover together when raising the beam. A solo jump usually breaks a neighboring segment.
5. Keep beam segments clear of platform corners. Small lateral moves are safer than shortening the entire ring.
6. Hold all six nodes until accepted. Do not leave; Puzzle 5 reuses this source.

Puzzle 5 - Moving closed loop

Location: The same post-Consecrated area. Reactivate the Puzzle 4 source after its first acceptance.

1. Reform the same six-player closed loop in stable numerical order.
2. Move the loop through the side corridor that bypasses the rotating passage. Do not attempt to carry six connected players across the rotating platforms.
3. Supplicant Harpies spawn along the route. Bait and destroy them before the loop approaches; a tethered team cannot recover cleanly from an explosion.
4. Near the far end, approach the six nodes as three assigned pairs: upper, middle, and lower.
5. Keep the loop roughly circular, then let the upper pair claim the nodes near the stairs, the middle pair claim the inward nodes, and the lower pair claim the nodes nearest the rotating-hall gap.

6. Confirm all six nodes and hold for acceptance before exiting toward the climb.

Puzzle 6 - Waterfall cave long link

Location: In the waterfall area before the Sanctified Mind, enter the cave between the white radiolaria falls. The source sits toward the rear-left near six hologram plates.

1. Ignore the six plates and the nearby final receiver; they belong to Puzzle 7.
2. Face from the cave entrance toward the rear. The Puzzle 6 receiver is high near the entrance side, hidden behind a ceiling root.
3. Place Player 1 at the source, Player 6 beneath the elevated receiver, and Players 2 through 5 at evenly spaced ledges through the cave.
4. Activate the source. Extend the chain one player at a time, using the full safe range of each link without making any player jump after the next link has moved.
5. Player 6 climbs behind the root and completes the receiver. Hold until accepted, then return all six to the plate room.

Puzzle 7 - Six-plate sequence

Location: The same waterfall cave. Use the source, six hologram plates, and receiver at the far side of the plate room.

1. Form a straight chain from source to receiver; **do not close a loop**. Player 1 is first from the source, and Player 6 is last toward the receiver.
2. Place one numbered Guardian on each plate while preserving chain order. This primes the sequence display.
3. Watch the projected route that runs from the source through all six plate positions to the receiver. The projection defines where Player 1 through Player 6 must stand.
4. Player 1 takes the first plate reached from the source. Player 2 follows the projected segment from Player 1, continuing through Player 6, whose plate connects to the receiver.
5. A second caller may read backward from the receiver: 6, 5, 4. This splits the visual parsing without changing player numbers.
6. Move into the shown arrangement and hold the full line. After acceptance, return to a neutral chain and read the next projection.
7. Complete **seven** projected patterns. An old GameSpot guide says six, but the original discovery record and multiple independent guides agree on seven.
8. Do not leave until **COMPLETED: All security bypassed** appears. Then defeat the Sanctified Mind and personally open the additional chest.

Divinity puzzle quick reference

Puzzle	Location	Shape	Completion cue
1	Staircase before Encounter 1	Left-to-right zigzag line	Receiver accepts
2	Pink-flower field after Encounter 1	Porthole line from far source to entrance	Central barrier releases
3	Undergrowth root	Closed loop through six aerial nodes	All six nodes lit
4	No-floor hall after Encounter 3	Closed loop around pillar	Four low and two high nodes lit
5	Same source, side corridor	Moving closed loop	Upper, middle, lower node pairs lit
6	Waterfall cave	Long line to receiver behind high root	Elevated receiver accepts
7	Waterfall plate room	Ordered line on six plates	Seven patterns; final completion message

Rewards, Crafting, Armor, and Raid Mods

Reward systems change more often than encounter mechanics. This section reflects Bungie's live framework and manifest data verified August 1, 2026. Check the Director and Hawthorne before planning a farm.

Current activity and reward matrix

Garden currently offers one **Standard** raid activity. It has no Master selector, no Adept weapon family, and no Master-only Garden rewards.

Condition	Current reward behavior
Featured Standard encounter	Farmable Deepsight weapon or Tier 5 Armor 3.0.
Featured encounter Challenge	Farmable Deepsight weapon or Tier 5 Armor 3.0.
Featured Director Challenge	Deepsight weapon or Tier 5 armor; weekly lockout.
Featured hidden chest	Tier 5 armor; weekly lockout.
Hawthorne weekly pursuit and purchase	One guaranteed knockout pattern progress plus one selectable Deepsight copy after completing Deepsight Signal; not limited to featured weeks.
Nonfeatured Standard encounter	Chance at Deepsight weapons and Tier 3 Armor 3.0.
Nonfeatured encounter Challenge	Deepsight weapon and Tier 5 armor.

The current framework does not explicitly enumerate nonfeatured Garden hidden-chest contents, so this guide does not promise weapons from them. Garden also has no in-raid red-border symbol chest. Its guaranteed pattern route is Hawthorne's pursuit.

Encounter loot table

Encounter	Weapons	Armor slot
Evade the Consecrated Mind	Accrued Redemption; Zealot's Reward	Legs
Summon the Consecrated Mind	Reckless Oracle; Prophet of Doom	Arms
Defeat the Consecrated Mind	Ancient Gospel; Sacred Provenance	Chest
Defeat the Sanctified Mind	Omniscient Eye	Helmet; class item

The seven reprised weapons are all craftable and require five pattern progress each. Their current families are:

Weapon	Current identity
Accrued Redemption	Kinetic Precision Frame bow
Ancient Gospel	Void Adaptive Frame hand cannon
Omniscient Eye	Solar Rapid-Fire Frame sniper rifle
Prophet of Doom	Arc Precision Frame shotgun
Reckless Oracle	Void Rapid-Fire Frame auto rifle
Sacred Provenance	Kinetic Aggressive Burst pulse rifle
Zealot's Reward	Void Rapid-Fire Frame fusion rifle

Photoinhibition, the Garden origin trait, grants bonus damage to combatant shields and overshields. Breaking a shield disorients that target; breaking an energy-matched shield also disorients nearby combatants. The enhanced origin improves the bonus damage.

Deepsight Signal and crafting

1. Obtain **Deepsight Signal** from Hawthorne.
2. Complete all four Garden encounters: Evade, Summon, Consecrated Mind, and Sanctified Mind.
3. The pursuit grants guaranteed knockout pattern progress until all Garden patterns are complete.
4. Completion also unlocks one weekly selectable Deepsight copy of a Garden weapon already acquired. The current cost is **20 Spoils of Conquest**.
5. Eligible non-Deepsight raid weapons may accept a Deepsight Harmonizer and also require Spoils; verify the live activation cost instead of relying on an old table.

Crafted Garden weapons use the current tier path: level 11 unlocks Tier 2 and enhanced main traits; Tier 3 enables Enhanced Mods; level 25 unlocks Tier 4 and enhanced barrel and magazine components; level 30 unlocks Tier 5, the enhanced origin trait, and Tier 5 cosmetics. Tier upgrading does not add extra selectable perk rows, and a Tier 5 crafted Garden weapon is not an Adept weapon.

Kentarch 3 armor and the legacy mod boundary

Current Garden armor uses the **Kentarch 3** set bonuses:

- **Two pieces - Network Admin:** Being near allies improves handling and reload speed. Being near allied Guardians who also wear Network Admin additionally grants bonus Health stat.

- **Four pieces - Network Upload:** Weapon final blows grant melee energy to the wearer and nearby allies.

Armor 3.0 raid armor cannot equip legacy raid mods. Hawthorne can focus legacy high-stat Armor 2.0 Garden pieces for **10 Spoils per piece**; those pieces retain the Garden raid-mod slot. Do not spend for legacy armor unless the team specifically wants the old encounter mods.

Armor 2.0 raid mod	Current effect
Relay Defender	Increases weapon damage while within 5 meters of an active relay; copies stack.
Enhanced Relay Defender	Provides a stronger relay-proximity weapon damage increase; copies stack.
Resistant Tether	Grants damage resistance while connected to a tether; copies stack.
Enhanced Resistant Tether	Provides stronger tethered damage resistance; copies stack.
Voltaic Ammo Collector	While Voltaic Overflow is active, increases the chance of Heavy ammo drops; copies stack.
Enhanced Voltaic Ammo Collector	Greatly increases that Heavy-ammo chance; copies stack.
Voltaic Mote Collector	Grants an overshield after collecting ten motes; copies do not stack.
Enhanced Voltaic Mote Collector	Grants an overshield after collecting five motes; copies do not stack.

Divinity catalyst, memento, and cosmetics

- **Divinity catalyst:** Added June 9, 2026. It can drop randomly from the Sanctified Mind according to current independent testing; Bungie's item source text identifies only a raid-or-dungeon source. It grants **Jolting Feedback** and **Focused Fury** and unlocks after 700 Divinity target defeats. No drop rate or farmability is promised, and it is unrelated to the quest chest.
- **Garden of Salvation Memento:** A full Standard clear has a chance to award the memento once per week per class. Normal drops are farmable while Garden is featured. The previous no-wipe requirement was removed; do not promise a first-clear guarantee. Inventory capacity is three.
- **Hidden chests:** The raid contains two. The Enlightened record **Secret Garden** requires ten hidden-chest loots over time.
- **Inherent Truth emblem:** Awarded from a Garden clear.
- **Ancient Believer shader:** Awarded after completing all four weekly encounter Challenges and required for the current Sacred Duty badge.
- **Ancient Defender shader:** Awarded for a flawless Garden clear. It is optional and is not part of the current Enlightened title requirement.

Enlightened Title and Optional Records

The current **Enlightened** title contains 16 required records. It requires Divinity but not the Divinity catalyst, a flawless clear, a memento, Master completion, or Adept weapons.

Required record	Requirement
Sacred Duty	Complete the Garden of Salvation Collections badge.
Garden of Salvation	Complete the raid.
Clan Night: Garden of Salvation	Complete the raid with a fireteam of clanmates.
Fluorescent Foliage	Complete all encounters with an Arc subclass fireteam.
Shade in the Garden	Complete all encounters with a Void subclass fireteam.
Photosynthesis	Complete all encounters with a Solar subclass fireteam.
Secret Garden	Loot hidden chests in Garden; current objective total is ten.
Leftovers	Complete the Staying Alive Challenge.
Voltaic Tether	Complete the Encounter 1 permanent Triumph.
A Link to the Chain	Complete the Encounter 2 weekly Challenge.
Repulsion Theory	Complete the Encounter 2 permanent Triumph.
To the Top	Complete the Encounter 3 weekly Challenge.
Relay Rally	Complete the Encounter 3 permanent Triumph.
Zero to One Hundred	Complete the Encounter 4 weekly Challenge.
Stop Hitting Yourself	Complete the Encounter 4 permanent Triumph.
Divinity's Call	Acquire Divinity.

The **Sacred Duty** badge currently contains the seven Garden weapons, Divinity, Inherent Truth, Ancient Believer, and the five Kentarch 3 armor pieces for the active class.

Optional records include **Inherent Perfection** for a flawless clear, **Garden Party** for a same-class fireteam, **Frost on the Leaves** for a Stasis fireteam, and **Severed Salvation** for a Strand fireteam. These may be worthwhile goals, but they do not block Enlightened.

Full-Raid Assignment Sheet

Use this sheet before launch and preserve Player 1 through Player 6 for the entire run. Replace the labels with names in a copy; do not rename roles mid-encounter.

Stable player assignments

Player	Encounter 1	Encounter 2	Encounter 3	Encounter 4	Divinity
Player 1	Boss A / Overflow 1	Home anchor	Left Eye	Mote Team 1	Link 1 / source side
Player 2	Boss B / Overflow 2	Home start, then floater	Top Eye / detained	Mote Team 1	Link 2
Player 3	Boss C / Overflow 3	Left anchor	Right Eye	Mote Team 2	Link 3
Player 4	Forward A / source	Right anchor	Mote runner 1	Mote Team 2	Link 4
Player 5	Forward B / link	Top anchor	Mote runner 2	Builder / Blue defense	Link 5
Player 6	Forward C / receiver	Floater	Mote runner 3 / opening relay anchor	Builder / Orange defense	Link 6 / receiver side

Encounter 1 teams swap Boss and Forward jobs at every opened gate; the table names only the opening state. Encounter 2 opening pairs may vary as long as Home remains defended and one player from each side meets at Top. Encounter 3 INNER and OUTER are calls, not fixed Eye-player roles. Encounter 4 portal teams rotate through whichever color is being charged; the table deliberately does not assign permanent Blue and Orange teams.

Full-clear flow

Stage	Completion condition	Next preparation
Arrival	Divinity protocol activated if needed; Puzzle 1 accepted	Boss/Forward teams ready
Encounter 1	Four barriers and three final-field Overflows completed	Puzzle 2, hidden chest, Puzzle 3
Encounter 2	Four outer relays defended; 12 Angelics defeated; Center defense complete	Eye/Mote assignments
Encounter 3	Relay charged; all six eyes broken; core damaged until boss dies	Puzzles 4 and 5; second hidden chest
Waterfall	Puzzles 6 and 7 complete if applicable	Mote Team 1, Mote Team 2, and builders
Encounter 4	Both relays charged; first tether opens damage; second extends	Claim normal chest and Divinity chest if eligible

Challenge planning matrix

Goal	Assignment change	Main failure trigger
Leftovers	Mark single progression and paired protected Cyclopes	Any protected boss-side Cyclops dies
Voltaic Tether	Only current Overflow carriers may link	An unbuffered Guardian enters any chain
A Link to the Chain	All six share every synchronized gain or refresh	Any Guardian misses the synchronized Enlightened gain or refresh
Repulsion Theory	Wait for every Enlightened timer to disappear	Source activates while anyone is Enlightened
To the Top	Every deposit is exactly ten motes	Any five-mote or correction deposit
Relay Rally	Only unbuffered players take final blows at relay	Enlightened player kills an enemy
Zero to One Hundred	Stage 10 / 10 / 10 before first bank on each color	Relay does not reach 30 within ten seconds
Stop Hitting Yourself	Stage Vex on missing tiles and rebuild	Fewer than 20 Vex Instantiation kills before boss death

Sources and Verification Notes

Mechanics and live systems were checked against official Bungie records first, then compared with independent guides from unrelated publishers. Community material was used for spatial execution where Bungie does not publish a route, never as the sole authority for a live reward rule.

Official current-system sources

- [Bungie Update 8.1.0 - Garden weapon crafting and Hawthorne pursuit](#)
- [Bungie Update 8.1.5 - current Voltaic Tether start](#)
- [Bungie Update 8.2.0 - revised raid memento full-clear rule](#)
- [Bungie Update 9.5.5.3 - Voltaic Overflow progression repair](#)
- [Bungie Update 9.7.0 - featured raids, reward tiers, armor, and crafting refresh](#)
- [Bungie weapon, artifact, and crafting preview - weapon tier progression](#)
- [Bungie Shadowkeep Pack guide - current Garden and Divinity availability](#)
- [Bungie Destiny 2 Manifest - activity, vendor, quest, record, armor, and catalyst definitions](#)

Independent execution sources

- [GameSpot Garden raid guide - encounter and hidden-chest routes](#)
- [GameSpot Divinity guide - puzzle locations and formations](#)
- [Destiny Tracker Divinity guide - quest counts, routes, and continuous-instance boundary](#)
- [Dot Esports Divinity guide - seven-puzzle acquisition flow](#)
- [Shacknews Leftovers guide - single-versus-paired Cyclops distinction](#)
- [Light.gg Photoinhibition record - current origin-trait text](#)
- [Light.gg Enlightened node - current title records](#)

Material conflict resolutions

Conflict	Resolution used in this guide
Leftovers means no Cyclops kills	Incorrect. Kill each single progression Cyclops; preserve the later boss-side pair in the first two cycles.
Start Voltaic Tether by shooting the held Minotaur	Obsolete. Bungie's current fix starts the Triumph by shooting the Consecrated Mind.
Sanctified portals described as boss-left and boss-right	Replaced with one observer frame: rally-facing viewer-left knee is Blue; viewer-right shoulder is Orange.
Final Divinity puzzle requires six patterns	The original discovery record and multiple independent guides support seven; the old GameSpot six-pattern line is treated as an outlier.
Vex Offensive is the current fragment farm	Obsolete activity. Use accessible Sol Divisive Vex and retain the current 120-fragment objective.
Garden hidden chests always drop weapons	Not promised. The 2026 featured framework explicitly assigns Tier 5 armor to featured hidden chests.
Garden has Master or Adept rewards	Incorrect. Current activity definitions show Standard only and no Garden Adept family.
Memento requires no wipes or has a guaranteed first clear	No-wipe was removed. Current safe statement is a chance from a full clear, with featured farmability.
Divinity has no catalyst	Obsolete after June 9, 2026. The catalyst exists and is separate from the quest chest.

Verification boundary: Live Director text, inventory costs, activity rotation, and service-side drops can change without altering the encounter. This edition avoids unsupported drop rates, exact Garden Spoils-per-encounter values, a nonfeatured hidden-chest promise, and a catalyst farmability claim. Reverify those fields before a future edition.

Accessibility note: The guide contains no images, maps, or diagram-dependent instructions. All tables have explicit headers; links use descriptive labels; heading order supports Word Navigation and PDF bookmarks; and color callouts always include a physical landmark or side.