

DESTINY 2 • RAID FIELD GUIDE

KING'S FALL

Complete Raid Guide

Carry Brands, build ascendant paths, control Corrupted Light, and defeat Oryx
with every spatial rule preserved in text.

EDITION	2.0 - Text-only
MECHANICS VERIFIED	July 31, 2026
DESIGN SYSTEM	Vaexil Raid Field Guides

In This Guide

1. How to use this guide and raid-wide references
2. Hall of Souls, the Portico, and the first hidden chest
3. Basilica - Annihilator Totems
4. Warpriest
5. Golgoroth and the Cellar
6. Transept, Daughters of Oryx, and Oryx
7. Deepsight, Touch of Malice, loot, and Kingslayer
8. Verification notes and sources

Navigation tip: Word's Navigation Pane and accessible PDF bookmarks use the same heading hierarchy as this page.

How to Use This Guide

This is a text-only field guide for Standard and Master King's Fall. Every observer frame, room convention, route decision, mechanic, secret, 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: Standard teaches the complete raid. Master keeps the base mechanics, adds its current Champion and combat pressure, and can award Harrowed weapons through encounter Challenges. Read the activity card before launch; its active Challenge, modifiers, and weapon-frame Champion counters take precedence over any static loadout.

Orientation convention: Unless a section states otherwise, stand at rally or the entrance and face forward through the encounter. In the Daughters and Oryx arena, L1 and R1 are the two entry-side plates nearest rally; L2 and R2 are the two plates at the Oryx end. The number describes depth, not priority.

Callout policy: Name location first and mechanic second: "Left Totem Brand," "Middle second," "Pool 4 Gaze swap," "L1 Ogre," or "R2 bomb." Room names and pool numbers are fireteam conventions, not labels shown 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, artifact choices, and damage combinations change over time. Mechanics take priority, and no named weapon is required.

Recommended communication discipline

Situation	Preferred call	Why it works
Relic deposit	"Left ready; pair deposit on three."	Confirms both sides before either commits.
Totem handoff	"Left Brand 5; Claimer coming out."	Names the side, timer, and incoming action.
Warpriest glyphs	"First Left; second Middle; Right is third."	Preserves the complete plate order.
Golgoroth	"Gaze 5; holder entering Pool 4."	Gives the handoff timer and challenge position.
Threshold path	"Start L1; finish R2; Torn crossing."	Defines both plates and the active runner.
Oryx bombs	"Aura center; detonate; wait for feed."	Prevents early exits and unprotected detonations.

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, Deepsight, catalyst, or Kingslayer run.
- Read the exact Challenge or Triumph text in the Director or Journey screen before committing to a restricted strategy.
- Confirm Left, Middle, and Right at Warpriest; Pool 1 through Pool 6 at Golgoroth; and L1, L2, R1, and R2 at Threshold.
- Assign one person to record the opening Deepsight runes and one route caller for all three hidden chests.
- For a Touch of Malice catalyst run, stage every relic runner before the weapon owner activates a plate.

Raid-Wide Mechanics and Terminology

King's Fall repeats four mechanic families: Brands, plate-built paths, Gaze, and Corrupted Light. Their on-screen names matter more than color.

Core terms

Term	Working definition	Where it matters
Brand	A timed aura that protects its holder and nearby allies or enables damage. The holder calls the visible timer.	Basilica, Warpriest, Daughters, Oryx.
Brand Claimer	A temporary pickup used to interact with a current Brand holder or protected enemy and steal the Brand.	Basilica, Warpriest, Daughters, Oryx.
Deathsinger's Power	Stacks earned from kills while holding a Totem Brand and deposited on Basilica's center plate.	Basilica.
Torn Between Dimensions	A random state that reveals and permits travel across the ascendant path.	Daughters and Oryx.
Pool of Reclaimed Light	A pool created by shooting down a ceiling orb. Guardians standing in it receive the damage benefit against Golgoroth.	Golgoroth.
Golgoroth's Gaze	A visible timed focus taken by breaking the weak point on Golgoroth's back.	Golgoroth.
Aura of Immortality	The protective aura stolen from a Daughter or the Vessel of Oryx.	Daughters and Oryx.

Term	Working definition	Where it matters
Corrupted Light	A bomb left by a defeated Light-Eater Ogre. Arming and detonating bombs stuns Oryx and controls damage-window length.	Oryx.

Brand transfer discipline

The current holder calls the countdown. The incoming Claimer calls “ready” before approaching, then “taken” only after the Brand appears on their HUD. At Basilica, the relieved holder leaves for center deposit. At Warpriest, the relieved holder stays inside the new holder’s aura and resumes damage.

Transfer rule: A timer call is information, not permission to improvise. The assigned Claimer owns the interaction unless the team explicitly calls a recovery handoff.

Standard and Master

Standard	Master
Full base mechanics and the ordinary Challenge schedule. Best for teaching, secrets, Deepsight, catalyst work, and permanent Triumphs.	Same encounter logic with higher combat pressure and current Master modifiers. Featured Master Challenges explicitly guarantee Harrowed rewards.
Build for reliable mechanic execution and recovery.	Distribute Champion coverage and survival tools across each isolated role; use the live selector for the current package.
A failed Challenge does not invalidate the encounter clear.	A failed Challenge removes its bonus reward, but the encounter can still be completed unless the active modifier says otherwise.

Stable Master substitutions

The activity card remains authoritative for Power, threats, surges, shields, counters, and the active Challenge. The following enemy substitutions are stable enough to plan roles around; they do not change the encounter mechanics.

Section	Master substitution
Hall of Souls	Side-route Taken Phalanxes become Unstoppable Champions; the central Taken Hobgoblin becomes Overload.
Basilica	Three Unstoppable Ogres appear together: one in center and one in each Totem room.
Warpriest	Hive-state glyph Knights become Barrier Champions. In the later Taken-heavy state, their replacements are Overload Taken Hobgoblins.
Golgoroth	The Knights controlling the final bridge or gate become Barrier Champions.

Section	Master substitution
Daughters	The Knight that begins each ascendant route becomes a Barrier Champion.
Oryx	Plate Knights become Overload Taken Hobgoblins.

Kingslayer requires all five encounter Challenges on Master, but they may be completed across separate runs. Complete only the Challenge or Challenges identified by the current activity card during a given run.

Challenge vocabulary

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

Section	Weekly or Director Challenge	Permanent encounter Triumph
Hall of Souls	None	Controlled Dunks
Basilica	The Grass Is Always Greener	Overzealous
Warpriest	Devious Thievery	Brand Buster
Golgoroth	Gaze Amaze	Taking Turns
Daughters	Under Construction	The Floor Is Lava
Oryx	Hands Off	Overwhelming Power

Hall of Souls and the Portico

Hall of Souls - open the portal

Carry paired relics from the left and right routes and deposit both at the currently illuminated Thrall statue. Six synchronized rounds illuminate all six statues and open the portal.

At a glance	Details
Team shape	One carrier and one escort on each side; two center flex players.
Core rule	The left and right relic of a round go into the same illuminated statue, within a few seconds of each other.
Progress	Six Thrall statues, one completed per round; the side relics move farther away each round.
Recovery	A dropped relic can be picked up by any nearby Guardian before it returns.

Orientation and roles

Stand at the opening spawn and face the central hall. Six Thrall statues line the route toward the portal. One statue glows for the current round. The left relic remains in the left wing and the right relic mirrors it in the right wing; both carriers return to that single glowing statue.

Role	Players	Primary responsibility
Left carrier	1	Retrieve the current left relic, reach the glowing statue, and wait for the synchronized deposit.
Right carrier	1	Mirror the left carrier from the right route.
Side escorts	2	Clear Taken, destroy blocking Blights, and recover a dropped relic.
Center flex	2	Clear the statue room, identify the illuminated statue, and reinforce the slower side.

Standard walkthrough

1. Clear the opening Taken and assign one carrier and one escort to each side. Keep two players in the center until a side needs help.
2. The two carriers pick up the current relic pair together. A carrier cannot fire a weapon or use an ability while holding the relic, so escorts own every obstruction and hostile lane.

3. Escorts destroy the Taken Blight barriers that seal the routes back to the statue hall. The carriers keep moving and use ordinary jumps only; picking up a relic after starting an ability can interrupt the expected movement.
4. At center, the caller identifies the single illuminated Thrall statue. Both carriers stand at its receptacles and confirm ready.
5. Count down once and deposit in quick succession. The first deposit starts a window of only a few seconds for the second; if one side is late, the ready carrier waits before making the first deposit.
6. A new relic appears farther into each wing. Repeat the same paired pickup, escort, and synchronized deposit for the next illuminated statue.
7. Continue until all six Thrall statues are complete. Clear the remaining center enemies and Wizards, then enter the opened portal and begin the swinging-prison traversal.

Failure states and recovery

Problem	Response
Carrier dies	Escort or flex takes the relic and announces the new carrier.
Relic returns	Both sides reset to the active round and retrieve the pair again. Completed pairs remain the progress marker.
One relic reaches center first	Hold beside the correct statue and protect the carrier until the other side arrives.
Wrong statue approached	Return to the single illuminated Thrall statue; do not test an unlit statue.

Permanent Triumph - Controlled Dunks

No Guardian may deposit a second relic until every other Guardian has deposited one. Use three fixed depositor pairs: Players 1 and 2 deposit round 1, Players 3 and 4 deposit round 2, and Players 5 and 6 deposit round 3. Repeat the same pair order for rounds 4 through 6. Escorts may change sides; only the Guardians who complete the deposits matter.

Loadout philosophy

Prioritize movement and close-to-mid-range add clear. A fast Major-kill option helps open the side lanes, but there is no boss damage requirement.

The Crux and swinging prisons

After the portal, cross the moving prisons one at a time. The first Deepsight node is here: land on the first swinging prison, turn back toward the portal arrival ledge, and inspect the underside of that ledge.

Portico - Tomb Ships and Hidden Chest 1

Treat the front of a Tomb Ship as the direction it is traveling. Ride near the middle of the deck, reset that observer frame after every transfer, and jump only after the next ship has fully materialized.

Main ship route

Transfer	Next landmark from the occupied ship's direction of travel
1	Board the docked ship.
2	Transfer down and right to the next ship.
3	Move to the ship approaching at an angle from front-right.
4	Run forward and transfer to the nearly perpendicular ship.
5	Jump to the circular checkpoint ledge around the support column.
6	Board the ship near the previous route that travels forward and downward.
7	As it begins to break, jump left to the crossing ship moving right, parallel to the exit.
8	Stay low and pass beneath the higher crossing ship; do not board it.
9	As the current ship breaks, jump right to the crossing ship heading toward the exit.
10	Near the exit wall, jump to the slightly higher ship traveling in the opposite direction.
11	Immediately transfer to the higher crossing ship slightly left. Ignore the ships below.
12	Wait for the final ship ahead and right, then ride it to the large exit ledge.

Hidden Chest 1 handoff

1. Clear the large exit ledge and find the separate ship that crosses the final gap. Leave one Guardian on each circular plate at the two ends of its departure ledge.
2. The other four board the ship. As it approaches the wall barrier, look left in the ship's direction of travel.
3. Before passing through the barrier, jump left onto the jutting diagonal support and walk up it to the opening in the wall.
4. Enter the opened chest room and loot Hidden Chest 1. The second Deepsight node is above this doorway.
5. Continue to the destination side. Two of the first riders stand on the matching plates there.
6. The destination plates reopen the route. The original two holders board the next ship, take the same left-wall detour, and loot the chest.

Chest boundary: The door remains open only while the required plates are occupied. Call "near plates held," "chest team through," and "far plates held" before anyone abandons a plate.

Quick reference

Moment	Call
Relic pair	"Left and Right ready; deposit on three."
Dropped relic	"Relic down Left; escort recover."
Ship transfer	"Forward-right ship; jump on call."
Chest branch	"Near plates held; exit left before barrier."
Return crossing	"Far plates held; original holders cross."

1. Basilica - Annihilator Totems

Two teams of three rotate through the left and right Totems. A Brand holder earns Deathsinger's Power from kills, a Claimer takes the expiring Brand, and the relieved holder deposits at center. The sealed door opens at 200 total Power.

At a glance	Details
Team shape	Three Left and three Right, each in a repeating three-job rotation.
Left Brand	Brand of the Unraveler.
Right Brand	Brand of the Weaver.
Brand timer	30 seconds; natural expiration kills the holder.
Completion	Deposit 200 total Deathsinger's Power on the center plate.

Orientation and roles

From rally facing the sealed door, the left Totem room is left and the right Totem room is right. The center deposit plate sits before the door. Each side's balcony contains a Wizard; defeating it allows the Blightguard Knight to appear and drop Brand Claimer.

Role	Players	Primary responsibility
Current Brand holder	1 per side	Stay near the Totem, survive the room, earn Power, and call the Brand timer.
Incoming Claimer	1 per side	Kill the balcony Wizard, then Blightguard; take Claimer and steal the Brand before zero.
Depositor	1 per side	Empty all Deathsinger's Power at center, then become the next balcony Claimer.

Standard walkthrough

1. Split into two teams of three. Name each side's rotation A, B, and C before anyone takes a Brand.
2. Player A takes the side's Brand and moves into that Totem room. Stand close enough to stabilize the Totem and remain protected by the Brand aura.
3. Kill enemies while holding the Brand to gain Deathsinger's Power. There is no 10-stack cap; ten is only a common strategy target. The visible 30-second Brand timer owns the handoff, so call both the timer and current Power.
4. Player B kills the side-balcony Wizard. Kill the Blightguard that follows, pick up Brand Claimer, and move directly toward the current holder.
5. Interact before the Brand reaches zero. Player B becomes the new holder; Player A retains the Power earned during the previous hold.
6. Player A returns to the center plate and remains there until every stack has deposited at two stacks per pulse. Do not leave when only part of the total has drained.
7. After depositing, Player A moves to the balcony and becomes the next Claimer behind Player C. The repeating job order is Totem, center deposit, balcony Claimer, then Totem again.
8. Both sides continue independently. Call center Ogres or Champions early so a high-stack depositor is not blocked from the plate.
9. When the shared total reaches 200, the door opens. Stabilize both rooms and clear remaining enemies before advancing.

Failure states and recovery

Problem	Response
Brand holder dies	The Brand returns to its original side. Recover it there, restore Totem coverage, and revive only when the room is protected.
Brand expires	The holder dies. Rebuild around the Brand returning to its original side and cover the Totem during the short recovery window.
Claimer is late	Holder counts 5 through 1 and moves toward the incoming Claimer without abandoning Totem safety too early.
Depositor dies	Revive and resume the center deposit; lost time is recoverable.
Rotation loses order	State current holder, incoming Claimer, and depositor. Rebuild the queue verbally.
Totem destabilizes	The nearest protected Guardian returns to its radius immediately; survival outranks the planned rotation.

Weekly Challenge - The Grass Is Always Greener

A Guardian may not take the same Brand type twice in a row. After depositing, cross to the opposite balcony before becoming Claimer again. A player who last held Weaver must next take Unraveler; a player who last held Unraveler must next take Weaver. Call each player's previous Brand when assigning the next pickup.

Permanent Triumph - Overzealous

Never allow more than one Guardian near either Totem. Keep the incoming Claimer in the poison lane while the current holder leaves the Totem and meets them away from its radius. Leave enough timer for that travel, and do not let the incoming player crowd the Totem before the holder departs.

Loadout philosophy

Bring strong isolated survivability, fast add clear, and a reliable Major-kill option for each balcony. On Master, place an appropriate Champion answer on both sides and near center rather than relying on one player to cover the whole room.

Quick reference

Call	Meaning or response
"Left Brand 5"	Left Claimer stops fighting and completes the transfer.
"Power 10 center"	Relieved holder has 10 stacks to drain; 10 is a callout, not a cap.
"Left Wizard, then Knight"	Claimer route is active in that order.
Grass Challenge	Cross sides after every deposit.
Overzealous	Never place two Guardians near the same Totem; transfer in the poison lane.

2. Warpriest

Clear three lanes, solve the Left-Middle-Right glyph sequence, and use Brand of the Initiate to damage Warpriest. Two Brand Claimer transfers extend each damage phase. The Oculus then destroys one Monolith used as shelter.

At a glance	Details
Team shape	Three plate owners, two Claimers, and one support player.
Glyph result	Third plate in the correct order receives Brand of the Initiate.
Brand timer	20 seconds; two Claimer transfers extend the phase.
Damage extension	Two Blightguards provide two Brand Claimer pickups.
Hard limit	Three Monoliths provide shelter; a fourth Oculus has no cover.

Orientation and glyph reading

From rally facing Warpriest, call the plates Left, Middle, and Right. Each plate has a matching Monolith. Keep those names even when the damage team moves.

1. Middle steps on briefly to begin the read and checks the backs of the Left and Right Monoliths.
2. If Left glows, Left is first. If Right glows, Right is first. If neither side glows, Middle is first.
3. Middle steps off. The first plate steps on and remains on. That player checks the other Monoliths and calls the glowing second plate.
4. The remaining plate is third. Step all three in the called order; do not let an earlier plate step off before the sequence completes.

Glyph call: Use the full order - "Left, Middle, Right" - rather than calling one plate at a time. The last plate becomes the initial Brand holder.

Roles

Role	Players	Primary responsibility
Left, Middle, Right plate	3	Clear each lane, perform the glyph read, and preserve the complete order.
Claimer 1	1	Kill the first Blightguard, leave or take the pickup at the planned time, and steal the Brand.
Claimer 2	1	Repeat for the second Blightguard and final extension.
Support	1	Reinforce the weak lane, help Claimers, and call the surviving Oculus shelter.

Standard walkthrough

1. Step the plates to start, then clear the three add lanes. Kill the Major Knights that end the wave.
2. Perform the four-step glyph read above. The third plate receives Brand of the Initiate.
3. The Brand holder moves to the planned damage position. Everyone who is dealing damage stands inside the visible aura.
4. Claimer 1 finds and kills the first Blightguard on a side that did not grant the initial Brand. Do not collect Brand Claimer until the route and timing are ready.
5. The holder calls the visible timer. At roughly 3 to 5 seconds, Claimer 1 interacts and takes the Brand; the old holder remains inside the renewed aura.
6. Claimer 2 repeats with the second Blightguard. The team moves with the active Brand if the transfer changes position.
7. When the final Brand expires, stop damage. The caller names one surviving Monolith, and the entire team breaks line of sight behind it.
8. The Oculus consumes that Monolith. Return to lane positions, solve the next glyph order, and use a different surviving Monolith after the next damage phase.
9. Kill Warpriest before the fourth Oculus resolves without cover.

Failure states and recovery

Problem	Response
Glyph sequence fails	One wrong input resets the read. Step off, clear the recovery enemies, and restart; two consecutive errors wipe the team.
Brand spawns far from damage	Follow the Brand holder. One complete aura group is better than two partial groups.
Claimer dies	Support takes over the Blightguard or dropped role while the holder continues the countdown.
First or second Brand expires	The holder dies and damage ends early. Abandon the unused extension, call an intact Monolith, and move to cover immediately.
Wrong Monolith called	Correct the call to a surviving Monolith and get fully behind it; partial cover is lethal.

Weekly Challenge - Devious Thievery

Do not hold Brand Claimer for more than five seconds. Kill the Blightguard early if useful, but leave the pickup on the ground. Move the current Brand aura toward the pickup, collect Claimer only when the holder is within interaction range, and steal immediately.

Permanent Triumph - Brand Buster

No Guardian may obtain the Brand again until every other Guardian has held it. Treat the initial Brand and each Claimer transfer as one slot in a six-player queue. Use Players 1, 2, and 3 during damage phase 1, then Players 4, 5, and 6 during phase 2 before anyone repeats.

Loadout philosophy

Use stable ranged damage because the aura and Claimers may move. Claimers need mobility and fast Major deletion; the main group needs survival and damage support that remains effective inside the aura. Plan the Monolith shelter order before the pull.

Quick reference

Call	Meaning or response
"First Left; second Middle; Right third"	Step and remain on the plates in that order.
"Brand 5; Claimer ready"	Holder and assigned Claimer meet for the transfer.
"Oculus Right"	Stop damage and hide fully behind the surviving Right Monolith.
Devious Thievery	Pick up Claimer only within immediate transfer range.
Brand Buster	Six unique Brand holders before any repeat.

3. Golgoroth

Two Gaze holders alternate Golgoroth's attention while four pool players advance through six Pools of Reclaimed Light. The pool grants the damage benefit; the Gaze holder turns Golgoroth so the pool team can shoot the exposed abdomen.

At a glance	Details
Team shape	Two Gaze holders and four pool players.
Gaze	Break the back weak point; follow the visible timer, usually about 20 seconds.
Damage	Stand in the current Pool and shoot the abdomen while Golgoroth faces away.
Wipe track	Unused pools add marks to the Tablet of Ruin when a damage cycle ends; six total marks wipe.

Pool and observer convention

Stand on the upper entry side facing Golgoroth. The six ceiling orbs form three left-right pairs from the entry side toward the boss side. Number them in a shallow zigzag: Pool 1 is the entry-side orb chosen by the team, Pool 2 is the opposite entry-side orb, Pools 3 and 4 are the middle pair, and Pools 5 and 6 are the boss-side pair. If the team starts on the opposite side, mirror the same alternating pattern and keep the announced numbering for the entire pull.

Pool rule: The guide does not require one universal starting side. Before the pull, point at Pool 1, then call the visible sequence 1 through 6. The group moves only when the next pool number is called.

Roles

Role	Players	Primary responsibility
Gaze Holder A	1	Break the first back weak point, stand opposite Pool 1, and count the timer.
Gaze Holder B	1	Position opposite the next pool and take Gaze before A reaches zero.
Pool team	4	Shoot down one orb at a time, stand in the pool, damage the abdomen, and handle Unstable Light.

Standard walkthrough

1. Shoot the central opening orb to begin. Clear the first Hive wave and confirm the six-pool sequence.

2. Gaze Holder A moves behind Golgoroth and breaks the yellow weak point on his back. The HUD shows Golgoroth's Gaze and its timer.
3. The pool team shoots down Pool 1. Enter the Pool of Reclaimed Light together and damage Golgoroth's abdomen.
4. Holder A stands on the side opposite the active pool so Golgoroth turns away from the damage team. Shoot the tracking Axion bolts before they reach the holder.
5. One pool player may receive Unstable Light. That player calls it, leaves the stack before detonation, and moves beside Golgoroth without crossing the team's firing lane. The blast damages Golgoroth and nearby teammates but does not harm its bearer.
6. As A counts down, Holder B positions behind Golgoroth on the opposite side. Before zero, B breaks the back weak point and takes Gaze.
7. The pool team drops Pool 2 and moves together. Continue alternating through Pools 3, 4, 5, and 6 while the holders swap each time.
8. After the final pool or a failed Gaze chain, leave the lower arena and clear the next add wave.
9. Every unused ceiling pool adds a mark to the Tablet of Ruin when that damage cycle ends. Marks persist between cycles; six total marks wipe the team. A clean six-pool cycle leaves no unused-pool penalty.
10. Repeat until Golgoroth is defeated.

Failure states and recovery

Problem	Response
Gaze is not captured	Current holder calls the exact timer; next holder commits precision damage to the back while the pool team clears projectiles. If the timer expires, the holder dies and the damage sequence ends.
Pool falls early	Move to the pool that actually formed and adjust the Gaze position; never damage from an empty planned location.
Unstable remains in stack	Affected player exits immediately; the pool team shifts away if necessary.
Gaze holder dies	If Gaze remains transferable, the other holder takes it immediately. If Gaze has expired, leave the pit and reset for the next add wave; an expired chain cannot be restarted.
Damage cycle ends early	Count the unused pools and read the Tablet. Reset assignments before starting the next cycle.

Weekly Challenge - Gaze Amaze

Whenever another Guardian takes Golgoroth's Gaze, the Guardian losing it must be standing inside the active Pool of Reclaimed Light. At about five seconds, the current holder enters the pool and calls

“holder in pool”; the next holder then takes Gaze. The final holder may let the last timer expire without entering a pool because no one takes Gaze from them.

Permanent Triumph - Taking Turns

No Guardian may taunt Golgoth a second time until all six Guardians have held Gaze. Assign one person per pool in the announced order. The other five may damage from the pool when they are not the active holder.

Loadout philosophy

Gaze holders need precise burst for the back weak point, projectile control, and personal survival. Pool players need sustained damage and enough awareness to find Unstable Light. The Pool supplies the damage benefit; taking Gaze turns the boss and exposes the safe firing geometry.

Quick reference

Call	Meaning or response
“Gaze 10, then 5”	Next holder reaches the back weak point and prepares the shot.
“Pool 4 down”	Pool team moves together into the called pool.
“Unstable leaving”	Affected Guardian exits and detonates beside Golgoth.
Gaze Amaze	Losing holder is inside the active pool when Gaze transfers.
Taking Turns	Six unique Gaze holders before any repeat.

Golgoth's Cellar, Transept, and Hidden Chests

Golgoth's Cellar and Hidden Chest 2

Use entrance-side and exit-side as the stable frame. From the maze entrance facing forward, call the near edge **entrance-side**, the far edge **exit-side**, and retain left and right from that view. Five Guardians find one plate each; a sixth coordinates from the central chest door.

Finding the five plates

Activation order	Plate landmark and route from the entrance
1 - entrance-right	Take the first right, then right at the first junction. Cross the pit in the corridor.
2 - exit-left	Go right, then left past two pits. At the second junction turn left; at the next crossroads turn left. Then take right, left, and left to the plate against the locked door.
3 - entrance-left	Go right, then left past the two early pits. Turn left at the next junction, cross the pit, then take the final left and cross the rubble.
4 - elevated middle-left	Follow right, left, and left. Instead of turning toward Plate 2, continue straight to the next junction and climb the rocks through the wall opening.
5 - exit-right	Follow the Plate 2 route to its final pit. Turn right instead of left, then right again at the last junction; the plate is among rubble.

1. Clear Thrall and post one Guardian at each plate. Keep the sixth player at the central locked chest door.
2. Everyone stands completely off their plate before the sequence begins.
3. The coordinator calls entrance-right, exit-left, entrance-left, elevated middle-left, then exit-right.
4. One Guardian steps on per call and remains there. A correct activation produces a confirming sound and green response; a wrong response means the sequence must restart.
5. After Plate 5 confirms, the central door opens. The sixth Guardian loots Hidden Chest 2, then the plate holders regroup.

Maze exit: Floating moths identify the intended route. From the large lantern landmark, the concise exit chain is right, left, left, right, then straight toward the lit exit.

Transept - piston wall

The piston wall is a traversal, not a combat encounter. Face the direction of travel and call each safe ledge before moving. A piston is lethal while extending; wait until it retracts, cross behind its face, and avoid standing directly behind another Guardian who may be launched backward.

Main plate route

1. Follow the ledges along the left wall and move through the piston gaps to the first stable pressure plate.
2. Leave one Guardian on that plate. It reveals a temporary platform route for the rest of the team.
3. The other five cross the revealed route, continue through the next piston section, and place one Guardian on the next plate.
4. Repeat the pattern, leaving one Guardian at each active plate while the remaining players advance to the next.
5. The last plate makes the completed platform chain permanent. The earlier holders leave their plates, cross the stable route, and regroup.
6. Continue upward through the remaining piston ledges to the final doorway.

Hidden Chest 3 text route

1. Follow the normal piston-wall route until the first stable freestanding platform with a pressure plate.
2. Do not cross to the next main platform. From the plate, face the nearby central support pillar and look up-right for a small ledge protruding from its strut.
3. Jump to that ledge and raise the Ghost. The Ghost reveals the first set of otherwise invisible floating platforms.
4. Follow the revealed platforms upward and around the support until the chain ends.
5. Turn right to a second small ledge on the strut. From there, turn back toward the wall and jump to the larger solid shelf.
6. Raise the Ghost again to reveal the last invisible crossing. Traverse it, turn back toward the opening in the wall, and jump through.
7. Hidden Chest 3 is at the back of the room. The seventh Deepsight node is beside the chest.
8. Return to the main route and continue to the final door. The eighth Deepsight node is on the ceiling directly above that door.

Traversal recovery

Issue	Response
Player is launched	Continue to the next stable anchor and revive only after the piston retracts.
Invisible route is lost	Return to the last solid ledge and raise the Ghost again.
Cellar sequence fails	Everyone steps fully off; restart at entrance-right.
Catalyst team is split	Do not activate the next plate until the Touch owner and four staged runners confirm ready.

4. Daughters of Oryx - Ir Anûk and Ir Halak

Build three ascendant paths. The third Torn runner gains Brand Claimer, steals the aura from the non-singing Daughter who is shooting the team, and makes that same Daughter vulnerable. The fireteam damages the aura donor while sheltered from the other Daughter's song.

At a glance	Details
Team shape	Four corner owners and two floaters; the Torn runner is random.
Plate frame	L1 and R1 on the entry side; L2 and R2 at the Oryx end.
Path cycle	Two plates build one route; repeat three times.
Safe target rule	Steal from and damage the shooting, non-singing Daughter.

Orientation and roles

Stand at rally facing the Daughters and Oryx's platform. L1 is entry-left, R1 entry-right, L2 Oryx-end left, and R2 Oryx-end right. The Daughter surrounded by the active song effect is the singer and wipe timer. The other Daughter is actively shooting and carries the aura the standard strategy steals.

Role	Players	Primary responsibility
L1, L2, R1, R2 owner	4	Clear the corner Knight, activate only on call, and identify the route's destination plate.
Floaters	2	Cover a corner owner who becomes Torn and clear central or ranged threats.
Torn runner	1 random	Start on the called plate, cross the visible path, and collect the piece or final Claimer.

Standard walkthrough

1. Kill the four plate Knights. One Daughter begins the two-minute song and one Guardian becomes Torn Between Dimensions.
2. Identify the softly glowing starting plate. Its owner steps on and remains there.
3. From the starting plate, look above the other corners for the floating objective. Call the plate beneath it as the destination; that owner steps on.
4. The Torn Guardian starts on the first plate, follows the visible ascendant platforms, and touches the first Piece of the Blightguard. After the pickup, both plate owners step off.
5. Repeat for a second piece, again replacing any plate owner who becomes Torn.
6. Repeat a third time. The third runner receives Brand Claimer instead of another ordinary piece.

7. Identify the Daughter who is shooting rather than singing. The Claimer moves beneath that Daughter and interacts to steal her aura.
8. Stealing the aura removes that Daughter's protection and creates the Aura of Immortality around the Claimer. Group in the aura and damage the same Daughter the aura came from.
9. Stay inside the aura when the other Daughter finishes her song. If the target survives, repeat the three-path cycle.
10. Once one Daughter dies, kill the remaining Daughter in the next damage phase. With no second Daughter available as an aura donor after that cycle, another survival loop is not reliable.

Target correction: The standard, recoverable strategy is "steal from the shooter; damage the shooter." Damaging the singing Daughter is an advanced one-phase choice that removes the protection source and requires killing her before the song completes; it is not the default taught here.

Failure states and recovery

Problem	Response
Wrong plate activates	Step off, clear the corner, and restart that path with only the called pair.
Torn runner falls	If the runner reaches safe elevated geometry and time remains, resume; otherwise rebuild that piece.
Plate owner becomes Torn	Assigned floater takes that corner for the current path.
Aura stolen from singer	Kill that Daughter before her song finishes or expect the run to fail; the stolen aura does not protect against her own completed song.
First Daughter dies	Reserve heavy and a support Super for the remaining Daughter's next phase.

Weekly Challenge - Under Construction

Across all three ascendant routes before a damage phase, a non-Torn Guardian may not stand on the same plate twice. After every piece, record which players used which two plates. If either plate is called again, assign a player who has not yet used that plate during the current three-route cycle. Because Torn selection is random, use both floaters and cross-corner substitutions; the caller tracks player-plus-plate history until Brand Claimer is collected. Older one-route interpretations predate Bungie's challenge fix.

Permanent Triumph - The Floor Is Lava

A Torn Between Dimensions Guardian may never touch the ground. Because the selection is random, all six Guardians remain on raised geometry before every selection. The runner uses plate tops, central blocks, and visible ascendant platforms only, then remains elevated until the next selection. Touching the arena floor fails the Triumph even if the Guardian survives.

Loadout philosophy

Every player can become Torn, so avoid a plan that depends on one stationary damage role. Bring fast corner-Knight clear and short-window ranged burst. Preserve ammunition for the second Daughter once the first is killed.

Quick reference

Call	Meaning or response
"Torn Player 3"	Player 3 confirms runner; their corner floater takes over.
"Start L1, finish R2"	Exactly those two plate owners build the path.
"Steal shooter"	Claimer takes the non-singing Daughter's aura.
"Damage shooter"	Group in that aura and attack its former owner.
Under Construction	Track every player-plus-plate use across all three routes; no non-Torn repeat.

5. Oryx, the Taken King

Oryx combines the Threshold plate route with four Light-Eater Ogres, four Corrupted Light bombs, a Vessel carrying the Aura of Immortality, and a chest damage window. One of two survival intermissions follows each ordinary damage phase.

At a glance	Details
Team shape	Four corner owners and two floaters; Torn is random.
Plate frame	L1 and R1 on the entry side; L2 and R2 at the Oryx end.
Bomb rule	Kill each Ogre where its bomb remains accessible; stop its paired Knight from consuming it.
Damage rule	Steal the Vessel's aura, detonate planned bombs, return to the aura, and damage the open chest.

Roles

Role	Players	Primary responsibility
L1, L2, R1, R2 owner	4	Own the plate, nearby Ogre, assigned Light-Eater Knight, and bomb detonation.
Floaters	2	Cover Torn corners, help kill Knights, and focus the Vessel of Oryx.
Torn runner	1 random	Complete each ascendant path; on route 3, take Brand Claimer and steal the Vessel's aura.
Aura holder	1 after steal	Hold a stable center position and shelter the returning bomb team.

Ogre, bomb, and Knight pairing

Each corner owner kills the Ogre and detonates the bomb at that corner. For Knight control, use a local-spawn policy: each owner kills the Knight that appears at their own corner, even though that Knight is paired to the bomb diagonally opposite. The Ogre killer calls the diagonal spawn immediately.

Ogre and bomb	Paired Knight spawn
L1	R2
R1	L2
L2	R1
R2	L1

Standard walkthrough

1. Approach the black orb to start. Oryx moves to a corner and slams its plate; that corner is the first plate for route 1.
2. A random Guardian becomes Torn. The first plate owner steps on, looks above the remaining corners, and calls the destination plate beneath the floating objective.
3. The destination owner steps on. Torn begins at the first plate, crosses the ascendant path, and takes the relic piece. Both owners step off after confirmation.
4. Repeat two more routes, using each newly glowing starting plate. Replace any corner owner who becomes Torn.
5. Light-Eater Ogres spawn near the four corners as the routes progress. Kill each Ogre in a controlled position; its death creates that corner's Corrupted Light bomb.
6. Each Ogre's death spawns a Light-Eater Knight diagonally across the room. That Knight runs toward the bomb left by its paired Ogre. After killing an Ogre, look across the diagonal immediately and call the Knight; kill it before it consumes the bomb.
7. On route 3, Torn gains Brand Claimer. Find the Vessel of Oryx moving through center, steal its Aura of Immortality, and kill the now-vulnerable Vessel.
8. The Aura holder settles at the planned center position. Each bomb Guardian moves to the edge of their assigned Corrupted Light but does not enter yet.
9. When the feed says Oryx calls upon the Darkness, enter the bomb. Stay until the feed confirms that Guardian detonated Corrupted Light, then return to the center Aura immediately.
10. The planned bombs detonate while the team is protected, stunning Oryx. Attack the bright chest weak point until it closes. Four bombs produce the longest ordinary damage window; fewer may be used for a Triumph setup.
11. Resolve whichever intermission begins. The encounter can present either the moving bomb barrage or the Shade of Oryx; do not assume a guaranteed alternating order.
12. Repeat the route, Ogre, Knight, Vessel, bomb, and damage cycle until Oryx reaches final stand.

Intermissions

Intermission	Execution
Moving bomb barrage	Spread into six separate perimeter lanes and keep moving without crossing paths. On Standard, killing the plate Knights can shorten the barrage, but survival is the first priority.
Shade of Oryx	Guardians are pulled into the blight arena over time. Inside players collapse on the Shade and avoid its sword; outside players clear threats until pulled in. Kill the Shade before the team is overwhelmed.

Final stand

Oryx returns to the Oryx end near L2 and R2. Two final Light-Eater Ogres spawn at those corners and leave two more bombs; no Light-Eater Knights accompany them.

1. Kill the L2 and R2 Ogres and note which Guardians earned the final blows for Hands Off.
2. Damage the open chest immediately.
3. When Oryx begins the wipe, one assigned Guardian detonates the first Oryx-end bomb, confirms the feed, and returns to damage.
4. If Oryx begins the wipe again, detonate the second bomb and finish the chest.

Final-stand correction: The extension bombs are L2 and R2 at the Oryx end, not L1 and R1 on the entry side. Staggering them provides two separate interrupt opportunities.

Failure states and recovery

Problem	Response
Ogre dies in a poor spot	Leave its bomb where it formed and adjust that Guardian's detonation route. Do not drag another Ogre across it.
Knight reaches a bomb	Kill the Knight immediately. If the bomb is consumed, use the remaining bombs and plan a shorter window.
Torn route fails	Rebuild the called plate pair while corner teams continue controlling Ogres and Knights.
Aura holder is displaced	Bomb Guardians delay entry until the Aura is stable at center. Detonating without protection is lethal.
Bomb Guardian dies	A nearby floater may arm that bomb if the feed and time permit; otherwise preserve the team in the Aura.

Weekly Challenge - Hands Off

A Guardian may not kill the same location's Light-Eater Ogre or Light-Eater Knight more than once during the entire encounter. Record final blows by corner and rotate killers after every damage phase. The two L2 and R2 Ogres in final stand count, so reserve eligible killers for those locations. Avoid uncontrolled splash damage near another player's assigned target.

Permanent Triumph - Overwhelming Power

Push Oryx from full health to final stand during one ordinary damage round. The required bomb count varies with team damage; accumulated bombs only lengthen that single window. The conservative maximum-duration setup is 1-1-1-13: in each of the first three rounds, detonate one bomb only to stop the wipe and do not damage Oryx, preserving the other three. In round 4, detonate the nine saved bombs plus the four new bombs and cross the final-stand threshold before the window ends. Thirteen is

insurance, not a mechanical requirement; confirm every intended saved bomb still exists before committing.

Loadout philosophy

Bring fast Ogre and Knight deletion, reliable long-range precision damage, and movement that reaches a plate or bomb without crossing another player's lane. Oryx is a large distant target; stable damage and clean bomb execution matter more than a fragile theoretical maximum.

Quick reference

Call	Meaning or response
"Oryx R2"	R2 is the first plate for the current route.
"Start R2, finish L1"	Those two owners build the ascendant path.
"L1 Ogre, R2 Knight"	L1's Ogre is dead; the R2 owner kills the Knight spawning locally at R2.
"Aura center; detonate"	Arm planned bombs, wait for feed, and return to Aura.
"Chest open"	All safe damage goes into the bright chest weak point.
"Final L2 first"	Detonate the L2 final bomb; save R2 for the next wipe cast.

Deepsight, Touch of Malice, Loot, and Raid Mods

Guaranteed Deepsight rune puzzle

After opening the Hall of Souls portal but before entering it, move beneath the portal platform and face back toward the starting Court. Record the three runes displayed there. Nine rune nodes exist throughout the raid; activate only the three matching the panel.

Shoot a node once to turn its rune on and again to turn it off. A wipe can reset a node inside the affected encounter, so recheck it. When the third correct rune is active, the feed states that the runes accept the offering. Remain in the same raid instance and defeat Oryx to create the additional Deepsight chest.

Node	Text-only landmark
1	After the portal, stand on the first swinging prison and turn back. The node is beneath the arrival ledge.
2	Portico Hidden Chest 1 room, above the opened chest doorway.
3	Basilica left Totem room. Stand near the Totem, face back toward the encounter entrance, and inspect the high balcony wall.
4	Warpriest upper-right balcony from the rally-facing frame. Climb the curved ramp to the level above the entrance and face the boss stage.
5	Golgoroth's Cellar final pit. Cross the pit, turn around, and look back toward the route.
6	After Golgoroth dies, enter the lower pit with the exit door behind you and inspect the lower-left side alcove.
7	Transept Hidden Chest 3 room, beside the chest.
8	End of the Transept, on the ceiling above the final doorway.
9	Oryx arena, above the entrance doorway; enter the room and turn around.

Puzzle boundary: Do not activate all nine nodes. Activate the three shown by the opening panel, obtain the acceptance message, and avoid returning to orbit before Oryx dies.

Touch of Malice and catalyst

Touch of Malice is the King's Fall Exotic scout rifle. Within King's Fall, its initial random drop comes from Oryx. Under the post-Monument of Triumph rules, repeated Oryx clears can be farmed for that drop; older one-chance-per-class guidance is obsolete. The catalyst is earned through three four-relic relays followed by the Basketball Court sequence. At least one Guardian who owns Touch of Malice must equip it and activate each plate.

Shared relay protocol

Plate activation spawns the four relics but does not begin the carry timer. Locate and call all four before anyone picks one up, then place one runner beside each relic. Count down the four pickups together; the first pickup starts a timer of roughly two minutes. At the altar, all four carriers wait until everyone is present, then count down the four deposits. If the relay fails, let the relics reset, reactivate the plate, and scout again because locations can change between attempts.

Relay 1 - Hall of Souls

1. After completing the opening, stand at the portal platform and face back toward the starting Court. Enter the side building on the left and locate the catalyst plate.
2. The Touch owner stands on the plate with the weapon equipped. Four relics appear around the opening Court.
3. Split the search into left outer, left inner, right inner, and right outer zones. Call all four visible relics, place a runner beside each, and count down the pickups.
4. Carry the relics to the central deposit statue behind the portal structure. Wait for all four runners, count down the deposits, and confirm the feed message that a statue hums with dark energy before entering the portal.

Relay 2 - Golgoroth's Cellar

1. Open Hidden Chest 2 with the five-plate sequence. The catalyst plate is inside or immediately behind that chest room.
2. Activate the plate, then split the maze into entrance, left, right, and exit search zones. Call all four relics without picking them up and place one runner beside each.
3. Count down the pickups. All four runners take their relics toward the second-to-last pit before the exit hallway.
4. Drop into the altar room within that pit, regroup at the statue, and count down the four deposits. Confirm the dark-energy message.

Relay 3 - Transept

1. Complete the main platform chain toward the exit. The catalyst plate is at the far end near the base of the final climb and the beginning of the second hidden bridge.
2. Have the Touch owner activate the plate, then split the traversal into four search bands from the exit side back toward the entrance. Call all four relics without picking them up and place one runner beside each.
3. Count down the pickups and carry all four relics back toward the entrance side rather than through the final door.

4. Raise the Ghost to reveal the floating platforms leading to the elevated altar. Ascend, regroup all four carriers, count down the deposits, and confirm the third dark-energy message; the door beside the altar then opens the Basketball Court.

Basketball Court and completion

Inside the Court, the Touch owner crosses the activation plate. Six relics appear around the launchers. Use the launchers, grab relics, and repeatedly dunk them at the central target until the catalyst awards; simultaneous deposits are not required in this final room. Every Guardian seeking the catalyst must already own Touch of Malice; only the plate activator is required to keep it equipped. Afterward, complete the catalyst's 700-combatant objective. As of July 31, 2026, the completed catalyst grants Precision Instrument; older references that name Rapid Hit are obsolete.

Current weapons and crafting

Weapon	Current type and element	Pattern requirement
Doom of Chelchis	Void scout rifle	5 pattern progress.
Smite of Merain	Kinetic pulse rifle	5 pattern progress.
Defiance of Yasmin	Kinetic sniper rifle	5 pattern progress.
Zaouli's Bane	Solar hand cannon	5 pattern progress.
Midha's Reckoning	Arc fusion rifle	5 pattern progress.
Qullim's Terminus	Stasis machine gun	5 pattern progress.

All six Legendary weapons share the Runneth Over origin trait. Update 9.7.0 refreshed their perk pools. Crafted copies can upgrade at weapon levels 11, 25, and 30 to Gear Tiers 2, 4, and 5, unlocking the current enhanced trait, component, and origin-trait benefits. Harrowed weapons are King's Fall Adepts. Featured Master Challenges explicitly guarantee them; outside a featured week, inspect the live activity reward preview before promising an Adept. Once acquired, Harrowed weapons can be purchased from the Master vendor for 25 Spoils. Pattern progress on the base family continues to improve additional-trait behavior on its Harrowed counterpart.

Current raid rewards

Raid state	Documented reward behavior
Featured Standard	Encounter and Challenge rewards are farmable Deepsight weapons or Tier 5 armor.
Featured Master	Same as Featured Standard, plus Adept weapons from Challenges.
Featured hidden chests	Tier 5 armor, one reward from each chest under the weekly lockout.

Raid state	Documented reward behavior
Featured Deepsight chest	Deepsight weapon, or Tier 5 armor when every pattern is complete. Update 9.7.0 does not mark this row as weekly-locked.
Nonfeatured Standard	Chance for Deepsight weapons and Tier 3 armor.
Nonfeatured Master, Challenges, and Deepsight chest	Deepsight weapons and Tier 5 armor.
Final vendor	One weekly Deepsight purchase; Master offers acquired Adepts for 25 Spoils.

Historically, hidden chests drew from King's Fall gear already unlocked for the account and could include legacy raid mods or Spoils. The current featured reward table supersedes those historical expectations and explicitly awards Tier 5 armor under a weekly lockout. Bungie does not document nonfeatured hidden-chest quality with equal precision, so inspect the live reward preview rather than assuming.

Armor and legacy raid mods

The current Armor 3.0 King's Fall set is Oryx's Memory. Its two-piece Iron Sharpens Iron bonus grants additional ammo progress after final blows on Guardians and powerful combatants. Its four-piece Ascendant Escape bonus makes the wearer invisible the next time their shields break after a powerful-combatant final blow. Update 9.7.0.2 reduced the two-piece Special-ammo progress bonus by 70 percent and Heavy-ammo progress bonus by 75 percent.

Armor 3.0 pieces do not accept the old raid mods. Legacy King's Fall Armor 2.0 can be focused from Hawthorne for 10 Spoils per piece after acquisition and supports the eight legacy raid mods: Mortal Medicine, Old Gods' Boon, Run for Your Life, and Kinetic, Arc, Solar, Stasis, and Void versions of Will of Light. Use the in-game socket text; the apparent ninth database entry is the empty socket, not a ninth mod.

Kingslayer Title and Optional Records

The current Kingslayer seal contains 21 records. Neither Touch of Malice nor its catalyst is required for the collection badge or title.

Record	Requirement
Collection badge	Complete the King's Fall collection badge.
King's Fall	Complete the raid.
King's Ransom	Loot all three hidden chests.
Court of Jesters	Complete all encounters with a full fireteam of clanmates.
Spark of Defiance	Complete all encounters with a full Arc fireteam.
Sunburst	Complete all encounters with a full Solar fireteam.
The Abyssal Society	Complete all encounters with a full Void fireteam.
Hive Mind	Complete all encounters with a full fireteam of the same class.
Controlled Dunks	Complete the Hall depositor rotation.
The Grass Is Always Greener	Complete the Basilica Challenge.
Overzealous	Never allow more than one Guardian near either Totem; perform transfers in the poison lane.
Devious Thievery	Complete the Warpriest Challenge.
Brand Buster	Use every Guardian before repeating a Brand holder.
Gaze Amaze	Complete the Golgoroth Challenge.
Taking Turns	Use every Guardian before repeating a Gaze holder.
Under Construction	Complete the Daughters Challenge.
The Floor Is Lava	Torn Guardians never touch the ground.
Hands Off	Complete the Oryx Challenge.
Overwhelming Power	Push Oryx from full health into final stand during one ordinary damage round.
One True King	Complete Master King's Fall.
King of Kings	Complete every encounter Challenge in Master King's Fall.

Optional and drop-rate records

Current records outside the 21-record seal include the Stasis, Strand, flawless, and all-pattern objectives. Regicide is a historical first-day record and is not obtainable. Crux of the King, the flawless record, adds three initial Touch of Malice drop boosts. One True King, each of the five encounter Challenges, and each of the five permanent encounter Triumphs from Basilica through Oryx adds one. Controlled Dunks is not part of that drop-rate group.

Maintenance rule: Journey records, activity modifiers, and reward previews are live data. If the in-game title node or Director conflicts with this date-stamped checklist, follow the game and re-run the verification ledger before republishing.

Full-Raid Assignment Sheet

Fill this before the first pull. Stable names and corner ownership matter more than optimizing every role around one player.

Hall of Souls and Portico

Assignment	Player or players
Left carrier and escort	
Right carrier and escort	
Center flex	
Controlled Dunks pairs	A: ____ B: ____ C: ____
Near-side Portico plate holders	
First chest riders and far-side holders	

Basilica

Assignment	Player or players
Initial Left A, B, C	
Initial Right A, B, C	
Grass crossover order	
Master Champion coverage	

Warpriest

Assignment	Player or players
Left, Middle, Right plate	
Claimer 1 and Claimer 2	
Support	
Brand Buster order	1: ____ 2: ____ 3: ____ 4: ____ 5: ____ 6: ____
Monolith shelter order	

Golgoth

Assignment	Player or players
Pool 1 starting side	
Gaze A and Gaze B	
Pool team	
Taking Turns order	1: ____ 2: ____ 3: ____ 4: ____ 5: ____ 6: ____
Unstable caller	

Daughters and Oryx

Assignment	Player or players
L1, L2, R1, R2 owner	
Entry-side and Oryx-end floater	
Hands Off round rotation	
L2 and R2 final-stand Ogre killers	
Bomb detonators	
Aura-holder backup	

Secrets and catalyst

Assignment	Player or players
Opening rune recorder	
Required runes	___ / ___ / ___
Hidden-chest caller	
Touch owner	
Catalyst runners	

Sources and Verification Notes

This edition separates stable encounter behavior from current activity and reward state. The live Director, Journey screen, item tooltip, and Bungie definitions take precedence when a later update changes a date-sensitive claim.

Primary current sources

- [Destiny 2 Update 9.7.0 - raid rewards, crafted raid weapons, Master rewards, and vendor behavior](#)
- [Destiny 2 Update 9.7.0.2 - King's Fall Master availability fix and Oryx's Memory tuning](#)
- [Bungie Dev Insights - crafted and Adept tier upgrading, refreshed perks, Champion counters, and Touch of Malice catalyst change](#)
- [Bungie Abilities and Armor Preview - Armor 3.0 raid-mod boundary and legacy armor focusing](#)
- [Destiny 2 Update 6.3.0 - post-launch Daughters Challenge correction](#)
- [Bungie Monument of Triumph support guide - current evergreen activity boundary](#)
- [Destiny2Team Monument of Triumph announcement - repeat-clear Exotic farming](#)

Independent mechanics cross-checks

- [Shacknews King's Fall raid guide](#)
- [GameSpot King's Fall encounter and hidden-chest guide](#)
- [Destiny 2 Wiki King's Fall mechanics reference](#)
- [Destinypedia King's Fall mechanics reference](#)
- [Shacknews Deepsight rune locations](#)
- [Gamepur text routes for all three hidden chests](#)
- [Shacknews Kingslayer and encounter-Triumph reference](#)
- [Current King's Fall title definition](#)

Material conflict resolutions

Inherited or conflicting claim	Edition 2.0 resolution
Three relic pairs open the Hall.	False. Six pairs light six statues; Controlled Dunks uses all six depositors before pairs repeat.
Deathsinger's Power caps at 10.	False. Power has no 10-stack cap; the visible 30-second Brand timer controls transfer.
Steal from one Daughter, then damage the other.	The standard strategy steals from and damages the shooting, non-singing Daughter.
Under Construction resets after each path.	Obsolete. Across all three routes before damage, a non-Torn Guardian cannot use the same plate twice.
Hidden Chest 3 uses pressure plates.	False. Follow Ghost-revealed platforms from the first Transept plate to the wall opening.
The draft's abbreviated Deepsight landmarks.	Replaced by the verified nine-node route from the first swinging prison to Oryx's entrance.
Oryx final stand uses the "front" bombs.	Use the L2 and R2 bombs at the Oryx end.
The catalyst ends after three relays.	Complete three four-relic relays, Basketball Court, and the 700-kill objective.
The catalyst grants Rapid Hit.	Obsolete after Update 9.7.0; it now grants Precision Instrument.
Touch has a weekly class lockout and is required for Kingslayer.	Repeated Oryx clears can yield the initial drop; Touch is not in the badge or title.
Golgoroth's Tablet tracks any "major failure."	It tracks unused pools across cycles; six marks wipe the team.
Oryx intermissions always alternate.	Either intermission may occur; respond to the active behavior.
Current armor accepts the eight raid mods.	Oryx's Memory uses Armor 3.0 set bonuses; legacy mods require focusable Armor 2.0 pieces.

Evidence limits

Mechanics and routes were compared across both local drafts and multiple unrelated walkthroughs. Reward, armor, crafting, title, and catalyst claims were checked against Bungie's July 2026 state and live definitions. Community-observed timers remain approximate, and the HUD is authoritative. Encounter drop associations are omitted where current primary metadata cannot distinguish a vendor bundle from an encounter pool. Draft media is research-only; this release contains no visual dependency.