DESTINY 2 · RAID FIELD GUIDE

PANTHEON

Complete Raid Guide

A mechanics-first reference for all seven Pantheon bosses, the weekly feature, and the Godsbane title, with every required spatial rule stated in text.

EDITION	1.0 - Text-only
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> **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 the permanent Pantheon that arrived with Update 9.7.0 (Monument of Triumph) on June 9, 2026. Every arena, role, and mechanic is stated in prose or a table. The guide does not rely on maps, diagrams, or screenshots.

Each boss chapter follows the same order: where the boss appears, the objective, roles, a numbered walkthrough, the damage phase, common errors, and a quick reference.

> **Scope: This guide covers the 2026 Pantheon only. The 2024 Pantheon (Atraks Sovereign, Oryx Exalted, Rhulk Indomitable, Nezarec Sublime) was a limited event with different bosses and rewards.**
>
> **Orientation convention: Unless a chapter says otherwise, stand at the rally banner and face the boss. Left and right follow that view and stay fixed for the whole fight.**
>
> **Callout policy: Name the place before the action: "Arc corner, charge," "Boss area, pass the buff," "Left station, dunk." The callouts in this guide are team conventions, not labels shown by the game. Agree on them before the pull.**
>
> **Number policy: Where only one source gives an exact number, the guide says so. Treat those numbers as a starting point and trust what you see in the run.**
>
> **Loadout policy: Mechanics come first. No weapon, subclass, or Super is required.**

Before the first pull

- Decide which activity you are running and on which difficulty.
- Assign Player 1 through Player 6 and keep those labels for every boss.
- Read the live activity card for the current Power, modifiers, and Feats before you commit to a plan.
- For the full seven-boss run, agree on team names for every boss before you launch. There is no time to set them up between fights.

Activities, Difficulties, and the Weekly Feature

The three activities

Pantheon is reached from the Raids and Dungeons node on the Destinations screen. Raid rules apply: a six-player fireteam and no matchmaking.

Activity	Bosses	Order
Calus Resplendent	3	Argos, then Gahlran, then Calus
Morgeth Surpassing	3	Warpriest, then Consecrated Mind, then Morgeth
Insurrection Prime Revolutionary	7	Argos, Warpriest, Gahlran, Consecrated Mind, Calus, Morgeth, Insurrection Prime

Calus Resplendent holds the three **reprise** bosses. Morgeth Surpassing holds three of the four **encore** bosses. Insurrection Prime Revolutionary is the full gauntlet and is the only place Insurrection Prime appears outside the weekly feature. Some players call it "The Gauntlet."

Weekly featured bosses

Each weekly reset features two bosses as standalone fights:

- **One Featured Reprise:** Argos, Gahlran, or Calus.
- **One Featured Encore:** Warpriest, Consecrated Mind, Morgeth, or Insurrection Prime.

For example, the week of September 29, 2026 featured Gahlran and Warpriest. The pair rotates every week. Check the activity card for the current pair; this guide covers every boss that can appear.

Difficulties and Feats

Difficulty	What it changes
Adventure	A lower Power target with unlimited revives. Built for learning the fights.
Standard	The normal version of each fight.
Custom	Lets you enable optional Feats. Each Feat raises the reward grade, from 0 up to 5.

The Feats are the same five used by current raids:

Feat	Effect
Token Limit	Fewer revive tokens for each encounter.
Phase Limit	The boss must die within a set number of damage phases.
Battalions	Adds extra enemy pressure (Banes).
Encounter Challenges	Turns on the encounter challenges.
Cutthroat Combat	Contest-style difficulty.

> **Read the card: Bungie tunes Power targets and reward grades between updates. The launch screen is the source of truth for the current numbers.**

1. Argos, Planetary Core

Appears in Calus Resplendent, the full gauntlet, and as a Featured Reprise. Originally from Eater of Worlds.

Objective

Read which element each of Argos's three shield orbs needs, charge Hobgoblin weapons with those elements, then shoot the orbs into Argos's core to break his shield and open damage.

Memory line: Read, charge, meet, break.

Roles

Team	Players	Area	Job
Team Void	2	Void area	Clear ads; one player is the Hobgoblin killer
Team Arc	2	Arc area	Clear ads; one player is the Hobgoblin killer
Team Solar	2	Solar area	Clear ads; one player is the Hobgoblin killer

The arena has three areas around Argos, one per element. Each team owns one area for the whole fight.

Walkthrough

1. **Start:** Shoot the four glowing spikes on Argos to begin.
2. **Read:** One team will see an opening in Argos's shield on their side. That team reads the three glowing orbs inside it, at the left, top, and right of the boss, and calls each orb's element.
3. **Hobgoblins:** Each team kills the Malignant Hobgoblin on their right as they face the boss. It drops a cranium weapon.
4. **Charge:** Each weapon holder takes the weapon to the corner whose element matches the orb they were assigned, and deposits it to charge it.
5. **Meet up:** When the weapons are charged, the holders claim them, and the whole fireteam meets at the open side of the boss.
6. **Break the shield:** Shoot the orbs with the charged weapons to push them into the center of Argos. That breaks the shield.

Damage phase

Platforms appear around Argos. Stand on them and break **two of the six** white weak spots (two each on the arms, the head, and the back) to begin damage.

- Argos places detain bubbles. A detained player floats away; free them quickly.
- Weak spots broken in the first phase do not return for the second phase. Pick new ones.

Common errors

Symptom	Likely cause	Fix
Shield does not break	An orb was hit with the wrong element	Re-read the orbs and repeat the charge on the correct corner
No one sees the opening	Teams are all watching their own adds	Each team checks its own side of the boss after the spikes are shot
Second phase stalls	Team is looking for weak spots already broken	Call the remaining spots before platforms appear

Quick reference

- Shoot four spikes to start.
- The team with the open side reads left, top, right.
- Kill the Hobgoblin on your right, charge its weapon in the matching corner.
- Meet at the open side, shoot orbs to the center.
- Break two weak spots, then damage.

2. Gahlran, the Sorrow Bearer

Appears in Calus Resplendent, the full gauntlet, and as a Featured Reprise. Originally from Crown of Sorrow.

Objective

Keep the Witch's Blessing alive by passing it between teammates, kill each shielded Deception, stun the three large Gahlrans with the hands mechanic, and damage the real one.

Memory line: Pass at fifteen. Bait to center. Hands, then head.

Roles

Team	Players	Area	Job
Team Void	2	Void area	Blessing pair for that area
Team Boss	2	Boss area	Blessing pair for that area
Team Dog	2	Dog area	Blessing pair for that area

Each team picks a first buff grabber.

Walkthrough

1. **Start:** Shoot Calus to begin. Teams go to their three areas.
2. **First Blessing:** One player from each team stands in the glowing green circle at the rally banner to receive the **Witch's Blessing**.
3. **Ads:** Waves spawn in all three areas. About half can be killed by anyone; the other half can be killed **only** by a Blessing holder.
4. **Pass the buff:** Watch the Blessing timer. At about **15 seconds** left, both players stand near the purple glowing cauldron to the right of their area. The holder shoots the cauldron's ball to pass the Blessing to their partner.
5. **Recover a lost buff:** If a holder dies, the unbuffed player stands at a cauldron and shoots it while a buffed player shoots it from outside the circle. The Blessing is then **shared** instead of transferred.
6. **Deceptions:** Each area gets a shielded **Gahlran's Deception**. Bait it to the center of the platform. Both players enter its shield and damage it to drop the shield, then step off the platform. Some guides say a melee drops the shield; either way, both players must be inside.
7. **Sword strike:** The large Gahlran's hand starts to glow. Shoot the hand. The resulting sword strike kills the Deception on the platform. Players lose their Blessing when their Deception dies.

> **Do not rebuff early: Do not take a new Blessing from another team, and do not pass the buff during damage. A new circle appears at the rally banner for the next phase.**

Hands mechanic and damage

When all three Deceptions are dead, stun each large Gahlran: shoot both glowing hands before they clap above his head, then shoot his glowing head. Two copies disappear. Damage happens in the area with the remaining Gahlran.

During damage, repeat the hands mechanic whenever he goes immune to stun him again.

Common errors

Symptom	Likely cause	Fix
Blessing expires	Pass called too late	Call the pass at fifteen seconds, not five
Deception will not die	Not baited to the center of the platform	Bait first, then break the shield
Wrong team loses its buff	A sword strike hit another team's Deception	Shoot only your own area's hand

Quick reference

- Shoot Calus; one per team takes the first Blessing.
- Only Blessing holders kill the marked ads.
- Pass at fifteen seconds at the cauldron on your right.
- Bait the Deception to center, break its shield, shoot the hand.
- Hands, then head, to stun; repeat when he goes immune.

3. Emperor Calus

Appears in Calus Resplendent, the full gauntlet, and as a Featured Reprise.

Objective

Use the Shadow Realm team's symbol calls to remove the right bubble Psion in the Throne Room, build Force of Will by breaking skulls, then break Calus's shield and damage him plate by plate.

Memory line: Three calls, kill the fourth. Break skulls. One plate at a time.

Roles

Team	Players	Job
Team Shadow Realm	3	Call symbols in a fixed order: first, second, third
Team Throne Room	3	One Psion slapper; two clear ads. Assign orb order: left, middle, right

> **Threadlings: Kill them on sight. They can pop the wrong bubble Psion.**

Walkthrough

1. **Start:** Shoot Calus. Clear ads until the team is pulled into the Shadow Realm.
2. **Split:** Three players touch the glowing purple orbs to return to the Throne Room, in their assigned left, middle, right order. **Never grab the same orb.** The three who stay are the Shadow Realm team.
3. **Shadow Realm:** The Shadow team is pushed toward Calus and stopped at intervals by an invisible wall. Avoid the ramps; they launch you into the air.
4. **Call symbols:** At each wall, each Shadow player sees a symbol on Calus's forehead. Call your symbol clearly, one at a time, in your assigned first, second, third order.
5. **Throne Room:** The Throne Room has four bubble Psions under glass domes, each beneath a floating symbol. Two sit on the left side of the throne (crossed axes and a chalice) and two on the right (a beast and a sunburst). Common calls are Axes, Chalice or Cup, Beast or Dog, and Sun; the shorter word is usually the more common call. The slapper kills the Psion under the **fourth symbol, the one not called**.
6. **Next wall:** The Shadow team also shoots bubble Psions on their side to spawn the next wall.
7. **Repeat** the symbol round three times, until the Shadow team reaches the final wall and the pushing stops.

Skulls and Force of Will

1. Shadow Calus fires a large stream of skulls at the Shadow team. Shoot as many as you can. Each one adds a stack of **Force of Will**. More stacks mean more damage.
2. In the Throne Room, the other team slowly weakens Calus's shield, buying the Shadow team time.
3. Break the shield completely when Force of Will is high. One team's notes say about **80 stacks**; a second source did not confirm the number.
4. The Shadow team touches the three purple orbs to return. Again, never grab the same orb.

Damage phase

The whole team stands on **one symbol plate at a time** to damage Calus. When Calus attacks a plate, that plate's damage is over; move to an unused plate. All four plates can be used.

Final stand: When the health bar is empty, Calus gains a white shield bar. Keep firing until it is gone.

Common errors

Symptom	Likely cause	Fix
Two players stuck in the Shadow Realm	Two players took the same orb	Assign left, middle, right before the pull
Wrong Psion popped	Threadlings or a misheard call	Kill Threadlings first; Shadow players wait for silence before calling
Weak damage phase	Shield broken with few Force of Will stacks	Hold the shield until the Shadow team calls a high count

Quick reference

- Three return to the Throne Room by orb order; three stay.
- Shadow calls first, second, third; Throne kills the fourth symbol.
- Three rounds, then break skulls for Force of Will.
- Break the shield on the Shadow team's call.
- One plate at a time; move when Calus attacks the plate.

4. Warpriest

Appears in Morgeth Surpassing, the full gauntlet, and as a Featured Encore. Originally from King's Fall; this version folds in the Totems encounter.

Objective

Collect Deathsinger's Power through the Totems loop, deposit it on one Warpriest plate until it is fully charged, give the damage bubble to the player holding the most Power, and keep the bubble alive with Brands.

Memory line: Stack, swap, dunk. Highest stack takes the bubble.

Roles

Team	Players	Job
Team Left	3	First, second, and third runner for the left side
Team Right	3	First, second, and third runner for the right side

Charging the plate

1. **Totems:** The first runners start Totems as normal. Take the **Brand** in your hallway and stand on the Annihilator Totem in your room. Kill ads to build stacks of **Deathsinger's Power**.
2. **Brand Claimers:** The second and third runners go to the Warpriest room and earn the **Brand Claimer** buff by killing a Wizard and a Taken Knight in the left and right plate areas.
3. **Swap:** Brand Claimers go to the Totem rooms to relieve the Brand holders. The relieved players go to the Warpriest room and deposit their Power on one plate.
4. **Plate order:** One team's notes deposit on the **middle plate first** and the **right plate** in the second phase. Whichever plate you use, the plate that gave the bubble cannot be used for deposits in the next phase.
5. **Repeat** the cycle until the plate is fully charged. The same notes count 100 Deathsinger's Power; a second source did not confirm the number.

Ogres spawn in the Warpriest room as deposits climb. Have someone ready to deal with them.

Claiming the bubble

When the plate is fully charged it glows red. The first player to stand on it receives the damage bubble. The bubble lasts longer the more Power the claimer holds.

- Two or three players should be holding Power at this point. The first runners usually have the most.
- Everyone holding Power calls their count. The **highest** count stands on the plate.

Damage phase and extensions

Damage from the bubble. The other Power holders are the extenders:

1. Instead of joining damage, each extender earns a Brand by killing a Wizard and a Knight near the left or right plate.
2. While holding the Brand, keep killing ads to stack more Power, then claim the Brand to extend the bubble.

> **Brand rule: The Brand is what keeps the bubble up. Brand holders stay outside the bubble until they are ready to claim. Standing in the bubble drains their stacks.**

When all three Brands have been used, damage ends. Hide behind the pillar next to the plate you used to survive the wipe.

Second phase

Repeat the loop. The first Brands appear in the same starting positions. Use a different plate than the one that gave the bubble.

Common errors

Symptom	Likely cause	Fix
Short bubble	A low-stack player stepped on the plate first	Call counts; only the highest stack moves
Bubble collapses early	A Brand holder stood inside the bubble	Extenders stay outside until they claim
Wipe at the end of damage	No one moved to the pillar	Call "pillar" as the last Brand is used

Quick reference

- First runners: Brand, Totem, stack Power.

- Second and third runners: kill Wizard and Knight for Brand Claimer, then relieve.
- Deposit on one plate until it glows red.
- Highest stack takes the bubble; others extend with Brands from outside.
- Hide behind the pillar; switch plates next phase.

5. Consecrated Mind

Appears in Morgeth Surpassing, the full gauntlet, and as a Featured Encore. Originally from Garden of Salvation; this version combines the Summon and Consecrated Mind encounters.

Objective

Hold all five Confluxes against Vex sacrifices, tether to keep the Enlightened buff, break the boss's eyes when it visits each corner, and deposit motes in the center Conflux until damage opens.

Memory line: Tether, defend, eyes, dunk thirty.

Arena

The arena is a diamond. Confluxes 1 through 4 sit at the four corners and a fifth sits in the center. Each Conflux has a tether box. Portals link each corner to its neighbors and to the center.

Opening assignments

Player	Opening job
1 and 6	Stay at Conflux 1. Kill the Angelic and tether. Player 6 then runs to Conflux 2.
2	Run straight to Conflux 2, kill the Angelic, and wait for Player 6 to tether.
3, 4, and 5	Run straight to Conflux 4, kill the Angelic, and tether.
3 and 5	Then run to Conflux 3, kill the Angelic, and tether.
5 and 6	Then run to the center Conflux, kill the Angelic, and tether.

Once every box is tethered, all portals open.

- The boss goes to Conflux 2 or Conflux 4 first. The corner that does **not** have the boss rebuffs Player 1 when the game says "defenses subside."
- Player 6 runs to whichever corner has the boss to help with the eyes and the tether.

Defending

Players 1 through 5 each defend a Conflux. Player 6 roams and helps with eyes.

- Ads come in **two waves** per Conflux. Pairs of Angelics visit each Conflux; kill them quickly to unlock the tether box.

- When the game says "defenses subside," Player 6 returns to the center and tethers, then calls "Global Buff." The other players tether to their own boxes and call "Ready." Every tethered player is rebuffed.
- Once a corner's second wave is cleared, that defender should be solo tethered.

> **Global Buff: The remote tether was removed in Update 9.7.0.2 (June 23, 2026) and restored in Update 9.7.0.3 (July 7, 2026). It works as described above.**

Motes

Players who kill a **Malignant Motekeeper Hobgoblin** collect **5 motes**. Hold them until your second ad wave is cleared, then portal to the center, deposit, and tether there for the Global Buff when defenses subside.

Eyes

The boss visits each Conflux in turn. It drops **Voltaic Overflow** on the ground and shows three pairs of eyes: left, middle, and right.

1. The Conflux defender stands in the Voltaic Overflow, which shows them which eye in each pair is correct (inner or outer).
2. Shoot all three correct eyes. The boss then moves to another Conflux.

- A defender can do this alone, or Player 6 can help.
- Missing an eye or taking too long kills the buff holder.
- A player who has used the Overflow cannot take it again for **2:30**.

Damage phase

Damage opens at the center Conflux after **30 motes** have been deposited. Shoot all the boss's eyes to start. The boss holds still for about five seconds for burst damage, then drifts toward a corner Conflux. Follow it with long-range precision damage until it arrives.

Common errors

Symptom	Likely cause	Fix
A corner loses Enlightened	Missed the Global Buff call	Tether on "Global Buff" before calling "Ready"
Defender dies at the eyes	Slow or missed eye	Call for Player 6 as soon as the boss arrives
Damage never opens	Motes held too long or lost	Deposit after your second wave; call the running total

Quick reference

- Opening: 1 and 6 at Conflux 1; 2 at Conflux 2; 3, 4, 5 at Conflux 4, then 3; 5 and 6 at center.
- Defend two waves; kill Angelics fast.
- "Defenses subside": Player 6 tethers center, calls Global Buff; everyone else tethers and calls Ready.
- Overflow shows the correct eyes; 2:30 lockout after use.
- Thirty motes in the center opens damage.

6. Morgeth

Appears in Morgeth Surpassing, the full gauntlet, and as a Featured Encore. Originally from Last Wish; this version adds a Queenswalk-style Heart of Riven sequence and uses the Last Wish symbols.

Objective

Run three Strongman and Cleanser rounds. Each round sends a pair into Riven's Heart to collect the Strengths whose symbols were not called outside. The third round brings Morgeth into the Heart and starts damage.

Memory line: Two strengths, cleanse, call the door, take the rest.

Roles

Team	Players	Job
Pair 1	2	First Strongman and first Cleanser
Pair 2	2	Second Strongman and second Cleanser
Pair 3	2	Third Strongman and third Cleanser

Assign one player outside to call the door symbols every round.

Round 1

1. The first Strongman collects the first Strength. Clear ads until two more Strengths spawn.
2. The first Strongman collects their second Strength and gets ready to be pulled into a tornado. The first Cleanser takes the **Taken Essence** buff from the Eye of Riven and stands by.
3. The Cleanser uses their grenade on the Strongman to cleanse them. Both are teleported into **Riven's Heart**.
4. Outside, two symbols appear to the left and right of the exit door behind Morgeth. The outside caller reads both.
5. Inside, the Cleanser can see a symbol above each Strength. The Cleanser directs the Strongman to the two Strengths whose symbols were **not** called.

Round 2

1. The second Strongman collects the remaining Strength. Clear ads until two more spawn.

2. The second Strongman takes their second Strength. The second Cleanser takes the Eye of Riven and stands by.
3. After the cleanse, the second pair enters the Heart. Both Cleansers can now see the symbols.
4. Outside, two more symbols appear by the door. The caller reads them.
5. The second Strongman collects the two Strengths whose symbols were not called in **either** round.

Round 3

1. The third Strongman takes their second Strength; the third Cleanser takes the Eye of Riven.
2. After the cleanse, the third pair **and Morgeth** are teleported into the Heart.
3. The third Strongman picks up one final Strength to start damage.

One team's notes count four Strengths in the Heart in round 1 and six in round 2. A second source did not confirm the counts; follow the symbols, not the count.

Damage phase

Watch the **Amassed Strength** bar at the top of the screen. At about 80 percent, the first Cleanser takes the Eye of Riven. Fire the Eye's Super on Morgeth by about 90 percent; going past 90 percent risks the wipe. The Super ends damage and stops the wipe.

Repeat the rounds until final stand. Save damage Supers for final stand.

Final stand

Morgeth teleports away and a portal opens. Take it to a broken-bridge jumping section. Cross quickly and have each player collect **two Strengths**; the first player across takes the farthest ones. Morgeth's shield drops. Burst him down before the Amassed Strength bar fills.

Common errors

Symptom	Likely cause	Fix
Wrong Strength taken	Door symbols called late or incompletely	The caller reads both door symbols before the pair moves
Round 2 fails	Round 1's called symbols were forgotten	Keep a running list of every called symbol
Wipe at the end of damage	Eye Super used too late	Call the bar early and have the Cleanser in position

Quick reference

- Strongman takes two Strengths; Cleanser cleanses with the Eye of Riven's grenade.
- Outside caller reads the two door symbols.
- Inside, take the Strengths whose symbols were not called (this round, then both rounds).
- Round 3 brings Morgeth into the Heart; one more Strength starts damage.
- Take the Eye at about 80 percent Amassed Strength; fire its Super by about 90 percent. Final stand: bridge, two Strengths each, burst.

7. Insurrection Prime

Appears as the final boss of Insurrection Prime Revolutionary and as a Featured Encore. Originally from Scourge of the Past; this version adds a Vault battery sequence.

Objective

Find the right Berserker on the holographic map, carry its batteries to the correct dunk stations, collect the three tunnel buffs, then use a tank to drop the boss's shield and damage it in buff pairs.

Memory line: Map, Berserker, dunk. Tunnels, tank, pairs.

Roles

Group	Players	Job
Battery team 1	3	One Map Reader and two Dunkers
Battery team 2	3	One Map Reader and two Dunkers

Separately, the six players form **three buff pairs** for damage:

Buff	Terminal shape	Damage position
Continuous	Circle	Left
Angular	Triangle	Middle
Parallel	Square	Right

Map and batteries

1. Kill the Berserker in front of spawn. The first Map Reader picks up the **Radiant Battery** and dunks it at the rally banner. A holographic map appears.
2. On the map, Berserker spawns are marked with triangles. The battery Berserker is the one under a red orb. The three dunk stations, left, middle, and right, are marked with squares.
3. The Map Reader guides the first Dunkers to that Berserker. Use Sparrows to move quickly. While waiting, the Map Reader helps break boss crits.
4. The Dunkers kill the Berserker, which drops **two batteries**. The first Dunker picks one up and the Map Reader gives them a station; then the second Dunker does the same.
5. **Matching a station:** On the map, the Dunker's icon gains dots above it. Each dunk station also has dots above it. Match the Dunker's dots to a station and call it: left, middle, or right.

6. While the Dunkers dunk, the Map Reader breaks red crits on the boss and finds and kills the **giant Servitor** to open the tunnel doors.
7. Battery team 2 repeats steps 3 through 5 with a second Berserker. Battery team 1, no longer running batteries, breaks red crits and goes to the basement for their buffs.
8. When everyone has a buff, kill a second giant Servitor to open the tunnel doors again.

Buffs in the tunnels

Before entering, the second team breaks the boss's **six white crit spots** (knees, sides, and back).

1. The tunnel is a loop with four numbered areas, each with a buff terminal. Find the terminal with your shape and hit it with an **unpowered melee** to take the buff.
2. Turn away from the terminal and go to your left to find your exit door. Wait for it to open.
3. While you wait, break any red crits on the boss you can see.

- Breaking the boss's **red crits** extends the hidden wipe timer.

> **Timing: The team not running batteries breaks the red crits and does the tunnels during the other team's battery run: team 2 during team 1's run, then team 1 during team 2's run. Crits can be broken any time, but all six white crits must be gone before damage.**

Tanks and damage

When the **fourth battery** is dunked, each dunk station spawns a tank. One player uses a tank to drop the boss's shield. Bait the boss into a good position first.

During damage, stand with your buff partner and away from the other pairs. Matching buffs do more damage together; mismatched buffs tether and kill each other. Form a triangle in front of the boss: Continuous on the left, Angular in the middle, Parallel on the right.

> **Divinity: Since Update 9.7.0.3 (July 7, 2026), the Divinity trace rifle's cage does not damage Insurrection Prime. Leave it at home for this fight.**

Common errors

Symptom	Likely cause	Fix
Battery taken to the wrong station	Dots not matched on the map	Map Reader confirms dots before calling a station
Wipe before damage	Red crits ignored	Everyone waiting breaks red crits
Players die at damage start	Mismatched buffs standing together	Hold the triangle: Continuous left, Angular middle, Parallel right

Quick reference

- Radiant Battery at rally opens the map.
- Red orb marks the battery Berserker; two batteries per Berserker.
- Match the Dunker's dots to a station's dots.
- Kill the giant Servitor to open the tunnels; melee your shape's terminal; exit to your left.
- Fourth battery spawns tanks; damage in pairs.

Rewards, Armor, and the Godsbane Title

Weapons

All six Pantheon weapons share the origin trait **Elliptical Orbit**.

Weapon	Type	Element	Frame	Drops from
Alone as a God	Sniper Rifle	Kinetic	Rapid-Fire	Argos and Calus (see note)
Bane of Sorrow	Machine Gun	Void	High-Impact	Gahlran
Zaouli's Bane	Hand Cannon	Solar	Adaptive	Warpriest
Reckless Oracle	Auto Rifle	Void	Rapid-Fire	Consecrated Mind
Chattering Bone	Pulse Rifle	Kinetic	Lightweight	Morgeth
Threat Level	Shotgun	Kinetic	Rapid-Fire	Insurrection Prime

> **Sources disagree on Alone as a God: Most loot tables list it for both Argos and Calus. At least one lists it for Calus only. One guide also reports that once a weapon has dropped for you, any boss can drop it.**

Armor

The Pantheon armor set is **Pantheos Resplendent**. Every boss can drop a piece.

Pieces	Set bonus	Effect
2	Well Prepared	Picking up ammo grants Armor Charge, and each Armor Charge raises your Health stat.
4	Down the Line	Sustained damage on minibosses, Champions, and bosses builds stacks that raise weapon damage against regular and powerful enemies. Weapon final blows use up one stack each.

Godsbane title and triumphs

The title is **Godsbane**. The Pantheon triumph node lists twelve triumphs, and the title needs eleven of them.

Triumph	Requirement
Pantheon Arsenal	Collect the Pantheon weapons.
Resplendent Victory	Complete every encounter in Calus Resplendent.
Surpassing Victory	Complete every encounter in Morgeth Surpassing.
Revolutionary Victory	Complete every encounter in Insurrection Prime Revolutionary.
Feats of Revolution	Complete Insurrection Prime Revolutionary with two or more Feats.
Total Revolution	Complete Insurrection Prime Revolutionary with every Feat.
Unphased Encounter	Complete any encounter with Phase Limit.
The Sharpest Encounter	Complete any encounter with Cutthroat Combat.
Overrun Encounter	Complete any encounter with Battalions.
Death-Defying Encounter	Complete any encounter with Token Limit.
A Greater Challenge	Complete any encounter with Encounter Challenges.
End of Your Tether	Complete all four tether puzzles in the Pantheon.

The 2024 title, Godslayer, is a separate and older record.

Other rewards

- Emblems: Calus Conquered, Morgeth Mastered, Insurrection Eradicated, and Hall of the Gods.
- The Orbiter ship, the Gilded Record Sparrow, and the Far-Traveling Shell Ghost.

Pull Checklist

Before launch

- Activity, difficulty, and Feats chosen.
- Player 1 through Player 6 assigned.
- Team names set for every boss you will face.

Argos

- Teams Void, Arc, Solar; Hobgoblin killer named.
- Open-side team reads left, top, right.

Gahlran

- Teams Void, Boss, Dog; first Blessing holder named.
- Pass at fifteen seconds.

Calus

- Shadow order first, second, third; Throne orb order left, middle, right; slapper named.

Warpriest

- First, second, and third runners per side.
- Highest stack takes the bubble; pillar call ready.

Consecrated Mind

- Opening table assigned; Player 6 is the roamer.
- Mote total called aloud.

Morgeth

- Three Strongman and Cleanser pairs; outside door caller named.
- Running list of called symbols.

Insurrection Prime

- Two battery teams with Map Readers.
- Three buff pairs and their damage positions.

Verification Notes and Sources

This edition was checked on October 17, 2026. Activity names, boss names, triumph names, the title, the armor set, and its bonuses come from Bungie's game data. Mechanics were drafted from one experienced team's notes and checked against two independent written guides. Numbers that only one source gives are marked in the chapter where they appear.

Official and game-data sources

1. Bungie, **Destiny 2 Update 9.7.0**. Pantheon 2.0, Feats, and the reward model.

Open source on bungie.net

2. Shattered Vault, **Destiny 2 Update 9.7.0** (full patch-note mirror).

Open source on shatteredvault.com

3. MP1st, **Destiny 2 Update 9.7.0.3**. Consecrated Mind tether restored; Divinity change for Insurrection Prime.

Open source on mp1st.com

Independent guides

4. LFCarry, **Destiny 2 Pantheon Guide**.

Open source on lfcarry.com

5. d2raidguide, **Pantheon**.

Open source on d2raidguide.com

6. GameRant, **Pantheon bosses and loot table**.

Open source on gamerant.com

7. Yardbarker, **Monument of Triumph Pantheon 2.0 weapons and armor**.

Open source on yardbarker.com

8. Kyber's Corner, **Weekly reset overview, September 29, 2026** (featured pair example).

Open source on kyberscorner.com

Conflict resolutions applied

- **Gauntlet name:** The game calls the seven-boss activity Insurrection Prime Revolutionary. "The Gauntlet" is kept only as a common nickname.
- **Weekly feature:** The feature is one Reprise boss and one Encore boss, not any two of the seven.

- **Alone as a God:** Listed for Argos and Calus, with the disagreement stated.
- **Gahlran's Deception shield:** One source says damage it, another says melee it. The guide says both players must be inside either way.
- **Unconfirmed numbers:** Calus's 80 Force of Will, Warpriest's 100 Power and plate order, and Morgeth's four and six Strengths are each marked as one team's figure.