

DESTINY 2 • RAID FIELD GUIDE

ROOT OF NIGHTMARES

Complete Raid Guide

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

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How to Use This Guide

This is a text-only field guide for Root of Nightmares. Every mechanic, orientation rule, route, secret, challenge, and assignment required for execution is stated in prose or a semantic table. Nothing depends on a map, diagram, screenshot, color alone, or page-relative instruction.

Each encounter follows the same pattern: objective, orientation, roles, numbered walkthrough, failure and recovery guidance, weekly Challenge, permanent encounter Triumph, loadout philosophy, and a quick reference.

Difficulty scope: Root of Nightmares currently supports Standard and Master. The encounter mechanics are the same. Power, featured status, Champions, surges, overcharges, Feats, the active Challenge, and reward quality can change. Read the live activity card before launch; this guide does not preserve obsolete fixed-Power advice.

Orientation convention: Unless a section states otherwise, stand at rally or the room entrance and face the boss or exit. At Scission, Left and Right are assigned from the start of each floor while facing its far end. In Macrocosm, face Zo'Aurc from rally. At Nezarec, face his starting platform from rally.

Callout policy: Name the object or location before the action: "Light aura - refresh," "Dark runner linked," "Near Left - Wall," or "Darkness's Refuge ready." Field of Light and Flux of Darkness are HUD names. Left, Right, Near, Far, Rally, Wall, Boss, and relay numbers are guide conventions; re-establish them whenever a substitute joins.

Loadout policy: Recommendations describe jobs - add control, Champion coverage, precision weak-point damage, survivability, or sustained boss damage. Exact weapons and damage combinations change. Mechanics take priority, and no named weapon, subclass, or Super is required.

Recommended communication discipline

Situation	Preferred call	Why it works
Runner activates a node	"Light linked - safe to refresh."	Prevents an early aura shot from disrupting the chain.
Psion pair found	"Pair ready - three, two, one."	Supports Psionic Purge and spawns the Tormentor promptly.
Scission launch	"Dark runner set - Right shoot."	Names the traveler and the opposite-side shooter.
Planet read	"Near Left - Wall is Dark."	Uses one observer frame and one unique planet corner.
Nezarec shoulder tell	"Dark burst - Darkness's Refuge."	Names the visible tell and the required protection.

Situation	Preferred call	Why it works
Paired node objective	"Both ready - link in three, two, one."	Supports Synchronicity and the final All Hands pair.

Before the first pull

- Assign Player 1 through Player 6 and retain those labels for the whole raid.
- Decide whether the run is a normal clear, active Challenge, permanent encounter Triumph, Master title run, Deepsight chest run, hidden-chest run, or Inspiral lore run.
- Confirm that every player can distinguish the HUD names **Field of Light**, **Flux of Darkness**, **Light's Refuge**, and **Darkness's Refuge**. Do not rely only on white, orange, or black effects.
- Assign one node runner and one backup for Cataclysm; one Light runner and one Dark runner for Scission and Nezarec.
- Establish the Macrocosm callout grammar before entering that encounter. Do not combine incompatible LFG numbering systems.
- For a Deepsight run, record the three-symbol Light/Darkness sequence before Cataclysm and remain in the same raid instance.
- Read the live activity card for current Champion counters, modifiers, reward tier, and active Challenge.

Raid-Wide Mechanics and Terminology

Root of Nightmares is built around two parallel node systems. Light nodes use Field of Light. Darkness nodes use Flux of Darkness. The same chain behavior applies in Cataclysm, Scission, traversal relays, and Nezarec.

Core terms

Term	Working definition	Execution rule
Active aura	The completed seed surrounded by a large energy field. Shooting it grants its buff to every player standing inside the aura.	Only refresh after the runner confirms the previous destination is linked.
Field of Light	Short HUD buff granted by a Light aura.	Activates the next exposed Light node and can create Darkness's Refuge at a completed Dark node.
Flux of Darkness	Short HUD buff granted by a Dark aura.	Activates the next exposed Dark node and can create Light's Refuge at a completed Light node.

Term	Working definition	Execution rule
Exposed destination	The small seed at the end of the beam projected by the active aura.	Stand on its plate and shoot while carrying the matching buff.
Linked node	A destination activated with the correct buff.	Consumes the carrier's buff and advances the active aura or chain state.
Disruption	A temporary chain lock that removes active carrier buffs.	Usually caused by refreshing an aura while its prior destination remains exposed. Stop shooting and wait for the aura to recover.
Refuge	A temporary protective field made by carrying one affinity to a completed node of the opposite network.	Use a completed non-aura node; an active aura node does not become a Refuge.

Safe node-chain procedure

1. The runner stands inside the active aura and shoots its seed.
2. Everyone inside receives the displayed buff. The active node projects a beam toward the next destination.
3. The runner follows the beam, stands on the destination plate, and shoots the exposed seed.
4. The destination completes, the runner loses the buff, and the chain advances.
5. The runner calls "linked" before anyone shoots the active aura again.
6. Repeat from the current aura until the chain is complete.

The buff has a short visible timer. Published sources disagree on whether its nominal duration should be described as 15 or 20 seconds, and activity behavior can be adjusted. Use the HUD timer instead of counting from memory.

Disruption boundary: A second runner can accelerate a chain only if both runners share a precise cadence. Shooting the aura again before the first carrier links the exposed destination disrupts every outstanding carrier. A single-runner method is slower but easier to teach and recover.

Refuge recipes

Required protection	Carry this buff	Shoot this completed node	Non-color confirmation
Darkness's Refuge	Field of Light	A completed Dark node that is not the active Dark aura	HUD changes to Darkness's Refuge while standing in the created field.
Light's Refuge	Flux of Darkness	A completed Light node that is not the active Light aura	HUD changes to Light's Refuge while standing in the created field.

The protection name matches the incoming wipe tell. The carried buff used to create it is the opposite affinity. This distinction is the most important Refuge call in the raid.

Challenge vocabulary

The rotating encounter Challenge and the permanent encounter Triumph are separate objectives.

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Cataclysm	Illuminated Torment	Psionic Purge
Scission	Crossfire	Shields Up
Macrocosm	Cosmic Equilibrium	Singular Orbit
Nezarec	All Hands	Synchronicity

Challenges can currently reward on Standard as well as Master. **Final Nightmare** specifically requires all four Challenges on Master.

Entering the Root

Land in the raid and follow the only open route through the terraformed Pyramid. The opening path teaches the visual difference between Light and Darkness seeds but does not require a combat mechanic.

For a Deepsight run, stop before the first encounter and record the three-position sequence described in the Deepsight Chest chapter. Do not begin Cataclysm until the recorder repeats the sequence back and assigns one puzzle operator.

1. Cataclysm

Complete four Field of Light chains while the rest of the team defeats paired Psions and Tormentors to keep Sweeping Terror from expiring.

At a glance	Details
Network	Four consecutive Light chains move around the arena.
Wipe state	Sweeping Terror wipes the fireteam when its HUD timer expires.
Time extension	Defeat each bubble-Psion pair to spawn a Tormentor; defeating that Tormentor extends the timer.
Runner rule	Follow the active aura's beam and call every completed link before refreshing.
Completion cue	A completed chain halts the timer briefly and shifts the fight to the next section.

Orientation and roles

Stand at rally and face into the curved arena. The route advances generally forward and around the room; do not freeze the nodes into permanent left/right numbers because each chain has its own active aura and beam.

Role	Players	Primary responsibility
Light runner	1	Build all four Light chains and call linked before every refresh.
Runner backup	1	Track the active aura, cover a death, and help only on an agreed cadence.
Psion pair team	2	Locate both bubble Psions, synchronize their defeats, and call the Tormentor spawn.
Tormentor and add control	2	Clear pressure, break Tormentor shoulders, and secure its defeat before the wipe timer expires.

Use **Inside** for the side nearer the arena's central curve and **Outside** for the side nearer the outer edge. Those calls describe only the current fight section; the active aura and its beam always own the runner's destination.

Standard walkthrough

1. The Light runner stands in the first aura and shoots the seed to gain Field of Light.
2. Follow the projected beam, stand on the destination plate, and shoot its exposed seed. Call "linked."

3. Return to the current active aura, refresh only after the linked call, and repeat until the first chain completes.
4. At the same time, the Psion team locates two Psions inside protective bubbles. Enter each bubble and defeat its Psion at close range; melee is a reliable method.
5. Defeating the pair spawns a Cavum of Nezarec Tormentor. Call whether it appeared Inside or Outside.
6. Break its shoulder weak points, expose the chest, and defeat it. The kill extends Sweeping Terror. Barrier Colossi and regular Cabal remain add-control priorities.
7. Continue the Psion and Tormentor loop only as often as the timer requires. Fast chain work can reduce how many Tormentors must be fought, but never let a nearly expired timer depend on an unannounced skip.
8. When a chain completes, use the brief pause to regroup at the next active aura. The runner identifies the new beam before moving.
9. Repeat until all four chains are complete. The encounter ends when the final network finishes and the remaining wipe pressure clears.

The runner does not need to memorize a geometric route. At every step, the correct active aura emits the buff and points to the only valid next node.

Failure states and recovery

Problem	Response
Chain is disrupted	Stop shooting all Light seeds. Kill the next available Tormentor if time is low, wait for the active aura to return, then resume from its beam.
Runner dies with Field	Backup moves to the current aura, acquires Field, and follows its beam. Do not start the chain over.
Psion pair is split	One player holds position at the first bubble while the second confirms the other target; count down both defeats.
Tormentor is alive near timer expiry	Prioritize shoulder breaks and chest damage; control adds only enough to keep the fireteam alive.
Wrong seed is shot without Field	Recenter on the active aura and beam. The destination is not valid until the runner carries Field and stands on its plate.
Two runners lose cadence	Return to one runner until the next completed chain, then reassign if needed.

Weekly Challenge - Illuminated Torment

Every Tormentor must be defeated by a player who currently has Field of Light. Other players may damage it, break weak points, and leave it at low health.

1. Assign the runner or backup as the finisher before the pull.

2. Damage the Tormentor until its health is safely low.
3. The designated player acquires Field from the active aura only after the previous node is linked.
4. Hold fire while the Field carrier confirms the final blow.
5. If Field expires, reacquire it without disrupting the outstanding node.

The Challenge checks the final blow, not who dealt most of the damage.

Permanent Triumph - Psionic Purge

For every spawned pair, defeat both Psions within one second of each other.

1. Assign one player to each bubble.
2. Enter both bubbles and bring both Psions to a ready state.
3. Count down one synchronized defeat.
4. Treat every later pair the same way.

The record's phrase "all Psions" applies to each simultaneous pair generated by the encounter, not one encounter-wide mass kill.

Loadout philosophy

Favor rapid add control, accurate weak-point damage, and reliable Barrier coverage from the live activity card. The runner benefits more from movement safety and a clear close-range weapon than from a fragile speed setup. Save burst damage for Tormentors when the timer is low; no specific weapon is mandatory.

Node-chain quick reference

Moment	Call
Acquire	"Light aura - taking Field."
Destination complete	"Light linked - safe refresh."
Psion pair	"Inside and Outside ready - three, two, one."
Tormentor	"Cavum Outside - shoulders now."
Low timer	"Sweeping Terror low - finish Tormentor."
Disruption	"Chain locked - stop seeds, wait."

First Traversal and Hidden Chest 1

The route from Cataclysm climbs through roots and Pyramid structures toward Scission. Hidden Chest 1 is an optional branch near the end of that climb.

Main route

1. Leave Cataclysm through the opened path and follow the rising white roots.
2. Use the available launchers and ledges to continue upward. Center on each launcher plate, place your back against its piston, face the destination, and shoot the crux.
3. Regroup before every long crossing. Launcher physics can vary with stance and frame rate; a failed launch is a positioning problem, not a new route.
4. Near the end of the climb, the path opens beside a chasm and hostile Psions fire from openings across and above the route.
5. Continue toward the high root that leads to Scission unless taking the chest branch.

Hidden Chest 1 route

1. At the late climb where white roots rise beside the chasm, stop and look high to the right across the gap.
2. Identify a wall with three visible openings. The destination is the **middle opening**.
3. Use the nearby launcher or a controlled jump to enter that middle opening. Regroup inside before descending.
4. Follow the corridor, turn right, and descend the stairs.
5. Defeat the Tormentor and accompanying Cabal.
6. Climb the short steps beside the statue to reach the chest.
7. Exit by reversing the corridor and rejoin the main upward route.

Completion cue: The chest room is an enclosed combat pocket with a Tormentor and a statue. If the team reaches Scission's rally without entering that pocket, it passed the branch.

Hidden Chest 1 also contains one of the seven physical Inspiral lore pickups. Collect it before leaving the room.

2. Scission

Complete one Darkness chain and one Light chain on each of three floors. The networks cross the central chasm like a zipper, so each runner repeatedly launches to the opposite side and returns to the aura on the home side.

At a glance	Details
Floor frame	From each floor's start, Left owns Dark/Flux and Right owns Light/Field.
Wipe state	Imminent Expulsion ends when both chains on the floor complete.
Runner loop	Home aura -> launcher -> opposite-side destination -> launcher back -> home aura.
Attuned enemies	Decay requires Flux; Splendor requires Field.
Floor finish	Clear the attuned wave and Barrier Colossus, then launch upward. Repeat three times.

Orientation and roles

At the start of each floor, face the far end. **Left** is the Dark home side and **Right** is the Light home side. The chain destinations alternate across the gap, but each aura stays associated with its home side.

Role	Players	Primary responsibility
Dark runner	1	Carry Flux from Left, link Dark destinations, and call left-side launches.
Light runner	1	Carry Field from Right, link Light destinations, and call right-side launches.
Left support	2	Clear Left, receive Flux during refreshes, kill Decay targets, and shoot Right launchers during Crossfire.
Right support	2	Clear Right, receive Field during refreshes, kill Splendor targets, and shoot Left launchers during Crossfire.

Standard walkthrough

1. Split three Left and three Right. The Dark and Light runners stand inside their home auras.
2. Both runners shoot their aura seed, read the beam, and identify the first exposed destination.
3. Each runner centers on the launcher, backs into the piston, faces the opposite landing, and has the crux shot.
4. Land on the opposite side, stand on the matching destination plate, shoot the seed, and call "linked."
5. Use the next available launcher to return to the home side. Refresh only after the linked call.

6. Repeat the cross-and-return loop as the chain advances toward the far end.
7. Support players stand in their home aura when the runner refreshes. Use Field against Redolence of Splendor and Flux against Redolence of Decay. The matching HUD buff is the reliable confirmation.
8. When both chains finish, Imminent Expulsion clears. Defeat the final attuned wave and the Barrier Colossus at the far end.
9. The final upward launcher becomes available. Center the team, activate it, and land on the next floor.
10. Re-establish Left Dark and Right Light from the new floor's start. Repeat the full procedure for all three floors.

Do not let one completed side continue shooting seeds while the other chain is active. Its support team should clear enemies and help launchers instead.

Failure states and recovery

Problem	Response
Launcher sends a player short or sideways	Return to the plate, stand centered with back against piston, face destination, and try again. Do not blame chain state.
Runner dies on opposite side	Same-affinity backup on the home side takes the next buff and follows the current beam; recover the revive only if the timer permits.
Attuned enemy is immune	Re-enter the matching home aura during a safe runner refresh and confirm Field or Flux on the HUD.
One chain finishes early	Finished side stops seed interactions and supports the remaining runner without changing that runner's aura cadence.
Chain disruption	Stop all shots on that affinity, wait for its aura, and use the other side's progress to control time.
Imminent Expulsion is low	Prioritize final links over ordinary adds; supports keep the route and landing plates clear.

Weekly Challenge - Crossfire

No player may activate a launcher crux from the same side as that launcher. Every crossing launcher and the final upward launcher must be fired from the opposite side. Crossing the chasm through skating, grappling, sword movement, or another bypass also fails the Challenge.

1. Left support watches and shoots the requested cruxes on Right.
2. Right support watches and shoots the requested cruxes on Left.
3. The traveler calls affinity, floor, and "set" only after standing correctly.

4. For the upward launcher, leave at least one designated shooter on the opposite side until the launch is complete.

Permanent Triumph - Shields Up

On each floor, do not defeat any attuned shielded combatant until both node chains on that floor are complete.

1. Support teams control but do not kill Redolence of Decay or Splendor.
2. Runners finish both chains.
3. Confirm that Imminent Expulsion has cleared.
4. Refresh both buffs and defeat the held attuned targets.
5. Repeat the restriction independently on all three floors.

Area damage can accidentally defeat a held target after its shield is removed. Keep high-spread attacks away from them until the completion call.

Loadout philosophy

Bring mobile add control, accurate medium-range weapons for launcher cruxes, and current Barrier coverage. Survivability during landings matters more than maximum speed. Avoid uncontrolled knockback or visual clutter near the narrow launch plates.

Quick reference

Moment	Call
Floor start	"Floor 2 - Left Dark, Right Light."
Launch	"Dark runner set - Right shoot Left crux."
Link	"Dark linked - safe refresh."
Attuned target	"Decay held Left - Flux after chains."
Floor complete	"Both chains done - clear shields."
Upward launch	"Final plate set - opposite side shoot."

Refuge Traversal and Hidden Chest 2

After Scission, Nezarec sends repeated energy pulses through the route. The team must create Darkness's Refuge at successive relays, survive each pulse, and move during the safe interval.

Darkness's Refuge relay procedure

1. At the first shelter, identify the active Light aura and the nearby completed or inactive Dark seed.
2. One operator stands in the Light aura and shoots it to gain Field of Light.
3. Carry Field to the Dark seed and shoot it. The seed becomes a Darkness's Refuge field.
4. Every player steps into the field and confirms **Darkness's Refuge** on the HUD.
5. Wait for Nezarec's pulse to pass. The Refuge protects against the pulse, not normal enemy damage.
6. Move immediately after the pulse along the open roots, platforms, and launchers to the next relay.
7. Repeat the same Field-to-Dark recipe. A scout may prepare the next Refuge while the group waits, but the main group should not leave without a HUD confirmation.
8. Continue until all six players gather at the closed door. The door opens only when the full fireteam is present.

The safe interval is communicated by the pulse itself. Do not publish a fixed countdown; wait for the environmental pulse, then move.

Route discipline

- At every launcher, center on the plate, back into the piston, and face the landing.
- If one player falls behind, the forward group keeps the current Refuge active while a designated scout calls the prior relay.
- A player who arrives late can step into the existing Refuge field to refresh the HUD buff before the next pulse.
- If a Refuge does not form, confirm that the operator carried Field of Light to a completed Dark node that was not the active aura.
- After the six-player door, continue into the broad building crossed by multiple zigzag stairs.

Hidden Chest 2 route

1. Reach the wide building with criss-crossing or zigzag stairs after the six-player door.
2. Climb to the building's upper-right exterior edge while facing forward along the main route.
3. Turn and look down toward the distant Darkness structure and Nezarec's tomb. A Darkness crux sits on a low exterior platform.
4. Shoot that crux. This opens a door in the stair building behind the team.
5. Turn back, climb to the newly opened upper doorway, and enter the chest room.
6. Collect the chest and the physical Inspiral lore pickup in the same secret branch.
7. Return to the stair route and continue upward toward Macrocosm.

Completion cue: Shooting the exterior crux opens a door in the building already crossed; it does not spawn a chest beside the crux. If the team keeps moving toward Macrocosm without turning back, it misses the room.

Refuge quick reference

State	Action
Need Darkness's Refuge	Take Field of Light to a completed non-aura Dark node.
Refuge created	Everyone enters and confirms HUD text.
Pulse passes	Move immediately to the next relay.
Late player	Refresh inside the current field before the pulse.
No Refuge	Check node type and confirm the operator still had Field.
Six-player door	Regroup all six; do not continue split.

3. Macrocosm

Defeat Zo'Aurc, Explicator of Planets by sorting all side planets into Light on the left and Darkness on the right, moving three matching planets into the center, and using the matching plate buff for each damage segment.

At a glance	Details
Platform frame	Near/Far and Left/Right, facing the boss from rally.
Corner calls	Rally, Wall, and Boss on every triangular platform.
Side objective	Normal: all Light planets Left, all Dark planets Right.
Read buff	A Lieutenant final blow grants Planetary Insight for that side.
Damage	Match Zo'Aurc's current affinity to a prepared center plate.

Text-only planet callouts

Stand at rally and face Zo'Aurc.

- **Near Left** and **Near Right** are the two triangular platforms closest to rally.
- **Far Left** and **Far Right** are the two triangular platforms closest to the boss.
- On every triangle, **Rally** is the corner closest to the entrance, **Wall** is the outer corner nearest that room's side wall, and **Boss** is the corner closest to Zo'Aurc.
- Swap partners are straight across the room at the same depth: Near Left with Near Right, and Far Left with Far Right.
- A complete call is platform plus corner, such as "Far Right - Boss."

This six-word grammar is sufficient for all twelve side planets and does not depend on a numbered map. If the team prefers numbers, define them aloud before the pull and do not mix them with another numbering system.

Roles

Role	Players	Primary responsibility
Near Left mover	1	Read Near Left, call odd affinity, and exchange with Near Right.
Near Right mover	1	Read Near Right, call odd affinity, and exchange with Near Left.
Far Left mover	1	Read Far Left, call odd affinity, and exchange with Far Right.
Far Right mover	1	Read Far Right, call odd affinity, and exchange with Far Left.
Center clearers	2	Kill central adds and Centurions; cover later Insight reads for Singular Orbit.

Standard walkthrough

1. Clear Cabal until the Solar-shielded Honored Centurions appear. Defeating them spawns one Terrestrial Lieutenant on each triangular platform.
2. Each mover defeats the Lieutenant assigned to that platform. The final blow grants Planetary Insight and reveals the three planet affinities on that side.
3. Normal sorting requires Light on Left and Darkness on Right. On each triangle, identify the single planet whose affinity does not belong on that side.
4. Call the odd planet using platform and corner. Example: "Near Left - Wall is Dark."
5. Opposite partners confirm both calls. Each mover interacts beneath the called planet to gain Planetary Affinity, crosses straight to the partner platform, and deposits at the corner the partner vacated.
6. All four transfers must be reciprocal. Allow Planetary Shift to resolve, or shoot the center shard after every carrier confirms deposit.
7. Successful indexing leaves all Light side planets on Left and all Darkness side planets on Right.
8. Clear the next Centurions and Lieutenants. Planetary Insight now reveals the affinities of the three center planets, corresponding to the Near, Middle, and Far center plates.
9. Call the center sequence from rally toward the boss. Assign three carriers to collect any side planet of the matching affinity and deposit it at Near, Middle, or Far.
10. After all three center deposits, allow the shift to resolve or shoot the center shard.
11. Zo'Aurc displays a Light or Darkness aura. Touch a prepared center plate of the matching affinity and confirm Field of Light or Flux of Darkness on the HUD.
12. Damage until the boss becomes immune and the plate erupts. Move to the next plate matching his new aura. If two center planets shared one affinity, the damage order is that majority affinity, the other affinity, then the majority affinity again.
13. Each prepared plate is used once in that damage phase. Repeat the sorting cycle if the boss survives.

14. During final stand, continue matching the boss's displayed affinity with the remaining plate buffs and defeat him before the wipe.

The damage buff is acquired at the matching plate. A team may leave the plate after the HUD buff appears to use a safer shared damage position, but the short timer remains authoritative.

Failure states and recovery

Problem	Response
Callout is ambiguous	Repeat full platform and corner. Never answer with only "two" or "left."
Player lacks Planetary Insight	Confirm that player landed the Lieutenant final blow on the correct side.
Partner took wrong corner	Do not guess the deposit. Restate both vacated corners before crossing.
Planetary Shift is nearly over	Deposit at the confirmed partner corner; a dropped affinity cannot be recovered after the shift resolves.
Side indexing fails	Clear the next wave and re-read all four platforms. Do not preserve stale calls.
Center planet is wrong	If time remains, use the correct side affinity at that center plate; otherwise prepare to repeat before damage.
Boss is immune	Read his current aura and acquire the matching buff from the next unused plate.

Weekly Challenge - Cosmic Equilibrium

Reverse the normal side objective: all Darkness planets must finish on the **Left**, and all Light planets must finish on the **Right**. The center indexing and damage procedures remain normal.

Because each side begins with one planet of the opposite affinity in the normal arrangement, the inverted target requires two odd planets per triangle and therefore two Planetary Shifts.

1. On the first Insight read, each mover calls one of the two planets that must cross.
2. Complete one reciprocal swap per platform pair and let the shift resolve.
3. Obtain a new Insight read and swap the remaining wrong-affinity planet on each platform.
4. Confirm Dark Left and Light Right before beginning the center phase.

Permanent Triumph - Singular Orbit

No player may gain Planetary Insight twice during the same Planetary Shift.

Use this safe assignment:

1. The four platform movers gain the first four Insights and complete the side swap.
2. Do not let those same players land another Lieutenant final blow before that shift resolves.

3. For the center read, the two center clearers take the required Lieutenant final blows, one per side, after the new shift begins.
4. If more reads are needed, rotate to players who have not gained Insight during the current shift.

Loadout philosophy

Bring reliable Centurion and Lieutenant burst, Solar-shield coverage, and sustained boss damage that can stop cleanly at immunity. Precision or tracking options help when Zo'Aurc moves. Reserve ammunition for three short damage segments and final stand rather than one uninterrupted burn.

Planet callout quick reference

Task	Call
Odd side planet	"Far Left - Boss is Dark."
Partner confirm	"Far Right - Wall is Light; reciprocal."
All side deposits	"Four in - resolve."
Center read	"Center Near Light, Middle Dark, Far Light."
Damage	"Light plate - buff, then damage."
Immunity	"Immune - move to Dark."

Final Ascent and Inspiral Route

Leave Macrocosm through the opened route and climb toward Nezarec. The route is linear, but two optional branches matter for lore and the Deepsight puzzle.

1. Follow the roots and Pyramid blocks upward from the boss room.
2. At the wall containing seven small openings, stop before taking the obvious upper route. Enter the **second opening from the right**.
3. Climb inside past the slanted root obstruction and collect the physical Inspiral entry from the rubble.
4. Return to the main path and continue to the cube-like building pierced by three branches and gold blocks.
5. If solving the Deepsight puzzle, take the Room 3 branch described in that chapter before entering Nezarec's arena.
6. Otherwise continue upward until the route opens at the final rally flag.

Completion cue: The final encounter begins in a broad arena with Nezarec elevated on a central platform, a Light aura on the rally-facing left, and a Dark aura on the rally-facing right.

4. Defeat Nezarec, Final God of Pain

Complete the Light and Darkness chains, control Nezarec's gaze, create the Refuge identified by his shoulder burst when needed, and defeat him during repeated damage phases.

At a glance	Details
Arena frame	Facing Nezarec from rally: Light chain Left, Dark chain Right.
Runner objective	Complete both networks using the standard link-and-refresh rule.
Gaze objective	Break both shoulders for the wipe tell; break chest to take Nezarec's Hatred.
Survival	Build the named Refuge before Overwhelming Energy if chains will not finish in time.
Damage	Both completed networks strike Nezarec and open a damage phase.

Orientation and roles

Stand at rally and face Nezarec's starting platform.

- **Light side** is Left and begins at the Field of Light aura.
- **Dark side** is Right and begins at the Flux of Darkness aura.
- **Center** is the open lane below Nezarec's starting platform.
- **Damage platform** is a completed plate chosen by the fireteam before the pull. Name it by side and depth, such as "Near Left."

Role	Players	Primary responsibility
Light runner	1	Complete Left Light chain and create Darkness's Refuge if assigned.
Dark runner	1	Complete Right Dark chain and create Light's Refuge if assigned.
Gaze controller	1	Break shoulders, call wipe tell, break chest, and hold Nezarec away from runners.
Left support	1	Clear Left, protect Light runner, and cover a death.
Right support	1	Clear Right, protect Dark runner, and cover a death.
Flex and Refuge lead	1	Clear Center, confirm Refuge field, and coordinate damage regroup.

Standard walkthrough

1. Light and Dark runners acquire their matching buffs and begin linking destinations. Each calls "linked" before refreshing.

2. The gaze controller breaks both shoulder weak points. After the second breaks, watch Nezarec's burst and call the required Refuge by name.
3. Break Nezarec's chest weak point to gain Nezarec's Hatred and draw him away from the runners. Re-break the chest when it becomes available to renew control.
4. Support players clear Colossi, Psions, and other pressure without standing on exposed runner destinations.
5. If both chains will finish before Overwhelming Energy, runners continue. If not, the Refuge lead calls for protection immediately.
6. For a dark or orange-black burst, create **Darkness's Refuge**: carry Field of Light to a completed non-aura Dark node and shoot it.
7. For a light or white-blue burst, create **Light's Refuge**: carry Flux of Darkness to a completed non-aura Light node and shoot it.
8. Every player steps into the created field and confirms the named Refuge on the HUD. Stay alive through the pulse, then resume the two chains.
9. When both networks complete, their energy strikes Nezarec and begins damage. Regroup at the agreed platform, maintain line of sight, and damage while avoiding slams and suppression.
10. When Nezarec becomes immune, return to assigned sides. Re-establish the current active aura on both networks before moving.
11. Repeat until final stand. During final stand, use remaining ammunition and abilities to defeat Nezarec before Overwhelming Energy resolves.

The Refuge protects against the large pulse only. It does not prevent ordinary enemy fire, Nezarec's melee damage, knockback, or suppression.

Failure states and recovery

Problem	Response
Shoulder tell is missed	Break and watch both shoulders early on the next cycle. Do not guess a Refuge from a prior phase.
Gaze controller loses Hatred	Re-break the chest as soon as it reappears and move Nezarec away from runner lanes.
Runner dies	Same-side backup acquires the matching buff from the current aura and follows its beam.
Chain disrupts near pulse	Stop aura shots and create the called Refuge; survival is safer than racing the lockout.
Refuge does not form	Confirm the carried buff is opposite the completed node and that the chosen node is not the active aura.
Player lacks Refuge	Re-enter the field before the pulse and confirm the exact HUD name.
Damage group is scattered	Use the named platform, not "over here." Gaze controller brings Nezarec into line of sight.

Weekly Challenge - All Hands

During every damage cycle, each player must activate at least one Light node and at least one Dark node. The final Light and Dark nodes must also be activated in close succession.

Use two groups of three:

1. Group A activates the first three Dark nodes, one player per node, then rotates to the last three Light nodes.
2. Group B activates the first three Light nodes, one player per node, then rotates to the last three Dark nodes.
3. Track each player's completed Light and Dark interaction aloud.
4. The final Light and Dark activators stop at their destinations, call "ready," and link on one countdown.
5. Repeat the full six-player assignment in every cycle that reaches damage.

Support players must still control gaze, adds, and Refuge while rotating through node assignments.

Permanent Triumph - Synchronicity

For every activation, the corresponding Light and Dark nodes must be activated within five seconds of each other, and the encounter must be completed.

1. Both runners acquire their buffs.
2. Each reaches the exposed destination and calls "ready."
3. One caller counts down; both activate.
4. Repeat for every paired link through every pre-damage cycle.
5. Do not let a faster runner activate early to save time. Use Refuge when the synchronized pace approaches the wipe.

Loadout philosophy

Use reliable shoulder and chest precision damage, strong add control, and a boss setup that tolerates movement and imperfect sightlines. Current Barrier coverage matters on Master. Runners should favor survival and mobility; the gaze controller should favor accurate, repeatable weak-point damage. No plate, weapon, or subclass is mandatory.

Nezarec callout quick reference

Moment	Call
Shoulder tell	"Dark burst - Darkness's Refuge."
Gaze	"Hatred on Player 3 - moving Center."
Chain	"Light linked - safe refresh."
Refuge recipe	"Field to completed Dark - Refuge forming."
Pulse ready	"All six have Darkness's Refuge."
Damage	"Both chains complete - Near Left damage."
Paired objective	"Both destinations ready - three, two, one, link."

Deepsight Chest

The bonus Deepsight chest requires one three-symbol reference and three matching node-pair activations in the same raid instance. A wrong pair permanently spoils the puzzle for that instance.

Record the opening sequence

1. Before Cataclysm, climb the opening steps and stop near the two buildings on the left side of the route.
2. Move behind those buildings to the flower-like structure containing three seeds.
3. Read the seeds from left to right. Record each as **Light** or **Dark** using both the seed appearance and the associated node type.
4. Assign the recorded positions as Room 1, Room 2, and Room 3.
5. One recorder repeats the full sequence before the team leaves.

How to connect one room

Each room contains a Light pair and a Dark pair.

1. Use only the pair matching that room's recorded position.
2. For Light, stand in the Light aura, shoot it for Field of Light, then shoot the paired Light destination while buffed.
3. For Dark, stand in the Dark aura, shoot it for Flux of Darkness, then shoot the paired Dark destination while buffed.
4. Do not connect both pairs and do not test the unrecorded color.
5. Correct interaction displays **Your actions take root...**
6. Wrong interaction displays **Your spoils suffer irreparable damage...** Leave the puzzle for a new instance rather than continuing under a false assumption.

Room 1 - before Cataclysm

1. Approach the enormous bright doorway that leads toward Cataclysm.
2. Do not enter it. Bear right through the smaller doorway partly obscured by a branch.
3. Descend the broad stairs into the hidden node room.
4. Connect the pair matching sequence position 1.
5. Return up the stairs and enter Cataclysm normally.

Room 2 - pulse traversal

1. During the Refuge traversal after Scission, reach the point where the normal route uses a launcher on the roof to the right.
2. Instead of taking that launcher immediately, cross left toward the lower building across the gap.
3. Enter the doorway on that building's left side.
4. Connect the pair matching sequence position 2.
5. Return to the roof route and resume the Refuge cycle.

Room 3 - before Nezarec

1. Near the end of the final ascent, stop at the cube-like building pierced by three branches and gold blocks.
2. Descend from the main root toward the forked statue resembling a Radial Mast.
3. Jump to the floating block below the building.
4. Look upward and enter through the opening in the roof.
5. Connect the pair matching sequence position 3.
6. Return to the main root and continue to Nezarec.

Completion and reward

After the third correct room, the feed displays **A great harvest awaits...** Defeat Nezarec. The additional chest appears beside the large scythe in the final reward area.

Bungie's current reward table lists a Deepsight weapon, or Tier 5 armor after all Patterns are complete. Update 9.7.0 does not mark this chest with the weekly-lockout label used for hidden chests and the Director Challenge, so this guide does not claim a fixed lockout. Read the live reward state before planning repeated clears.

Deepsight chest quick reference

Stage	Required action
Opening	Record three Light/Dark positions left to right.
Room 1	Right of bright doorway, down stairs.
Room 2	Left branch at the right-roof-launcher section.
Room 3	Roof opening below the three-branch cube building.
Correct	"Your actions take root..."
Failed	"Your spoils suffer irreparable damage..."
Armed	"A great harvest awaits..."

Inspiral Lore

The Inspiral lore book contains ten entries. Seven are physical pickups along the raid route. The final three are awarded by successful Deepsight chest puzzle completions.

Seven physical pickups

1. **Before Cataclysm:** In the large valley before the statue, use the walkway with a drop on its right. Descend into the valley and search near the statue's foot and the reference-node flower.
2. **After Cataclysm:** Cross the bending root. Before climbing the next stairs, turn right and collect the entry on top of the block.
3. **Immediately after entry 2:** Climb the stairs, use the piston to cross, then follow the branch back toward the original side. The entry is in rubble below the amber-encased creatures.
4. **Hidden Chest 1:** Collect the entry inside the Tormentor chest room before leaving.
5. **Hidden Chest 2:** Collect the entry inside the crux-opened chest room.
6. **Opposite the Hidden Chest 2 branch:** In the pulse traversal's criss-cross-stair building, enter and climb the interior stairs. Take the upper-left exit to the balcony overlooking the route and collect the entry.
7. **Final ascent:** At the wall with seven small openings, enter the second opening from the right. Climb past the slanted branch and collect the entry from the rubble.

Three chest-awarded entries

Successfully arm and open the bonus Deepsight chest after Nezarec until all three remaining entries unlock. Historical guides describe one entry per weekly chest. The current 2026 reward framework no longer gives an equally clear lockout statement, so check the Inspiral page after every successful puzzle clear rather than assuming a fixed number of weeks.

The ten entry names are: The Habitable World; A Sword, an Edge; The Art of Symbiosis; The Dark Below; Brass Gardeners; Dark Glass; Irae; The Cave; Meaning; and Winnowing.

Conditional Finality and Catalyst

Conditional Finality is the Root of Nightmares Exotic special-ammo shotgun. Its two barrels use Stasis and Solar: landing nearly all Stasis pellets freezes, and landing nearly all Solar pellets ignites. The current weapon also has intrinsic anti-Champion behavior shown on its live item card.

Acquisition

- Conditional Finality is a random Nezarec reward and is not part of the Dream Warrior collection badge.
- Ten raid records increase its initial drop chance. They are listed in the title chapter.
- Featured and farmable status can affect repeated reward opportunities; use the live activity card rather than a historical rotation table.

Current catalyst

The June 2026 catalyst is a random Nezarec drop. After acquisition, defeat 400 targets with Conditional Finality to complete it.

The catalyst adds:

- **Heal Clip:** reloading shortly after a final blow Cures the user and nearby allies.
- **Rimestealer:** destroying a Stasis crystal or defeating a frozen target grants Frost Armor.

Community reports suggest a first Master Nezarec clear may award the catalyst at a very high rate or guarantee it. No Bungie source confirming a guarantee was found. This guide therefore publishes only the verified random Nezarec source and does not promise a Master guarantee.

Rewards, Crafting, Armor, and Raid Mods

Reward quality and farmability depend on featured status and difficulty. The live activity preview is authoritative if it changes after this guide's review date.

Current reward framework

Activity state	Current reward behavior
Featured Standard encounters and Challenges	Farmable Deepsight weapons or Tier 5 armor.
Featured Master	Same base family, plus Adept weapons from Challenges.
Featured Director Challenge	Deepsight weapon or Tier 5 armor under weekly lockout.
Featured hidden chests	Tier 5 armor under weekly lockout.
Featured Deepsight chest	Deepsight weapon, or Tier 5 armor after all Patterns are complete; no lockout marker in Update 9.7.0.
Final vendor	One weekly Deepsight purchase; Master offers acquired Adepts for 25 Spoils.
Nonfeatured Standard	Chance for Deepsight weapons and Tier 3 armor.
Nonfeatured Master, Challenges, and Deepsight chest	Deepsight weapons and Tier 5 armor.

Nonfeatured hidden-chest quality is not documented with equal precision. Do not promise a fixed tier or a new weapon from those chests.

Loot quick reference

Encounter	Weapons	Armor slots
Cataclysm	Koraxis's Distress; Nessa's Oblation; Briar's Contempt	Helmet; arms; chest
Scission	Koraxis's Distress; Nessa's Oblation; Acasia's Dejection; Mykel's Reverence	Arms; chest; legs
Macrocosm	Koraxis's Distress; Rufus's Fury; Acasia's Dejection; Mykel's Reverence	Chest; legs; class item
Nezarec	Conditional Finality; any Legendary weapon or armor from the earlier encounter pools	Full prior Legendary pool

Some older tables show a narrower Nezarec pool. The complete-pool resolution is supported by multiple independently owned loot references and the current raid definition ecosystem.

Craftable weapons

All six Legendary weapons require five Pattern progress and share **Harmonic Resonance**. Equipping multiple weapons from this set increases reload speed and handling, and the weapons deal increased damage against targets wielding Light and Darkness.

Weapon	Current identity	Direct encounter pools
Rufus's Fury	Strand Rapid-Fire auto rifle, 720 RPM	Macrocosm; Nezarec full pool
Mykel's Reverence	Strand Rapid-Fire sidearm, 450 RPM	Scission; Macrocosm; Nezarec full pool
Nessa's Oblation	Void Pinpoint Slug shotgun	Cataclysm; Scission; Nezarec full pool
Acasia's Dejection	Solar Adaptive trace rifle	Scission; Macrocosm; Nezarec full pool
Briar's Contempt	Solar Adaptive Burst linear fusion rifle	Cataclysm; Nezarec full pool
Koraxis's Distress	Strand Rapid-Fire heavy grenade launcher	Cataclysm; Scission; Macrocosm; Nezarec full pool

Briar's Contempt is labeled **Adaptive Burst** in the current manifest. Older "Aggressive Frame" descriptions are stale.

Current crafted progression allows the raid weapons to advance through gear tiers: level 11 supports Tier 2 and enhanced main traits, Tier 3 unlocks enhanced mods, level 25 supports Tier 4 and enhanced components, and level 30 supports Tier 5 and the enhanced origin trait and cosmetics.

Adept weapons retain their additional stat benefit and Adept shader. Pattern progress on the normal weapon can unlock additional selectable traits on its Adept counterpart, and current reshaping rules permit higher-tier enhanced components and origin behavior.

Nezarec's Nightmare Armor 3.0

Pieces	Set bonus	Current effect
2	Bad Dreams	Final blows against subclass-debuffed targets have an escalating chance to create an Orb of Power.
4	Dream-Devourer	A finisher against a powerful combatant grants Devour; while Devour is active, gain damage resistance against combatants.

The class sets are Trepidation for Hunters, Agony for Titans, and Detestation for Warlocks.

Armor 3.0 raid pieces cannot equip legacy raid mods. Armor 2.0 Root pieces with the raid socket remain separately focusable from Hawthorne at high stats for 10 Spoils per piece.

Legacy Root of Nightmares raid mods

These mods apply only to compatible Armor 2.0 raid pieces.

Mod	Current qualitative effect
Cabal Extinguisher	When an ally gains Field or Flux, briefly increases weapon damage against Cabal; stacks.
Release Recover	Losing Field or Flux starts health recovery; stacks.
Focused Darkness	While Flux is active, increases ability damage and mobility; stacks.
Focused Light	While Field is active, increases weapon damage and resilience; stacks.
Chill Out	On Stasis, a Stasis-weapon final blow creates a Stasis crystal; does not stack.
Precise Jolts	On Arc, rapid precision Arc hits jolt the target; does not stack.
Radiant Heat	On Solar, a Solar-weapon final blow against a powerful combatant grants Radiant; does not stack.
Tangled Up	On Strand, a Strand-weapon final blow creates a Tangle; does not stack.
Volatile Volleys	On Void, a Void-weapon final blow against a powerful combatant grants Volatile Rounds; does not stack.

Old community-tested percentages are not preserved because the current manifest describes these effects qualitatively.

No Root of Nightmares memento

The current manifest contains no Root of Nightmares-specific or Nezarec-specific memento. An Adept weapon's generic memento socket does not imply that the raid has its own memento source.

Dream Warrior Title and Optional Records

Dream Warrior requires exactly 20 records. Conditional Finality is not required.

Required records

Category	Required record
Collection	Complete the Root of Nightmares collection badge.
Completion	Root of Nightmares; Master Difficulty Root of Nightmares.
Fireteam composition	Collective Consciousness - full clan; Classic Horror - same class.
Subclass clears	System Shock - Arc; Infernal Pain - Solar; Harbingers of Nothingness - Void; Dream Weavers - Strand.
Secrets	Terraformed Secrets - both hidden chests; unlock all Inspiral lore entries.
Cataclysm	Illuminated Torment; Psionic Purge.
Scission	Crossfire; Shields Up.
Macrocosm	Cosmic Equilibrium; Singular Orbit.
Nezarec	All Hands; Synchronicity.
Master Challenges	Final Nightmare - complete all four encounter Challenges on Master.

There is no all-Stasis clear in the title. Arc, Solar, Void, and Strand are the required full-subclass runs.

Collection badge

The badge contains 15 items for each class:

- Six Legendary raid weapons.
- Five pieces of the selected class armor set.
- Terrors Uprooted emblem from a raid completion.
- Oxidized Lead shader from both hidden chests.
- Gift of Cruelty ship from a Master clear.
- Dream Demon sparrow from Final Nightmare.

Conditional Finality and the flawless shader are outside the badge.

Initial Conditional Finality drop boosters

The current manifest grants an initial-drop-chance increase for exactly these ten records:

- Illuminated Torment.
- Psionic Purge.
- Crossfire.
- Shields Up.
- Cosmic Equilibrium.
- Singular Orbit.
- All Hands.
- Synchronicity.
- Classic Horror.
- Dream Weavers.

Master completion, Final Nightmare, flawless, clan, Arc, Solar, and Void records do not currently display that booster reward.

Not required for Dream Warrior

- Conditional Finality or its catalyst.
- Flawless completion. **Living Nightmares** awards the Opaline Shatter shader but is optional.
- A Stasis full-clear record.
- All weapon Patterns.
- Any dedicated raid memento, because none exists.

Master Notes

Master uses the same mechanics and spatial calls. Current activity definitions include Barrier and Unstoppable Champion families, additional Champions and shields, rotating surges, and a possible overcharged weapon. Read the live card because the active set can change.

Historical encounter substitutions that remain useful for planning are:

- **Cataclysm:** more Barrier Colossi and Solar-shielded Centurions.
- **Scission:** Unstoppable Incendiors are added on each floor; Barrier Colossi still appear near floor ends.
- **Macrocosm:** Barrier Colossi replace the Terrestrial Lieutenants that grant Planetary Insight; Solar-shielded Centurions remain the trigger wave.
- **Nezarec:** Barrier Colossi replace the standard Esteemed Colossi.

Anti-Champion 2.0 places counter behavior directly on weapon frames. Bring reliable coverage for the live card, but do not preserve an old seasonal artifact loadout.

Master title progress requires all four encounter Challenges on Master. A Standard Challenge completion does not satisfy Final Nightmare even though it can award current Standard Challenge loot.

Full-Raid Assignment Sheet

Base roster

Player	Persistent responsibility
Player 1	Lead runner and Light-network specialist.
Player 2	Runner backup and Dark-network specialist.
Player 3	Encounter caller and gaze controller.
Player 4	Left-side support and secret recorder.
Player 5	Right-side support and Champion control.
Player 6	Flex, revive coverage, and damage countdown.

Encounter assignments

Encounter	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Cataclysm	Light runner	Backup runner	Psion Inside	Psion Outside	Tormentor control	Adds and Barrier
Scission	Light runner Right	Dark runner Left	Right support	Left support	Right support	Left support
Macrocosm	Near Left	Near Right	Far Left	Far Right	Center Left	Center Right
Nezarec	Light runner Left	Dark runner Right	Gaze	Left support	Right support	Flex and Refuge lead

Restricted-objective handoffs

Objective	Required reassignment
Illuminated Torment	Name one Field carrier for every Tormentor final blow.
Psionic Purge	Player 3 and Player 4 synchronize every Psion pair.
Crossfire	Opposite-side supports shoot every crossing and upward launcher.
Shields Up	Supports hold attuned enemies until both floor chains complete.
Cosmic Equilibrium	Every platform mover performs two swaps.
Singular Orbit	Center players take later Insight reads before a mover repeats.

Objective	Required reassignment
All Hands	Two groups of three cross from first affinity to second affinity.
Synchronicity	Light and Dark activators pair every node on a countdown.

Full-clear flow

1. At launch, assign players and record the Deepsight sequence.
2. Before Cataclysm, complete Deepsight Room 1.
3. Clear Cataclysm and collect the first three route lore entries before Scission.
4. Take Hidden Chest 1 and its lore entry during the climb.
5. Clear Scission.
6. Complete Deepsight Room 2 during the Refuge traversal.
7. Open Hidden Chest 2, collect both nearby lore entries, and continue to Macrocosm.
8. Clear Macrocosm.
9. Collect the final physical lore entry and complete Deepsight Room 3 during final ascent.
10. Clear Nezarec, open the normal reward and armed Deepsight chest, then check Pattern and Inspiral progress.
11. Before orbit, record which title objectives, catalyst progress, and weekly reward locks advanced.

Sources and Verification Notes

Mechanics and current-state data were reviewed August 1, 2026. Full claim ownership, conflicts, manifest identifiers, and residual uncertainty are recorded in content/verification-ledger.md and the research folder.

First-party current-state sources

- [Bungie Destiny 2 Manifest endpoint](#) - live activities, items, Patterns, objectives, records, armor sets, and raid mods.
- [Bungie Update 9.7.0](#) - current raid tiers, featured and nonfeatured rewards, hidden-chest lockout, final vendor, and crafted raid weapon updates.
- [Bungie weapons, artifacts, and focusing preview](#) - crafted tiers, Adept upgrades, new trait pools, catalysts, and Anti-Champion 2.0.
- [Bungie abilities and armor preview](#) - Armor 3.0 set bonuses and the legacy raid-mod boundary.
- [Bungie Conditional Finality item definition](#) - current intrinsic and weapon behavior.

Independently owned encounter and challenge sources

- [Shacknews - full Root of Nightmares guide](#)
- [Destinypedia - Root of Nightmares technical reference](#)
- [Windows Central - full encounter guide](#)
- [Dot Esports - Scission encounter](#)
- [Shacknews - Crossfire Challenge](#)
- [Shacknews - Cosmic Equilibrium Challenge](#)
- [Dot Esports - All Hands Challenge](#)
- [Shacknews - Master changes](#)

Loot, secrets, lore, and Exotic sources

- [Shacknews - encounter loot pool](#)
- [Current Destiny 2 Wiki - Root of Nightmares](#)
- [Shacknews - Deepsight node puzzle](#)
- [Destructoid - hidden chest routes](#)
- [KeenGamer - independent hidden chest routes](#)
- [Shacknews - Inspiral lore locations](#)
- [PC Gamer - June 2026 catalyst sources](#)

Stable publication boundaries

- The HUD owns all visible timers and buff states.
- The live activity card owns featured status, current Challenge, Power, Champions, modifiers, Feats, and reward preview.
- Guide terms such as Left, Right, Near, Far, Rally, Wall, Boss, Inside, and Outside are declared observer-frame conventions.
- Exact node-buff seconds, pulse seconds, launcher physics, add counts, and damage metas are omitted where sources conflict or the sandbox can change.
- The website deliverable is host-neutral integration content only. No standalone website, repository, runtime, server, deployment, or hosting target is part of this release.
- No image, map, diagram, screenshot, visual-only instruction, or page-relative reference is required to execute this guide.