

DESTINY 2 • RAID FIELD GUIDE

VAULT OF GLASS

Complete Raid Guide

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

EDITION	2.0 - Text-only
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How to Use This Guide

This is a text-only field guide for Destiny 2's reprised Vault of Glass. Every required location, route, mechanic, challenge, secret, collectible, and assignment is stated in prose or a semantic table. The guide does not depend on a visual reference or page position.

Each combat chapter follows the same pattern: objective, observer frame, roles, numbered clean-clear procedure, failure and recovery, weekly Challenge, permanent encounter Triumph, loadout philosophy, and quick reference.

Difficulty scope: Vault of Glass currently supports Standard and Master. Core mechanics do not change between them. Power, Champions, surges, overcharges, shields, featured status, active Challenge, and reward quality can change. Read the live activity card before launch.

Orientation convention: Unless a section says otherwise, stand at rally or the room entrance and face forward. In the Glass Throne, Left is always the red portal and Right is always the green portal from rally while facing Atheon's throne.

Callout policy: Lead with location, then state: "Left Plate - Praetorian," "Right 2 is fourth," "Red Portal open," or "Near Left, Far Center, Near Right." These are team conventions, not labels displayed by the game. Re-establish them whenever a substitute joins.

Loadout policy: Recommendations describe jobs such as close add control, long-range target control, Champion coverage, relic support, survivability, and sustained boss damage. No named weapon, subclass, or Super is required. Mechanics take priority.

Recommended communication discipline

Situation	Preferred call	Why it works
Opening defense	"Left Plate - Praetorian."	Names the threatened plate and the only enemy that can reclaim it.
Oracle display	"Right 2 is fourth."	Binds one location to one position in the sequence.
Aegis dropped	"Aegis down at Center; recover now."	Gives the recovery item and its location before the wipe countdown expires.
Gatekeeper relay	"Shield on Red; Aegis entering Red."	Synchronizes the interior call and relic route.
Atheon teleport	"Inside Green; open Right."	Uses both terrain color and the exterior portal position.
Detainment	"Player 4 detain; moving right."	Identifies the selected Guardian and separation direction.

Before the first pull

- Assign Player 1 through Player 6 and keep those labels all raid.
- Decide whether the run includes the weekly Challenge, permanent Triumphs, Master title objectives, four hidden chests, twelve Bitterpearl shards, the Vex Mythoclast catalyst, or the Raider's Effigy.
- Establish Left, Center, and Right from the opening spawn while facing the Vault door.
- Establish the seven Templar's Well Oracle calls before starting Confluxes.
- Establish Left/Red and Right/Green in the Glass Throne before Gatekeepers.
- For Attheon, confirm the shared rally-side observer frame and the six Near/Far Oracle calls.
- For a catalyst run, confirm at least one Guardian owns and equips Vex Mythoclast before activating each of the five plates.
- Read the live activity card and reward preview. Do not rely on a saved Power value, modifier list, or historical Timelost rotation.

Raid-Wide Mechanics and Terminology

Core terms

Term	Working definition	Execution rule
Sync Plate	A circular Vex plate that charges while controlled.	Capture it and prevent Praetorians or designated Minotaurs from reclaiming it.
Conflux	A Vex structure enemies attempt to sacrifice into.	Ordinary sacrifices accumulate toward a wipe; a Wyvern sacrifice is immediately lethal.
Oracle	A glowing Vex object that displays a musical sequence.	Destroy Oracles in the order shown, not merely as they become available.
Marked for Negation	Debuff gained from Fanatic pools or a failed Oracle sequence.	Cleanse before the Templar completes Ritual of Negation.
Aegis	The raid relic used for cleansing, shield breaking, and protected-enemy damage.	Keep it attended and name every handoff.
Curse of the Aegis	Team-wipe countdown after the Aegis is dropped.	Recover the relic immediately; the visible HUD timer owns the exact window.
Teleport Destabilized	Gatekeepers debuff that blocks another portal crossing with the Aegis.	Hand the relic to a Guardian who is eligible to cross.

Term	Working definition	Execution rule
Marked by the Void	Atheon time-room debuff that progressively blinds the player.	The Aegis holder cleanses the inside team repeatedly and once more after exit.
Time's Vengeance	Atheon damage buff earned after the ninth Oracle.	Damage immediately while watching for Imminent Detain.
Imminent Detain	Countdown applied to one Guardian during Atheon damage.	Separate before it expires; the team then destroys the detainment field.
Gorgon's Gaze	Detection state in the Gorgons' Labyrinth.	Escape is not enough; kill the detecting Gorgon before the wipe resolves or reset.

Aegis quick reference

Action	Function	Operational note
Light attack	Fast close-range relic strike	Useful for movement and ordinary enemies.
Heavy attack	Strong strike or airborne slam	Breaks protected Praetorians after contact removes their shield.
Guard	Creates the cleansing field	Removes Marked effects; it is not a universal damage shield.
Super	Fires a relic projectile	Breaks the Templar's shield and satisfies Rabid Relic damage.
Drop	Switch away from the relic	Starts Curse of the Aegis; call its location before using a weapon.

Challenge vocabulary

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

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Waking Ruins	None	Break No Plates
Confluxes	Wait for It...	Dragon's Den
Oracles	The Only Oracle for You	Take Cover
Templar	Out of Its Way	Tempered Teleport
Gorgons' Labyrinth	None	Too Fast, Two Gorgons

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Gatekeepers	Strangers in Time	Rabid Relic
Atheon	Ensemble's Refrain	Eyes on Atheon

Only the Challenge identified by the live activity card is eligible for its Challenge reward. Featured-raid behavior can expose all encounter Challenges; verify the live card rather than assuming a saved rotation.

Opening the Vault

Capture all three Waking Ruins sync plates and keep them connected until the central Spire opens the Vault.

At a glance	Details
Observer frame	Stand at spawn and face the Vault door: Left, Center, Right.
Objective	Capture all three plates and protect the connection until the Spire completes.
Plate threat	Praetorians are the only enemies that can reclaim a captured plate.
Ranged threat	Cyclopes appear around the arena and can pressure more than one team.
Completion cue	The Spire becomes complete, enemies despawn, and the Vault door opens.

Orientation and roles

Role	Players	Primary responsibility
Left team	2	Capture Left and stop both Praetorian approach lanes.
Center team	2	Capture Center, control the lower approach, and assist either side.
Right team	2	Capture Right and stop both Praetorian approach lanes.

Standard walkthrough

1. Send two Guardians to each plate.
2. Stand on each plate until its white Vex border finishes forming.
3. Once captured, spread into safer cover. Remaining physically on the plate is not required.
4. Prioritize every Praetorian before it touches a plate. Goblins and Hobgoblins cannot reclaim one.
5. Destroy Cyclopes promptly, especially any with sightlines into another team's lane.
6. If a plate turns hostile, clear the Praetorian and recapture it immediately.
7. Hold all three connections until the central Spire finishes and opens the door.
8. Collect the first chest inside the doorway before descending.

Failure states and recovery

Problem	Response
Plate turns hostile	Kill the Praetorian, stand in the ring, and rebuild the plate border.
One side loses both players	Center support moves first while the opposite team keeps its own lane contained.
Cyclops pressures multiple teams	Call its location and focus it together from cover.
Spire appears to regress	One or more connections are broken; check all three plate borders.

Permanent Triumph - Break No Plates

Complete Waking Ruins without losing a captured sync plate.

1. Capture all three plates with both assigned defenders present.
2. Move only as far as needed to intercept Praetorians.
3. Call every Praetorian spawn immediately.
4. Use the second Guardian on each side for Cyclops control and crossfire.
5. Restart if any captured plate turns hostile; later recapture does not repair the Triumph attempt.

Loadout philosophy

Favor fast Praetorian stopping power, one reliable long-range option for Cyclopes, and survivability while separated into pairs. Void shield coverage may be useful when the live activity presents it, but no element is a permanent requirement.

Quick reference

Moment	Call
Capture complete	"Left built; spreading."
Major threat	"Center Praetorian."
Plate lost	"Right red; recapturing."
Crossfire	"Left Cyclops; team focus."
Triumph	"No plate loss; hold lanes."

First Hidden Chest

The reward chest just inside the opened Vault door counts as one of the four chests required by Temporal Caches, even though it is directly on the route.

1. Finish forming the Waking Ruins Spire.
2. Enter through the large opened doorway.
3. Stop before beginning the long descent.
4. Open the chest in the entry passage.

Do not confuse this chest with the Waking Ruins encounter reward state. The Temporal Caches record counts four chest locations across the raid.

Trial of Kabr and Second Hidden Chest

The route to Templar's Well splits at the first major drop. The visible side cave is the standard route. The second chest is reached through a hole in the cliff face below the drop ledge.

Hidden-route procedure

1. Enter the Vault and follow the main passage until the first large vertical drop.
2. Stop at the ledge before jumping to the visible continuation cave.
3. Look down the face of the cliff directly beneath the ledge for a dark opening.
4. Drop toward that opening and use a movement correction to enter it.
5. Follow the plant-filled corridors and descend through the available platforms.
6. Enter the lush chamber built around a large central column.
7. Jump onto the column's lower structure and move around its left side.
8. Open the second hidden chest.
9. Continue downward until Templar's Well appears; regroup at rally before starting Confluxes.

Recovery and collectible branch

- If a player misses the cliff opening, revive below or continue by the standard path. Do not send the whole team into repeated blind drops.
- A Bitterpearl shard is on a ledge beside the chest, partly screened by the nearby tree.
- Another shard is on the standard-route platform near the Templar's Well approach. The hidden route can reconnect, but backtracking is awkward; collect both deliberately.

1. Defend the Confluxes

Protect the active Confluxes through three defense phases while avoiding Marked for Negation.

At a glance	Details
Observer frame	Stand at rally and face into Templar's Well: Left, Center, Right.
Phase order	Center; Left and Right; all three.
Sacrifices	Four ordinary sacrifices wipe; one Wyvern sacrifice wipes immediately.
Mark source	Fanatics leave pools that apply Marked for Negation.
Recovery	The central Cleanse Well removes the mark before Ritual of Negation.

Orientation and roles

Role	Players	Primary responsibility
Left lane	2	Control Left spawns and defend Left whenever active.
Center lane	2	Defend Center, watch the Cleanse Well, and support either side.
Right lane	2	Control Right spawns and defend Right whenever active.

Standard walkthrough

1. Split into the three lane pairs before beginning.
2. Defend the first Center Conflux. Kill enemies before they enter its sacrifice animation.
3. Keep Fanatic deaths away from travel paths. A player touching a pool calls "marked" immediately.
4. If marked, wait at safe ground until all marked players can enter the Cleanse Well together. Treat the well as a shared, limited recovery resource.
5. When Center disappears, survive the transition wave and move to the Left and Right Confluxes.
6. Each side prioritizes its Wyvern and any Champion shown by the live activity.
7. After the second transition, defend Left, Center, and Right simultaneously with one pair per lane.
8. Call cross-lane help before a Wyvern reaches a Conflux, not after it begins the sacrifice.
9. Survive the final transition and wait for the encounter completion cue before leaving positions.

Failure states and recovery

Problem	Response
One ordinary sacrifice	Call the lane and tighten its spawn control; the attempt remains recoverable.
Several marked players	Group the marked players and consume one cleanse together.
Cleanse Well absent	Avoid the Ritual until it visibly returns; if already marked, prepare for a wipe rather than inventing a charge.
Wyvern reaches a Conflux	Stop all other targets and defeat it before its sacrifice completes.
Lane loses a defender	Center support rotates while the surviving lane player kites away from the Conflux.

Weekly Challenge - Wait for It...

Every Wyvern must be defeated only after it begins sacrificing at its assigned Conflux.

1. Identify each Wyvern's original lane.
2. Damage it before the Conflux if needed, but do not land the final blow.
3. Let it reach its assigned Conflux and enter the kneeling sacrifice animation.
4. Confirm "sacrificing" and finish it immediately.
5. Do not drag a Wyvern to another lane. A sacrifice animation at the wrong Conflux does not make that kill safe for the Challenge.

Permanent Triumph - Dragon's Den

Defeat every Wyvern using only Super damage.

- Weapons and ordinary abilities must not damage a Wyvern.
- Assign a ready Super to each expected lane and preserve it for that target.
- Communicate before using area effects that could touch a Wyvern.
- A Super may kill the Wyvern before it reaches the Conflux; the sacrifice timing belongs only to the weekly Challenge.

Loadout philosophy

Favor lane control, rapid Wyvern damage, Fanatic containment, and the live Champion counters. Keep explosive area effects away from the team's crossing paths. Supers are recommendations for emergency control unless Dragon's Den makes them the required damage source.

Quick reference

Moment	Call
Phase	"Center active."
Mark	"Two marked; group cleanse."
Wyvern	"Right Wyvern at half."
Challenge	"Left sacrificing; finish."
Triumph	"Center Wyvern - Super only."

2. Destroy the Oracles

Read and destroy five expanding Oracle sequences while controlling the same arena.

At a glance	Details
Fixed positions	Left 1, Left 2, Left 3, Center, Right 1, Right 2, Right 3.
Round sizes	3, 4, 5, 6, then 7 Oracles.
Display	Each round shows its random order before the Oracles become destructible.
Failure	A missed, late, or out-of-order Oracle marks the team.
Recovery	Cleanse immediately if the well is active, then repeat the round.

Oracle callout quick reference

Stand at rally and face into the arena. Number each side from the rally side toward the Cleanse Well.

Call	Text landmark
Left 1	Nearest left position beside the entry-side stair.
Left 2	Middle-left position near the outer column.
Left 3	Far-left recessed position overlooking the Cleanse Well.
Center	Central position near the lower end of the rally-side stairs.
Right 1	Nearest right position beside the entry-side platform.
Right 2	Middle-right position near the outer ledge.
Right 3	Far-right position at the edge above the Cleanse Well.

These are guide conventions. Before pulling, have the sherpa point through all seven positions in this order so every player shares the same numbering.

Roles

Role	Players	Primary responsibility
Left readers	2	Cover Left 1 through Left 3 and repeat their sequence numbers.
Center reader	1	Cover Center and confirm the complete sequence.
Right readers	2	Cover Right 1 through Right 3 and repeat their sequence numbers.
Floater	1	Control adds, cover a second Oracle, and watch the Cleanse Well.

Standard walkthrough

1. Assign all seven Oracle locations before starting. One Guardian will cover two nearby positions.
2. Clear the opening enemies and take protected sightlines.
3. When the display begins, each reader calls the sequence number attached to their Oracle: "Left 2 is first."
4. Repeat the complete ordered list before any Oracle becomes destructible.
5. When the Oracles solidify, the first reader calls and destroys the first Oracle.
6. Continue one at a time. Each player confirms the destruction before the next fires.
7. Clear enemies and perimeter Hobgoblins between displays.
8. Repeat as the sequence grows from three to seven.
9. If the team is marked by a failed sequence and the Cleanse Well is active, group and cleanse immediately. Reassign any dead reader before the repeated round.
10. Finish the seven-Oracle round to complete the encounter.

Failure states and recovery

Problem	Response
Two players call the same number	Stop, replay the display mentally, and let Center reader resolve the conflict before shooting.
Reader dies during display	Nearest floater takes that position and states the handoff aloud.
Wrong Oracle destroyed	Everyone checks for the mark and moves to a coordinated cleanse.
Oracle remains late	All available players focus the called location without firing at the next one.
Sniper forces a reader from cover	Floater controls that Hobgoblin unless Take Cover is active.

Weekly Challenge - The Only Oracle for You

No player may destroy the same Oracle position more than once during the encounter.

1. Place one Guardian at each of six assignments; one assignment covers two adjacent positions.
2. Complete the current round normally.
3. After every round, all six Guardians rotate one assignment clockwise.
4. Rotate even if a player's Oracle did not appear.
5. Continue until the fifth round. Track positions, not sequence numbers.

The restriction is per player and Oracle location. The team may destroy the same location in later rounds as long as a different player does it.

Permanent Triumph - Take Cover

Do not defeat any Hobgoblins during the encounter.

- Leave every perimeter Hobgoblin alive.
- Use cover and survivability instead of firing back.
- Avoid autonomous effects, chain damage, and wide area attacks near their platforms.
- The restriction applies to the whole encounter, not only Oracle display windows.

Loadout philosophy

Use accurate, dependable Oracle damage and enough range to control ordinary enemies without leaving assigned sightlines. Avoid claiming that one historical weapon is mandatory. For Take Cover, remove effects that can unintentionally kill perimeter Hobgoblins.

Quick reference

Moment	Call
Display	"Right 1 is second."
Confirmation	"Sequence Left 3, Right 1, Center."
Fire order	"One down; two go."
Recovery	"Marked; Cleanse Well now."
Challenge	"Round done; rotate clockwise."

3. Defeat the Templar

Use the Aegis Super to remove the Templar's shield, break detainment fields, and either permit or block teleports until the boss is defeated.

At a glance	Details
Start	Picking up the Aegis begins the encounter.
Oracle cycle	Three Oracles display and must be destroyed in order.
Shield	Only the Aegis Super removes the Templar's shield.
Detain	Shield removal can trap Guardians in destructible fields.
Teleport	Blocking the marked ring extends damage but adds Praetorians.
Finish	The Templar has no final stand.

Orientation and roles

Retain the same seven Oracle calls. Teleport rings can appear across the arena, so the blocker names the ring by the nearest established Oracle or lane.

Role	Players	Primary responsibility
Aegis holder	1	Cleanse, fire the shield-breaking Super, and call any relic drop.
Oracle readers	3	Cover all seven positions and destroy each ordered triple.
Teleport blocker	1	Reach the marked ring and remain until it disappears when blocking is planned.
Damage and control	1	Support Oracle damage, free detained players, and control Praetorians.

Standard walkthrough

1. Assign the Aegis holder, Oracle coverage, planned damage position, and whether the team will block teleports.
2. Pick up the Aegis to begin.
3. Read the first three-Oracle sequence and destroy it in order.
4. The Aegis holder builds Super energy and fires the relic projectile into the Templar to remove its shield.
5. Check immediately for detainment fields. Trapped players and nearby teammates destroy the fields with normal weapon fire before anyone attempts to move through them.

6. Damage the Templar while watching for the marked teleport ring.
7. If allowing the teleport, clear away from its destination. The Templar moves, regains its shield, and begins another Oracle cycle.
8. If blocking, one assigned Guardian stands in the ring until it changes state and disappears. The damage window continues and Praetorians join the arena.
9. Keep the Aegis attended. If dropped, name its location and recover it before Curse of the Aegis expires.
10. Repeat until the Templar dies. There is no final stand.

Failure states and recovery

Problem	Response
Aegis Super misses	Protect the holder while another Super charges; do not begin damage calls early.
Player detained	Shoot the field with normal weapons; avoid explosives at point-blank range.
Aegis holder detained	Everyone nearby prioritizes that field before boss damage.
Aegis dropped	Call exact location and recover immediately; the HUD countdown owns the remaining time.
Blocker leaves ring early	Expect the teleport, stop chasing the old damage position, and reset for Oracles.
Too many Praetorians	Allow the next teleport and regain arena control instead of forcing another block.

Weekly Challenge - Out of Its Way

Defeat the Templar without allowing it to teleport.

1. Destroy the opening Oracle triple.
2. Remove the shield and begin damage.
3. Assign one mobile blocker to every marked destination.
4. Stand in each ring until it fully disappears.
5. Control the additional Praetorians without abandoning damage or the next ring.
6. Continue blocking every attempt through the kill.

Permanent Triumph - Tempered Teleport

Complete the encounter without blocking any Templar teleport.

- Nobody enters a marked teleport ring.
- Stop damage before a teleport if needed and return to Oracle positions.
- Repeat complete Oracle and shield-break cycles until the boss dies.
- Keep movement routes clear so an accidental ring does not form under the group.

Loadout philosophy

Favor reliable boss damage, accurate Oracle damage, and survivability under the Templar's fire. A blocker benefits from mobility and protection, but no specific movement ability is required. For a multi-cycle clear, preserve enough ammunition and Super energy to repeat the mechanic cleanly.

Quick reference

Moment	Call
Oracle	"Triple: Left 1, Center, Right 3."
Shield	"Aegis Super ready; breaking."
Detain	"Player 2 trapped; free them."
Block	"Teleport at Left 2; holding."
Reset	"Teleport allowed; return to Oracles."

Gorgons' Labyrinth and Hidden Chests

Pass the Gorgons without detection, unlock Praedyth's Room by destroying three Vex cubes, and cross the disappearing-platform Chasm.

Traversal quick reference

Segment	Ordered landmarks	Completion cue
Templar exit	Left-side hidden opening; descending caves; creek at maze entrance	Gorgons begin patrolling.
Maze route	Water; left rock cover; large angled rock; high wall; second rock; small exit rock	Hole beside the small rock.
Praedyth branch	Right wall; jagged shard rock; white light; circular door	Door opens after three cubes.
Chasm	Left optional cave; disappearing platforms; far wall; exit doorway	Glass Throne corridor.

Templar exit and lower descent

1. After defeating the Templar, enter the small opening on the left side of the arena.
2. Climb into the first chamber and collect the upper-ledge Bitterpearl shard if needed.
3. Continue through the dark descending caves.
4. At the low-ceiling chamber with a long central rock, use the small round hole to reach the broken Vex gate and another shard.
5. Continue downward until the path reaches a cave with a shallow creek.

Standard Gorgon route

1. Follow the creek into the main cave and move left behind the first rock formation.
2. Wait for the first Gorgon to move away.
3. Climb the large angled rock farther along the left route.
4. Cross to the high wall and then to the next large rock.
5. Stop and watch the two Gorgons below.
6. When their patrols separate, drop down and right toward the smaller rock.
7. Do not stand on the small rock; it is too low to conceal the team.
8. Walk into the hole in the wall immediately beside it.
9. Regroup beyond the detection area before continuing to the Chasm.

Avoid sprinting and repeated powered jumps near a patrol. If detected, either defeat the detecting Gorgon before the gaze resolves or accept the reset. Killing one strengthens the remaining Gorgons, so stealth is the default clear method.

Third Hidden Chest - Praedyth's Room

The circular door is along the maze's right perimeter near a white-lit area. Destroy all three Vex cubes in one raid instance:

1. **Entry cube:** From the creek entrance, climb the craggy wall on the left. Turn toward the circular-door side and shoot the high cube through the gap in the rocks.
2. **Ledge cube:** Follow the creek toward the normal exit route. Climb the large angled rock, cross to the wall and next rock, then look down left beneath the ledge lip.
3. **Far cube:** Continue along the left perimeter past the normal exit toward the far end of the oval cave. Find the red-lit area and shoot the cube floating in front of it.
4. After all three are destroyed, return to the white-lit circular door on the right perimeter.
5. Enter Praedyth's Room and open the third hidden chest.

The cubes and open door persist through later Gorgon wipes in the same raid instance. A rally point inside the room can support the two-Gorgon Triumph attempt.

Permanent Triumph - Too Fast, Two Gorgons

Defeat at least two Gorgons within three seconds of each other.

1. Open Praedyth's Room first so the team can rally and refill.
2. Choose two nearby patrols and assign three Guardians to each.
3. Lower both targets without killing either.
4. Count down one synchronized finishing burst.
5. Confirm both final blows occurred within the three-second window.

Chasm and Fourth Hidden Chest

1. Exit the maze and stop at the top of the Chasm.
2. The main route uses Vex platforms that appear and disappear in a repeating pattern.
3. Wait for a platform to become fully present before committing. Preserve one movement correction for the landing.
4. Continue until reaching the narrow far-wall ledge and the large exit doorway.
5. Before entering the doorway, climb the wall immediately to its left.
6. Reach the upper ledge and open the fourth hidden chest.
7. Return to the doorway and continue toward the Glass Throne.

4. Defeat the Gatekeepers

Relay the Aegis between two time rooms, defeat six paired Praetorian and Wyvern waves, and defend the final present-room Conflux.

At a glance	Details
Observer frame	Stand at rally facing the throne: Left/Red and Right/Green.
Portal control	Exterior sync plates open the matching portals; present Gatekeepers disable both.
Interior pair	One room receives a shielded Praetorian while the other receives a Wyvern.
Aegis rule	Only the Aegis removes the Praetorian's shield.
Relay rule	Teleport Destabilized forces a new carrier for the next portal crossing.
Finish	All players defend the present-room Conflux against three directions.

Portal and plate quick reference

Call	Location or state	Response
Left / Red	Portal and plate on rally-left	Use when the interior has red, barren terrain.
Right / Green	Portal and plate on rally-right	Use when the interior has green, overgrown terrain.
Gatekeeper up	Hydra on the central island	Kill immediately; portals remain disabled while it lives.
Plate red	Exterior Minotaur has reclaimed a plate	Clear and recapture before the relay arrives.
Destabilized	Current carrier cannot cross again	Hand the Aegis to an eligible Guardian.

Roles

Role	Players	Primary responsibility
Left interior	1	Defend Left/Red Conflux and call Praetorian or Wyvern.
Right interior	1	Defend Right/Green Conflux and call Praetorian or Wyvern.
Left plate	1	Keep Left/Red portal available and accept relay handoffs.
Right plate	1	Keep Right/Green portal available and accept relay handoffs.
Aegis relay	1	Enter the called side, defeat the Praetorian, and hand off.
Present floater	1	Kill Gatekeepers, support plates, and direct the next carrier.

Standard walkthrough

1. Enter the room only after all assignments and portal calls are confirmed.
2. Defeat the starting Gatekeeper on the central island.
3. Collect the Aegis and capture both exterior sync plates.
4. Send one defender through each portal. Each takes position near the interior Conflux.
5. Interior defenders call their major target. One side receives a shielded Praetorian; the opposite side receives a Wyvern.
6. The Aegis carrier enters the Praetorian side, removes its shield, and defeats it.
7. The carrier hands the Aegis to that room's defender.
8. The new carrier exits to the present. Teleport Destabilized now prevents another crossing, so hand the Aegis to an eligible exterior Guardian.
9. Cross the present room and enter the opposite portal for the next Praetorian.
10. Present players kill every central Gatekeeper immediately and keep both plates controlled.
11. Repeat the relay for six interior Praetorian/Wyvern pairs.
12. On the final transition, all players return to the present and gather around the central Conflux.
13. Defend Left, Center, and Right approaches. The Aegis removes shields from Praetorians while the team destroys Wyverns and ordinary Vex.
14. Complete the final wave to finish the encounter.

Failure states and recovery

Problem	Response
Portal closes on carrier	Present team kills the Gatekeeper or recaptures the plate; interior defender delays the major safely.
Aegis reaches wrong side	Interior players hold both majors while the next eligible carrier redirects through present.
Carrier is Destabilized	Do not test the portal; hand off and read the visible HUD timer.
Interior defender dies	Revive if possible; otherwise send the next eligible exterior Guardian after the portal is restored.
Wyvern reaches Conflux early	Interior player draws it away, controls it, and calls urgency before attempting the paired kill.
Aegis dropped	Name the room and exact landmark; recover before Curse of the Aegis expires.

Weekly Challenge - Strangers in Time

Each paired interior Praetorian and Wyvern must die within three seconds of one another.

1. Both interior players lower their major without landing a final blow.
2. The Wyvern defender calls "ready" when the target can be finished immediately.
3. The Aegis carrier reaches the Praetorian and calls "shield off."
4. One player counts down; both sides finish together.
5. Repeat for all six interior pairs.
6. The timing restriction ends when the central present-room defense begins.

Permanent Triumph - Rabid Relic

Defeat Praetorians using only Aegis Super damage.

- Do not damage a Praetorian with weapons, abilities, or Aegis melee.
- The Aegis holder enters early enough to charge and aim a Super.
- Interior defenders control ordinary enemies without splashing the Praetorian.
- Keep the relay clean so every Praetorian meets the same restriction, including those in the final present-room defense.

Loadout philosophy

Each interior defender needs independent add control and dependable Wyvern damage. Exterior players need range for Gatekeepers and the live Champion counters. Relic carriers prioritize movement, survival, and clean handoffs over personal damage.

Quick reference

Moment	Call
Interior	"Praetorian Red; Wyvern Green."
Portal lock	"Gatekeeper up; portals closed."
Relay	"Aegis out Red; Player 3 take."
Challenge	"Both low; kill in three, two, one."
Final	"All present; defend Center."

5. Defeat Attheon, Time's Conflux

Align the present and time-room teams, destroy three ordered sets of three Oracles, then use Time's Vengeance to damage Attheon while managing Imminent Detain.

At a glance	Details
Start	Destroy the floating Vex cube above the central island.
Teleport	Three random Guardians enter Left/Red or Right/Green.
Oracle phase	Present reads; inside destroys three sets of three in the same observer frame.
Cleanse	Aegis removes the progressive Marked by the Void blindness.
Damage	Ninth Oracle grants Time's Vengeance for the team.
Detain	One Guardian separates before Imminent Detain expires.
Finish	Attheon has no final stand.

Attheon time-room quick reference

Both teams use the rally-side ledge and face the throne. This prevents mirrored left/right calls.

Call	Position
Near Left	Left position in the row closer to rally-side observers.
Near Center	Center position in the row closer to rally-side observers.
Near Right	Right position in the row closer to rally-side observers.
Far Left	Left position in the row closer to the throne.
Far Center	Center position in the row closer to the throne.
Far Right	Right position in the row closer to the throne.

Near and Far describe distance from the shared observers, not Oracle height. Left and Right belong to the rally-facing-throne frame on both sides of the portal.

Roles

Roles change with Attheon's random teleport. Every player must know both jobs.

Role	Players	Primary responsibility
Present reader	1 of 3	Reach the rally-side ledge and call each ordered triple.
Present plate	1 of 3	Open the called Left/Red or Right/Green portal.
Present control	1 of 3	Clear Supplicants from the exit and support the reader.
Inside Aegis	1 of 3	Pick up the relic, cleanse repeatedly, and leave with the team.
Inside Oracle	2 of 3	Move to rally side and destroy each called triple in order.

Standard walkthrough

1. Confirm the six Oracle calls, portal labels, damage position, and detain separation direction.
2. Destroy the floating Vex cube to summon Attheon.
3. Clear Harpies and Supplicants while using cover from Attheon.
4. When three random players are teleported, the inside team identifies the room: red barren terrain means Left/Red; green overgrowth means Right/Green.
5. One inside player picks up the Aegis. All three move quickly to the rally-side ledge and face the throne.
6. The present team captures the matching exterior plate and clears Supplicants away from that portal.
7. The present reader reaches the rally-side frame and calls the first ordered triple as the Oracles illuminate.
8. Inside repeats the call, waits for the Oracles to become destructible, and destroys them in order.
9. The Aegis holder guards briefly whenever Marked by the Void obscures the team's vision.
10. Repeat the read-and-destroy process for the second and third triples. Nine Oracles die in total.
11. As the ninth Oracle dies, the present team begins damage and the inside team exits through the open portal.
12. The Aegis holder cleanses the returning players once more, then the team groups at the agreed damage position.
13. Damage Attheon while Time's Vengeance remains. The buff accelerates ability recovery as well as enabling damage.
14. Every player watches the left-side HUD for Imminent Detain.
15. The selected player calls their name, moves away from the group, and waits for the field to form. Teammates immediately destroy it.
16. If the Aegis is dropped for weapon damage, name its position and recover it before Curse of the Aegis expires.
17. When Time's Vengeance ends, the Aegis disappears. Clear remaining enemies and repeat from the random teleport.

18. Defeat Atheon before the encounter's enrage limit. There is no final stand.

Failure states and recovery

Problem	Response
Inside call is unclear	Use terrain color plus portal side: "Green room; open Right."
Teams appear mirrored	Stop and move both groups to the rally-side ledge facing the throne before the next display.
Wrong portal opens	Present team moves to the called color/side immediately; inside delays near rally side and keeps cleansing.
Oracle order is disputed	Present reader repeats the full triple before inside fires.
Player nearly blind	Aegis holder stops shooting, guards, and confirms "clean" before the next Oracle.
Portal exit has Supplicants	Present control clears the doorway while inside waits under cleanse.
Imminent Detain stays in group	Everyone except the selected player separates; free any fields immediately.
Aegis dropped	Call exact location and recover according to the visible HUD countdown.

Weekly Challenge - Ensemble's Refrain

During every set of three, each teleported Guardian must destroy exactly one Oracle.

1. Inside assigns first, second, and third Oracle responsibility immediately after teleport.
2. Present calls the ordered triple.
3. The first assigned player destroys Oracle one, the second destroys Oracle two, and the third destroys Oracle three.
4. Repeat the same one-each rule for all three sets.
5. The Aegis holder briefly drops the relic to destroy their assigned Oracle, then recovers it before the team needs another cleanse.
6. No player may destroy two Oracles in one set, even if a teammate is late.

Permanent Triumph - Eyes on Atheon

Defeat Atheon without destroying any Supplicants.

- Do not damage Supplicants with weapons, abilities, chain effects, or environmental splash.
- Present players use raised positions to avoid their ground-level detonation path.
- Keep the portal route clear through positioning rather than kills.
- During damage, separate Imminent Detain without dropping into a cluster of Supplicants.

Loadout philosophy

Every player needs accurate Oracle damage because teleport roles are random. Present players need safe control of ordinary Harpies without accidental Supplicant kills when Eyes on Atheon is active. Damage recommendations should favor consistency inside the short Time's Vengeance window, but no named option is a requirement.

Quick reference

Moment	Call
Teleport	"Inside Red; open Left."
Oracle	"Near Left, Far Center, Near Right."
Cleanse	"Vision dark; Aegis guard."
Damage	"Nine down; Time's Vengeance."
Detain	"Player 5 detain; moving left."
Reset	"Buff ended; clear and spread."

Vex Mythoclast and Catalyst

Vex Mythoclast is an Exotic Solar fusion rifle that can drop when Attheon is defeated. It fires in full-auto mode and builds Overcharge for its alternate linear-style shots.

Initial drop-rate boosts

The current manifest awards one initial-drop boost for each of these records:

- Wait for It...
- The Only Oracle for You
- Out of Its Way
- Strangers in Time
- Ensemble's Refrain
- Dragon's Den
- Take Cover
- Tempered Teleport
- Rabid Relic
- Eyes on Attheon
- Master Glasser

Flawless Vault of Glass awards three boosts. Break No Plates and Too Fast, Two Gorgons do not currently grant boost tokens. The live activity card displays the account's current boost total.

Catalyst rules

- Complete all five plate puzzles in one raid instance.
- At least one Guardian with Vex Mythoclast equipped must stand on each plate to activate it.
- The Oracles display a sequence before becoming destructible. Destroy them in the displayed order.
- Later puzzles repeat positions, and the final plate presents multiple waves.
- Wait for the success message before leaving each plate.
- After the fifth success, enter the activated portal promptly. Every eligible claimant should interact with the reward portal.

Do not memorize an old published Oracle string. Read the sequence presented by the current instance and record it in voice or text.

Catalyst completion and current perk

Complete the catalyst objective with 700 Vex Mythoclast defeats. The current Calculated Balance perk grants bonus damage, accuracy, and stability for a short duration after final blows or rapid hits in full-auto mode. Older stability-only descriptions are obsolete.

Catalyst plate 1 - Waking Ruins

1. Complete the opening Spire encounter.
2. From the original spawn frame, move to the far-right cliff edge beyond Right Plate.
3. Enter the cave in that cliff and have the Mythoclast wielder stand on the plate.
4. Assign nearby Oracle sightlines, read the display, and destroy the sequence.

Catalyst plate 2 - Trial of Kabr

1. Take the hidden cliff opening used for the second chest.
2. Descend until reaching the blue room near the lush central-column chamber.
3. Activate the plate in that room.
4. Cover the nearby chamber, the space above the plate, and the route around the chest column.
5. Complete the displayed sequence before continuing to Templar's Well.

Catalyst plate 3 - after Templar

1. After defeating the Templar, enter the left-side hidden descent.
2. Follow the cave route toward the broken Vex gate used by Bitterpearl shard 7.
3. Enter the old gate chamber and activate its plate.
4. Station players through the adjacent caves before triggering the display.
5. Complete the sequence and confirm the success message.

Catalyst plate 4 - top of the Chasm

1. Exit the Gorgons' Labyrinth and stop before using the disappearing platforms.
2. Turn right at the top of the Chasm.
3. Drop to the wall-side outcropping and follow the wall until reaching the plate.
4. Place readers back toward the Chasm entrance, in the left-wall cave, and near the plate.
5. Activate and complete the displayed sequence.

Catalyst plate 5 - portal platform

1. Remain in the Chasm after plate 4.
2. Locate the inactive Vex portal across from the Glass Throne entrance.

3. Reach the rocky platform beside that portal by using the left-wall cave route or the lower Chasm platforms.
4. Activate the final plate and prepare for several escalating Oracle waves.
5. Read each wave live and destroy it in order.
6. After the final success message, enter the now-active portal to claim the catalyst.

Bitterpearl and Vault of Glass Collectibles

Pearl of Glass requires twelve collectible shards and rewards the Bitterpearl shader. Community guides do not agree on the objective numbering of the two Gorgon shards or the two Chasm shards. The following list is an ordered raid route, not a claim about hidden objective ordinals.

Shards 1 through 5 - entrance to Templar's Well

1. **Spawn cave:** From raid spawn, move toward the Vault door at ground level. Enter the small cave beneath the Center Plate ridge and collect the shard at its end.
2. **Right barrier tree:** From spawn, pass beneath Right Plate and follow the far-right path to the invisible barrier. The shard is behind the tree at the wall.
3. **Trial dark alcove:** Enter the Vault. Just before the first major drop, turn back slightly and inspect the dark side alcove in the passage wall.
4. **Second-chest chamber:** Take the cliff opening below the drop. In the lush central-column chamber, climb to the ledge beside the chest and search near the tree.
5. **Templar approach ledge:** Near rally, climb the large platform on the arena's left approach and inspect its rear edge.

Shards 6 through 9 - Templar exit and Gorgons

6. **First secret chamber:** After Templar, enter the left-side hidden path and climb to the upper ledge in its first room.
7. **Broken gate:** Continue down to the low-ceiling cave with the long central rock. Enter the small round hole opposite it and collect the shard beside the broken Vex gate.
8. **Right maze rock:** From the Gorgon entrance, follow the right perimeter. Before the white-lit circular door, climb the tall jagged rock holding the shard.
9. **Beyond the maze exit:** Follow the normal high-rock route, pass the exit, and continue along the perimeter. The shard is behind the squared wall corner.

Shards 10 through 12 - Chasm and Glass Throne

10. **Lower Chasm alcove:** At the Chasm entrance, take the dark cave in the left wall. At its far end, drop to the rectangular platform far below and enter the small rear alcove.

11. **Far-wall crack:** Cross the Chasm. Follow the narrow far-wall ledge beyond the large exit opening, enter the hallway-like crack, and jump up on the right.
12. **Throne doorway:** Continue through the Chasm exit but stop before the large triangular Glass Throne doorway. Use the thin side ledges to reach the dark ledge above and left of the entrance.

Claim the Pearl of Glass Triumph after all twelve are registered. If the record is incomplete, revisit route locations rather than relying on a community shard number.

Current Collectible - Raider's Effigy

The 2026 Raider's Effigy for Vault of Glass is in the Glass Throne room.

1. Enter the room before starting Gatekeepers.
2. Walk straight toward the raised central platform directly ahead.
3. Collect the Effigy from the old central damage platform.

This collectible contributes to the account-wide Under the Rug Triumph. It does not require an encounter completion once the room is accessible.

Rewards, Crafting, Armor, and Raid Mods

Current reward framework

Bungie's final raid framework uses two featured raids each week and separates featured from nonfeatured rewards.

- When featured, Standard encounters and Challenges can be farmed for Deepsight weapons or Tier 5 armor. Master adds Timelost rewards from Challenges.
- Featured hidden chests have a weekly Tier 5 armor reward.
- When not featured, Standard encounter rewards can include Deepsight weapons or Tier 3 armor; Master and Challenge rewards use the higher reward tier described by the live activity.
- The final vendor offers current weapon and armor focusing after the relevant item is unlocked.
- The live activity and vendor previews own later changes to quality, lockouts, and costs.

Loot quick reference

Encounter	Weapons	Armor slots
Confluxes	Found Verdict; Vision of Confluence; Corrective Measure	Arms; Class Item
Oracles	Found Verdict; Praedyth's Revenge; Vision of Confluence	Arms; Legs
Templar	Fatebringer; Vision of Confluence; Corrective Measure	Arms; Chest
Gatekeepers	Found Verdict; Fatebringer; Hezen Vengeance	Legs; Helmet
Atheon	Praedyth's Revenge; Corrective Measure; Hezen Vengeance; Vex Mythoclast chance	Chest; Helmet

Hidden chests use the current raid framework and collection state; they do not add another encounter-specific weapon pool.

Craftable weapons

Each Legendary weapon requires five Pattern progress.

Weapon	Current identity	Encounter sources
Fatebringer	Kinetic Adaptive hand cannon	Templar; Gatekeepers
Found Verdict	Arc Aggressive shotgun	Confluxes; Oracles; Gatekeepers
Vision of Confluence	Solar Precision scout rifle	Confluxes; Oracles; Templar

Weapon	Current identity	Encounter sources
Praedyth's Revenge	Kinetic Rapid-Fire sniper rifle	Oracles; Atheon
Hezen Vengeance	Solar Aggressive rocket launcher	Gatekeepers; Atheon
Corrective Measure	Void Adaptive machine gun	Confluxes; Templar; Atheon

All six use Timelost Magazine. Final blows grant bonus Super energy. When the wielder's Super expires, the weapon reloads from reserves and its magazine doubles for an extended duration. Crafted and higher-tier behavior should follow the current Relic preview.

Fated Deepsight

Hawthorne in the Tower Bazaar offers Fated Deepsight once per week for a reward.

1. Acquire the quest before the run.
2. Complete Confluxes, Oracles, Templar, Gatekeepers, and Atheon while the quest is active.
3. Claim the resulting Pattern progress or Legendary reward presented by the quest.
4. Completing a weekly Deepsight quest also satisfies the current For The Bird Triumph.

Timelost weapons and the final vendor

- Master Challenge rewards currently draw Timelost weapons from the eligible pool.
- Do not promise the historical fixed weapon-to-Challenge rotation; current definitions expose a generic Timelost Challenge reward.
- Each acquired Pattern increases the chance that future Timelost weapons include an additional selectable trait.
- Current Master vendor copies cost 25 Spoils after the weapon is unlocked.
- Current base weapon and encounter-cache purchases cost 20 Spoils.
- Costs and stock remain live-state claims and should be rechecked after any manifest change.

Atheon's Memory Armor 3.0

The current set uses the Atheon's Memory set bonuses while retaining the original piece names.

Pieces	Set bonus	Current effect
2	Radiolaria Breach	After collecting an Orb of Power, the next shield break briefly grants bonus Health and releases a radiolaria burst.
4	Collective Power	While the wearer has a subclass buff, sustained damage creates an Orb of Power.

Class	Helmet; Arms; Chest; Legs; Class Item
Titan	Kabr's Battlecage; Kabr's Brazen Grips; Kabr's Wrath; Kabr's Forceful Greaves; Light of the Great Prism
Hunter	Prime Zealot Helm; Prime Zealot Gloves; Prime Zealot Cuirass; Prime Zealot Greaves; Shattered Vault Cloak
Warlock	Facade of the Hezen Lords; Gloves of the Hezen Lords; Cuirass of the Hezen Lords; Tread of the Hezen Lords; Fragment of the Prime

Legacy Vault raid mods

The following are Armor 2.0-era raid mods. They require compatible legacy armor and are not features of the Armor 3.0 set:

- Aggressive Oracle Disruptor
- Anti-Oracle
- Anti-Praetorian
- Precise Oracle Disruptor
- Rapid Oracle Disruptor
- Superstructure Defender
- Superstructure Medic
- Superstructure Striker
- Vex Breaker
- Vex Destroyer
- Vex Striker

Use the current in-game tooltip for each legacy mod's exact socket and effect. Do not advise a new player to build around unavailable legacy armor.

Vault of Glass Memento

The current raid memento can be inserted into a Shaped or Enhanced weapon. A player may store no more than three.

Milestone	Vanity option
Inserted	Vault of Glass weapon tracker
Weapon level 20	Vexbane weapon title
Weapon level 30	Glass Keepsake shader

Acquisition follows the current full-clear rules:

- The first qualifying full clear without a hard wipe guarantees the first-ever memento.
- Later qualifying Standard clears have a chance, with a weekly class lockout unless the raid is featured.
- Featured Standard qualifying clears are farmable.
- Qualifying Master clears are always farmable and have no weekly lockout.

These rules describe the memento system, not a guarantee from every later clear.

Fatebreaker Title and Optional Records

The current Fatebreaker title presentation contains 23 required records.

Required title records

Category	Required records	Execution note
Collection and completion	Raid: Vault of Glass badge; Vault of Glass completion	Badge completion is a real dependency, not a cosmetic extra.
Secrets	Temporal Caches; Pearl of Glass	Open four chests and collect twelve shards.
Team compositions	Vault of Clans; Charged Glass; Melted Glass; Empty Glass; Vault of Class	Complete every encounter with the stated full-fireteam restriction.
Waking Ruins	Break No Plates	Lose no captured plate.
Confluxes	Wait for It...; Dragon's Den	Weekly Challenge plus permanent Triumph.
Oracles	The Only Oracle for You; Take Cover	Weekly Challenge plus permanent Triumph.
Templar	Out of Its Way; Tempered Teleport	Opposite teleport restrictions; complete on separate runs.
Gorgons	Too Fast, Two Gorgons	Two kills within three seconds.
Gatekeepers	Strangers in Time; Rabid Relic	Paired timing plus Aegis-Super-only Praetorians.
Atheon	Ensemble's Refrain; Eyes on Atheon	One Oracle per inside player per set; no Supplicant kills.
Master	Master Glasser; Maestro Glasser	Master completion and all five Challenges on Master.

Collection badge

The badge includes:

- Vex Mythoclast.
- All six Legendary raid weapons.
- The five armor pieces for the selected class.
- Infinite Reflections.
- Bitterpearl.
- Vaultstrider.

Vex Mythoclast is therefore indirectly required for Fatebreaker through the badge. Its catalyst is not required.

Not required for Fatebreaker

- Flawless Vault of Glass.
- Frosted Glass, the full-Stasis clear.
- Fibered Glass, the full-Strand clear.
- Vault of Glass Patterns.
- Tempo's Edge.
- For The Bird.
- Vex Mythoclast catalyst.
- Vault of Glass Memento.

Optional records and rewards

Record	Requirement or reward
Flawless Vault of Glass	No deaths; awards Corrective // Protective and three initial Vex Mythoclast boosts.
Frosted Glass	Full fireteam of Stasis subclasses for every encounter.
Fibered Glass	Full fireteam of Strand subclasses for every encounter.
Vault of Glass Patterns	Tracks the six Patterns and improves additional Timelost trait chances.
For The Bird	Complete the weekly Fated Deepsight quest.
Master Glasser	Master completion; awards Vaultstrider and one initial Exotic boost.
Maestro Glasser	All five Challenges on Master; awards Found Verdict (Timelost).

Master Notes

Master preserves the Standard mechanic sequence while increasing combat pressure.

- The current definition supports Barrier and Overload Champions, extra shielded foes, and rotating damage modifiers.
- Read the live activity card for the actual Power delta, active Surge, Overcharge, shields, and Champion roster.
- Keep every Standard assignment. Add backup Champion coverage and explicit revive ownership instead of replacing mechanics with a damage shortcut.
- Complete all five encounter Challenges on Master for Maestro Glasser.
- Master Challenge rewards use the current Timelost pool. Do not schedule around an obsolete fixed weapon mapping.
- Master Atheon vendor stock becomes useful only after the corresponding Timelost weapon is unlocked.
- Memento-qualified Master full clears use the always-farmable, no-lockout rule described above.

Full-Raid Assignment Sheet

Base roster

Player	Primary strength	Backup duty
Player 1	Relic and movement	Encounter caller
Player 2	Long-range control	Oracle reader
Player 3	Close major control	Left-side lead
Player 4	Flexible support	Right-side lead
Player 5	Boss damage	Plate or blocker
Player 6	Survivability and recovery	Floater and revive owner

Encounter assignments

Stage	Players 1 and 2	Players 3 and 4	Players 5 and 6
Waking Ruins	Left defenders	Center defenders	Right defenders
Confluxes	Left lane	Center lane	Right lane
Oracles	Left 1 plus Left 2/3	Center plus encounter reader	Right 1 plus Right 2/3
Templar	Aegis plus Left Oracles	Center Oracles plus Right Oracles	Blocker plus arena control
Gatekeepers	Aegis holder plus present floater	Left interior plus Left plate	Right interior plus Right plate
Atheon	Random-role ready	Random-role ready	Random-role ready

At Atheon, role readiness matters more than a fixed assignment because the teleport chooses three players at random.

Challenge matrix

Encounter	Challenge caller	Restricted action to confirm before pull
Confluxes	Center	Wyvern final blows only during assigned sacrifice.

Encounter	Challenge caller	Restricted action to confirm before pull
Oracles	Center reader	Rotate every round; no repeated location per player.
Templar	Aegis holder	Block every teleport through the kill.
Gatekeepers	Present floater	Pair each Praetorian and Wyvern within three seconds.
Atheon	Present reader	Each inside player destroys one Oracle in every set.

Full-clear flow

Stage	Completion cue	Before moving on
Waking Ruins	Vault door opens	Claim Chest 1; activate catalyst plate 1 if planned.
Trial of Kabr	Templar's Well reached	Claim Chest 2, shards 3-5, and catalyst plate 2.
Confluxes	Defense waves end	Confirm Challenge or Triumph status.
Oracles	Seven-Oracle round ends	Keep the seven calls for Templar.
Templar	Boss dies	Use hidden left descent; collect shards 6-7 and catalyst plate 3.
Gorgons	Team reaches exit	Claim Chest 3, both shards, and any Gorgon Triumph.
Chasm	Glass Throne corridor reached	Claim Chest 4, shards 10-12, and catalyst plates 4-5.
Gatekeepers	Central Conflux defense ends	Collect the Raider's Effigy before or after the pull if still missing.
Atheon	Boss dies	Check Fated Deepsight, Vex drop, title records, and final vendor.

Sources and Verification Notes

Mechanics and current-state claims were reviewed August 1, 2026. First-party sources own activity, reward, item, Pattern, armor, memento, and title state. Independently owned guides were used for encounter rules and route conversion where Bungie does not publish a complete raid manual.

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Stable publication boundaries

- The live activity card owns Power, Champions, surges, overcharges, shields, featured status, active Challenge, and reward preview.
- HUD timers own Curse of the Aegis, Teleport Destabilized, Marked effects, Time's Vengeance, and Imminent Detain.
- Current reward, Pattern, armor, memento, title, and collectible claims carry an August 1, 2026 review date.
- Loadouts remain recommendations and never replace an encounter mechanic.
- Community numbering is not treated as an in-game label.
- Every route and room call is executable from text alone.
- Website output is host-neutral integration content only. No standalone site, repository, runtime, hosting target, or deployment workflow is part of this guide.