

DESTINY 2 • RAID FIELD GUIDE

VOW OF THE DISCIPLE

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

How to Use This Guide

This is a text-only field guide for Vow of the Disciple. Every symbol, room convention, route, mechanic, secret, challenge, and assignment required for execution is stated in prose or a semantic table. The guide does not rely on maps, diagrams, screenshots, color-only cues, or page-relative instructions.

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

Difficulty scope: Vow of the Disciple currently supports Standard and Master. Mechanics and role assignments remain the same. Power, Champions, surges, overcharge, shields, featured status, active Challenge, and reward quality can change. Read the live activity card before launch instead of preserving old fixed-Power advice.

Orientation convention: Unless a section states otherwise, stand at rally or the room entrance and face deeper into the raid. Left and right always belong to that declared observer frame. Symbol names take priority over vague position calls.

Callout policy: Lead with location, then state: "Left obelisk - Traveler side," "Worship room - Darkness Glyphkeeper," "Room three - cleanse center," or "Right 2 - deposit." Guide callouts are team conventions, not necessarily labels displayed by the game. Re-establish them whenever a substitute joins.

Loadout policy: Recommendations describe jobs - add control, Champion coverage, precision weak-point damage, survivability, relic support, 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
A glyph appears	"Remember - profile with brain."	Pairs the name with an accessible visual description.
Acquisition room	"Worship room - Darkness side - result Love."	Preserves room, correct side, and result in one call.
Caretaker runner	"Offering Give, Worm, Stop."	Names only the symbols that player must shoot.
Exhibition pair	"Unbuffed has Light, Kill, Worm; relic has Worm, Fleet, Stop; answer Worm."	Exposes both sets and the intersection.
Rhulk lower arena	"Target Traveler; Left 2 and Right 1."	Separates the shared glyph from current deposit locations.

Situation	Preferred call	Why it works
Rhulk upper arena	"Glaive says Darkness - far right."	Links the dropped glyph to the fixed corner.

Before the first pull

- Assign Player 1 through Player 6 and retain those labels throughout the raid.
- Confirm everyone can name or describe every glyph. Use the reference in the next section during teaching runs.
- Decide whether the run includes weekly Challenges, permanent encounter Triumphs, Master title objectives, both hidden chests, the Deepsight chest, or Shattered Suns lore.
- Use the live activity card to confirm current Champions, shields, surges, overcharge, featured status, and active Challenge.
- Preassign Acquisition obelisk pairs, Caretaker runner and stun pairs, Exhibition relic rotation, and Rhulk buff roles.
- Record the three Deepsight target glyphs immediately after the payload section if attempting that chest.

Raid-Wide Mechanics and Terminology

Vow uses a shared glyph language and several encounter-specific states. Learn the words before learning the procedures.

Core terms

Term	Working definition	Execution rule
Glyph	One of 26 named Pyramid symbols.	Call the canonical name first and add a visual descriptor when teaching.
Neutral	An empty dark ring or blank panel state.	It is the absence of a selected glyph, not a normal callout.
Pervading Darkness	A stacking raid debuff used in the payload, Caretaker rooms, Exhibition, and Rhulk final stand.	Ten stacks kill; leave the source, return to safety, or use the encounter's cleanse.
Crux	A shootable Darkness crystal that opens, closes, or changes nearby geometry.	Announce before shooting when another player depends on the current state.
Glyphkeeper	A major enemy whose death reveals a three-glyph set.	Confirm who can see each projection before calling the result.

Term	Working definition	Execution rule
Disciple's Compass	A Taken Knight that advances Acquisition's reference pillar.	Kill the Knight on the side named by Traveler or Pyramid.
Leeching Force	Rhulk buff that permits survival of his conversion beam.	Preserve at least one holder during the lower phase.
Emanating Force	Leeching Force converted by Rhulk's beam.	Deposit only at a pillar or corner showing the called glyph.
Terminal Resonance	Exhibition's room timer.	Extend it through Hourglass kills and relic deposits; zero wipes.
Curbed Resonance	Temporary lockout after dropping or depositing an Exhibition relic.	Rotate carriers because the same player cannot immediately reclaim a relic.

Challenge vocabulary

The weekly or Director Challenge and the permanent encounter Triumph are separate objectives.

Encounter	Weekly or Director Challenge	Permanent encounter Triumph
Acquisition	Swift Destruction	On My Go
Caretaker	Base Information	Handle With Care
Exhibition	Defenses Down	Glyph to Glyph
Dominion	Looping Catalyst	Symmetrical Energy

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

Symbol Reference

The Pyramid includes a room that displays the glyph names near the radar. The descriptions below make the reference usable without an image. At first mention, this guide also includes the most common community aliases for three names.

Canonical call	Accessible visual description
Ascendant Plane	Pale green upper landscape mirrored by a purple lower landscape, with small dark silhouettes.
Black Garden	Green upper landscape or mesa above a red lower band.
Black Heart	Jagged black mass at the center of green concentric circles.
Commune	Black pyramid beneath a fan of pale green rays.
Darkness	Black central orb with white tendrils radiating outward.
Drink	White figure holding a dark cup beneath an inverted blue-orange funnel.
Earth	Blue-white globe with green land and a small pale moon above it.
Enter	White outlined doorway or chevron with a green interior and red circle below.
Fleet	Several small black pyramids on an orange circular field.
Give	Two red dripping hands above a dark inverted shape; common aliases are Hands and Gift.
Grieve	White figure with a black chest circle and missing or downcast head; Grief is a common alias.
Guardian	Dark human silhouette beneath a Ghost-like light inside a pale triangle.
Hive	Dark branching figure with three pale green orbs overhead.
Kill	White downward blade over a red circle and branching black roots.
Light	White central orb surrounded by many multicolored rays.
Love	Pink four-lobed flower around a spiral center.
Pyramid	One large black pyramid above orange and red bands.
Remember	Profile of a head containing a segmented multicolored brain; Knowledge and Brain are common aliases.
Savathun	Pale green Witch Queen crest on a dark green field.
Scorn	White Scorn emblem inside an orange field.
Stop	Plain red-orange square.
Tower	Dark tower or cross dividing a pale circle and colored blocks.

Canonical call	Accessible visual description
Traveler	White sphere above a blue horizon with rainbow rings.
Witness	Dark robed figure beneath a tan-orange semicircle, arms extended.
Worm	White worm coiled between dark and orange forms.
Worship	Orange robed figure with raised arms beneath a blue-white halo.
Neutral	Empty dark ring with no interior glyph; a reset state, not a called symbol.

Symbol quick reference

If a player says	Standardize to	Reason
Brain or Knowledge	Remember	Current canonical name, with alias retained for recognition.
Grief	Grieve	Current canonical name.
Hands or Gift	Give	Current canonical name.
Garden	Black Garden	Distinguishes the location glyph from generic terrain.
Blank	Neutral	Clarifies that the panel is inactive.

Entering the Sunken Pyramid

The raid begins in Disciple's Bog with an escort rather than a formal reward encounter. The team must keep a Darkness barge moving while collecting Knowledge.

At a glance	Details
Movement	Stay near the barge while it travels between collection stops.
Threat	Distance from the barge builds Pervading Darkness while a Knowledge Bearer lives.
Stop objective	Kill the Knowledge Bearer, collect nine Knowledge spikes, and return to the barge.
Carry limit	One player can hold up to three spikes.
Failure	Ten Pervading Darkness stacks kill; repeated deaths can exhaust revives.

Payload walkthrough

1. Defeat the Projection of Savathun and enter the Bog.
2. Move with the barge. Its nearby aura clears Pervading Darkness.
3. When the barge stops, locate and kill the Knowledge Bearer. Its death stops the forced Darkness buildup.
4. Spread through the immediate area and collect nine black Knowledge spikes. A player can carry three, shown by escalating Knowledge buff names.
5. Return to the barge. Spikes deposit automatically when their carrier enters its aura.
6. Regroup before the barge moves. Do not leave a slow carrier outside the cleansing aura.
7. Repeat through all six stops until the Pyramid entrance opens.

The exact spike positions vary within each stop. Use a clockwise search from the barge, call each claimed cluster, and stop searching when the barge begins moving.

Failure states and recovery

Problem	Response
Player reaches high Darkness stacks	Abandon the spike search and return to the barge immediately.
Barge remains stopped after apparent completion	Search for the surviving Knowledge Bearer first, then recount deposited spikes.
Several players collect the same cluster	State each carry count aloud and send empty players to the opposite side.
Carrier dies away from the group	Revive only if the Darkness count permits; otherwise stabilize at the barge and recover dropped progress.
Team loses the route	Follow the barge and its cleansing aura; it is the authoritative path.

Loadout philosophy

Favor mobile add clear, ranged priority damage for Knowledge Bearers, and survivability while separated. No boss-damage setup is required. Master teams should cover the live Champion and shield card before entering the Bog.

First Hidden Chest

Shoot three optional Darkness Cruxes during the payload. The chest door opens only after all three are active in the same run.

1. **First payload stop:** face the direction the barge will travel and inspect the fallen tree beside the stop. The first Crux is beneath the trunk on the left side of the route.
2. **Long-hall stop:** follow the long interior hall to its far end, turn into the left corner, and inspect the face opposite the partly sunken obelisk. Shoot the second Crux.
3. **Bridge or wall crossing:** after the next stop, let the barge cross the raised structure. Enter the open arch beneath that bridge and shoot the third Crux.
4. Continue to the penultimate stop. A nearby building door is now open; enter it for the chest.
5. Rejoin the barge before it advances beyond safe cleansing range.

This is the first of exactly two hidden collection chests. The conditional Deepsight chest is a separate reward and does not count as a third hidden chest for Secrets of the Sunken Pyramid.

Lore Books and Preservation Records

The large glyph-display room before Acquisition contains the raid's Shattered Suns lore puzzle. It is executable with no external mission and should not be described using the patched solo method.

Raid lore puzzle

1. In the large room of glyph displays, follow the right wall while facing deeper into the raid.
2. Find the only display opening without bars and jump through it.
3. Read the hidden wall as four vertical columns. The top Guardian row identifies the player action row and can be ignored for execution.
4. Read the middle row left to right: Enter, Enter, Commune, Kill.
5. Read the four random bottom glyphs directly beneath those actions.
6. Player 1 stands close enough to the first Enter target that its glyph name appears near the radar.
7. Player 2 simultaneously does the same at the second Enter target.
8. While both remain in place, Player 3 uses the Activate prompt on the Commune target.
9. Player 3 or Player 4 immediately shoots the Kill target.
10. Confirm that one missing Shattered Suns lore entry unlocks before leaving.

At least three players are required for the reliable intended solution. Do not teach repeated melee inputs, solo resets, or a dependency on Preservation. Those instructions belong to older patched behavior.

The Shattered Suns book has ten entries. Completing its current raid record grants the Imperious Sun Shell and is required for Disciple-Slayer.

1. Acquisition

Defend three obelisks while runners use reference pillars to locate Glyphkeepers. Record three result glyphs, then shoot the one obelisk that contains all three. Complete three offerings.

At a glance	Details
Arena frame	From rally, call the three stations Left, Center, and Right. Each station has an obelisk and nearby reference pillar.
Obelisk threat	Abated Adherents directly attack and fill obelisks; wrong obelisk shots add failure progress.
Runner instruction	Traveler or Pyramid side, then a marked room glyph, then Light or Darkness Glyphkeeper.
Offering	Find the one obelisk containing all three result glyphs and shoot them nearly simultaneously.
Completion	Three accepted offerings.

Orientation and roles

Call every marked room by the glyph above its doorway rather than by an unanchored left or right. The Traveler and Pyramid glyphs on the reference pillar identify named halves of the arena. If a group also uses physical left/right, define it from rally before the pull.

Role	Players	Primary responsibility
Left pair	2	Defend Left obelisk, read its pillar, and cover its marked rooms.
Center pair	2	Defend Center obelisk, read its pillar, and cover its marked rooms.
Right pair	2	Defend Right obelisk, read its pillar, and cover its marked rooms.
Active runner	1 per instruction	Kill the correct room Glyphkeeper and report its result glyph.
Obelisk readers	At least 3	Check all faces for the three-result intersection.

Standard walkthrough

1. Shoot the central Crux to begin. The same Crux alternates which marked doors are open.
2. Clear enemies at all three stations. Kill Abated Adherents before they can maintain their attack beam on an obelisk.

3. Watch the reference pillars. When a pillar activates, its top glyph is Traveler or Pyramid. Kill the Disciple's Compass Taken Knight on that named side.
4. The pillar's middle glyph now identifies one of the marked rooms. The nearest assigned runner enters it. If its door is closed, call for a central Crux toggle.
5. The pillar's bottom glyph is Light or Darkness. Inside the room, identify the room half bearing that call and kill the Glyphkeeper on that side.
6. Read the single glyph left by the correct Glyphkeeper and report it as that room cycle's result. Record it in call order.
7. Repeat the Knight, room, and Glyphkeeper sequence until the team has three result glyphs.
8. Inspect all three faces of every obelisk. Exactly one obelisk contains all three results across its nine displayed positions.
9. Assign one shooter to each result and count down a near-simultaneous volley. A correct offering drains and resets that obelisk.
10. Repeat for three accepted offerings. An obelisk that has just accepted an offering will not be the correct obelisk for the next cycle.

Killing both room Glyphkeepers can recover a confused call if the runner still identifies the projection belonging to the requested Light or Darkness side. It also creates unnecessary danger and should not be the default method.

Failure states and recovery

Problem	Response
Obelisk is filling quickly	Kill the Abated Adherents attacking it and stop all speculative symbol shots.
Runner's door is closed	Runner holds outside while the central player calls and shoots the Crux once.
Runner cannot distinguish the requested side	State Light or Darkness again using the glyph description; do not guess.
One result was forgotten	The player who saw it repeats that room's single result before the next cycle. If uncertain, wipe rather than shoot random obelisk faces.
No obelisk appears to contain all three	Recheck every face, including faces turned away from rally, and verify aliases were standardized.
Offering is rejected	Stop shooting, clear attackers, and reassign one shooter per glyph for the next attempt.

Weekly Challenge - Swift Destruction

Whenever one Unstoppable Abomination dies, every other Unstoppable Abomination currently spawned must die within about five seconds.

1. Let all three expected Abominations for the current offering cycle spawn.

2. Stun and control them without delivering a final blow.
3. Weaken all three to an agreed finish range.
4. Count down and kill them together.
5. Repeat for all three offering cycles.

Do not interpret the rule as one Champion per station at any time. The kill of one starts the shared window for every other currently active Unstoppable.

Permanent Triumph - On My Go

Only kill an Abated Adherent after it has started attacking an obelisk.

1. Do not damage an Adherent merely because it is approaching.
2. Wait for the visible attack beam or active obelisk damage state.
3. The station caller says "attacking" before the final blow.
4. Avoid lingering grenades, autonomous summons, and wide splash near newly spawning Adherents.

Loadout philosophy

Bring fast close-to-midrange add control, reliable burst for Knights and Glyphkeepers, and the live Unstoppable counter. Keep precision or controlled damage available for On My Go. Named weapons are unnecessary.

Obelisk quick reference

Pillar stage	Meaning	Action
Top	Traveler or Pyramid side	Kill the Disciple's Compass there.
Middle	Marked room glyph	Send the runner to that doorway.
Bottom	Light or Darkness	Kill that room's matching Glyphkeeper.
Three results	Obelisk intersection	Find one obelisk holding all three and shoot together.

2. Defeat the Caretaker

Collect all nine symbols from each floor's dark room, offer them to the obelisk, and repeatedly stun the Caretaker before it reaches that obelisk. Damage from three sequential plates, climb, and repeat before final stand.

At a glance	Details
Teams	Two runners, two stunners, two defenders.
Runner limit	Up to three symbols per room entry; Base Information reduces this to one.
Room threat	Pervading Darkness reaches lethal x10; Wizards are inefficient targets.
Stun sequence	Bait close slam, shoot face weak point, then shoot opened back weak point.
Damage	Three active plates in sequence per floor; health is capped at the marked segment.
Wipe	Caretaker reaches the obelisk or the team fails the final corridor.

Orientation and roles

Call the dark symbol-room entrance **Obelisk Side** and the Caretaker's starting route **Boss Side**. On each new floor, retain those functional names even though the physical shape changes.

Role	Players	Primary responsibility
Runner A	1	Enter first, collect symbols, and shoot that offering.
Runner B	1	Operate the door Crux, then alternate entries and offerings.
Face stunner	1	Bait Caretaker's slam and break the face weak point.
Back stunner	1	Move behind and break the opened back weak point.
Defenders	2	Protect the obelisk, kill attackers, and destroy homing projectiles.

Standard walkthrough

1. Start the encounter and open the symbol-room door with its nearby Crux.
2. Runner A enters. Runner B remains outside to reopen the door when requested.
3. Inside, Runner A collects up to three floating symbols and memorizes their names. Pervading Darkness rises continuously; leave early rather than risking x10.
4. Runner B shoots the Crux to open the exit. Runner A returns to the obelisk.

5. When the obelisk announces that runner's offering, Runner A quickly shoots the exact collected glyphs on its faces.
6. Runner B enters while Runner A takes door duty. Alternate until all nine symbols have been accepted.
7. Meanwhile, the face stunner approaches Caretaker closely enough to bait its ground slam, then shoots the illuminated face weak point.
8. The back stunner shoots the weak point that opens on Caretaker's back. This completes the stun and delays its advance.
9. Repeat the stun without dragging Caretaker into the runner door. Defenders destroy tracking projectiles and kill enemies attacking the obelisk.
10. When the ninth symbol is accepted, regroup at the first illuminated damage plate. Do not step on it until the team is ready because occupancy starts its timer.
11. Damage only while standing on the active plate. Move together to the second and third plates as each becomes active.
12. Stop spending heavy damage after Caretaker reaches the current floor's marked health cap. Climb immediately and repeat on the next floor.
13. After the third floor, enter the final corridor. Use its three plates in order and kill Caretaker before the last plate expires.

The Wizards inside the dark room are designed to consume time. Dodge them and prioritize symbols and the exit.

Failure states and recovery

Problem	Response
Runner approaches x10 Darkness	Exit with fewer symbols and complete a smaller offering.
Door closes on runner	Outside partner returns to the Crux and opens it; the runner waits at the exit rather than searching deeper.
Obelisk rejects offering	The announced runner stops, recalls only that trip's symbols, and shoots them with separate controlled hits.
Stun does not complete	Confirm the face was broken first, then place one clean shot into the exposed back point.
Caretaker is near obelisk	Both stunners prioritize repeated control; runners shorten trips and defenders clear the obelisk lane.
Plate starts early	Everyone enters immediately and converts the shortened window rather than arguing at the edge.
Health cap is reached	Stop damage and move. Extra shots do not carry into the next floor.

Weekly Challenge - Base Information

No player may collect more than one symbol during a single room entry.

1. Runner A enters and collects exactly one symbol.
2. Runner A exits and shoots that one-symbol offering.
3. Runner B repeats.
4. Alternate through nine entries per floor.

The challenge changes runner tempo, not the stun or damage mechanics. Keep trips short and make door calls early.

Permanent Triumph - Handle With Care

Every fireteam member must stun Caretaker at least once on every floor.

Use a fixed Player 1 through Player 6 rotation. One experienced player may continue baiting and shooting the face, but rotate the single precision shot that completes the back weak point so each player receives unambiguous personal stun credit. Avoid splash, lingering damage, or multiple back shooters during the Triumph attempt.

Loadout philosophy

Runners need movement and survivability. Stunners need precise, immediate weak-point damage. Defenders need projectile control and add clear. Boss damage should be reliable across short plate windows, but no named damage weapon is mandatory.

Quick reference

Role	Repeatable loop
Runner A	Enter, collect, call exit, offer.
Runner B	Open, enter next, collect, offer.
Face stunner	Bait slam, break face.
Back stunner	Break back after face, confirm stun.
Defenders	Protect obelisk, destroy projectiles, clear stairs.
Damage caller	Group first, enter plate, move on activation.

Pyramid Traversal and Second Hidden Chest

The main traversal follows narrow angular platforms around the Pyramid exterior. Cruxes alternate which ledges extend. One player may remain at a safe Crux while the others cross, then the forward group operates the next control.

Standard traversal

1. Leave Caretaker's final corridor and follow the only open passage to the exterior.
2. In each control room, clear enemies before shooting the Crux.
3. Observe which nearby ledges are currently extended, call the intended destination, then toggle once.
4. Cross in small groups. Keep one player where they can reverse the Crux if a teammate is stranded.
5. When the forward group reaches permanent ground or the next control room, transfer control and bring the rear player across.
6. Continue through the second large enemy-and-Crux room.

Do not use "left platform" without restating the observer frame. Prefer "entry ledge," "window exit," "right-wall ascent," "red-window route," and "chest branch."

Second hidden chest route

1. From the second large control room, exit through the window and take the platforms that rise along the right wall.
2. Have a teammate maintain the Crux state while the chest group climbs.
3. At the high safe ledge, the normal route continues toward red-lit barred windows. Do not take it.
4. Turn completely around to face the wall you just climbed beside.
5. Jump around the wall's blind outside corner and land on the concealed platform beyond it.
6. Follow that branch until the route appears to stop, then look upward for a ceiling opening.
7. Climb through and cross the horizontal hexagonal pillars.
8. At the far end, look up and left for the wall opening into the chest room.
9. Loot the chest, then drop through the floor opening beside it to rejoin the main route. This lower room also contains the Stop activation for the Deepsight chest.

If a player misses the blind-corner jump, return to the last permanent ledge and request the previous Crux state. Do not make uncontrolled repeated jumps while the platforms are changing.

Traversal quick reference

Stage	Landmark	Action
Control room	Shootable Crux and enemies	Clear first, announce toggle.
Standard route	Red-lit barred windows	Continue there if skipping chest.
Chest branch	High right-wall ledge	Turn around and jump blind corner.
Hidden interior	Ceiling opening	Climb and cross hexagonal pillars.
Chest exit	Floor opening beside chest	Drop to main route and Stop room.

3. The Upended

Carry Pyramid relics through four timed Exhibition rooms. Kill paired Glyphkeepers, compare the projections visible to relic and unbuffed players, shoot each shared door glyph, and rotate carriers around Curbed Resonance.

At a glance	Details
Rooms	Four timed rooms; the first uses one relic and later rooms add the others.
Timer	Terminal Resonance; zero wipes.
Extension	Hourglass Taken Knight kills and end-of-room relic deposits add time.
Symbol rule	Unbuffed players read Scorn projections; relic holders read Taken projections. The shared glyph opens the route.
Lockout	Curbed Resonance prevents consecutive relic carries for about 30 seconds.

Relic reference

Canonical guide name	Common alias	Function
Resonant Splinter	Laser, Seed, or Nut	Fires a focused beam that destroys the shielded Disciple's Hourglass Taken Knight.
Aegis	Shield or Relic	Guard near teammates to remove Pervading Darkness.
Taken Essence	Eye of Riven or Taken relic	Use its grenade action to destroy Taken blight shields and restore progression.

Roles and rotation

Preassign carriers before anyone picks up the first relic.

Room	Resonant Splinter	Aegis	Taken Essence
1	Player 1	Not present	Not present
2	Player 2	Player 3	Not present
3	Player 1	Player 4	Player 5
4	Player 2	Player 3	Player 6

This example gives each returning carrier at least one room for Curbed Resonance to expire. If a carrier dies, another eligible player may recover the relic, but preserve the next-room rotation.

Standard walkthrough

1. Pick up the room's relics together. The first pickup starts Terminal Resonance.
2. Split three players to each lane. Each lane kills its Glyphkeeper, but do not scatter beyond cleansing and communication range.
3. Unbuffed players read the three glyphs left by the Scorn or Normal projection. Relic holders read the three glyphs left by the Taken or Resonant projection.
4. Compare the two sets and identify the one shared glyph. Room 1 needs one shared answer; Rooms 2 through 4 need two.
5. The Resonant Splinter carrier destroys the shielded Disciple's Hourglass. Room 1 has one; each later room has two. Each kill extends the timer.
6. Beginning in Room 2, regroup around the Aegis carrier whenever Pervading Darkness becomes unsafe. The carrier holds guard until stacks clear.
7. Beginning in Room 3, the Taken Essence carrier follows the active blight sequence and uses the grenade action to remove each shield blocking enemies or the route.
8. After both lanes report their shared answers, shoot the matching glyph or glyphs at the exit door.
9. Enter the safe vestibule and deposit every active relic. Deposits extend the timer and apply Curbed Resonance to their previous carriers.
10. The next assigned carriers collect the relics and begin the following room.
11. After Room 4, shoot both correct exit glyphs, deposit all three relics, and continue only after the encounter completion cue.

If a carrier dies or drops a relic into an inaccessible space, it returns to that room's pedestal or another recoverable safe point. Call the recovery before another player leaves their lane.

Failure states and recovery

Problem	Response
Timer is low	Prioritize the next Hourglass and the exit; stop clearing optional enemies.
Glyph sets are confused	Read both full three-glyph sets again and state which reader is relic-buffed.
Darkness stacks are high	Collapse on the Aegis and hold guard until every nearby player confirms a safe count.
Blight blocks progression	Taken Essence carrier backtracks to the last active blight and uses the grenade action.
Carrier has Curbed Resonance	Use the preassigned alternate; do not wait at the pedestal for the lockout to expire.
Relic is lost	Search its most recent pedestal or safe return point and assign the nearest eligible recovery player.
Wrong door glyph is shot	Stop firing immediately; verify both pairs before another input.

Weekly Challenge - Defenses Down

Each player may kill no more than one Disciple's Hourglass Taken Knight during the encounter.

There are seven Hourglasses across the four rooms, so one must be skipped. The common safe plan skips the second Hourglass in Room 2, then hands the Resonant Splinter between two eligible players inside Rooms 3 and 4 so different players receive those kills. Record the six assigned Knight kills before starting.

Permanent Triumph - Glyph to Glyph

Kill both members of every Glyphkeeper pair within five seconds of each other.

Each lane weakens its Glyphkeeper, announces "ready," and waits for a shared countdown. The first final blow starts the five-second window. Apply the rule to every pair, not merely the final pair in each room.

Loadout philosophy

Favor immediate major-enemy burst, mobile add clear, survivability, and weapons that do not obscure glyph projections. Relic actions own their mechanic; no weapon substitutes for the Resonant Splinter, Aegis cleanse, or Taken Essence grenade.

Relic quick reference

Need	Relic	Action
More time	Resonant Splinter	Beam the Hourglass Knight.
Clear Darkness	Aegis	Group and guard.
Remove blight shield	Taken Essence	Use grenade action.
Open exit	All readers	Find each shared glyph and shoot it.
Enter next room	All carriers	Deposit, then rotate around Curbed Resonance.

4. Defeat Rhulk, Disciple of the Witness

Cycle Leeching Force into Emanating Force to push back Rhulk's lower barrier, then repeat a glaive, glyph, deposit, and weak-point sequence four times upstairs before dealing damage.

Lower arena orientation and roles

Stand at rally and face Rhulk. The six deposit pillars are Left 1, Left 2, Left 3 and Right 1, Right 2, Right 3. Number 1 is nearest rally; number 3 is nearest Rhulk.

Role	Players	Primary responsibility
Buff retainers	2	Alternate the Give-plate split and ensure Leeching is never fully lost.
Emanating runner	1	Convert Leeching in Rhulk's beam and deposit at the called pillar.
Readers and add control	3	Kill Glyphkeepers, compare sets, call target and pillar position, protect runner.

Lower arena walkthrough

1. Approach Rhulk and shoot the large central crystal. Its shooter receives Leeching Force.
2. The Leeching holder stands on the central Give plate. Two smaller crystals appear.
3. Two unbuffed teammates shoot one small crystal each. They gain Leeching Force and the player on the plate loses it.
4. Kill the Taken and Scorn Glyphkeepers. Unbuffed readers can see one three-glyph set; Leeching holders can see the other.
5. Compare the sets. Their single shared glyph is the lower phase's target as long as the team preserves Leeching.
6. Inspect all six deposit pillars. Two currently display the shared glyph. Unbuffed readers call their numbered positions; an Emanating runner cannot reliably own this read.
7. One Leeching holder remains safe as the retainer. The other enters Rhulk's clearly telegraphed four-direction beam and converts Leeching Force into Emanating Force.
8. The Emanating runner crosses the barrier and deposits at one called pillar. Depositing at the wrong glyph kills the runner.
9. The pillar symbols reroll after every deposit. Readers must call a new valid position even though the shared target glyph remains the same.
10. The remaining Leeching holder returns to the Give plate. The previous runner and other assigned retainer shoot the two small crystals, transferring the buff without using the large starter crystal.
11. Repeat until six Emanating deposits remove the barrier.

This single-deposit cycle is the clearest teaching method. A coordinated double-deposit cycle is required for Symmetrical Energy and is explained below.

Upper arena orientation

At the top of the stairs, face Rhulk. The four fixed deposit corners are:

Call	Position	Glyph
Left 1	Close left	Traveler
Left 2	Far left	Pyramid
Right 1	Close right	Light
Right 2	Far right	Darkness

Upper arena walkthrough

1. Avoid Rhulk's kick, dash, and beam. A bright ground telegraph marks his dash path before he moves.
2. When Rhulk plants or throws his glaive, break the crystal on it. The shooter receives Leeching Force and a glyph appears where the glaive was broken.
3. An unbuffed teammate reads that glyph and calls its fixed corner using the table above.
4. The Leeching holder deliberately enters Rhulk's beam to convert it into Emanating Force.
5. Deposit at the matching corner. A wrong corner kills the depositor.
6. The correct deposit exposes one Rhulk weak point. Break it before repeating.
7. Complete four deposits and destroy all four weak points: left shoulder, right shoulder, left hip, and right hip.
8. Rhulk becomes fully vulnerable. Continue moving while dealing sustained damage; do not group where one kick or dash can hit several players.
9. When Rhulk becomes immune, retreat down the stairs before the barrier returns.
10. Repeat the lower and upper sequence. Rhulk enrages after three damage phases.
11. At final health, Pervading Darkness rises globally. Kill Rhulk before any player reaches x10.

The upper arena requires four deposits and four broken weak points. Older summaries that say three repetitions are incorrect.

Failure states and recovery

Problem	Response
Leeching is fully lost downstairs	Shoot the respawned large crystal and rebuild the cycle. Looping Catalyst has already failed.
Holder is hit by beam too early	Treat them as the Emanating runner and protect a different Leeching retainer.
Reader calls only a glyph, not a position	Translate immediately to Left/Right plus number before the runner crosses.
Wrong lower pillar was used	Revive if possible, reacquire Leeching, and reread all six pillars after the reroll.
Glaive shooter cannot see target	An unbuffed teammate reads the ground glyph and calls the fixed corner.
Weak point remains active	Stop shooting the next glaive and finish the exposed shoulder or hip.
Team is repeatedly kicked during damage	Spread around Rhulk, keep moving, and preserve clear escape lanes.
Final Darkness reaches high stacks	Commit all remaining safe damage; there is no cleanse or reset.

Weekly Challenge - Looping Catalyst

Never allow the entire fireteam to lose Leeching Force during the lower barrier phase.

The large starter crystal may be used only for the initial acquisition. Every later transfer must come from a current holder standing on the Give plate while two unbuffed players shoot the small crystals. If the large crystal respawns, the Challenge has failed even if the base encounter remains recoverable.

Permanent Triumph - Symmetrical Energy

Every lower-arena Emanating deposit must be accompanied by a second deposit within five seconds.

Use three double-deposit cycles:

1. The initial holder splits Leeching to two players and loses it.
2. Keep one of those two safe. The other holder performs a second Give-plate split to two unbuffed teammates.
3. The team now has three Leeching holders: one retainer and two runners.
4. Both runners enter the same Rhulk beam, convert to Emanating, and wait for the two currently valid pillar calls.
5. Count down and deposit within five seconds of each other.
6. The retainer rebuilds the three-holder state through the same two-split sequence.
7. Repeat until all six deposits are complete.

Readers must call both current pillar positions before either runner deposits. The first deposit rerolls the display, so near-simultaneous execution is safer than trying to read again inside the five-second window.

Loadout philosophy

Lower-arena teams need add control and safe Champion coverage. Upper-arena teams need quick glaive and weak-point damage plus a mobile sustained-damage plan. Static damage setups are vulnerable to Rhulk's movement and knockback. No named weapon or debuff is required.

Rhulk callout quick reference

Phase	Call structure	Example
Lower target	Shared glyph	"Target Traveler."
Lower deposit	Side plus number	"Left 2; reread after dunk."
Upper glaive	Glyph plus fixed corner	"Darkness - Right 2."
Weak point	Body location	"Left shoulder exposed."
Damage end	Immunity and retreat	"Immune - stairs now."
Final stand	Darkness stack and commitment	"Darkness seven - commit."

Deepsight Chest

The raid's conditional Deepsight chest is separate from the two hidden collection chests. A display near the beginning gives three random target glyphs. Activate those three corresponding rooms during the same uninterrupted run, then defeat Rhulk.

Record the three-glyph code

1. After the payload reaches the Pyramid, continue through the opening and make the large downward drop.
2. In the first grassy interior room, find the reference pillar before proceeding.
3. Read its three glyphs from top to bottom and record them in team chat.
4. Assign one player to verify every activation. Do not rely on memory across encounters.

At each target room, shoot the nearby Crux to open access, then shoot the interior panel once. It changes from Neutral to the requested glyph. If the wrong room was activated, shoot its panel again to return it to Neutral.

Activation room routes

Target	Route and landmark
Pyramid	In the code room immediately after the large drop, turn back toward the drop. Shoot the Crux beside the concealed doorway.
Give	In the frozen-body or slab room before Acquisition, cross to the wall opposite the entry. The Crux is above the door.
Darkness	Before starting Acquisition, go to the left-side sphinx-like statue. Shoot the Crux between its feet and enter the adjacent opening.
Traveler	After Acquisition, enter the red-cube room. Jump above the far doorway to shoot its Crux, then enter the room below.
Worship	After Caretaker dies, enter the final-stand corridor. The Crux is on the left and the activation room is on the right.
Light	In the first large enemy-and-Crux traversal room, find the statue beneath the bright overhead light. The activation room is beside it.
Stop	Follow the second hidden chest route. Drop through the floor opening beside the chest into the enemy room below and shoot the Crux there.
Guardian	After Exhibition, climb the left-side stairs. Step onto the narrow outside ledge to shoot the Crux, return inside, and enter the room behind the pillar above the stairs.
Kill	At the top of the final ascent before Rhulk, face away from the boss and shoot the Crux high on the far rear wall. The activation alcove is on the right when facing Rhulk.

The third correct activation produces the message "The Disciple recognizes your offering." After Rhulk dies, the bonus chest appears beside the encounter reward.

Deepsight chest quick reference

Check	Required confirmation
Code	Three glyphs recorded in order.
Room	Crux opened the requested room.
Panel	Requested glyph active, not Neutral.
Mistake	Wrong panel returned to Neutral.
Third activation	Recognition message appeared.
Completion	Bonus chest spawned after Rhulk.

Collective Obligation

Collective Obligation is the raid's Exotic Void pulse rifle and is associated with Rhulk's reward pool. Its normal weapon drop remains random.

Catalyst

The current catalyst grants Repulsor Brace: defeating a Void-debuffed target grants an overshield. Its completion objective is 700 target defeats with Collective Obligation.

Current external reports agree that the catalyst is sourced within Vow of the Disciple but conflict on whether Master Rhulk guarantees it or merely provides the strongest reported source. Do not promise a guarantee. A player seeking it should inspect the live Master Rhulk reward preview and current Collections source text before planning a farm.

Bungie Update 9.7.0.1 fixed a catalyst-progression issue in June 2026. Older guides that state Collective Obligation has no catalyst are obsolete.

Rewards, Crafting, Armor, and Raid Mods

Current reward framework

Bungie Update 9.7.0 changed raid reward quality and farming. The live Director and reward preview own the current state.

- Featured Standard encounters and Challenges can award Deepsight weapons or Tier 5 armor.
- Featured Master Challenges add Adept raid weapons.
- Hidden chests award Tier 5 armor on their stated weekly lockout.
- The Deepsight chest awards a Deepsight weapon, or Tier 5 armor when all relevant patterns are complete.
- The raid vendor offers a weekly Deepsight purchase. Master also offers acquired Adept weapons for 25 Spoils of Conquest.
- Nonfeatured Standard rewards retain a chance for Deepsight weapons and Tier 3 armor. Nonfeatured Master, Challenges, and the Deepsight chest can award Deepsight weapons or Tier 5 armor.
- Listed rewards are farmable unless the current screen explicitly marks a lockout.

Do not retain old claims that there is only one featured raid, that all raid loot is weekly, or that the Deepsight chest is universally account-locked.

Encounter loot table

Encounter	Weapons	Armor
Acquisition	Submission, Deliverance, Cataclysmic	Helmet, chest, legs
Caretaker	Submission, Insidious, Forbearance, Cataclysmic	Helmet, arms, class item
Exhibition	Submission, Deliverance	Chest, legs
Rhulk	Insidious, Forbearance, Lubrae's Ruin, Collective Obligation	Helmet, arms, class item

Three independent loot tables agree that Exhibition's base armor pool is chest and legs. One secondary table and scattered anecdotes add the helmet, possibly by conflating challenge or bonus rewards. The guide uses the independently corroborated two-slot table and treats the live reward feed as authoritative if Bungie changes allocation.

Craftable weapons

All six Legendary weapons require five pattern progress and use the Souldrinker origin trait, which restores health on reload based on hits made before reloading.

Weapon	Current identity	Base encounters
Submission	Kinetic Lightweight submachine gun	Acquisition, Caretaker, Exhibition
Deliverance	Stasis Precision fusion rifle	Acquisition, Exhibition
Insidious	Arc Aggressive Burst pulse rifle	Caretaker, Rhulk
Forbearance	Arc Wave-Frame breech grenade launcher	Caretaker, Rhulk
Lubrae's Ruin	Solar Adaptive glaive	Rhulk
Cataclysmic	Solar Precision linear fusion rifle	Acquisition, Caretaker

Current crafting supports Tier 5 upgrades and expanded trait columns for legacy raid craftables. Completing each Vow weapon pattern also increases the chance that Vow Adept drops carry additional selectable traits. Use the live crafting screen for exact materials and level requirements.

Adept weapons

Master Challenge completions are the primary Adept acquisition path. Once an Adept has been acquired, the Master vendor can offer it for 25 Spoils under the current framework. Adept acquisition does not change encounter mechanics.

Resonant Fury Armor 3.0

Pieces	Set bonus	Current effect
2	Resonant Plating	Health regeneration begins immediately after taking melee damage from a powerful combatant.
4	Siphoning Touch	Weapon or glaive-melee hits build stacks; switching weapons consumes all stacks and heals.

Armor quality and stat tier depend on the live featured and difficulty state. The set bonus is separate from legacy raid-mod sockets.

Legacy Vow raid mods

These mods remain encounter-specific legacy options and require compatible armor. They are not mandatory and may not slot into current Armor 3.0 pieces.

Mod	Effect
Distorted Glyphkeeper	Grenade damage to a Glyphkeeper temporarily increases damage from auto rifles, linear fusion rifles, scout rifles, and sniper rifles.
Into the Light	Grenades recharge faster and deal more damage while the player is not affected by Pervading Darkness.
Shocked Glyphkeeper	Grenade damage to a Glyphkeeper temporarily increases damage from pulse rifles, sidearms, machine guns, and submachine guns.
Siphoned Glyphkeeper	Killing a Glyphkeeper grants grenade, class ability, and Super energy.
Smoldering Glyphkeeper	Grenade damage to a Glyphkeeper temporarily increases damage from hand cannons, shotguns, grenade launchers, and rocket launchers.
Stagnant Glyphkeeper	Grenade damage to a Glyphkeeper temporarily increases damage from bows, fusion rifles, swords, and trace rifles.
Umbral Hastening	Several Pervading Darkness stacks grant increased mobility.
Umbral Recharge	Several Pervading Darkness stacks accelerate class ability recharge.
Umbral Sharpening	Several Pervading Darkness stacks increase weapon damage.

No Vow memento

The current manifest contains no Vow of the Disciple-specific memento, tracker, or acquisition record. Do not mistake the generic memento socket on an upgraded weapon for a raid-specific drop.

Loot quick reference

Goal	Current path
Pattern	Encounter, Challenge, Deepsight chest, or weekly vendor purchase.
Adept	Master Challenge, then eligible Master vendor purchase.
Tier 5 armor	Featured Standard/Master sources and stated hidden-chest rules.
Collective Obligation	Random Rhulk-associated raid drop.
Catalyst	Vow source; inspect current Master Rhulk preview because guarantee reports conflict.
Memento	None specific to Vow.

Disciple-Slayer Title and Optional Records

The current title presentation contains 19 required records.

Category	Required records
Collection and completions	Raid: Vow of the Disciple badge; normal completion; Master completion.
Fireteam composition	Clan Fieldtrip; Together in the Deep; Dark Charge; Dark Flame; Dark Abyss.
Acquisition	Swift Destruction; On My Go.
Caretaker	Base Information; Handle With Care.
Exhibition	Defenses Down; Glyph to Glyph.
Dominion	Looping Catalyst; Symmetrical Energy.
Master challenges	Pyramid Conqueror.
Exploration	Secrets of the Sunken Pyramid; Vow lore book unlocks.

Pyramid Conqueror requires all four encounter Challenges on Master difficulty. **Secrets of the Sunken Pyramid** requires the two hidden collection chests, not the Deepsight chest.

Collection badge

Open the live Raid: Vow of the Disciple badge and complete every currently displayed trophy. The title record owns the requirement; do not substitute a third-party checklist if the badge changes.

Not required for Disciple-Slayer

- Flawless completion.
- Contest or Day-One completion.
- Stasis or Strand subclass clears.
- Every weapon pattern.
- Collective Obligation catalyst completion.
- A Vow memento, because none exists.

Optional records and cosmetics

Record or item	Reward or status
Risen from the Deep	Flawless raid record; Divinity's Caress shader and Exotic-drop boosts in the current record set.

Record or item	Reward or status
Master completion	Gouging Light sparrow and current Exotic-drop boosts.
Normal completion	Light of the Dark Sun emblem.
Secrets of the Sunken Pyramid	Echoed Anger shader.
Shattered Suns lore completion	Imperious Sun Shell.
The Cleaver	Historical Day-One emblem; no longer obtainable.

Master Notes

The current Master activity definition lists Extra Champions, Extra Shields, Overload Champions, Unstoppable Champions, and Arc, Solar, and Void shields. Surges and overcharge are runtime selections.

Current preparation

1. Read the Master launch card immediately before starting.
2. Assign intrinsic weapon-frame coverage for both Overload and Unstoppable Champions. Do not rely on obsolete seasonal anti-Champion-mod instructions.
3. Cover all displayed shield elements or bring reliable non-matching shield solutions permitted by the current sandbox.
4. Preserve the Standard role plan. Master adds combat pressure and reward rules, not new encounter logic.
5. Confirm the active Challenge before attempting an Adept or Pyramid Conqueror run.

Historically consistent Champion placement

Encounter	Expected placement	Publication boundary
Acquisition	Overload room Glyphkeepers plus the encounter's Unstoppable Abominations.	Exact waves remain subordinate to the live card.
Caretaker	Overload Taken Vandals in the outer arena.	Control rather than repeatedly respawn them when possible.
Exhibition	Unstoppable Taken Glyphkeepers and Overload Scorn Glyphkeepers.	Relic timing still owns the room.
Dominion	Overload Taken Glyphkeeper, Unstoppable Scorn Glyphkeeper, and reported lower-arena Unstoppable Abominations.	Treat exact placement as lower-confidence than the manifest's Champion families.

Old Match Game, Chaff, fixed-Power, fixed-surge, and seasonal artifact recommendations are not current publication guidance.

Full-Raid Assignment Sheet

Base roster

Player	Acquisition	Caretaker	Exhibition	Rhulk
Player 1	Left runner	Runner A	Splinter rooms 1 and 3	Retainer A
Player 2	Left defender	Runner B	Splinter rooms 2 and 4	Retainer B
Player 3	Center runner	Face stunner	Aegis rooms 2 and 4	Emanating runner A
Player 4	Center defender	Back stunner	Aegis room 3	Emanating runner B / challenge
Player 5	Right runner	Defender	Taken Essence room 3	Reader left
Player 6	Right defender	Defender	Taken Essence room 4	Reader right / add control

Encounter assignments

Encounter	Must be named before pull	Challenge adjustment
Acquisition	Three station pairs, central Crux owner, result recorder, obelisk shooters	Hold and synchronize all current Unstoppables.
Caretaker	Runner order, door calls, face/back stun pair, plate caller	One symbol per trip; six-person back-shot stun rotation.
Exhibition	Relic carrier in every room, lane split, Aegis regroup point	Six unique Hourglass kills; skip one Knight.
Rhulk	Two retainers, one base runner, readers, upper glaive shooter	Add second runner and secondary split for double deposits.

Full-clear flow

Stage	Completion cue	Handoff before moving
Payload	Pyramid entrance opens	Confirm first hidden chest and record Deepsight code.
Lore room	Lore entry unlocks	Standardize aliases before Acquisition.
Acquisition	Third obelisk offering accepted	Confirm Traveler Deepsight room after the encounter.
Caretaker	Final-corridor kill	Activate Worship room and assign traversal Crux control.
Second hidden chest	Chest opened	Activate Stop room below before rejoining.
Exhibition	All three relics deposited after Room 4	Activate Guardian room during the ascent.
Final ascent	Rhulk rally reached	Activate Kill room and confirm recognition message.
Rhulk	Final Darkness phase cleared	Loot encounter, Deepsight chest if earned, and inspect catalyst state.

Sources and Verification Notes

Mechanics and live-data state were reviewed August 1, 2026. Bungie sources own current reward, activity, crafting, armor, catalyst, and title state. Independent guides are used where Bungie does not publish encounter procedures.

First-party current-state sources

- [Bungie Update 9.7.0 - current raid rewards and farming](#)
- [Bungie weapon, catalyst, and Champion-system preview](#)
- [Bungie Armor 3.0 preview](#)
- [Bungie Update 9.7.0.1 - Collective Obligation catalyst fix](#)
- [Bungie Destiny 2 manifest endpoint](#)

Independently owned encounter and challenge sources

- [GameSpot complete Vow of the Disciple guide](#)
- [Shacknews complete Vow of the Disciple guide](#)
- [GamesRadar Swift Destruction guide](#)
- [GamesRadar Base Information guide](#)
- [GamesRadar Defenses Down guide](#)
- [GamesRadar Looping Catalyst guide](#)
- [Shacknews Looping Catalyst guide](#)

Symbols, secrets, and loot sources

- [Dot Esports glyph and callout reference](#)
- [GamesRadar Shattered Suns puzzle guide](#)
- [Shacknews Deepsight-room locations](#)
- [Shacknews Vow loot table](#)
- [GINX Vow loot table](#)
- [TheGamePost Vow loot table](#)
- [PC Gamer current raid catalyst overview](#)

Material conflict resolutions

Conflict	Resolution
Remember is called Knowledge or Brain	Publish Remember as canonical and retain both aliases at first reference.
Acquisition runner must kill both Glyphkeepers	Publish the requested Light/Darkness Glyphkeeper; both is an emergency fallback only.
Rhulk upper phase needs three deposits	Publish four deposits and four weak points.
Lore puzzle can be soloed by repeated melee	Reject patched behavior; publish simultaneous Enter, Enter, Commune, Kill with at least three players.
Raid has three hidden chests	Publish two hidden collection chests plus one separate conditional Deepsight chest.
Exhibition armor includes helmet	Use the three-source chest-and-legs agreement and defer to later live reward evidence.
Catalyst is guaranteed from Master Rhulk	Disclose the current source conflict; do not promise a guarantee.
Vow has a raid memento	Current manifest contains none.

Stable publication boundaries

- HUD timers, buff text, and encounter messages own moment-to-moment state.
- The live activity card owns Power, Champions, shields, surges, overcharge, featured status, active Challenge, and reward preview.
- Current reward, crafting, armor, catalyst, title, and memento claims carry an August 1, 2026 review date.
- Loadouts remain job-based recommendations, never requirements.
- No image, map, diagram, screenshot, direct visual asset, or page-relative reference is part of the guide.
- Website output is host-ready integration content only. No standalone site, repository, hosting target, or deployment workflow is authorized.