First encounter

In the first encounter of the garden of salvation raid you hunt the consecrated mind. You will split up into two teams one called “stay-team” the other one called “go-team”. The stay-team is going to stay in the first room and will follow the boss, which is moving around all the time. He will spit out a white debuff called voltaic overflow (this will also appear in the chat) and these need to be picked up as fast as possible otherwise your team will wipe. One player can only pick up one voltaic overflow every two and a half minutes and if you pick up another one in this time span you will die but not wipe. At the beginning of the encounter you need to tether (not like the hunter void ultimate) to the dedicated closed door of this room. The go-team is about to go further into the second room while the stay-team is “distracting” the boss. The go-team needs to clear the whole room of the enemies because then an angelic (hydra) can spawn. After you killed the angelic the tether-box will be unlocked so you can tether to the next door. Once you a door got opened the boss will move the next area. Now after the go-team opened the second door the stay-team is going to go to the next room and the teams are going to switch. Go-team becomes stay-team and stay-team becomes go-team. This switch will also happen after the next (third door). Now at the fourth door there are instead of one tether box 3 tether boxes and the door needs to get opened three times as well. After the last door got opened the whole team is going to chase the consecrated mind on the last part of this encounter. Finally, you are at the end of the encounter, but it is not over yet. The consecrated mind will spawn at three specific locations and create those “voltaic overflows” while several cyclopes try to prevent you from picking them up. Also, in this encounter you will find many overload champions so bring a matching weapon that can overload those champions.

Second encounter

In the second encounter you will summon the consecrated mind. In this section there are no dedicated teams like in the first encounter but each member that of the fireteam has his own work to do. The callouts are 1,2,3,4 and 1-2,3-4. The members that call out the numbers 1 to 4 will defend a relay. A relay is a station on each corner of this encounter-room. You need at least two people to tether to this relay-station. If you tether to one of those relay-stations, you will get a buff called “enlightened”. This buff is letting you destroy the shields of the spawning vex goblins that try to sacrifice at those relays. Once three vex are sacrificed at one relay your fireteam will wipe. There are several ways how your team will split up in this encounter. The one I will explain is that player 1 and player 1-2 at relay 1 and player 2 and 3 will head up to the left to arrive at the second encounter. At each relay you need to destroy the angelic to unlock the tether-station ( there are also 2 anti-barrier champions at each relay except relay one) once you tethered at relay two player 2 will stay there and defend it with his new buff and player 3 will head up to the third relay. While player 2 and 3 are going to the left side player 4 and player 3-4 will go to the right path to get to the fourth relay-station. Now the players will do the same at the right side so player 4 can defend it and player 3-4 will head up like player 3 to the relay 3. Once both players arrived at relay 3 and killed all the enemies they can tether to the tether-box with relay. So, while relay 3 gets activated the player will run out of their buff which lasts 45 seconds. Now it is time to explain the function of player 1-2 and 3-4. They will use the vex-portals that are open between 2 activated relays. Player 1-2 is in charge of going to relay 1 and 2 and help the dedicated players at their relay with rebuffing because you need at least 2 people to tether to the tether-box from the relay-station. Player 3-4 is obviously used for rebuffing relay 3 and 4. Now after a specific time and each relay got one-time angelics spawned the doors will open and everyone needs to run to the middle to the last fifth relay-station. Now it is the same as at the other relays kill all enemies and pretend them form sacrificing at it. After three times of killing angelics the encounter is done, and you successfully summoned the consecrated mind.

Third Encounter

After you summoned the consecrated mind in the second encounter your team can finally face it and destroy the consecrated mind. to summon the consecrated mind and start the third encounter you need at least two people tethering to the middle relay-station, because then the boss will directly spawn in the middle of the encounter. In this encounter you will need 2 teams, one called Boss / eyes team and the other one called gambit/motes team. The Boss-team will distract the boss and will follow every move the boss will do in this encounter. The consecrated mind will randomly move around the middle area of the encounter and take one of the for paths. After the boss is moving to one of the four sides he will create a voltaic overflow which needs to be picked up like in the first encounter, but this time the player who picks it up will be trapped there by the boss and get killed if his team is not fast enough. To free the trapped player, you need to shoot 3 specific eyes from the boss (6 eyes in total). Which ones you need to destroy can only the trapped player see. For the players who are not trapped all 6 eyes will glow up red but for the player trapped there are 3 eyes glowing red, these are the ones that need to be destroyed. Normally one player is standing on the left side and one on the right side and the guys whose getting trapped in the middle. The player on the left side will concentrate only on the two eyes on the left wing of the boss , the right player on the eyes of the right wing and the trapped player on the 2 eyes at the top wing. Now after you correctly destroyed all 3 eyes the trapped player is free, and the boss will go in the middle again. If one player shoots the wrong eye the trapped player will instantly die, but you will not wipe, so just pick him up again and go on. Now we move on to the Gambit-team, this team needs to pick up motes that will spawn when you kill a minotaur in the middle. One player can only hold up to 10 motes and they have a specific time until you lose them, but do not worry this time will reset if u pick up another mote. Once you started the encounter there will be one of those 4 relays from the second encounter shine up like a beacon. This relay needs to be defended and filled up with 30 motes. There are multiple ways in which style you fill the relay. One strategy is that one player picks up 5 motes and directly go to the relay and bank them (he will get the enlightened buff after banking one mote), so he can defend it from upcoming vex enemies that try to sacrifice at the relay. If three vex sacrifice your team needs to get another ten motes to the relay-station and after three vex sacrifices your team will wipe. After the first player picked up his 5 motes from the minotaur another player will kill the next spawning minotaurs until he has 10 motes , then he will go to the relay and supersede the first player that banked 5 motes. While the exchange is happening the third gambit-team player will also kill the minotaurs until he has 10 motes. Now this player will move to the relay while player one of the gambit-team will get back to the middle of the encounter to get 5 motes and bank them at the relay. Now your relay is fulfilled with motes and the boss will get attracted by it. Once he moved to the specific relay you just filled, he will open his wings with many red eyes on it. You need to destroy all of them to do damage to him. Once you destroyed all eyes he will begin to move backwards in the direction of the middle. You can keep doing damage while he is moving in the middle but when he arrives at it your team needs to start over again and do everything like in the beginning. The gambit team needs to hurry up the whole time because each player of the boss-team can only pick up one voltaic overflow every two and a half minutes. If you don’t one-phase the boss, there will spawn another relay on one of the three sides that are left which needs to be filled with 30 motes again.

Fourth Encounter

Now the real fun begins because you will face the final boss of this raid, the sanctified mind sol nature. This encounter is like the third encounter, but you need to fill two relay-stations with 30 “motes” each. The relay-station which is glowing blue/white needs to be filled with the light motes and the orange/white relay needs to be filled with dark motes. Those motes will spawn on their dedicated island which is in the back left/right of the boss. To get on these islands you need to shoot either the red crit point on the leg of the boss or the crit point on the shoulder. The leg crit-point will spawn a blue portal where 2 players should jump in. the shoulder crit-point will spawn an orange portal. For this encounter you need 2 teams and one builder team each 2 players. After you started the encounter by shooting the floating boss in the middle there will spawn an angelic that needs to be destroyed. After you killed it the crit points on the boss will glow red. If they are red, it means that you can open a portal. So now the blue portal got opened and the 2 players of team one jumped in. They need to kill enemies on their island and collect the motes that are dropping. But each time a portal gets opened the boss will remove one plate of your ground (where the relays are) but that’s not a problem because for that issue we have the builder team which is rebuilding those plates with tethering from the relay-station to the dedicated plate-cross. The builder team needs also to keep an eye on the spawning cyclopes, they will spawn after a crit point of the boss got destroyed. Now team one is finished with killing all enemies and collecting their motes so you can pull them back by destroying the same crit-spot again. Team 2 will use the portal that got opened by pulling team one back so team 2 can get motes as well. Now after you pull team 2 back your team should have the blue relay station filled up with at least 30 motes so you can start doing the same strategy on the orange portal. After both relays are filled with 30 motes the boss will raise his hand on the ground with a blue or orange color. Now 3 of your team need to tether from matchmaking color relay-station to the boss now you can do damage and hopefully kill the sanctified mind and get your hands on a good roll of the omniscient eye sniper-rifle.