

DESTINY 2 - DUNGEON FIELD GUIDE

GHOSTS OF THE DEEP

Complete Dungeon Guide

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

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How to Use This Guide

This is a text-only field guide for the Standard and Master Ghosts of the Deep activities. Every mandatory route, observer frame, mechanic, recovery path, hidden chest, Memory of Darkness, and Navigator catalyst step is written in prose. No encounter instruction depends on a map, diagram, screenshot, page position, or color alone.

Each reward encounter follows the same order: objective, orientation, roles, numbered execution, failure and recovery, solo adaptation, loadout philosophy, and quick reference.

Difficulty scope: The live manifest contains Standard and Master activity definitions. Power, surges, threats, overcharges, Champions, featured status, reward tiers, and availability can change. Read the launch card before entering. This guide does not treat the separate Rite of the Nine variants as mechanically identical to the core dungeon.

Orientation convention: At rally or an entrance, face the encounter objective before assigning left and right. In a traversal, left and right follow the direction of travel. At Šimmumah, use Oryx's named body parts; anatomical left and right belong to Oryx, not to the player looking at him.

Callout policy: Say the location, symbol, carrier, and action in that order: "Left wall - Burger lit," "Vestige Knight - Head deposit," or "Heart last - move Šimmumah first." The guide's spoken rune nicknames are team conventions, not official UI labels.

Loadout policy: Recommendations describe jobs: add control, Lucent Hive deletion, safe close damage, mobile ranged damage, shield removal, or survival. Exact weapons, subclasses, and artifact perks are optional and change over time. Mechanics take priority.

Before the first pull

- Decide whether the run is a clear, Master clear, solo or solo-flawless attempt, Memory run, hidden-chest run, or Navigator catalyst run.
- Label the players 1 through 3 and keep those names through every assignment table. In solo play, one player performs each role in sequence.
- Pick short spoken names for the Hive runes. Walk the six visible opening statues once and confirm that every player points to the same shape when each name is spoken.
- Confirm who will finish each Lucent Hive Ghost. Only that player receives the associated Vestige.
- Read the live activity card for current difficulty and reward information. Do not carry a launch-era Power number or old seasonal Champion counter into a current run.

Dungeon-Wide Mechanics and Terminology

Hive runes

Ghosts of the Deep repeatedly asks the team to recognize a Hive rune, remember it, and match it somewhere else. The symbols have no official spoken names. A useful convention is to choose short, visually distinct terms such as **Burger**, **Dots**, **Lines**, **Table**, **Turret**, and **U**.

- A symbol call is valid only after another player repeats it.
- Describe an unfamiliar rune by geometry, not by guessing a familiar name.
- Never change the team's names during a run.
- In Ecthar and Šimmumah, assign one recorder to repeat all active symbols until the mechanic is complete.

Lucent Hive and Vestiges

Lucent Hive Lightbearers can revive unless their Ghost is crushed with a finisher. The player who crushes the Ghost receives the Vestige.

Vestige	Source	Destination	Failure
Vestige of Light	Opening Lightbearer or Ecthar's Lightbearer Wizards	A revealed ritual statue	Wrong opening statue kills the carrier; expiry also kills the carrier.
Vestige of an Acolyte, Knight, or Wizard	Šimmumah side chamber	The active ritual site bearing that chamber's rune	Wrong site or timer expiry kills the carrier.

Call the carrier before the finisher: "Player 2 takes Ghost." After the finisher, the carrier reads the HUD timer aloud and no one assumes that another player can deposit it.

Deepsight

Killing the required enemy reveals a dark Deepsight illusion. Interacting grants a short shared view of hidden symbols or ritual points.

- At the opening, Deepsight exposes the six statues for the returning Vestige carrier.
- At Ecthar, Deepsight exposes three lit wall runes.
- At Šimmumah, Deepsight exposes three connected ritual sites and is required again to make a Vestige deposit.
- If information was not confirmed before Deepsight fades, reacquire it instead of guessing.

Pressure Resistance

Underwater areas replace normal movement with slow walking and a lethal **Pressure Resistance** countdown.

- Entering a bubble restores the counter. Remain until it has fully refreshed before leaving.
- One bubble can be used by several players, but touching it consumes it temporarily. Stagger arrivals rather than racing a teammate to the same bubble.
- Ecthar patrols the lower maze but cannot be damaged there. Break line of sight around rocks and route from bubble to bubble.
- A safe refill is always more valuable than a marginal shortcut.

Master boundary

Historical Master walkthroughs report added Champion replacements, including Unstoppable Ogres in the first two encounters and Barrier Knights in the final arena. The current manifest and launch card, not the old spawn list, own the active modifier set. Bring reliable counters for every Champion and shield shown on the card. Master changes pressure and enemy composition; it does not replace the core rune, Vestige, Deepsight, or ritual logic documented below.

1. Break the Ritual

Follow one repeated Hive rune through three forest sites, finish the Lucent Hive at the final site, and return its Vestige of Light to the matching statue. Complete four rune chains to open the Arcology.

At a glance	Details
Observer frame	Stand at the sealed door and face into the forest.
Start trigger	Kill the two Hive at the sealed door, then the Soulfire Binder Ogre.
Information	One rune repeats at three consecutive combat sites.
Carrier	The player who crushes the third site's Lucent Hive Ghost.
Deposit	Matching statue revealed near the sealed door.
Completion	Four successful Vestige deposits.

Roles

Role	Players	Responsibility
Rune caller	1	Reads the airborne rune, repeats it at all three sites, and identifies the matching statue.
Vestige runner	1	Crushes the Lightbearer Ghost, returns promptly, and makes the deposit.
Escort	1	Clears the return lane, kills the Veilweaver Wizard, and activates Deep sight.

Standard walkthrough

1. Kill the two Hive guarding the sealed door. Defeat the Soulfire Binder Ogre that appears.
2. A green trail forms and the feed reports that the way forward is revealed. Follow the trail into the forest.
3. At the first stop, read the floating Hive rune before killing the Soulfire Binders. The rune caller says the name; another player repeats it.
4. Kill the Binders. Follow the new green trail to the second appearance of the same rune. Confirm it again, clear the site, and follow the next trail.

5. At the third site, confirm the rune one last time. Kill the Lucent Hive Lightbearer and assign one player to crush its Ghost.
6. The finisher gives that player **Vestige of Light**, historically observed at about 80 seconds. The HUD timer is authoritative. Mount Sparrows and return to the sealed door.
7. Kill the Veilweaver Wizard near the door. Interact with the Deepsight illusion it leaves.
8. With the statues revealed, the Vestige carrier interacts with the statue bearing the tracked rune. A correct deposit manifests that ritual statue. A wrong deposit kills the carrier and does not advance the encounter.
9. Repeat the full chain three more times. The fourth correct statue opens the door and awards the encounter chest.

Failure states and recovery

Problem	Response
Rune was not confirmed	Stop at the next repeated site and read it again before continuing.
Green trail seems lost	Return to the cleared rune site and follow the ground trail from its origin.
Wrong player crushed the Ghost	That player is now the carrier. Escort them; the buff cannot be handed off.
Vestige timer is low	Ignore nonessential enemies, use a Sparrow, and have the escort prepare Deepsight.
Wrong statue was attempted	The carrier dies and the current chain must be repeated. Reconfirm all six statue calls before restarting.

Solo adaptation

Read the rune before clearing each site and repeat it aloud or write the agreed nickname in chat. Park the Sparrow facing the return path before finishing the Lightbearer. On return, kill the Veilweaver first, reveal Deepsight, then make the deposit. There is no benefit to carrying additional enemies into the statue area.

Loadout philosophy

Use mobile add clear, one safe answer to the Lightbearer and its Ghost, and enough range for Binders in open terrain. On Master, cover the live Champion requirement. Boss damage is irrelevant here; consistency and return speed are the priorities.

Quick reference

- Kill Ogre.
- Follow one rune through three sites.

- Finish the third site's Lightbearer Ghost.
- Return with Vestige of Light.
- Kill Veilweaver and reveal Deepsight.
- Deposit at the matching statue.
- Repeat four times.

Descend Through the Arcology

The route to Ecthar alternates interior platforming, underwater shafts, air rooms, and the ocean floor. The stable traversal rule is simple: follow the next intact catwalk or open pressure door, refill Pressure Resistance at every bubble, and clear the destination before reading collectibles.

1. Pass through the newly opened door and descend through the Drilling Platform interiors.
2. In dry rooms, use the broken displays, wall brackets, and rotating structures as stairs. Do not drop until the next landing is visible.
3. At the first water entry, squeeze through the partly open door, then move bubble to bubble through the long shaft.
4. In vertical water drops, land on intermediate catwalks when the route bends; a direct fall can skip the required exit.
5. On the ocean floor, follow lamps and bubbles toward the next pressurized doorway. Search a side branch only after refilling.
6. Clear each dry Hive room before the team re-enters water. Revives in water are slow and can strand the surviving player without a bubble.
7. Continue through the wreckage until the large circular fountain arena and Ecthar rally.

Traversal discipline: A player waiting in a bubble calls "bubble occupied." The next player stops at the previous bubble until it returns. This prevents a whole team from arriving with an empty Pressure counter and no refill.

2. Defeat Ecthar, the Shield of Savathûn

Read three illuminated wall runes, touch those runes in the underwater maze, kill the three Lightbearer Wizards they summon, and imbue three statues. Kill the Wellkeeper, use its pool to break Ecthar's shield, and damage the boss.

Orientation

Stand at rally and face the fountain and far staircase.

- **Left Wall** and **Right Wall** each display four possible runes during Deepsight.
- **Left Statue** is at the top of the left stairs.
- **Right Statue** is at the top of the right stairs.
- **Back Statue** is centered at the far end above the fountain.
- The small floor openings at left and right lead to the underwater maze.

The underwater symbols correspond to the wall runes but are distributed around a looping rock maze. Do not number them from memory. A runner follows the bubble circuit and touches only the three recorded shapes.

Roles

Role	Players	Responsibility
Rune runner	1	Records the three lit wall runes, enters the maze, touches matches, and manages Pressure Resistance.
Wizard and Vestige	1	Kills each spawned Lightbearer Wizard, crushes its Ghost, and deposits at a statue.
Arena control	1	Controls adds, kills the Wellkeeper, and prepares the shield-break pool.

Multiple players may enter the maze or handle Vestiges. The table is a clean learning assignment, not a restriction.

Standard walkthrough

1. Kill the four praying Acolytes around the fountain. Ecthar enters immune.
2. Kill the three Blistered Knights in the upper arena. Their deaths spawn a Keeper of the Deep Ogre.
3. Kill the Ogre. Reveal the Deepsight illusion beside the fountain.

4. With Deepsight active, inspect both side walls. Exactly three of the eight runes are illuminated. The caller names all three and repeats them until the runner confirms.
5. The runner enters through a side opening. Move along the bubble circuit, avoid Ecthar, and interact with only the three matching underwater runes.
6. Each correct touch spawns one Lightbearer Wizard in the upper arena. The surface team may kill and process Wizards while the runner continues.
7. Kill a Lightbearer Wizard and crush its Ghost. The finisher receives Vestige of Light.
8. The Vestige carrier imbues any one of the three statues at the top of the arena. Unlike the opening encounter, the Ecthar statues are progress sockets rather than rune-specific choices.
9. Repeat for all three Wizards and all three statues. If several players hold Vestiges, name a different statue for each before anyone moves.
10. The third deposit spawns a Wellkeeper Knight in front of the fountain. Kill it to create a luminous pool.
11. Stand in the pool and damage Ecthar until his immunity shield breaks. Once the shield is gone, players may leave the pool.
12. Damage Ecthar until immunity returns. Reset the arena and repeat from the Blistered Knights until the boss is defeated. Crush Ecthar's Ghost if the finisher prompt appears.

Failure states and recovery

Problem	Response
Runner forgets a rune	Return to the surface and reacquire Deepsight after the mechanic resets; never touch an unconfirmed symbol.
Wrong underwater rune	The runner dies. Revive if safe, then restart the rune read.
Pressure is low	Abandon the symbol route and refill at the nearest bubble.
Wizard revives	Crush its Ghost. A body kill alone never creates the usable Vestige.
Vestige expires	That carrier dies and the corresponding Wizard must be killed again.
Wellkeeper pool is poorly placed	Break the shield from the pool, then relocate to a safer damage position. Do not stay inside by habit.
Ecthar enters close range	Stop firing through teammates and move. Explosive self-damage and the boss's pressure are avoidable failures.

Solo adaptation

Touch one underwater rune, return, kill its Wizard, crush the Ghost, and deposit before touching the next. This longer serialization reduces simultaneous threats and prevents multiple live Vestige timers. Use the water as a temporary recovery space when necessary, but enter with a full Pressure counter.

During damage, favor a controllable close or mid-range plan that can break the shield quickly and survive Ecthar's pursuit.

Loadout philosophy

Bring strong close-range Major control for Knights and Wizards, reliable add clear, and boss damage that remains safe when Ecthar closes distance. Avoid explosives if teammates or the boss will occupy the same space. A fast shield break preserves damage time, but no named weapon is required.

Quick reference

- Kill three Knights, then Ogre.
- Reveal Deepsight and record three wall runes.
- Touch the three matching underwater runes.
- Kill each Wizard, crush Ghost, deposit one Vestige.
- After three deposits, kill Wellkeeper.
- Stand in pool to break shield, then damage.

Cross the Wreckage

After Ecthar, return underwater and follow the pressurized route into the Hive ship. In the long platform room, clear Shriekers before committing to exposed jumps. An Ogre advances toward the raised pavilion near the far side; that pavilion is the landmark for Hidden Chest 2 and the third Navigator catalyst statue.

The final approach enters the enormous chamber containing Oryx's corpse. Before pulling, walk the visible body landmarks and agree on their spoken names.

3. Defeat Šimmumah ur-Nokru, Lucent Necromancer

Use Deepsight to reveal three active points on Oryx's corpse. At each point, kill Vorlog while the caller stands in its ritual ring, draw Šimmumah to the death, and sight through the new lens to reveal a rune. Kill the matching Lucent Hive in three side chambers, return their Vestiges to the matching runes, then break Šimmumah's shield and damage her.

Orientation and body-part calls

Stand at rally facing the central ritual and Oryx's corpse. Use the body itself rather than a page-relative map.

Call	Landmark
Heart	The open chest cavity at the central ritual. It is active every cycle.
Head	Oryx's skull at the upper end of the corpse.
Left Hand / Right Hand	Oryx's anatomical hands. Say "Oryx left" or "Oryx right" if there is any ambiguity.
Knee	The marked knee site on the lower body.
Foot	The marked foot site at the far end of a leg.

Three flooded doors around the arena lead to separate Lucent Hive chambers. Each chamber displays one rune and contains an Acolyte, Knight, or Wizard Lightbearer. Do not bind a creature type permanently to a body part; the displayed rune is the translation key.

Roles

Role	Players	Responsibility
Ritual caller	1	Reveals Deepsight, names the three body sites, stands in each ring, and sights through the lens.
Chamber runner	1	Reads a chamber rune, kills and finishes the Lightbearer, and returns its Vestige.
Control and damage	1	Controls Vorlog, moths, and arena adds; prepares the agreed damage site.

Stage 1 - reveal three runes

1. Crush the Hive Ghost at the ritual to start. Kill immediate threats and interact with the Deepsight illusion.
2. Deepsight reveals three dark orbs connected by green light over three points of Oryx's body. The **Heart is always active**. Call all three sites.
3. Begin at either non-Heart site. Stand inside its glowing ritual ring to gain the local conductor state, then kill Vorlog. Vorlog may die anywhere; the player must be inside the correct ring when the final blow occurs.
4. A successful kill calls Šimmumah to that body part. Because she begins at Heart, starting at a different site guarantees that she changes position and the chain advances.
5. A floating lens and distant Hive mark appear. Move until the lens frames the mark, then aim through the lens at it. The mark resolves into a visible Hive rune above the body site.
6. Destroy the Lucent Moths Šimmumah releases and wait for her to revive Vorlog.
7. Repeat at the second non-Heart site.
8. Complete **Heart last**. Killing Vorlog at Heart first can fail to move Šimmumah because she begins there; the reliable route is non-Heart, non-Heart, Heart.
9. Record the rune attached to each of the three body sites. The body site, not the order discovered, determines the later deposit.

Lens call: Say "Head is Table" only after the rune visibly appears. A Vorlog kill without a lens and resolved rune did not complete that site.

Stage 2 - collect and deposit three Vestiges

1. Choose one flooded side door and enter with full Pressure Resistance.
2. Follow its bubble route to the dry back chamber. Read the Hive rune displayed there before killing the Lightbearer.
3. Kill the Lucent Hive and crush its Ghost. The finisher receives a timed Vestige named for that Lightbearer type.
4. Return through the same water route. In the main arena, reacquire Deepsight; a Vestige cannot be safely assigned or deposited from memory alone.
5. Match the chamber rune to the rune revealed above one active body site. The carrier interacts there to imbue the ritual.
6. Repeat through the other two chambers. One runner may serialize all three, or three assigned runners may work in parallel if each announces rune, creature type, body site, and timer.
7. Choose the **last deposit** deliberately. The last completed site becomes the initial shield-break and damage position.

Stage 3 - shield break and damage

1. When the third Vestige is deposited, stand in the ritual pool at that completed site.
2. Damage Šimmumah's overshield from the pool. Do not spend heavy burst into the immunity state.
3. Once the shield breaks, movement is unrestricted. Relocate if the initial site has poor cover or the boss teleports.
4. Track the airborne boss continuously and use mobile ranged damage with a safe backstop. Clear moths immediately when they appear.
5. When immunity returns, rebuild the arena and repeat the entire Deepsight, Vorlog, chamber, and deposit cycle.
6. At zero health, crush Šimmumah's Ghost to complete the dungeon.

Failure states and recovery

Problem	Response
Active sites forgotten	Reacquire Deepsight. Heart is always one, but never guess the other two.
Vorlog kill does not create a lens	Confirm the caller held the local ring state and that Šimmumah was drawn from another site. Wait for Vorlog's resurrection and repeat.
Rune was not read through lens	Recheck that site's suspended rune before entering a chamber.
Chamber rune forgotten	Read it before crushing the Ghost. If already carrying, use process of elimination only when the other two pairs are confirmed.
Wrong deposit	The carrier dies and loses the Vestige. Re-enter that chamber and repeat its Lightbearer.
Vestige timer is low	Return directly, reacquire Deepsight, and deposit. Do not stop for general add clear.
Damage site is unsafe	Break the shield from the required pool, then move to the agreed covered site.
Moths are active	Stop boss damage and destroy them. Their burst is a higher-priority survival check.

Solo adaptation

Clear the arena before every information action. Reveal the sites, complete the two non-Heart Vorlog calls, then Heart. Process one side chamber from rune read through deposit before entering another. Use underwater chambers as controlled pauses only after refilling Pressure Resistance. Select the last deposit for a damage lane with cover, break the shield, and accept additional phases rather than extending a dangerous damage window.

Loadout philosophy

The encounter rewards accurate ranged fire, rapid moth control, durable add clear, and a dependable overshield break. Šimmumah moves and teleports, so tracking and ammunition efficiency matter more than a stationary damage spreadsheet. Use damage tools that remain safe around teammates and Oryx's geometry.

Quick reference

- Crush start Ghost and reveal Deepsight.
- Call two non-Heart sites plus Heart.
- Kill Vorlog while standing in each ring; Heart last.
- Sight through each lens and record body part = rune.
- Read one side-room rune, finish its Lightbearer, return Vestige.
- Reacquire Deepsight and deposit at matching body site.
- Repeat three times.
- Break shield from last pool, damage, and crush final Ghost.

Secrets, Collectibles, and Optional Puzzles

Hidden Chest 1 - Reach the Wreckage

During the ocean-floor traversal, descend the large underwater cliff and approach the pressurized Hive room. Two openings enter the same space.

- The upper opening emerges beside the chest.
- The lower opening enters below a Hive group. Clear them, then loop upward and back toward the wall above the lower doorway.

The chest is almost directly above the lower exit. Refill Pressure Resistance before searching. Hidden chests follow the live weekly reward framework and are not deterministic missing-item selectors.

Hidden Chest 2 - Shrieker platform room

After Echtar, reach the long dry platforming room with Shriekers. Continue until an Ogre walks toward a roofed pavilion or gazebo on the main route. Kill the Ogre, climb onto the pavilion roof, and loot the chest before proceeding to Šimmumah.

Twelve Memories of Darkness

Collect all twelve and claim **In Memoriam**. The record is required for Ghoul and increases The Navigator's drop chance.

1. **Opening forest:** before starting the first encounter, move up the main path toward the cluster of fallen trees slightly right. Crouch through the concealed opening, descend the stairs, and find the Memory at the back-right of the lower room.
2. **Drilling Platform screen:** after the first encounter, descend until the route passes through a torn screen. Inside the next space, use the small wall projections to reach the little room high on the left.
3. **Hallowfathom display:** after dropping through the rectangular opening in the blue triangular room, enter the overgrown hall, climb the short stairs, and jump onto the display on the left.
4. **Rotating pillar:** after the next Hive room, drop to the platform overlooking rotating structures. Ride the highest rotating platform and collect the Memory attached to the center pillar.
5. **First water entry:** immediately after entering water for the first time, squeeze through the partly open door and collect the Memory from the floor. Refill before moving on.
6. **Long water tube:** after the long fall through the windowed tube, do not take the center drop. Step off the left edge, pass the first catwalk, and land on the second lower catwalk. The Memory is at its end; the nearby fan returns to air.

7. **Second water descent:** after passing the rotating structures and landing underwater, exit through the broken glass. Before dropping outside, circle left along the building to the window ledge.
8. **Ocean floor red light:** on the broad ocean floor after the third water entry, leave the main line briefly toward the distant red light on the left. The Memory is beside it.
9. **After Hidden Chest 1:** re-enter water after the Hive room. At the later cliff where the route exits left into Thrall, turn right instead. The Memory is in the corner beside a bubble. If Thrall rush from the dry exit, backtrack a few steps outside.
10. **Water pipe in the Hive ship:** after the objective changes to Explore the Wreckage, climb the large Hive stairs and continue until sliding through a tube. On the landing, enter the wall pipe spilling water.
11. **Post-Ecthar barred hall:** after Ecthar, exit the next water section and clear the room with Knight and Cursed Thrall. Near the entrance end of the hall, collect the Memory through the iron bars.
12. **Post-Šimmumah cave:** after the final boss, enter the middle water passage and reach the rear cave. Sight through the lens at the Hive mark to open the hidden recess, then return inside and collect the Memory before the mission-end timer expires.

Memory route warning: Read Memories 5 and 6 before entering the water. Their route offers little safe time to stop between them.

The Navigator catalyst

At least one player must bring The Navigator into a normal Ghosts of the Deep run. Complete all three statue stages in one uninterrupted dungeon instance. Rite of the Nine variants have produced conflicting catalyst behavior and are outside this route.

Each stage uses the same combat rule:

1. Interact with the dead Ghost pile to receive a timed Vestige of Light, historically about 80 seconds.
2. Carry it to the nearby hidden Hive statue and deposit before expiry.
3. Thul-Ar, Acolyte of Nokris appears immune with three Runebound Visages.
4. Read the large rune associated with Thul-Ar. Kill the Visage carrying the matching rune.
5. Stand in the pool it leaves to gain Piercing Light, break Thul-Ar's shield, and damage the boss.
6. The first two stages end when Thul-Ar retreats. At the third, defeat Thul-Ar and crush the Ghost.

Statue 1 - opening forest

Complete Break the Ritual first, then return toward the dungeon spawn. Enter the fallen-tree opening used for Memory 1 and follow the lower hall to the dead Ghost pile. Take the Vestige, exit to the forest, follow the dirt path toward the first large rock on the right, turn sharply right, and climb the rocks above the glass opening. Deposit at the hidden statue and complete the first Thul-Ar phase.

Statue 2 - first wreckage traversal

Near the Hidden Chest 1 route, locate the statue beside the pressurized cave before moving into the next water section. Continue forward through that water section to the following dry Hive room. Clear it and find the dead Ghost pile on the right side. Take the Vestige, backtrack through the water with full bubble refills, deposit at the statue, and complete the second Thul-Ar phase.

Statue 3 - post-Ecthar platform room

In the Shrieker platform room, the dead Ghost pile is near the entrance on the right beside a fallen lantern. Interact, then fight across the room to the large far platform where the Ogre approaches. The statue is high on the structure above the far doorway, in front of the large circular window. Deposit, match the Runebound Visage rune, break Thul-Ar's shield, defeat the boss, and crush the Ghost. Loot the spawned chest for the catalyst.

The live catalyst objective requires 700 target defeats with The Navigator. Completion unlocks **Gordian Knot**: after the special reload, firing creates a Grapple Tangle at the targeted point.

Rewards, Loot, and Optional Records

Current reward framework

Destiny Update 9.7.0 replaced older dungeon reward assumptions with tiered rewards.

- When featured, Standard and Master encounter rewards are currently Tier 5; the Director Challenge and hidden chests award weekly Tier 5 rewards.
- When not featured, Standard encounter rewards are Tier 3 and Master encounter rewards are Tier 5.
- Featured dungeon encounter rewards are farmable unless the live card marks a reward weekly.
- Optional feat grades and modifiers can change reward count or tier.

Read the live card for the actual week. This guide does not hard-code Power, reward count, rotation, or an Artifice-era rule from an older guide.

Encounter loot pools

Encounter	Weapons	Armor
Break the Ritual	Cold Comfort; New Pacific Epitaph; No Survivors	Helmet; Arms; Legs
Ecthar	Cold Comfort; Greasy Luck; No Survivors	Chest; Class Item
Šimmumah	The Navigator; Greasy Luck; No Survivors; New Pacific Epitaph	All armor slots

Independent loot tables agree that Cold Comfort belongs to the first two encounters, not the final encounter. Hidden chests draw from the live dungeon pool subject to the current reward rules; they do not guarantee an unearned collection item.

Legendary weapons

Weapon	Element and frame	Origin trait role
New Pacific Epitaph	Stasis Wave Frame special grenade launcher	Restoration Ritual
No Survivors	Solar Aggressive Frame submachine gun	Restoration Ritual
Cold Comfort	Stasis Aggressive Frame rocket launcher	Restoration Ritual
Greasy Luck	Solar Rapid-Fire Frame glaive	Restoration Ritual

Restoration Ritual reloads the weapon after a revive or finisher and prepares an emergency refill for the next empty magazine. The enhanced current form also improves handling. Perk pools and balance can change; inspect the live item before farming a roll.

The Navigator

The Navigator is the final-encounter Exotic trace rifle. Its drop is not guaranteed by a normal clear. The following title records increase its drop rate:

- Alone in the Deep - solo clear without leaving.
- Deny Death - flawless clear.
- In Memoriam - collect all twelve Memories of Darkness.
- King of the Deep - solo flawless clear.
- Sovereign - Master clear.

The catalyst route appears above. The weapon is a reward, never a mechanical requirement for a normal dungeon clear.

Taken King Armor 3.0 set

The current manifest groups the dungeon armor as the **Taken King** set.

- **2 pieces - The Ceremony:** finishers and ally revives initiate a Lucent Hive ritual; while active, the wearer gains increased Super stat.
- **4 pieces - Lucent Swarm:** collecting Orbs extends The Ceremony; while active, ability final blows can create allied Arc moths.

Current Armor 3.0 behavior and the live item detail own later tuning. Do not assume a legacy dungeon-mod socket exists on the new set.

Ghoul title

The live title node contains ten required records:

Record	Requirement
Arise	Complete Ghosts of the Deep.
Alone in the Deep	Complete every encounter solo without leaving.
The Trinity	Complete with a full fireteam of clanmates.
Shock Risk	Complete with a full Arc fireteam.
Fire Hazard	Complete with a full Solar fireteam.
Abyssal Void	Complete with a full Void fireteam.

Record	Requirement
One of a Kind	Complete with a full fireteam of the same class.
Sovereign	Complete on Master difficulty.
In Memoriam	Find all Memories of Darkness.
Ghosts of the Deep collection badge	Complete the associated collection.

The title does not currently require separate Stasis or Strand fireteam records. Read each Journey entry before attempting a restriction; the live text is authoritative.

Clear and Master cosmetics

- The standard completion record awards the **Regicide** emblem.
- The Master completion record awards the **Recalcitrant Host** Sparrow.

Availability and claim behavior are tied to live records. Do not promise a cosmetic from an unclaimed or already completed legacy state without checking the Journey screen.

Full-Dungeon Assignment Sheet

Segment	Player 1	Player 2	Player 3	Solo order
Break the Ritual	Rune caller	Vestige finisher	Return escort / Deepsight	Read rune -> finish Ghost -> return -> reveal -> deposit
Descent	Route lead	Bubble caller	Rear guard / collectibles	Refill -> move -> clear -> collect
Ecthar	Rune runner	Wizard / Vestige	Arena control / Wellkeeper	One rune -> one Wizard -> one deposit, repeated
Wreckage	Shrieker control	Route lead	Chest / catalyst tracker	Clear before every exposed jump
Šimmumah reveal	Ritual caller	Vorlog control	Moth and add control	Non-Heart -> non- Heart -> Heart
Šimmumah Vestiges	Chamber runner A	Chamber runner B	Main-room control	One chamber through deposit at a time
Damage	Shield breaker	Debuff / control	Sustained damage	Break shield -> move to cover -> safe damage

Communication cadence

1. Publish information: "Active sites Head, Right Hand, Heart."
2. Repeat it: "Confirmed Head, Right Hand, Heart; Heart last."
3. Publish carrier state: "Wizard Vestige, 54 seconds."
4. Translate before moving: "Wizard rune Table; Table is Head."
5. Confirm completion: "Head deposited; two remaining."

Full-clear flow

1. Complete four forest rune chains and open the Arcology.
2. Descend through the pressure route; collect Memories and Hidden Chest 1 if planned.
3. At Ecthar, read three runes, touch them below, deposit three Vestiges, and damage from the Wellkeeper pool.
4. Cross the Shrieker platform room; collect Hidden Chest 2 and catalyst stage 3 if planned.
5. At Šimmumah, reveal three body sites, complete Heart last, pair three chamber runes to three body sites, and deposit.
6. Break the shield from the last ritual pool, damage, repeat, and crush the final Ghost.

Sources and Verification Notes

Primary and live sources

- [Bungie - Destiny Update 9.7.0](#) - current featured and nonfeatured dungeon reward tiers, farmability, hidden-chest cadence, and feat modifiers.
- [Bungie - Armor and ability preview](#) - current Armor 3.0 and dungeon set framework.
- [Bungie - Weapons, artifacts, and focusing preview](#) - current weapon tiers and intrinsic anti-Champion framework.
- Bungie live English manifest 244213.26.06.29.2000-1-bnet.65583 - activity definitions, items, origin traits, armor bonuses, catalyst objective, title node, and records.

Independent execution sources

- [Shacknews - Ghosts of the Deep dungeon guide](#) - encounter sequence, named enemies, secret-chest landmarks, and historical Master comparison.
- [Destiny 2 community wiki - Ghosts of the Deep](#) - independent encounter and final-Ghost cross-check.
- [Destinypedia - Ghosts of the Deep](#) - encounter terminology, Thul-Ar sequence, and named-enemy cross-check.
- [Shacknews - all Memory of Darkness locations](#) and [Dot Esports - Memories of Darkness](#) - two-owner collectible route comparison.
- [High Ground Gaming - loot table](#) and [Skycoach - guide and loot table](#) - encounter pool comparison.
- [The Nerd Stash - Navigator catalyst](#) and [Destinypedia - Thul-Ar](#) - independently owned catalyst-route and boss-mechanic comparison.

Conflict resolutions

- **Final Cold Comfort pool:** some older tables list all four legendary weapons at Šimmumah. Two encounter tables consistently place Cold Comfort only at encounters 1 and 2; this guide follows that narrower pool.
- **Šimmumah Heart order:** short summaries say the three Vorlog sites can be completed in any order. Detailed execution reports show the Heart should be completed last because Šimmumah begins there and must be called to a new death site. The guide publishes the reliable order.
- **Ecthar timing:** a Lightbearer Wizard appears after each correct underwater rune, so the surface team may process one while the runner continues. The guide supports both serialized and parallel execution.
- **Master rewards:** launch-era Artifice and featured-only language is obsolete under the current tiered framework. The guide defers weekly details to the live card.

- **Catalyst variants:** reports conflict on catalyst drops in Rite of the Nine versions. The published route requires the core dungeon and excludes variant behavior.

Stable publication boundaries

- Mechanics and spatial routes were verified August 1, 2026.
- The live Director and Journey screens own future Power, modifiers, Champion placement, reward tier, farmability, rotation, and record text.
- Loadout language is advisory and names functions rather than required weapons.
- No map, diagram, screenshot, figure, or color-only cue is required.
- Website material in this package is integration-ready source for the user's existing site; it is not a standalone repository, application, or deployment.
- Generated DOCX, PDF, Discord, and host-integration artifacts were built and passed the v2 release checks recorded with this package.