

DESTINY 2 - DUNGEON FIELD GUIDE

GRASP OF AVARICE

Complete Dungeon Guide

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

EDITION	2.0 - Text-only
MECHANICS VERIFIED	August 1, 2026
DESIGN SYSTEM	Vaexil Dungeon Field Guides

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How to Use This Guide

This is a text-only field guide for Grasp of Avarice. Every mandatory route, room convention, mechanic, recovery path, secret chest, Wilhelm-7 message, and Gjallarhorn catalyst chest is stated in prose. The guide does not rely on maps, diagrams, screenshots, color-only cues, or page-relative directions.

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

Difficulty scope: Grasp of Avarice currently has Standard and Master activity definitions. The current Master definition includes Barrier and Overload Champions, increased Champion pressure, Match Game-style extra shields, and Arc, Solar, and Void shields. Power, surges, overcharges, featured status, Champion placement, reward tiers, and availability can change. Read the live activity card before launch.

Orientation convention: Unless a section states otherwise, stand at rally or the entrance and face the objective. Left and right always use that observer frame. During the sparrow run, route calls use the direction of travel. At the Fallen Shield, name islands by visible landmark instead of trying to impose a compass on a circular space.

Callout policy: Name the location before the action: "Right generator - charging," "Mine C - two extenders," "Turbine island - Servitor," or "Center crystal - depositing thirty." These are team conventions, not labels shown by the game.

Loadout policy: Recommendations describe jobs: close add control, ranged Major damage, safe movement, shield coverage, or sustained boss damage. Exact weapons and subclasses are optional. The mechanic succeeds before the damage phase matters.

Before the first pull

- Decide whether the run is a clear, Master clear, solo or solo-flawless attempt, Wilhelm-7 collectible run, hidden-chest run, Gjallarhorn quest clear, or catalyst run.
- Number players 1 through 3. For solo play, read every assignment as a sequence performed by the same player.
- Confirm the live activity card, including Champions, shields, surges, overcharges, modifiers, reward tier, and whether the dungeon is featured.
- If collecting the Gjallarhorn catalyst, confirm every participating player already owns Gjallarhorn. Each player must personally open all three catalyst chests in the same uninterrupted dungeon instance.
- Use a rally flag before every reward encounter. A checkpoint does not preserve an in-progress catalyst chest sequence across a new instance.

Dungeon-Wide Mechanics and Terminology

Burdened by Riches

Enemies tied to the dungeon's greed mechanic drop glowing mock Exotic engrams. They are not loot. Walking over one gives one stack of **Burdened by Riches**.

Rule	Execution
Timer	The buff has a 30-second lethal countdown. Each newly collected engram refreshes it.
Deposit	Stand inside the aura of the active white crystal. Stacks drain one at a time and become encounter progress.
Death	Reaching zero or dying by another cause removes all carried stacks. Dropped stacks are not recoverable.
Ability refill	Reaching 10 stacks immediately refills class, grenade, melee, and Super energy. The effect repeats at each new multiple of 10 reached in that carrying sequence.
Ground engrams	Uncollected engrams darken and explode after a short period. Collect deliberately; do not leave required progress scattered.

The clean call format is: "Player 2 has ten, depositing right," followed by "Player 2 clear" when the buff is gone. Never leave the crystal with one or two stacks still ticking.

Scorch Cannon machinery

Major Fallen Vandals carry Scorch Cannons. Shoot the circular Fallen generator, keep the trigger held while the attached charge grows, then release. A full third-stage detonation keeps doors or dispensers active longer than an immediate shot.

- For a door or loot dispenser, use a fully charged shot unless the team has confirmed a quick shot is sufficient.
- For a man cannon, either a direct shot or a held charge can trigger launch. A held charge lets the user reach the launcher before releasing.
- The Scorch Cannon persists until its ammunition is exhausted or the carrier drops it. Assign one operator so it is not lost in an unsafe place.
- Do not stand directly against an armed charge. Its blast can kill the operator.

Team roles

Role	Three-player team	Solo adaptation
Cannon operator	Acquires and controls every Scorch Cannon.	Clear the route, park the cannon near the next generator, then collect it.
Riches runners	Collect opposite groups and announce totals.	Take smaller controlled loads and deposit after each room or dispenser cycle.
Control and damage	Protects crystal, controls Majors, prepares boss damage.	Prioritize survival and reset the arena before every mechanic action.

Roles are responsibilities, not permanent restrictions. Any living player should recover a dropped cannon or stabilize a deposit.

Opening the Loot Cave and Navigating the Rusted Gangplank

Open the cave

1. From the Cosmodrome start, enter the familiar loot-cave combat space.
2. Kill Hive emerging from the cave. They drop cursed engrams.
3. Collect the engrams and stand beside the white crystal inside the cave mouth until every stack is deposited.
4. Repeat until the crystal completes and the rear passage opens.
5. Enter the tunnel and drop into the dungeon. Wilhelm-7 Message 1 is on the left shortly after the drop.

The opening is a mechanic tutorial. The only hard failure is allowing Burdened by Riches to expire. Use the crystal between waves instead of trying to carry a maximum stack count.

Crystal ravine

Cross the large crystal bridge. Wilhelm-7 Message 2 is on the left immediately after the crossing.

For a catalyst run, the first Reaver Vandal and catalyst chest are in this ravine. Damage the Vandal until it drops an engram, collect one stack, and cross to the upper-left Fallen frame from the direction of entry. Open the locked chest before the short Burdened timer expires. The full catalyst route appears later in this guide.

Rusted Gangplank trap route

Treat every floor plate, hatch, and unlabeled doorway as dangerous until one player tests it from safe ground.

1. In the first two-door room, take the **left** doorway. Jump over the pressure plate immediately inside; the right route is lethal.
2. Activate the switch beyond the plate. Before leaving, look upward on the left side and climb into the wall opening for Wilhelm-7 Message 3.
3. Continue to the room with six round pipe openings. The intended route is the **back-right pipe** when standing at the room entrance and facing the pipes.
4. After the floor gives way and the route opens, activate the lower control, return upward, and use the newly opened back-right pipe.
5. On reaching the upper hallway, turn back and look up-left for scaffolding. Climb into the small crate room for Wilhelm-7 Message 4.
6. In the water-chasm room, switches invert sets of open and closed doors. Move one room at a time and never jump toward a door before the operator confirms it is open.

7. Reach the back-left room. The switch there controls the large end doors. In that same room, face away from the window; the recess to the right of the switch contains Wilhelm-7 Message 5.
8. Continue into the circular numbered chamber. Use the switches in the opened sections to progress around the ring until a Scorch Vandal appears.
9. Standard hidden chest 1 is on a narrow high ledge between numbered sections 3 and 4. From section 4 beside its generator, turn right, use the small outer-wall ledge, and climb to the chest.
10. Carry the Scorch Cannon to the section 4 generator. Plant a shot, hold it to the third charge stage, release, and enter the rising door.
11. Avoid the rolling cylinder in the corridor and continue to the flooded room.
12. For catalyst chest 2, damage the Reaver Vandal in the flooded room, collect one engram, climb the vent, and enter the next open chamber. The chest is on the immediate right-hand ledge after the drop.
13. Return to the flooded-room route. In the dark container room, use the stacked containers as stairs toward the bright back-right corner. Enter the small room there, then take the vent on the right for Wilhelm-7 Message 6.
14. Rejoin the upper route and continue to Phry'zhia's rally.

Trap-room recovery: If one player dies beyond a trap, the living players should first open the stable route and establish safe ground. Do not create a second death by rushing a revive across an untested plate.

1. Defeat Phry'zhia, the Insatiable

Charge the center crystal with riches from the left and right Hive rooms, then damage Phry'zhia while the crystal suppresses the boss's shield.

At a glance	Details
Observer frame	Stand at rally and face the center crystal and Ogre.
Riches rooms	Left room and right room, each behind a generator-powered door.
Cannon source	Scorch Vandal near the front of the arena.
Deposit	White crystal in the center lane.
Damage	Begins after enough riches are deposited and the boss becomes vulnerable near center.

Roles

Role	Players	Responsibility
Cannon operator	1	Kill the Scorch Vandal, fully charge the active door generator, and retain the cannon.
Room runner	1	Clear the opened Hive room, collect its engrams, and report the carried total.
Crystal guard	1	Control the center lane, escort deposits, and keep Phry'zhia's fire off the runner.

Standard walkthrough

1. Clear the opening enemies and kill the Scorch Vandal at the front. Assign one player to take its cannon.
2. Choose left or right. Shoot the generator above that room's door, hold to full charge, and release.
3. Enter only after the door rises. Kill every Hive combatant inside and collect the cursed engrams.
4. Exit before the door closes. Move to the center crystal and remain in its aura until every carrier reaches zero Burdened stacks.
5. Open the opposite room and repeat.
6. When the required total has been deposited, the crystal reacts and Phry'zhia becomes vulnerable. Stop collecting, group at the agreed damage position, and damage the boss.

7. Watch the boss's movement and stomp range. If the Ogre closes on the group, rotate to the opposite side of the crystal or use the raised side balcony instead of holding a collapsing position.
8. When immunity returns, clear the center, reacquire a cannon if necessary, and repeat the two-room cycle.

Do not hard-code a room order. The correct order is the one the cannon operator calls and the team can enter together.

Failure states and recovery

Problem	Response
Door closes on a runner	Survive inside and call the same generator. The cannon operator reopens it.
Carrier is low on timer	Deposit immediately. Do not wait for another player or for a round number.
Cannon is lost	Kill the replacement Scorch Vandal near the front.
Crystal deposit is exposed	Clear the center lane first, use cover around the crystal, and deposit in smaller loads.
Damage position is overrun	End damage early, separate from the Ogre, clear the room, and rebuild.

Solo adaptation

Clear the center and Scorch Vandal before opening a side. Fully charge the door, clear one room, collect everything, and deposit immediately. Do not attempt to combine both rooms into one carry. During damage, choose a position with hard cover and leave before the Ogre's stomp or sustained eye beam forces a death. A safe extra cycle is faster than restarting.

Loadout philosophy

Bring close-to-mid-range add control for the rooms, one reliable answer to the live Champion type on Master, and sustained boss damage that can be used from cover. Healing, damage resistance, and flinch control matter more than a theoretical one-phase.

Quick reference

- Kill Scorch Vandal.
- Fully charge one side generator.
- Clear room, collect engrams, deposit center.
- Repeat on the other side.
- Damage when the crystal exposes Phry'zhia.
- Rebuild the arena before the next cycle.

Defuse the Fallen Mines

After Phry'zhia, pass through the large door. Wilhelm-7 Message 7 is inside the tall cylinder in the first room.

The next sequence has four timed mines, **A through D**, along one continuous route. Entering each mine's circle defuses it; small Fallen timer extenders along the route add time when a player passes close enough.

Route discipline

1. Mount sparrows before crossing the start line and assign a lead rider.
2. Follow the mine letters in order. Do not detour for kills unless a mine circle is unsafe.
3. Pass through the glowing timer extenders that lie on or just beside the route. The lead rider calls each one taken so following players can choose the alternate extender where available.
4. Enter the active mine circle and remain until its progress completes. A player may dismount to survive and clear nearby enemies; a sparrow is not required to finish the capture.
5. If a sparrow smokes or burns, dismount on stable ground and summon a fresh one immediately.
6. After Mine D, enter the skull's mouth and stop on safe ground.

For three players, the lead rider learns the line, the second rider collects missed extenders, and the third guarantees the mine circle. For solo, favor a repeatable route over maximum speed and resummon early.

Skull secrets

- For Wilhelm-7 Message 8, stand facing the skull from the approach, move down the ledges on the skull's left, and search between the rocks.
- Standard hidden chest 2 is in the skull's **right eye when viewed from the approach**. Equivalently, it is the skull's left eye from the skull's own perspective. Enter the mouth, climb the crystals toward that physical opening, and loot the chest.
- Continue through the skull's interior. Before dropping toward the Fallen Shield, climb the crystals on the left side of the tunnel to the wall recess containing Wilhelm-7 Message 9.

The observer frame above resolves the common left-eye/right-eye conflict in external guides.

2. Disable the Fallen Shield

Travel among the outer islands, use riches to expose a Servitor, kill it, roll its disabled shell into a man cannon, and fire it into one of the four shield nodes around the central structure. Repeat for all four nodes.

Orientation

This arena is circular and its active Servitor island changes. Use landmark calls:

- **Start island** - the rally island.
- **Turbine island** - the island with the large hanging engine that contains Wilhelm-7 Message 10.
- **Waterfall island** - the outer island with the Reaver Vandal used for catalyst chest 3.
- **Center island** - the shielded reward structure, reachable after the fourth node breaks.
- **Active Servitor island** - the island currently holding an immune Servitor and a white crystal.

Before launching, call the destination landmark and confirm the man cannon's arrow or barrel points toward it.

Roles

Role	Players	Responsibility
Navigator and cannon	1	Identify the active island, orient launchers, and carry the Scorch Cannon.
Riches runner	1	Clear the active island, collect engrams, and deposit at its crystal.
Servitor handler	1	Control Majors, kill the exposed Servitor, and roll its shell into the launcher.

Standard walkthrough

1. From the start island, scan the surrounding platforms for the Servitor protected by a bright immunity shield. That is the active destination.
2. Kill a Scorch Vandal and take its cannon.
3. Rotate the nearby man cannon until it points to the named destination. Fire a held charge into its generator, stand flat in the launcher, and release. Do not jump during launch.
4. On the active island, kill Fallen and collect their cursed engrams.
5. Deposit all stacks at the island's white crystal. Continue until the Servitor's shield drops.

6. Kill the Servitor. Its disabled round shell becomes a movable object.
7. Melee or walk the shell into the island's man-cannon cradle. Small controlled pushes are safer than repeated heavy attacks near the edge.
8. Rotate that launcher to face the center shield. Aim at one intact shield node.
9. Activate the launcher. The Servitor shell strikes and destroys that node.
10. Scan for the next immune Servitor, travel to its island, and repeat.
11. After four successful Servitor launches, the center shield drops. Use a man cannon to reach the center and claim the encounter reward.

Failure states and recovery

Problem	Response
Team lands on the wrong island	Reorient the local launcher and move together. The encounter is not route-locked.
Player is under-launched	Stand on the floor of the launcher and do not jump as it fires.
Servitor shell nears an edge	Stop striking, get behind it, and use short melee pushes toward the center.
Shell falls away	Clear enemies and wait for the active Servitor state to recover; do not follow it over the edge.
Shield node does not break	Confirm the launcher points at an intact node and that the shell is centered in the cradle.
Burden timer is low	Deposit at the local crystal; never carry riches between islands.

Solo adaptation

Before activating a man cannon, clear its landing space as much as possible from range. Keep the Scorch Cannon near the generator, take small engram loads to the crystal, and fully clear the island before moving the Servitor shell. Aim and verify twice before firing the shell; a missed launch costs more time than cautious setup.

Loadout philosophy

Favor ranged control for exposed islands, safe close-range damage for the Servitor, and mobility that does not alter the man cannon's launch. On Master, cover the live Overload requirement and the displayed shields. Boss-burst loadouts offer little value here compared with reliable Major control.

Quick reference

- Find immune Servitor island.
- Aim man cannon, activate generator, launch.

- Kill Fallen, collect riches, deposit local crystal.
- Kill exposed Servitor.
- Roll shell into launcher.
- Aim at center and destroy one node.
- Repeat four times.

3. Defeat Captain Avarokk, the Covetous

Use a charged Scorch Cannon shot to release three groups of riches, deposit sixty stacks at the center crystal, then damage Avarokk. Repeat until defeated.

Orientation

Stand at rally and face the raised central structure.

- **Center** - the lower lane and crystal directly beneath Avarokk's platform.
- **Left** - the outer collection zone to the observer's left.
- **Right** - the outer collection zone to the observer's right.
- **Upper platform** - Avarokk's starting position and one of the two generator faces.

The two generator sockets control the same dispenser event. The team needs one successful full charge, not simultaneous shots.

Priority enemies

A heavily armed Shank and an invisible Marauder lieutenant occupy the arena with Avarokk. They are not the damage target, but removing them makes every deposit and damage phase safer. The Shank's long-range fire is the higher priority. They return after a completed damage phase.

Roles

Role	Players	Responsibility
Cannon operator / center	1	Acquire the cannon, charge a generator, collect center riches, and call deposits.
Left runner	1	Control left and collect its ten-enagram dispenser group.
Right runner	1	Control right and collect its ten-enagram dispenser group.

Standard walkthrough

1. Clear the initial waves. Destroy the Shank and Marauder lieutenant before beginning the collection loop when safety matters more than speed.
2. Kill the Scorch Vandal and assign its cannon.
3. Place a shot in either generator socket, hold through the third charge stage, and release.

4. Three dispensers open: left, center, and right. Each releases ten cursed engrams, for thirty total per activation.
5. Each runner collects one zone. Reaching ten stacks refills abilities, but the buff remains lethal; move to the center crystal immediately.
6. Deposit at the center crystal until every player confirms zero stacks.
7. Repeat the generator activation and three-zone collection once more. Sixty deposited stacks expose Avarokk.
8. Group at the agreed damage position. Damage Avarokk while maintaining cover from the remaining arena fire.
9. When immunity returns, separate from the boss, clear the returning lieutenants and adds, reacquire the cannon, and repeat.
10. After Avarokk dies, wait for the reward pod to open. Claim the final chest and Wilhelm-7 Message 12 inside the pod.

Failure states and recovery

Problem	Response
A zone misses an engram	Search the dispenser lane before its drops explode. If one is lost, use another generator cycle; do not guess the deposit total.
Carrier dies at crystal	The carried stacks are lost. Clear the center and plan the required extra dispenser cycle.
Shank suppresses deposit	Stop the mechanic and destroy it. Depositing under sustained fire is optional; survival is not.
Cannon carrier dies	Recover the dropped cannon or kill the replacement Scorch Vandal.
Damage team is split	End damage, regroup behind cover, and preserve revive tokens.

Solo adaptation

Destroy both lieutenants first. Activate the dispensers, collect one or two zones, and deposit before the timer becomes a risk; the third zone can be collected only if its engrams remain. Expect additional activations if drops expire. Use the center structure as cover during deposits and choose a damage lane that lets you disengage from Avarokk. Consistency outranks a two-cycle script.

Loadout philosophy

Bring strong Shank damage, broad add control, and sustained boss damage with adequate ammo economy. A defensive Super or healing tool makes the sixty-stack crystal work safer but is not required. On Master, cover the live Barrier requirement and displayed shields. Do not retain an obsolete anti-Champion recommendation when the activity card or weapon-frame rules change.

Quick reference

- Kill Shank and Marauder lieutenant.
- Take Scorch Cannon.
- Fully charge either generator.
- Collect ten left, ten center, ten right.
- Deposit all thirty.
- Repeat for sixty total.
- Damage Avarokk.
- Reset and repeat.

Secrets, Collectibles, and Optional Puzzles

Standard hidden chests

Grasp of Avarice has two standard hidden loot chests.

1. **Rusted Gangplank numbered chamber:** reach section 4, turn right from its generator, step onto the narrow outer-wall ledge, and climb to the high chest between sections 3 and 4.
2. **Skull after Mine D:** when facing the skull from the approach, use the right eye. Enter the mouth and climb the crystals into that physical eye opening.

Hidden chests generally draw from gear already unlocked in Collections. Bungie's current tier framework specifically lists featured-dungeon hidden chests as weekly Tier 5 weapon or armor rewards. Always read the live preview for the nonfeatured state.

All twelve Wilhelm-7 messages

Collecting all twelve completes **The Richest Dead Man Alive** and awards the Hraesveglur ornament for Gjallarhorn.

No.	Route
1	After opening the loot cave and dropping into the first tunnel, on the left.
2	At the far end of the large crystal bridge, immediately left.
3	First two-door trap room: take left, jump the plate, then climb into the opening up-left.
4	After the back-right pipe in the six-pipe room, turn back in the upper hall and climb the up-left scaffolding into the crate room.
5	Water-chasm door puzzle: in the back-left switch room, use the recess right of the switch when facing away from the window.
6	Dark container-stair room: reach the bright back-right corner, enter the small room, then take the vent on the right.
7	First room after Phry'zhia: inside the tall cylinder entered from above.
8	End of Mine D: from the approach facing the skull, descend the ledges on its left and search between rocks.
9	Inside the skull's exit tunnel: climb the left-side crystals toward the wall before dropping to Fallen Shield.
10	Fallen Shield: inside the large hanging turbine on the landmark island.
11	After the shield breaks, beneath the main structure on the center island beside a support beam.

No.	Route
12	After Avarokk dies, inside the opened reward pod with Wilhelm-7.

Messages are individually persistent. A missed message does not require recollecting the others.

Gjallarhorn Quest and Catalyst

And Out Fly the Wolves

The quest requires ownership of the Bungie 30th Anniversary Pack.

1. Claim **And Out Fly the Wolves** from Xur in Eternity and speak with Shaw Han in the Cosmodrome if directed.
2. Complete Grasp of Avarice on any available difficulty.
3. Return to Shaw Han with the recovered Wolfpack Round.
4. Defeat powerful Fallen in the Cosmodrome until seven Wolfpack Rounds have been collected.
5. Return to Shaw Han.
6. Speak with Banshee-44 in the Tower.
7. Complete Exodus Garden 2A in the Cosmodrome and open its final chest to recover the component.
8. Return to Shaw Han's camp. Use the tool chest inside the small building opposite him to assemble Gjallarhorn.
9. Speak with Shaw Han to receive the completed Exotic rocket launcher.

Quest-vendor routing can be moved by Bungie. If Xur does not display the quest, check abandoned-quest recovery and the live vendor interface before assuming the quest was removed.

Catalyst prerequisites and rules

- The player opening the catalyst chests must already own Gjallarhorn.
- Three special chests must be opened in order in one active dungeon instance.
- Each chest requires Burdened by Riches from a nearby Reaver Vandal.
- Every participating player must personally open all three. One player's interaction does not advance another player's sequence.
- The dungeon does not need to be completed after the third chest awards the catalyst.

Catalyst chest route

1. **Crystal ravine:** shortly after the initial cave drop, damage the Reaver Vandal until it drops an engram. Take one stack and reach the chest on the upper-left Fallen frame across the ravine.
2. **Before Phry'zhia:** damage the Reaver Vandal in the flooded room before the vent. Take one stack, climb the vent, enter the next open chamber, and turn immediately right to the chest on the ledge.

3. **After Fallen Shield:** after the fourth node breaks, locate the Reaver Vandal on the waterfall island. Take one stack, use the launcher to reach the center island, climb the round central structure, and open the chest on its roof.

For a fireteam, wait until all intended players are present before damaging the Vandal. Its engrams are the individual timer source; the chest interaction is also individual.

Complete the catalyst

The current catalyst objective requires 400 Gjallarhorn final blows. Completing it grants **More Wolves**, which increases magazine size and causes Wolfpack Round final blows to spawn a faster, more powerful missile at the target's location.

Rewards, Loot, and Optional Records

Current encounter loot

Encounter	Weapons	Armor slots
Phry'zhia	Matador 64	Legs, class item
Fallen Shield	Hero of Ages	Arms, chest
Captain Avarokk	1000 Yard Stare, Eyasluna, Hero of Ages, Matador 64	Any slot

The four current weapons are:

- **Eyasluna** - Stasis hand cannon.
- **1000 Yard Stare** - Void sniper rifle.
- **Matador 64** - Arc shotgun.
- **Hero of Ages** - Arc sword.

All four carry the current **Unburied Treasure** origin trait: readying the weapon grants a rapidly decaying accuracy and range benefit; on swords, it instead improves lunge distance.

Yearning Echo armor

The class sets are Twisting Echo for Hunter, Descending Echo for Titan, and Corrupting Echo for Warlock.

- **2-piece - Untold Greed:** collecting ammo, Orbs of Power, or elemental pickups, or destroying a Strand Tangle, grants stacks that slightly reduce incoming damage and increase reload speed. Breaking a shield removes some stacks.
- **4-piece - Overflowing Coffers:** while stacks are active, Orbs and elemental pickups provide more ability energy and Strand Tangles deal more damage. A shield break converts all remaining stacks into a fountain of Orbs of Power.

Set-bonus text and tuning are live-system data. Read the in-game armor tooltip after a sandbox update.

Reward framework

Bungie's current tier framework applies to pre-Edge of Fate raids and dungeons:

- Featured dungeon Standard and Master completions list Tier 5 weapon or armor rewards.
- Featured dungeon Director Challenges list a weekly Tier 5 reward.
- Featured hidden chests list weekly Tier 5 weapon or armor rewards.
- Nonfeatured Standard lists Tier 3 weapon or armor rewards.
- Nonfeatured Master lists Tier 5 weapon or armor rewards.

Farmability and weekly lockouts belong to the live activity and reward cards. Do not preserve the old blanket claim that Master is available only while featured.

Optional records and cosmetics

Grasp of Avarice has no dungeon title or seal. Its current optional record group contains fourteen objectives:

- Complete the dungeon - **Absolutely Cursed** emblem.
- Complete without any fireteam member dying and without leaving - **Ensilvered Snare** shader.
- Complete solo without leaving.
- Complete solo flawless without dying and without leaving - **Piratical Ambitions** emblem.
- Complete on Master - **Gjallarswift** Exotic sparrow.
- Collect all twelve Wilhelm-7 messages - **Hraesveglur** Gjallarhorn ornament.
- Complete And Out Fly the Wolves and earn Gjallarhorn.
- Complete with a full clan fireteam.
- Complete with an Arc fireteam.
- Complete with a Void fireteam.
- Complete with a Solar fireteam.
- Complete with a Stasis fireteam.
- Complete with a Strand fireteam.
- Complete with all players on the same class.

Read each live record before attempting it. "Solo" requires one uninterrupted instance and no other player joining. "Solo flawless" adds no deaths. The flawless-fireteam record is separate from solo flawless.

Solo-flawless planning

- Begin only when connection, time, and build are stable enough for an uninterrupted clear.
- Treat every trap and man cannon as an encounter. Stop, establish the observer frame, and take the verified route.
- Deposit riches early. Carrying extra stacks has no score value.
- At Phry'zhia, use one side room at a time and leave damage before the boss reaches the position.
- In the mine run, resummon a damaged sparrow before it breaks and dismount inside a mine if needed.
- At Fallen Shield, fully clear each island before rolling the shell.
- At Avarokk, kill both lieutenants every cycle and accept extra dispenser activations.
- If a mechanic state becomes unclear, prioritize a safe reset over improvisation.

Full-Dungeon Assignment Sheet

Three-player team

Segment	Player 1	Player 2	Player 3
Trap route	Pathfinder and switches	Rear guard and collectibles	Secrets checklist
Phry'zhia	Scorch Cannon	Room runner	Crystal guard
Mines	Lead route and extenders	Alternate extenders	Mine-circle anchor
Fallen Shield	Navigator and cannon	Riches runner	Servitor handler
Avarokk	Cannon and center	Left runner	Right runner
Catalyst	Vandal control	Route caller	Confirms all three personal claims

Two-player team

Player 1 owns Scorch Cannon and navigation. Player 2 owns crystal safety and object handling. Split dispenser zones at Avarokk, then let the safer player collect the remaining center group. Both players confirm their own catalyst chest interaction before moving.

Solo

One player performs the same jobs serially. The safe order is always:

1. Clear enemies.
2. Establish the next route or generator.
3. Acquire the mechanic object.
4. Carry a controlled amount.
5. Deposit or fire from safe ground.
6. Reset before boss damage or movement.

Full-clear flow

1. Open the loot cave with Burdened by Riches.
2. Cross the crystal ravine and navigate the Rusted Gangplank traps.
3. Charge Phry'zhia's center crystal from both side rooms and defeat the Ogre.
4. Defuse Mines A through D and collect the skull secrets if desired.
5. Destroy four Fallen Shield nodes with four Servitor shells.
6. Activate Avarokk's dispensers twice per normal cycle, deposit sixty riches, and defeat the Captain.
7. Claim the final reward pod and Message 12.

Sources and Verification Notes

Mechanics and current manifest state were reviewed August 1, 2026.

Primary and live-system sources

- [Bungie 30th Anniversary page](#) - ownership, dungeon identity, Gjallarhorn, weapon, armor, and cosmetic scope.
- [Destiny Update 9.7.0](#) - current tiered raid and dungeon reward framework.
- [Bungie weapon and artifact preview](#) - current anti-Champion weapon-frame framework.
- Current Bungie manifest version 244213.26.06.29.2000-1-bnet.65583 - activities, modifiers, items, traits, armor bonuses, catalyst, quest, and record definitions.

Independent execution sources

- [GameSpot complete dungeon guide](#) - route, encounter loop, hidden chests, and collectibles.
- [PC Gamer solo and loot guide](#) - independent mechanic and solo-route comparison.
- [Shacknews Wilhelm-7 message guide](#) - all twelve physical message locations.
- [GameSpot Gjallarhorn catalyst guide](#) and [Shacknews catalyst guide](#) - independent three-chest route comparison.
- [Shacknews Gjallarhorn quest guide](#) and [GameSpot quest guide](#) - quest order comparison.
- [Kyber's Corner loot table](#) - encounter-pool comparison.

Resolved conflicts

- Secret chest 2 is called both the left eye and right eye. It is the **right eye when the player faces the skull from the approach**, which is the skull's own left eye. The guide always states the observer frame.
- Older guides describe Master as featured-only, old Power values, seasonal anti-Champion mods, and legacy Artifice behavior. Current Bungie activity definitions, the live card, and Update 9.7.0 supersede them.
- Some guides treat catalyst progress as shared. It is personal: every player must open all three chests in order during the same instance.
- Encounter guides vary in naming the two Avarokk lieutenants. The guide uses functional names, Shank and Marauder lieutenant, because those calls are unambiguous and do not affect the mechanic.

Stable publication boundaries

- Current-state claims are dated August 1, 2026.
- The live activity card owns later Power, modifier, Champion, shield, surge, overcharge, availability, farmability, and reward changes.
- Loadouts are recommendations, never requirements.
- This guide contains no map, diagram, screenshot, or visual-only instruction.
- Website files are integration-ready content for an existing host, not a standalone website or deployment target.