

DESTINY 2 - DUNGEON FIELD GUIDE

PIT OF HERESY

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 a one-to-three-player clear. Every required location, route, mechanic, secret, collectible, Exotic quest step, and recovery rule is stated in prose or a semantic table. The guide does not rely on a map, diagram, screenshot, color-only cue, or page-relative instruction.

Each encounter is organized as objective, orientation, roles, numbered execution, failure and recovery notes, solo adaptation, loadout philosophy, and quick reference. Optional routes are separated from required progression.

Difficulty scope: The current manifest defines Standard, Expert, and Master versions. All use the same base mechanics. They are not matchmade. Power, Champions, banes, surges, shields, featured status, and reward preview can change; read the live selector and activity card before launch. This guide does not preserve fixed-Power or seasonal modifier advice.

Orientation convention: At every doorway, stand in the doorway and face the direction of travel before using left or right. In the Necropolis, identify towers by the large chained rune above the room. In the Tunnels, Entrance is the first three-way opening and Exit gates are the three sealed doors. At the Chamber, face the locked exit and Totem from rally. At Zulmak, stand at rally and face the center; the three outer towers are named by disciple: Knight, Wizard, and Shrieker.

Loadout policy: Recommendations describe jobs - add control, relic support, long-range balcony control, survivability, and sustained boss damage. Exact weapons, subclasses, and damage combinations change. No named weapon, subclass, or Super is required for a clear.

Before launch

- Decide whether the run includes Xenophage, its catalyst, both hidden chests, A Loyal Friend, Raider's Effigy, solo, flawless, or the Hive-sword final-blow record.
- For Xenophage, confirm the current step of The Journey before entering. Update 9.7.0.1 corrected quest access when the quest inventory is full.
- Assign **Relic**, **Route**, and **Anchor**. In a solo run, perform those jobs in that order.
- Agree that a Rune call means the physical chained symbol at a tower, not a community number.
- Do not begin a solo or flawless record from a checkpoint. The current record text requires an uninterrupted clear without leaving.
- Read the live difficulty selector. Expert and Master can add threats without changing the interaction sequence.

Dungeon-Wide Mechanics and Terminology

Core terms

Term	Working definition	Execution rule
Chained rune	A large Hive symbol displayed at an objective room.	Match the symbol exactly; do not substitute a remembered tower number.
Swordbearer	A large Hive Knight that drops a temporary relic sword.	Kill it near safe ground and assign one carrier.
Relic light attack	Fast close-range Hive sword strike.	Use it against the Knight disciple.
Relic heavy attack	Ranged energy wave from the Hive sword.	Use it against the Wizard disciple.
Relic guard	Sword block that reflects projectiles.	Face the Shrieker and reflect its shots into it.
Void charge	Orb dropped by a Heretical Knight.	Carry it to a receptacle; dropping or dying returns progression to the source cycle.
Annihilator Totem	The Chamber wipe device over the center plate.	Keep the plate occupied often enough that the Totem never completes its charge.
Curse of Suffering	Stacking Chamber debuff that increases incoming damage.	Depositing a charge resets it to its low state; use the HUD rather than a memorized timer.

Three-player role model

Role	Primary job	Handoff rule
Relic	Claims sword or charge and performs the required interaction.	Calls pickup, route, and deposit before leaving safety.
Route	Reads runes and guides the carrier through the next safe lane.	Stops at protected ground and names the next landmark.
Anchor	Holds Totem or safe position, clears threats, and manages revives.	Never abandons the wipe-control space without a spoken handoff.

Solo adaptation

1. Clear enemies from the safe position first.
2. Create the relic or charge only when the route is open.

3. Perform one objective interaction.
4. Return to the control position and stabilize.
5. Repeat.

The Chamber is the strictest solo test. Treat every charge as one trip: clear the plate, weaken a Heretical Knight, return to reset the Totem, then claim and deposit only when the room is controlled.

Relic action rule

The same three-action language appears in the opening and final encounters:

Disciple	Correct relic action	Common failure
Knight, the Might	Light attack	Spending ranged energy while the Knight closes.
Wizard, the Omen	Ranged heavy attack	Jumping into its aerial damage field.
Shrieker, the Oracle	Guard and reflect	Swinging the sword into an immune shell.

Normal weapons can control surrounding enemies but do not replace the required relic action against these disciples.

Entering Pit of Heresy

Launch the chosen difficulty from the current Director node. The opening path descends from the Scarlet Keep overlook into the Necropolis.

1. Follow the cliff path to the rally location.
2. Look across the Necropolis before dropping. The encounter's central reading room displays three chained runes.
3. Assign one player to read and repeat those runes in order.
4. Enter the city only after all players can identify the three target symbols.

1. Clear the Necropolis

Find the three towers matching the chained runes, create a Hive relic sword, and defeat each tower's disciple with the correct sword action.

Orientation and roles

The Necropolis is a cliff city with many stacked rooms. A target tower displays one of the three required runes above its entrance. Use **Current Rune** and the disciple name as the primary call: "Hook Rune - Wizard."

Role	Players	Primary responsibility
Rune caller	1	Records the three entrance symbols and confirms each target tower.
Sword carrier	1	Uses the correct action against the active disciple.
Escort	1	Clears Ogres, adds, and the carrier's route.

Standard walkthrough

1. Read the three chained runes in the entrance room and repeat them aloud.
2. Search the city for a tower with one matching rune above its doorway.
3. Kill a roaming Swordbearer Knight and claim its relic sword.
4. Enter the matching tower and identify its disciple.
5. Against the Knight, use relic light attacks. Against the Wizard, use ranged heavy attacks. Against the Shrieker, hold guard while facing it so its projectiles reflect back.
6. Defeat the disciple. One of the three entrance chains breaks.
7. Leave the tower, locate another Swordbearer if needed, and move to the next required rune.
8. Repeat until all three chains break.
9. Find the bright green route beam and use it to locate the opened descent.

Failure states and recovery

Problem	Response
Wrong tower	Leave before spending relic energy; compare its chained rune to the entrance list.
Sword expires or is lost	Kill another roaming Swordbearer. The completed disciple stays complete.
Shrieker does not take reflected damage	Face its eye directly, hold guard before the projectile arrives, and maintain line of sight.
Carrier is isolated	Retreat to the tower doorway and let the Escort clear the route.
Team is lost after third disciple	Look for the vertical green beam rather than searching every tower.

Solo adaptation

Clear the approach and tower adds before claiming a sword. Use the doorway as cover, and fight one disciple per sword rather than forcing a low-energy relic to do multiple jobs.

Loadout philosophy

Bring long-range control for Ogres and exposed towers, close add clear for interiors, and a survivability tool that does not require standing beside the relic target. The relic is the disciple damage tool; your loadout protects its use.

Quick reference

Target	Action
Knight	Light attack
Wizard	Ranged heavy
Shrieker	Guard and reflect
Three complete	Follow green beam down

Descend the Wall of Doors

After the Necropolis, the route crosses a wall filled with dark doorways and lethal push traps.

1. Follow the green route into the next vertical chamber.
2. Treat every doorway with a hanging chained rune as hazardous. Approaching the wrong opening can trigger a force that launches the player into the abyss.
3. Use the broad rear pillars and permanent ledges to descend instead of jumping directly at an unverified door.
4. Follow the safe opening and continue through the cracked wall toward the Ogre tunnels.

For The Journey, a special rune is inside the upper-left doorway with **no chained symbol hanging above it** when viewed from the chamber entrance. The complete quest route is in its own chapter.

2. Traverse the Tunnels of Despair

Kill three Heretical Knights in the Ogre-safe side caves, carry their Void charges past three invulnerable Harrowing Pariah Ogres, and deposit one charge at each sealed exit gate.

Orientation and safety model

At the first three-way opening, the broad main lanes belong to the Ogres. The smaller membrane-covered side caves belong to the fireteam. Shoot through the membranes to enter; the Ogres cannot follow inside.

Space	Threat	Safe rule
Main lane	Invulnerable Ogre patrol	Cross only after the Ogre turns or is deliberately pulled away.
Side cave	Thrall and a Heretical Knight	Clear before picking up the charge.
Exit gate	Exposed deposit receptacle	Call the Ogre position before leaving the cave.
Cliff edge	Fatal fall	Do not backpedal while watching an Ogre.

Standard walkthrough

1. Enter a side cave, clear its Thrall, and defeat the Heretical Knight.
2. Before collecting the Void charge, locate the nearest sealed gate and the Ogre controlling that lane.
3. Have the Route player pull the Ogre away from the intended crossing or wait until it turns.
4. Collect the charge, leave the cave, and move directly to the gate receptacle.
5. Deposit the charge. That gate opens permanently for the encounter.
6. Return to the side-cave network instead of running the full length of an Ogre lane.
7. Repeat with the other two Heretical Knights and gates.
8. After the third deposit, the Ogres withdraw and the route to the Chamber opens.

Failure states and recovery

Problem	Response
Ogre blocks the deposit	Return to a side cave; never challenge the invulnerable patrol.
Charge carrier dies	Revive from the cave network and repeat that Knight cycle.
Team loses its gate count	Inspect the gate barriers; an opened gate is the reliable progress marker.
Player is separated	Each player holds a side cave until the Ogre patrol is called.

Solo adaptation

Complete the gate nearest each Knight instead of carrying across the entire maze. Wait in the safe cave for the Ogre to pass, then move without fighting optional enemies. After all three gates open, let the Ogres leave before collecting a chest, Ghost, or quest object.

Quick reference

1. Side cave.
2. Kill Knight.
3. Call Ogre.
4. Carry charge.
5. Deposit at one sealed gate.
6. Repeat three times.

3. Survive the Chamber of Suffering

Keep the Annihilator Totem under control, kill Heretical Knights for Void charges, and deposit six charges at the locked exit.

Orientation and roles

Stand at rally and face the locked exit. The Totem plate is center. Heretical Knights appear on the far left and far right routes. Boomer Knights appear on the upper balconies after deposits.

Role	Players	Primary responsibility
Plate Anchor	1	Keeps the Totem from charging and controls nearby Thrall.
Left runner	1	Weakens the left Heretical Knight and returns its charge.
Right runner	1	Weakens the right Heretical Knight and returns its charge.

Standard walkthrough

1. Step onto the center plate and clear the opening wave.
2. Keep at least one player near the plate. The Totem turns dangerous when the plate is neglected and eventually wipes the fireteam.
3. A runner kills one far Heretical Knight and collects its Void charge.
4. The runner returns to the receptacle beside the locked exit and deposits.
5. The deposit removes one lock and resets Curse of Suffering to its low state.
6. Clear the new wave before sending another runner. Prioritize upper Boomer Knights, Cursed Thrall, and anything pushing the plate.
7. Alternate sides or use whichever Knight route is safer. Deposit one charge at a time.
8. Repeat until six locks are removed and the exit opens.

Curse of Suffering gains stacks over time and increases incoming damage. It is not the same as the Totem's wipe state. A deposit resets the Curse; plate presence controls the Totem.

Failure states and recovery

Problem	Response
Totem glows and charges	Return to the plate immediately; abandon the current run if necessary.
Curse is high	Finish and deposit the prepared charge; avoid beginning another long clear.
Balcony Knights spawn	Stop the next charge run and remove them from the plate sightline.
Runner dies far away	Anchor remains on plate; the other player revives only after the center is stable.
Two charges arrive together	Deposit one, clear the escalated wave, then deposit the second.

Solo adaptation

Never begin by sprinting straight to a Knight. Clear the plate wave, damage a far Knight from center, return to reset Totem pressure, then finish the Knight and make one deposit. After each deposit, return to the plate and clear every dangerous enemy before the next trip. Survivability and deliberate six-cycle execution outrank speed.

Loadout philosophy

Favor continuous add clear, immediate healing or damage resistance, and accurate long-range damage for the balcony and orb Knights. Reserve burst resources for a failed plate push. A boss-damage loadout is not useful if it cannot hold this room.

Quick reference

State	Call
Plate safe	"Center held."
Runner leaves	"Left charge next."
Deposit	"Three of six; clear wave."
Curse high	"Deposit now."
Totem danger	"Return center."

4. Traverse the Harrow

Read the three runes during the initial drop, find the matching towers in the trap maze, and defeat the Malevolent Ritualist Wizard at each.

Reading the runes

1. Leave the Chamber through the opened doorway.
2. Stop at the first major drop rather than falling immediately.
3. During the controlled descent, look toward the wall and record the three large Hive runes.
4. Land on the ringed platform and repeat all three before entering the maze.

If the symbols were missed, return to the highest recoverable ledge and look again before committing to the Harrow. A guessed tower wastes more time than a careful read.

Standard walkthrough

1. Move through the maze from permanent platform to permanent platform.
2. Avoid rotating spike bars, crushing walls, flame jets, and open chasms. Wait for a full trap cycle before crossing.
3. Search tower entrances for one of the three recorded runes.
4. At a matching tower, clear the Acolytes and defeat its Malevolent Ritualist Wizard.
5. Confirm the corresponding seal breaks, then return to the safe route.
6. Repeat for the other two runes.
7. After all three Wizards die, follow the opened route to the Cradle of Damnation.

Solo adaptation

Do not fight a Wizard from a trap lane. Enter its tower, clear the lower enemies, and use solid cover against its projectiles. The Harrow has no global speed requirement; wait for every crusher and spike cycle.

Quick reference

- Read three runes during the drop.
- Match a rune to a tower.
- Kill that tower's Wizard.
- Repeat three times.
- Take the opened route to Zulmak.

5. Defeat Zulmak, Instrument of Torment

Use Hive relic swords and the correct actions to defeat the Knight, Wizard, and Shrieker disciples. Deposit all three Void charges at center, then damage Zulmak from inside the central ring and leave before the crystal detonates.

Orientation and roles

Stand at rally and face Zulmak in the center. Identify the three outer towers by their disciple, not by left/right. Each tower has a matching center deposit pedestal.

Role	Players	Primary responsibility
Sword runner	1	Kills a center Swordbearer and defeats one outer disciple.
Charge runner	1	Carries the disciple's Void charge to its center pedestal.
Center control	1	Clears adds, watches Zulmak, and prepares the damage ring.

Setup and deposits

1. Clear the central adds and kill a Swordbearer Knight.
2. Claim the relic sword and move to one outer disciple.
3. Use light attacks on the Knight, ranged heavy attacks on the Wizard, or guard to reflect the Shrieker's shots.
4. When the disciple dies, collect its Void charge.
5. Carry the charge to the corresponding center pedestal and deposit it.
6. Clear the new center wave and create another sword.
7. Repeat for the remaining two disciples.
8. The third deposit begins damage immediately. Confirm the fireteam is ready before making it.

Damage and reset

1. Enter the central ring and damage Zulmak. Damage dealt from outside the ring does not count normally.
2. Continue clearing Thrall and avoid the boss's fire-line attacks; a burning patch can make part of the ring unusable.
3. Watch Zulmak's posture and the center crystal.
4. When Zulmak kneels and the crystal begins its detonation, stop damage and leave the ring completely.
5. The blast kills players who remain inside.

6. After the blast, rebuild the sword and deposit cycle if Zulmak survives.

Failure states and recovery

Problem	Response
Wrong sword action	Retreat, preserve relic energy, and use the disciple table.
Charge carrier dies	Recover the charge if available; otherwise repeat that disciple.
Third deposit occurs early	Enter the ring only if safe; prioritize survival and prepare another cycle.
Fire covers the damage position	Rotate within the ring; do not stand in persistent flame.
Crystal charges	Leave immediately, even if Zulmak is nearly defeated.

Solo adaptation

Complete one disciple and deposit at a time. After each deposit, clear center before creating another sword. Before the third deposit, collect ammo, remove adds, and choose the safest ring edge. A controlled multi-phase fight is the expected solo plan.

Optional record - Sword Logic Supreme

Use a Hive sword to deliver the final blow to Zulmak. Preserve or create a relic sword before the finishing damage window, lower Zulmak with ordinary damage, and land the final registered hit with the sword. Do not assume a sword held outside the ring will damage the boss normally; perform the finishing strike from the active damage space.

Quick reference

Moment	Action
Knight disciple	Light attack
Wizard disciple	Ranged heavy
Shrieker disciple	Guard and reflect
Three deposits	Enter center ring and damage
Crystal charges	Leave ring completely

Secrets, Collectibles, and Optional Puzzles

Hidden Chest 1 - below the Volmar chamber

1. Enter the Tunnels of Despair and use the membrane-covered side caves rather than an Ogre lane.
2. Find the middle cave that lies opposite the hidden red door used for The Journey.
3. Inside that cave, climb over the cluster of rocks that appears to block the back route.
4. Look immediately behind the rocks for a hole in the floor.
5. Drop through the hole and follow the lower tunnel to the chamber beneath Volmar's arena.
6. Claim the chest and return through the same cave network.

The chest does not require The Journey to be active.

Hidden Chest 2 - Harrow drop worm skull

1. Complete the Chamber and reach the first major Harrow drop.
2. Do not descend to the rune-reading platform yet.
3. From the upper lip, climb the ledges around and behind the drop point.
4. Continue upward toward the large skeletal Hive worm embedded in the wall.
5. The chest sits inside the open mouth of the skull.
6. Return to the original drop, then read the three Harrow runes during the descent.

A Loyal Friend dead Ghost

This is the tenth Moon Lost Ghost and remains tied to the **A Loyal Friend** quest from Eris Morn.

1. Obtain A Loyal Friend after progressing the other Lost Ghost traces.
2. Reach the Tunnels of Despair.
3. From the entrance, move toward the outer cliff-side lane and keep the abyss beside you.
4. Follow the cliff route to its far end, using the safe side caves while the Ogres patrol.
5. Jump to the isolated ledge facing the giant rib-like bones.
6. Recover Omar Agah's Ghost and confirm **Lost No More**.

Completing the full Lost Ghost set awards the Lunar Memoriam emblem and contributes to the Harbinger title. The other nine Ghosts are outside this dungeon.

Raider's Effigy

After the Chamber, reach the initial drop into the Harrow. The effigy is on the main landing before the full trap maze, near the point where the three runes are read. Claim it before moving deep into the Harrow. It advances the current **In Every Corner** Monument record.

Historical lore-pickup boundary

Five physical Inquisition of the Damned lore pickups originally appeared in the Necropolis and Tunnels. Bungie unlocked pre-Arrivals lore for all players and removed those scannable pickups. Their lore entries remain readable, but they are not active dungeon collectibles and are not included as a route checklist.

The Journey - Xenophage and Catalyst

The Journey includes Moon destination puzzles followed by three dungeon-specific steps and the hidden Volmar encounter. The live quest UI owns the current starting or recovery step.

1. Start The Journey in the Enduring Abyss

Reach Eris Morn's old overlook facing the Lunar Pyramid. Stand in the doorway with the Pyramid ahead. Name the statues by distance from that doorway.

Interact in this order:

1. Near-right.
2. Far-left.
3. Far-right.
4. Near-left.

All four statues light and a chest appears. Open it to obtain The Journey. Several older guides use front/back from opposite observer frames; the near/far wording above removes that ambiguity.

2. Light six lecterns in Anchor of Light

Collect the flame inside the stout Fallen building at the northwest site, then light these lecterns in order:

1. Beside the flame pickup building.
2. On top of the collapsed structure to the north.
3. Inside the small yellow building against the eastern cliff.
4. Inside the central tower of the Fallen site.
5. Inside the other small yellow building across from the third lectern.
6. On the roof of the round central building.

Deposit the completed flame at the small Hive spire near the original pickup.

3. Solve the four K1 Lost Sector rune grids

After each Lost Sector boss, reach its 3-by-3 rune wall. Number the grid like a keypad: 1 is top-left, 3 top-right, 5 center, 7 bottom-left, and 9 bottom-right. Shoot these positions in order:

Lost Sector	Shot sequence
K1 Logistics	1 - 7 - 6 - 5
K1 Revelation	6 - 4 - 5 - 5 - 4 - 8 - 5 - 2
K1 Crew Quarters	3 - 4 - 5 - 8 - 9 - 9 - 8 - 8

Lost Sector	Shot sequence
K1 Communion	7 - 9 - 2 - 2

The solved grid matches the target rune displayed above it. If a sequence was entered incorrectly, leave and reload the Lost Sector rather than improvising additional shots.

4. Activate the Wall of Doors rune

Complete the Necropolis. At the Wall of Doors, stand at the chamber entrance and face the door wall. Climb the rear pillars toward the upper-left doorway with **no chained rune hanging over it**. Enter and interact with the hidden rune.

5. Open the Volmar route in the Tunnels

1. Enter the Tunnels and take the leftmost main lane along the abyss.
2. Drop carefully to the cliff ledge below the normal path.
3. Interact with the small Hive rune plate to create a chain of platforms over the chasm.
4. Cross those platforms and collect the flame from the final platform.
5. Return across the platforms and re-enter the cave network.
6. Carry the flame to the far-right side of the Tunnels.
7. Find the locked red door with one unlit brazier on each side.
8. Light both braziers. The door opens to the Volmar path.

The invulnerable Ogres remain active until the normal three-gate objective is complete. A fireteam can finish the gates first, let the Ogres withdraw, and then perform this route more safely.

6. Defeat Volmar, the Tempted

The antechamber teaches four rune-to-element associations. In the arena, the player's Dread buff selects the matching deposit and the only damage type that works during the resulting Vengeance window.

Dread	Element	Deposit from arena entrance
Abyssal Dread	Void	Upper back-left
Neutral Dread	Kinetic	Upper front-right
Thunderous Dread	Arc	Lower front-left
Fiery Dread	Solar	Lower back-right

1. Read the active Dread buff.

2. Collect the flame from the arena center.
3. Deposit it at the matching element corner.
4. The Dread becomes the corresponding Vengeance buff.
5. Damage Volmar only with that matching damage type while Vengeance is active.
6. Clear adds, read the next Dread, and repeat until Volmar dies.
7. Return the recovered Hive object to Eris Morn to receive Xenophage.

Xenophage catalyst

The current catalyst is a random eligible final-encounter drop from Zulmak, not a reward from Volmar and not guaranteed. Complete 400 Xenophage defeats to unlock **Rampage** and **Chain Reaction**.

Quest access recovery

Update 9.7.0.1 fixed an issue that prevented The Journey from being accessed when quest inventory was full. If the quest is absent, check the Quest Archive and Eris before repeating the statue puzzle.

Rewards, Loot, and Optional Records

Current activity and reward framework

State	Current boundary
Difficulties	Standard, Expert, and Master are defined; one to three players; no matchmaking.
Featured Standard	Tier 5 weapons and armor are farmable from encounters; Director Challenge is a weekly lockout.
Non-featured Standard	Tier 3 weapons and armor.
Master	Tier 5 weapons and armor whether featured or not.
Expert	Use the live reward preview; Bungie's tier table does not publish a separate universal Expert row.
Hidden chests	Featured framework grants Tier 5 weapons or armor with a weekly lockout.

Current Legendary weapon pool

Weapon	Current form	Origin trait
Adamantite	Strand Support Auto Rifle	Heretical Behavior
Refusal of the Call	Strand Adaptive Glaive	Heretical Behavior
Psychopomp	Arc Area Denial Special Grenade Launcher	Heretical Behavior
Eyes Unveiled	Void Precision Linear Fusion Rifle	Heretical Behavior

Heretical Behavior: Sustained damage or final blows against powerful combatants grant reload, handling, and combatant damage. Being revived grants the bonus immediately for a longer duration.

Premonition is now part of the Moon reward pool rather than the current dungeon pool. Hymn of Desecration is deprecated and can be safely dismantled. Do not use a pre-June 2026 loot table.

Current armor set

The current dungeon armor is **Apostate's Blade**.

Pieces equipped	Set bonus
2 - Regenerative Threshold	A finisher stores power. The next time shields break, stored power is consumed to heal immediately and begin health regeneration.

Pieces equipped	Set bonus
4 - Melee Conduction	While Radiant, Restoration, or Cure is active, melee hits release a burst that scorches the target.

These are optional build effects, not dungeon mechanics.

Dungeon records

Record	Exact requirement	Reward or note
Destroyer of Heretics	Complete the dungeon.	Sanguine Static emblem.
Eternal Heretic	Complete as a fireteam without dying or leaving.	Every fireteam member must remain flawless.
Usurper	Complete solo without leaving.	Solo record.
Savior of the Deep	Complete solo without dying or leaving.	Crimson Echoes emblem.
Metamorphosis	Follow The Journey and acquire Xenophage.	Exotic quest record.
Fireteam records	Full clan fireteam, same class, and full Arc, Solar, Void, Stasis, or Strand clears.	Require a full eligible fireteam.

The Monument record **Sword Logic Supreme** requires a Hive sword final blow on Zulmak. **In Every Corner** uses the Raider's Effigy. A qualifying solo clear can also advance the generic **One-Person Wrecking Crew** record.

Harbinger title relationship

There is no dungeon-specific title. The broader Moon title **Harbinger** directly uses:

- **Eternal Heretic** - fireteam flawless dungeon clear.
- **Usurper** - uninterrupted solo dungeon clear.
- **Lost No More** - the full Moon Lost Ghost set, whose final A Loyal Friend Ghost is inside the Tunnels.
- **Lunar Rover** badge - historically included the Bane of Tyrants ship from the final chest.

The June 2026 reward refresh temporarily removed Bane of Tyrants as an acquisition source. A July 2026 server-side fix unlocked the ship in Collections for all players, restoring badge and title availability. Xenophage's Metamorphosis record is not itself a Harbinger requirement; the title's Exotic quest record is **Symphony of Death** for Deathbringer.

No Adept or craftable dungeon pool

The current four dungeon weapons are tiered and enhanceable, not craftable Pattern weapons. The dungeon has no separate Adept weapon family or guaranteed random-drop Exotic.

Full-Dungeon Assignment Sheet

Section	Relic	Route	Anchor	Solo order
Necropolis	Sword and disciple action	Reads three runes	Clears approach	Read, clear, sword, disciple
Wall of Doors	Tests safe route	Calls ledges	Holds last platform	Inspect, descend, stop
Tunnels	Carries Void charge	Calls Ogre and gate	Holds side cave	Kill, wait, carry, deposit
Chamber	Returns charges	Controls far route	Holds Totem plate	Clear center, weaken, return, carry, deposit
Harrow	Kills Ritualist	Reads runes and route	Holds safe platform	Read, wait for trap, kill one Wizard
Zulmak	Sword and disciple	Carries charge	Controls center	One disciple, one deposit, clear; damage after third
Secrets	Claims objective	Reads complete route	Prevents transition	Complete before next load boundary

Record-run additions

- **Fireteam flawless:** every member remains deathless; no leaving.
- **Solo:** fresh uninterrupted start to completion.
- **Solo flawless:** combine both boundaries.
- **Sword Logic Supreme:** reserve a Hive sword and land the Zulmak final blow inside active damage.
- **Xenophage:** verify each quest objective before crossing a dungeon load transition.

Full-clear flow

1. Launch the chosen difficulty and confirm optional objectives.
2. Read three Necropolis runes; kill their Knight, Wizard, and Shrieker disciples with the correct sword actions.
3. Descend the Wall of Doors through permanent ledges.
4. In the Tunnels, kill three Heretical Knights and deposit one Void charge at each sealed gate while avoiding invulnerable Ogres.
5. At the Chamber, control the Totem and deposit six charges, clearing each escalated wave.
6. Read three runes during the Harrow drop; find and defeat their three Ritualist Wizards.
7. At Zulmak, defeat the three outer disciples with swords, deposit three charges, damage from center, and leave before the detonation.
8. Claim the final reward and verify intended chests, Ghost, effigy, quest, catalyst, title, and record progress.

Sources and Verification Notes

First-party current state

- [Destiny 2 Update 9.7.0](#) - current tiered dungeon rewards and featured rotation.
- [Destiny 2 Update 9.7.0.1](#) - hidden-chest rewards, dungeon weapon origin fix, quest-inventory access, and Hymn deprecation.
- [Monument of Triumph support guide](#) - persistent activity boundary.
- [Bungie manifest endpoint](#) - current activity, item, objective, record, catalyst, and title definitions inspected August 1, 2026.
- [Destiny 2 Team Bane of Tyrants server fix](#) - restored Lunar Rover and Harbinger availability.

Independent mechanic and route checks

- [Shacknews complete dungeon guide](#) - all required encounters and relic actions.
- [Current Destiny 2 Wiki walkthrough](#) - independently maintained route, Totem, Curse reset, and Xenophage mechanics.
- [GamesRadar Xenophage guide](#) - destination puzzles, dungeon route, and Volmar element associations.
- [GameSpot Xenophage quest start](#) - independent statue-puzzle cross-check and perspective conflict.
- [GameSpot Lost Ghost guide](#) - A Loyal Friend route and Lunar Memoriam relationship.
- [Original two-chest discovery](#) - chest count and physical locations.
- [Current dungeon reward breakdown](#) - current weapon and armor pool, checked against manifest definitions.
- [Current Xenophage catalyst drop reports](#) - eligible Zulmak drop source, checked against catalyst manifest data.

Material conflicts resolved

Conflict	Resolution
Curse only rises or deposits reset it	It gains stacks over time; a charge deposit resets it low. Totem plate control remains a separate wipe mechanic.
Xenophage statue order	Guides reverse front/back frames. Publish Near-right, Far-left, Far-right, Near-left from the entrance facing the Pyramid.
Five lore objects are active collectibles	Obsolete. Physical pre-Arrivals lore pickups were removed after lore was unlocked globally.

Conflict	Resolution
Old Moon weapons remain the dungeon pool	Obsolete after 9.7. Publish only Adamantite, Refusal of the Call, Psychopomp, and Eyes Unveiled.
Premonition and Hymn still use the old dungeon loop	Premonition moved to the Moon pool; Hymn is deprecated.
Bane of Tyrants makes Harbinger unobtainable	A July server-side fix unlocked the ship in Collections and restored availability.
Xenophage is required for Harbinger	False. It is a dungeon record, but the title's Exotic requirement is Symphony of Death for Deathbringer.
Catalyst comes from Volmar or is guaranteed	Current evidence supports a random eligible Zulmak drop.

Stable publication boundaries

- The live selector owns currently launchable difficulties, and the live card owns Power, Champions, modifiers, featured status, and reward preview.
- HUD buffs own Curse, Dread, Vengeance, and catalyst objective state.
- Current activities, rewards, title links, quests, and catalyst claims carry an August 1, 2026 review date.
- Loadouts are advisory and job-based; mechanics take priority.
- No map, diagram, screenshot, image, direct visual asset, or page-relative instruction is part of this guide.
- Website output is host-ready integration content only. No standalone site, repository, runtime, hosting target, or deployment workflow is authorized.