

DESTINY 2 - DUNGEON FIELD GUIDE

THE SHATTERED THRONE

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
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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, 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 major 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 the required clear.

Difficulty scope: The current Director exposes Standard only. The dungeon is not matchmade. Featured status, Power, modifiers, and reward quality can change; read the live activity card before launch. This guide does not preserve fixed-Power or seasonal modifier advice.

Orientation convention: At any doorway, stand in the doorway and face the direction of travel before using left or right. Erebus buildings are called by the symbol displayed at their entrances, not by compass direction. At Vorgeth, Entrance is the side where the fireteam arrives and Exit is the closed doorway behind the boss. At Dul Incaru, Entrance is the stairs and Brazier is the cleansing object in the center.

Loadout policy: Recommendations describe jobs - close add clear, long-range control, survivability, precision or sustained boss damage, and movement safety. 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 Wish-Ender, its catalyst, Corrupted Eggs, Ahamkara bones, Raider's Effigy, hidden chests, solo, flawless, or restricted encounter records.
- For eggs, equip Wish-Ender before entering. No other weapon can break the Taken egg shells.
- For bones, bring at least one Tincture of Queensfoil and confirm Ascendance is active when the route says an Ascendant platform is required.
- For Hunter's Remembrance, confirm the quest and its memento state in the Quests screen. The HUD owns progression if its wording differs from an older guide.
- Assign players as **Lead**, **Support**, and **Anchor**. In a solo run, the same player performs all three jobs in order.
- Do not begin a flawless or solo record from a checkpoint. Current record text requires an uninterrupted clear without leaving the activity.

Dungeon-Wide Mechanics and Terminology

Core terms

Term	Working definition	Execution rule
Taken symbol	A white symbol displayed at an Erebus structure after its Architect group dies.	Read it before moving; the symbol names the next destination.
Labyrinth Architect	A named Taken enemy group that controls an Erebus symbol station.	Defeat the group, then read the newly revealed symbol.
Petitioner's Mark	A timed buff dropped by a Keeper Wizard around Vorgeth.	Collect all four before the visible timer expires.
Petitioner's Burden	The state created after the fourth Mark is collected.	Carry it to one sigil and extinguish that sigil to begin damage.
Finite Thought	A timed damage-enabling buff dropped by a Fatesmith Knight.	Collect one to three stacks, damage Dul Incaru, and cleanse before expiry.
Ascendance	The state granted by a Tincture of Queensfoil.	It reveals optional platforms used by several bone and chest routes.
Hidden chest	An optional chest outside a reward encounter.	Six are currently obtainable; current reward quality follows the live dungeon framework.

Three-player role model

Role	Primary job	Handoff rule
Lead	Reads routes, moves first, and names the next safe landmark.	Stops on permanent ground before calling others forward.
Support	Controls snipers, shields, and enemies threatening the carrier.	Does not collect a timed object unless assigned.
Anchor	Preserves a safe position, handles revives, and watches timers.	Calls a retreat before the group loses the recoverable space.

Solo adaptation

Solo play is a sequence rather than a simultaneous role split:

1. Establish a safe anchor position.
2. Clear enemies that can punish the route.
3. Move or collect the mechanic object.

4. Return to safety if the next action is not immediately available.
5. Start damage only with a planned exit or cleanse path.

At Vorgeth, the four Marks create the tightest solo timing. Leave every Keeper Wizard at low health before collecting the first Mark. At Dul Incaru, avoid collecting Finite Thought until the Psion wave and Knight positioning are under control.

Communication discipline

Situation	Preferred call
Erebus route	"Next is Fish; moving from Dragon."
Vorgeth preparation	"Exit-right Keeper weak; no pickup yet."
Vorgeth timer	"Three Marks, fifteen seconds; Entrance-left next."
Damage start	"Burden ready; extinguishing Entrance sigil."
Dul Incaru setup	"All Knights weak; clear Psions."
Finite Thought	"Three stacks, twenty seconds; damage now."
Cleanse	"Finite Thought low; center brazier."

Entering The Shattered Throne

Launch the dungeon from its current Director node. The opening descent ends at a large Taken city space called Erebus. The first symbol station, Ingress, is directly along the opening route.

1. Follow the only safe platforms downward until the first enemies and symbol structure appear.
2. Clear the named Architect group at Ingress.
3. Read the symbol revealed at the station.
4. Use that symbol to begin the Erebus route.

The sequence between symbols changes from run to run. Building positions do not. Never use a remembered sequence from a previous clear.

1. Traverse Erebus

Defeat each Architect group, read its displayed symbol, and travel to the structure marked by that symbol. The route eventually displays the diving-bird symbol, which sends the fireteam back to Ingress for the final group.

Orientation and route language

Erebus is a broad city bowl containing seven recognizable symbol structures connected by rooftops, bridges, stairs, and outer paths. Community names vary, so use the symbol itself as the primary call. If the symbol has two common names, call both once: for example, “Infinity or Snake.”

Route word	Meaning
Current	The structure whose Architect group was just defeated.
Next	The structure matching the newly displayed symbol.
Ingress	The starting structure and final return point.
High route	A roof, bridge, or stair route with exposed snipers.
Outer route	A longer edge path with fewer blind drops.

Standard walkthrough

1. Defeat the Architect group at Ingress and read the revealed symbol.
2. Name the symbol aloud before anyone leaves. If the team cannot agree, remain at the station and compare the full outline rather than guessing from one feature.
3. Move as a group toward the matching building. Prefer permanent stairs and roofs over short blind drops.
4. At the destination, clear Taken snipers and minor enemies before committing to the named Architect.
5. Defeat the Architect group. The local display now shows the next symbol.
6. Repeat the read, call, route, and clear cycle.
7. When the diving-bird symbol appears, return to Ingress instead of searching for another outer building.
8. Defeat the final group at Ingress. The route onward opens.

Failure states and recovery

Problem	Response
Symbol was not read	Return to the last cleared structure; the display remains the route authority.
Two symbols look similar	Name the distinctive feature and destination structure before moving.
Player falls behind	Hold at the next permanent landing; do not split across multiple buildings.
High route is overwhelmed	Return to cover and use the outer route. There is no reward for the shortest path.
Team returns to Ingress early	Read the current station again and resume the actual sequence.

Solo adaptation

Clear long-range threats before crossing exposed roofs. At every destination, preserve one retreat lane and fight from outside the structure until the Architect is isolated. The encounter has no global speed requirement, so route certainty is more valuable than momentum.

Loadout philosophy

Favor accurate medium- or long-range damage for Taken Vandals and durable close-range damage for Architects. Bring a reliable answer for Taken shields and a movement option you can control near ledges. Avoid knockback effects that can move enemies or yourself into unreadable positions.

Quick reference

Moment	Action
Architect dies	Read the local symbol.
Route called	Repeat the destination before leaving.
Diving bird appears	Return to Ingress.
Final Ingress group dies	Take the newly opened exit.

Descend Through Eleusinia

The route from Erebus to Vorgeth is a long traversal containing a sniper bridge, a rafter room with Hallowed Ogres, a slowed Thrallway, and a final wall of Taken launch traps.

Route sequence

1. Leave Erebus through the opened passage and descend the interior stairs.
2. Clear the named Taken enemy at the lower route before stepping onto the long exposed bridge.
3. Cross the bridge using side cover. Eliminate Taken Vandals before committing to each long gap.
4. Enter the large room filled with narrow rafters and Hallowed Ogres. Move from one broad support to the next; kill or stagger each Ogre before crossing its firing lane.
5. Reach the doorway at the far side and enter the slowed Thrallway.
6. In the Thrallway, the slowing field removes sprint, ordinary jumping mobility, and normal health recovery. Keep moving, clear Shadow Thrall before they surround you, and use abilities or effects that restore health directly.
7. Exit onto the cliff route. Advance along the wall while watching for Taken launch traps that push across the path.
8. Cross only after the nearest launcher fires. Stop at the next protected recess and repeat.
9. Descend the final lifts and stairs to Vorgeth's chamber.

Traversal safety

- A broad beam or landing is a checkpoint for the group; a narrow rafter is not.
- In the slowed Thrallway, do not turn a controlled retreat into a stationary fight.
- At a launch trap, stand behind solid geometry until the blast passes, then cross its lane immediately.
- A player who reaches the next safe recess becomes the Anchor and calls the next crossing.

2. Defeat Vorgeth, the Boundless Hunger

Kill the four Keeper Wizards around the arena, collect all four timed Petitioner's Marks, extinguish one of the four sigils surrounding the central well, and damage Vorgeth while the shield is down.

Orientation and roles

Stand at the entry stairs and face Vorgeth. The closed door behind the boss is **Exit**. The four Keeper sectors are **Entrance-left**, **Entrance-right**, **Exit-left**, and **Exit-right**. Each Keeper is protected by a local enemy group.

Role	Players	Primary responsibility
Route caller	1	Chooses the four-sector order and watches the Mark timer.
Keeper control	1	Weakens each Wizard without collecting early.
Add and dart control	1	Clears Taken adds and destroys Vorgeth's tracking Axion darts.

Preparation pass

1. Enter only far enough to establish cover near the starting side.
2. Clear minor enemies in the two Entrance sectors.
3. Damage both Entrance Keepers until each can be finished quickly, but do not collect a Mark.
4. Rotate around the perimeter, using pillars as cover from Vorgeth, and repeat for the Exit sectors.
5. Confirm all four Keepers are weak and choose a collection order that ends near a sigil.

Collection and damage

1. Kill the first prepared Keeper and collect its Petitioner's Mark. The visible timer now controls the route.
2. Move directly to the second sector, finish that Keeper, and collect the second Mark. Each pickup continues the active collection state.
3. Repeat for the third and fourth Keepers.
4. The fourth pickup converts the stack to Petitioner's Burden.
5. Approach any one of the four sigils around the central well and use the extinguish interaction.
6. Vorgeth's shield drops. Move to a planned damage position with pillar cover and damage the boss.
7. Shoot the tracking Axion darts before they reach the fireteam.
8. If Vorgeth survives, the shield returns and the Keeper cycle resets. Rebuild the arena before collecting another first Mark.

Failure states and recovery

Problem	Response
First Mark collected too early	Commit to the shortest remaining route; do not stop for low-priority adds.
Mark timer is nearly empty	Kill and collect the nearest prepared Keeper immediately. If the route cannot finish, reset safely rather than dying in the center.
Carrier dies	The active collection is lost; revive, rebuild all four sectors, and start again.
Axion darts fill the arena	Stop boss damage briefly and destroy them. A safe second phase is better than a failed first.
Damage ends with boss alive	Return to perimeter cover before Keepers and adds repopulate.

Solo adaptation

Use the preparation pass. Clear one sector at a time, leave every Keeper at low health, and begin collection from the sector farthest from the chosen sigil. During damage, keep a pillar between you and the next incoming threat and prioritize Axion darts. A multi-phase solo is normal.

Optional record - A Thorny Predicament

Defeat Vorgeth after extinguishing no more than one sigil. Because one extinguish begins one damage phase, the practical requirement is a one-phase defeat.

Prepare every Keeper, enter damage with full resources, and choose a position that can see both Vorgeth and incoming darts. The restriction applies to sigils, not to a named loadout.

Quick reference

State	Call
Setup	"All four Keepers weak."
Collection	"One Mark; moving Exit-left."
Ready	"Burden complete; extinguish."
Damage danger	"Darts first."
Reset	"Shield returning; perimeter."

Ascend to the Spire

After Vorgeth, the route climbs past Sjur Eido's statue, vertical lifts, another Shadow Thrall section, and a final launch-trap wall.

1. Leave through the Exit door and follow the hall to the statue of Sjur Eido.
2. If completing Hunter's Remembrance, stop and verify the quest route before passing the statue.
3. Continue upward through the lift shafts. Step fully onto each lift and clear the landing before taking the next.
4. Cross the second Shadow Thrall section without stopping in the open.
5. At the final launch-trap wall, wait in each protected recess for the blast, then cross one lane.
6. Cross the final chasm and take the lifts into the spire.
7. Climb the stairs to Dul Incaru's chamber.

3. Defeat Dul Incaru, the Eternal Return

Defeat the three Fatesmith Knights, collect their Finite Thought orbs, and damage Dul Incaru before the buff expires. Cleanse Finite Thought at the center brazier before its timer reaches zero.

Orientation and roles

Stand at the entry stairs and face Dul Incaru. The three Knights begin at **Left**, **Center**, and **Right**. The cleansing brazier is in the middle of the arena.

Role	Players	Primary responsibility
Knight control	1	Groups and weakens all three Fatesmiths.
Psion control	1	Prevents the multiplying Psions from overwhelming the floor.
Boss and timer	1	Watches Finite Thought and calls damage or cleanse.

Standard walkthrough

1. Clear the opening Psions before committing heavy damage to a Knight. Psions multiply if ignored.
2. Damage the three Fatesmith Knights evenly. Keep them in sight and avoid collecting an orb while the room is uncontrolled.
3. Dul Incaru periodically creates crystals that protect the Knights. Destroy the crystals before continuing.
4. When the Knights are weak, defeat them in quick succession.
5. Collect their Finite Thought orbs. The buff stacks to three; more stacks produce much stronger damage against Dul Incaru.
6. Damage Dul Incaru while watching the visible Finite Thought timer.
7. If the boss survives and the timer becomes unsafe, stop damage and interact with the center brazier to cleanse the buff.
8. Move away from the brazier after cleansing, control the returning wave, and repeat the Knight cycle.
9. If a full cycle passes, new Fatesmith Knights can return. Kill Dul Incaru before that happens for the optional Douse the Forge record.

Failure states and recovery

Problem	Response
Psions are multiplying	Stop Knight damage and clear every split group.
Knights gain crystal protection	Find and destroy Dul Incaru's crystals before spending more damage.
One orb was collected early	Use the remaining timer to finish the other Knights; cleanse if the full stack cannot be assembled safely.
Finite Thought is low	Reach the center brazier and cleanse before expiry. The expired buff kills its holder.
Boss survives damage	Cleanse, spread back out, and rebuild the room.

Solo adaptation

Control Psions first, then use the entry stairs and outer edges to line up the Knights. Do not collect the first orb until all three Knights are ready to fall. A three-stack damage phase greatly reduces the time spent exposed. Plan the path from damage position to brazier before firing the first shot.

Optional record - Douse the Forge

Defeat Dul Incaru before any Fatesmith Knight respawns. Weaken all three together, collect three stacks, and commit enough damage to finish the boss during the first cycle. The record does not require a particular weapon or subclass.

Quick reference

State	Call
Room control	"Psions first."
Knight shield	"Crystals active."
Pickup	"Three Knights down; collect all."
Damage	"Finite Thought x3; damage."
Safety	"Timer low; cleanse center."

Secrets, Collectibles, and Optional Puzzles

Six hidden chests

The current dungeon contains six optional chests. Older guides that list only two or treat several as empty Dreaming City chests are obsolete after the June 2026 reward refresh.

Hidden Chest 1 - Erebus below the dragon temple

1. Reach the structure commonly called Dragon or Tower of the Deep.
2. Move to the rock shelf below and beside the temple rather than entering its main floor.
3. Follow the broken stone toward a fallen statue.
4. The chest is tucked among the rocks beside that statue.

Hidden Chest 2 - cliff door before the sniper bridge

1. Complete Erebus and descend the stairs.
2. Defeat the named Taken enemy that opens the route to the long bridge.
3. Before stepping onto the bridge, turn around to face back toward the stairs.
4. Climb the rock ledges now on your right.
5. Follow them to a side door that opens after Erebus is complete. The chest is inside.

Hidden Chest 3 - outer ledge before the slowed Thrallway

1. Cross the rafter room with the Hallowed Ogres.
2. Stop at the far doorway before entering the slowing field.
3. Face the doorway from the rafter room and move around its right exterior side.
4. Follow the narrow cliff ledge to the chest, then return to the doorway.

Hidden Chest 4 - lower beam in the slowed Thrallway

1. Enter the slowed Thrallway and move forward until the lower structural beams are visible beyond the railing.
2. Cross the railing at a broad section and drop to the lower beam, not the abyss.
3. Follow the beam into the hidden side alcove containing a portal and chest.
4. Use the return route and resume the main corridor.

Hidden Chest 5 - Ascendant platforms after Vorgeth

1. After Vorgeth, reach the base of the first lift room containing four Wizards.
2. Before taking the lift, move to the pillars on the right while facing the direction of travel.
3. Use a Tincture of Queensfoil if Ascendance is not already active.
4. Follow the revealed platforms around the pillars to the chest.

5. Return to the lift room rather than dropping toward an unseen floor.

Hidden Chest 6 - landing before the final lifts

1. Pass the later Shadow Thrall section and the final wall of launch traps.
2. Cross the following chasm toward the spire.
3. The chest is on the broad landing across that chasm, before the final lift sequence.

Nine Corrupted Eggs

Wish-Ender is required. Egg progress is permanent and may be completed across multiple clears.

Egg	Text-only location
1	In Erebus at the Dragon or Tower of the Deep structure, face the tower, turn around toward the dead tree, and look into the rocks beyond it.
2	At the Binary Shrine structure, look above and to the right of its symbol display into the surrounding rock.
3	During the descent after Erebus, pass the first low drop and stop before climbing the next stairs; look far left across the open space.
4	Immediately after the first slowed Thrallway, look across the chasm to the right and above the first launch-trap wall.
5	After climbing the stairs along that trap wall, turn right and look across the distant exterior rock.
6	After Vorgeth, inspect the area near Sjur Eido's statue before continuing upward.
7	After leaving the statue, stop before the next slope and drop; move around the right corner and look across the gap.
8	After the first vertical lift, step backward on the landing and look up at the ceiling structure.
9	After the last launch-trap wall and before the final boss lifts, move to the safe outer ledge and look beyond the normal route.

Nine dungeon eggs contribute to the Dreaming City Corrupted Omelette record. They are not a separate dungeon seal.

Four Ahamkara bones

These four lore collectibles contribute to the Dreaming City bone record. Use a Tincture of Queensfoil where the route requires Ascendant platforms.

Bone record	Route
Fideicide I	In Erebus, reach the standing-bird structure commonly called Tower of the Sky. With Ascendance active, climb the revealed exterior platforms above the structure.
Cosmogyre II	After Erebus, stop at the doorway before the long sniper bridge. With Ascendance active, use the revealed ledge and platform route beside the doorway.
Archiloquy	In the large rafter room with Hallowed Ogres, use Ascendance to reach the optional platform path above the normal beam route.
Brephos I	Immediately after the slowed Thrallway, use Ascendance at the jumping and launch-trap section to reach the revealed platforms across the ravine.

Raider's Effigy

The current Monument record **In Every Corner** requires the Raider's Effigy from each dungeon. This dungeon's effigy is on the main route after Erebus, near the entrance to the large rafter room with Hallowed Ogres. Search the permanent landing before committing to the narrow beams. It is a one-time account collectible.

Wish-Ender Quest and Catalyst

Quest boundary

Hunter's Remembrance is the current route to Wish-Ender. Obtain or recover the quest through Petra Venj or the Quest Archive, then confirm the Awoken Memento and three purification objectives in the live quest UI. Older guides that instruct players to manage three separate inventory tokens describe a retired version of the quest.

The three hidden enemies can be completed in one clear. If the quest does not advance, trust its named objective and memento state rather than repeating an obsolete token step.

Memento 1 - Theratos and Querim in Erebus

1. Reach the roof of the Dragon or Tower of the Deep structure.
2. Pick up the Arc charge from the rooftop.
3. Carry it to the central Ingress roof, where a small statue is missing an orb.
4. Deposit the charge to summon Theratos, Archersbane.
5. Defeat Theratos, then defeat Querim, the Waking that appears with the event.
6. Confirm the first memento objective has advanced.

The summon remains available after the normal Erebus route is complete; a 2025 update corrected the earlier lockout.

Memento 2 - Eriviks during the descent

1. In the Hallowed Ogre rafter room, collect the first charge behind a pillar on the entrance-right side.
2. Carry it across the room and deposit it in the matching statue on the opposite side.
3. Continue into the slowed Thrallway.
4. Near the upper stairs in that corridor, collect the second charge from the right side.
5. Carry it through the slowing field. After passing the veil at the exit, turn right and deposit it in the waiting statue.
6. Cross the next gap and enter the newly opened side room.
7. Defeat Eriviks, the Waking and confirm the second objective.

If a carrier drops a charge or dies, return to its original pedestal. Do not advance beyond the next load transition until the objective confirms.

Memento 3 - Xavoth during Vorgeth

1. Begin Vorgeth normally and complete one four-Mark collection.

2. After the fourth Mark, look near the Exit stairs for the Fleeting Shade and defeat it.
3. Collect the charge that appears near those stairs.
4. Facing from Entrance toward Exit, carry the charge to the statue on the Entrance-left side and deposit it.
5. Defeat Xavoth, the Waking.
6. Complete Vorgeth and verify the third objective.

Claiming Wish-Ender

After Vorgeth, interact with Sjur Eido's statue while Hunter's Remembrance shows all three mementos purified. Follow the live quest prompt to receive Wish-Ender or complete the return to Petra. If the statue has no valid interaction, check that the correct character owns the quest and memento.

Wish-Ender catalyst

The catalyst is a random final-encounter drop for an eligible Wish-Ender owner; it is not guaranteed. Update 9.7.0.1 corrected a final-drop issue. Complete 500 Wish-Ender defeats to unlock **One for All**, which grants a temporary damage increase after hitting three separate targets.

Rewards, Loot, and Optional Records

Current activity and reward framework

State	Current boundary
Difficulty	Standard only; one to three players; no matchmaking.
Featured Standard	Tier 5 weapons and armor are farmable from encounters. The Director Challenge is a weekly lockout.
Non-featured Standard	Tier 3 weapons and armor.
Hidden chests	Current framework awards Tier 5 weapons or armor while featured, with a weekly lockout. Read the chest preview after any later service change.
Mechanics	The base route and encounter mechanics do not change with featured status.

Current Legendary weapon pool

Weapon	Current form	Origin trait
Vulpecula	Stasis Precision Hand Cannon	Ignoble Deeds
Fractethyst	Stasis Precision Shotgun	Ignoble Deeds
Chrysura Melo	Arc Support Auto Rifle	Ignoble Deeds
Canis Major	Solar Rapid-Fire Heavy Grenade Launcher	Ignoble Deeds

Ignoble Deeds: Inflicting subclass debuffs builds charges. Combatant defeats consume charges; while charged, the weapon gains handling and reload speed, and swords also gain charge rate.

The June 2026 refresh replaced the old generic Dreaming City dungeon pool. Do not use a pre-refresh loot table to plan current drops.

Current armor set

The current dungeon armor is **Techeun's Regalia**.

Pieces equipped	Set bonus
2 - Queensfoil Rush	Gain a strong overshield while performing a finisher; completing the finisher releases a slowing burst.
4 - Truth to Power	Damage and final blows build increasing damage resistance; finishers accelerate progress. At maximum stacks, ability recharge also increases.

Set bonuses are optional build tools, not encounter requirements.

Dungeon records

Record	Exact requirement	Reward or note
A Hidden Death	Enter the dungeon.	Entry record.
Never Again	Complete the dungeon.	Completion record.
Curse This	Complete as a fireteam without dying or leaving.	Every fireteam member must remain flawless.
Solo-nely	Complete solo without leaving.	The Eternal Return emblem.
Seriously, Never Again	Complete solo without dying or leaving.	Solo-flawless record.
Come at Me	Complete while wearing a full set of unpurified Reverie Dawn armor.	Armor is sourced outside the current dungeon pool.
A Thorny Predicament	Defeat Vorgeth after extinguishing no more than one sigil.	One damage phase in practice.
Douse the Forge	Defeat Dul Incaru before any Fatesmith Knight respawns.	First Knight cycle.
Gimme That Bow	Prove worth to Sjur Eido and obtain Wish-Ender.	Exotic quest record.
Fireteam records	Full clan fireteam, same class, and full Arc, Solar, Void, Stasis, or Strand clears.	These require a full eligible fireteam, so they are not solo records.

Title and Monument relationships

There is no dungeon-specific title or seal.

The Dreaming City title **Cursebreaker** directly uses the dungeon completion, Wish-Ender, four dungeon Ahamkara bones, and nine dungeon Corrupted Eggs. Its badge also contains broader destination collections that are outside this guide.

The Monument record **Do Not Worship Me** requires defeating Dul Incaru while Wish-Ender is equipped. The generic **One-Person Wrecking Crew** record can also be advanced by a qualifying solo dungeon clear. **In Every Corner** uses the Raider's Effigy described above.

No additional Exotic or catalyst

Wish-Ender and its catalyst are the dungeon's current Exotic progression. The dungeon has no separate random-drop Exotic, craftable dungeon weapon set, Adept weapon pool, or Master-only item.

Full-Dungeon Assignment Sheet

Section	Lead	Support	Anchor	Solo order
Erebus	Reads symbol and path	Clears snipers	Holds last safe station	Read, clear, move
Descent	Calls beams and traps	Controls Ogres and Thrall	Holds broad landing	Clear lane, cross, anchor
Vorgeth	Calls sector order	Weakens Keepers	Watches timer and darts	Prepare all, collect four, extinguish
Spire ascent	Calls lifts and traps	Clears landings	Holds recess	Fire trap, cross, stop
Dul Incaru	Groups Knights	Clears Psions/crystals	Watches Finite Thought	Control, three kills, three stacks, damage, cleanse
Secrets	Reads route	Confirms collectible state	Prevents accidental transition	Complete before crossing next load boundary

Record-run additions

- **Flawless:** no player death, no orbit, no checkpoint start.
- **Solo:** one player from fresh launch through completion without leaving.
- **Solo flawless:** combine both boundaries in one uninterrupted run.
- **Vorgeth restriction:** one extinguished sigil maximum.
- **Dul Incaru restriction:** no Fatesmith Knight respawn.
- **Wish-Enders:** keep quest owner and memento state on the same character.

Full-clear flow

1. Launch Standard and confirm optional objectives.
2. Enter Erebus, clear Ingress, and follow each revealed symbol.
3. Return to Ingress when the diving-bird symbol appears and open the descent.
4. Cross the sniper bridge, Hallowed Ogre rafters, slowed Thrallway, and launch-trap wall.
5. At Vorgeth, weaken four Keepers, collect four Marks, extinguish one sigil, and damage.
6. Pass Sjur Eido's statue and climb the lifts, Thrall, and final trap wall.
7. At Dul Incaru, control Psions, weaken three Knights, collect Finite Thought, damage, and cleanse before expiry if needed.
8. Claim the final reward and verify every intended record, chest, egg, bone, effigy, quest, or catalyst objective before leaving.

Sources and Verification Notes

First-party current state

- [Destiny 2 Update 9.7.0](#) - current dungeon reward tiers, featured rotation, and broad activity updates.
- [Destiny 2 Update 9.7.0.1](#) - hidden-chest reward fix and Wish-Ender catalyst final-drop fix.
- [Monument of Triumph support guide](#) - persistent post-update availability boundary.
- [Bungie manifest endpoint](#) - live activity, item, objective, record, catalyst, and title definitions inspected August 1, 2026.

Independent mechanic and route checks

- [Shacknews complete dungeon guide](#) - encounter flow, symbols, Vorgeth, and Dul Incaru.
- [GamesRadar complete guide](#) - independently owned encounter and traversal cross-check.
- [Paracausality field guide](#) - independent spatial and encounter corroboration.
- [Shacknews Wish-Ender guide](#) - hidden enemy and relic sequence.
- [Shacknews Corrupted Egg locations](#) - all nine dungeon eggs.
- [Current six-chest verification](#) - post-refresh chest count and routes.
- [Current dungeon reward breakdown](#) - refreshed weapons, origin trait, and armor bonuses, checked against manifest definitions.

Material conflicts resolved

Conflict	Resolution
Two hidden chests versus six	The June 2026 refresh made six dungeon chests reward-bearing. Publish all six; older two-chest lists are incomplete for current play.
Three separate Wish-Ender tokens	Retired quest structure. Publish Hunter's Remembrance, its live memento objectives, and the same three hidden enemy events.
Erebus has a fixed symbol sequence	False. Building locations are fixed; the displayed next-symbol order changes.
Vorgeth requires a specific sigil	False for a normal clear. Any of the four sigils accepts Petitioner's Burden.
Collecting later Marks restarts a fixed timer	Sources phrase the behavior inconsistently. Publish the visible HUD timer and continuous four-Keeper route without inventing a reset value.
Dul Incaru requires three Finite Thought stacks	Three is the strongest intended damage state, but fewer stacks still permit damage. Publish three as the reliable plan, not an absolute interaction gate.
Catalyst is guaranteed	Current reports and the manifest support a random eligible final drop. The patch note fixes its source, not a guarantee.

Conflict	Resolution
Dreaming City weapons remain the dungeon pool	Obsolete after Update 9.7.0. Publish only the four refreshed dungeon weapons and Techeun's Regalia.

Stable publication boundaries

- The live activity card owns featured status, Power, modifiers, and reward preview.
- HUD timers and buff text own Petitioner and Finite Thought state.
- Current activities, loot, title relationships, collectibles, 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.