

DESTINY 2 - DUNGEON FIELD GUIDE

WARLORD'S RUIN

Complete Dungeon Guide

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

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How to Use This Guide

This is a text-only field guide for the Standard and Master Warlord's Ruin activities. Every mandatory route, observer frame, mechanic, recovery path, trapped chest, Bone of Hefnd, and Buried Bloodline catalyst step is written in prose. No instruction depends on a map, diagram, screenshot, page position, or color alone.

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

Difficulty scope: The live manifest contains Standard and Master activity definitions. Power, Champions, shields, surges, threats, overcharges, featured status, reward tiers, and availability can change. Read the launch card before entering.

Orientation convention: At rally or a room entrance, face the objective before assigning left and right. During traversal, left and right follow the direction of travel. At Hefnd, every large platform becomes a local observer frame; use Lower, Next Up, and Top Ring instead of imposing one compass on a spiral arena.

Callout policy: Name state before ambition: "Left Chieftain cast one - kill now," "Two totems captured," "Hex transferred - stay away," or "Brazier 2 active - rotate together." Team labels are conventions, not official UI names.

Loadout policy: Recommendations describe jobs: eye clearing, Major control, warm-route survival, safe ranged damage, or close boss damage. Exact weapons, subclasses, and artifact perks are optional. Mechanics take priority.

Before the first pull

- Decide whether the run is a clear, Master clear, solo or solo-flawless attempt, Bones quest run, hidden-chest run, or Buried Bloodline catalyst run.
- Label players 1 through 3. For solo play, read every assignment as a sequence performed by one player.
- Confirm how the team will call a cleansed Scorn Lantern: this guide uses **Wish Totem** before capture and **Cleansed Totem** after the central Taken blight disappears.
- Decide who will call Imminent Wish, Naeem's Wish Empowerment, Biting Cold, and Hex timers from the HUD.
- Read the live card and Journey entries. Do not carry a launch-era Power level, seasonal counter, or legacy Artifice rule into a current run.

Dungeon-Wide Mechanics and Terminology

Wish Totems and Imminent Wish

Scorn Chieftains create lantern-like totems with a white capture ring and Taken blight at the center. Stand inside the ring until the central blight disappears and the device changes state.

State	Meaning	Team call
Wish Totem active	Capture is available while Imminent Wish is counting down.	Left totem live.
Capture in progress	At least one player is standing in the ring.	Left capturing.
Cleansed Totem	Central blight and capture ring disappear; progress is banked for the current wish.	Left complete.
Imminent Wish reaches zero	The encounter consumes every successful capture and starts its next state.	Wish ending - leave totems.

Two overlapping rings can be captured at once by standing in their overlap. Shooting the device does not capture it. A Chieftain can cast one totem while alive and create another when killed; when time permits, wait for the cast, call it, then kill the Chieftain for the second.

Naeem's Wish Empowerment

At Rathil and Hefnd, each Cleansed Totem increases the duration of **Naeem's Wish Empowerment**, the window that makes the boss damageable. At Locus, each Cleansed Totem instead creates one Solar Charge when Imminent Wish expires.

The HUD owns every timer. Published seconds vary with capture count and activity tuning, so this guide does not hard-code them.

Blighted Eyes

Small floating Taken Eyes are mechanic triggers and timer extenders.

- At Rathil, three Eyes around each cage release the prisoner.
- At Locus and lower Hefnd platforms, destroying the boss's Eye wave triggers the Chieftain phase.
- At Hefnd's Top Ring, clearing Eyes prevents the full set from forcing an early platform change.

Use a fast, accurate weapon with enough range to hit targets above and below. When a player cannot see the last cage Eye, a teammate should shoot it from the adjacent cage.

Master boundary

Master changes enemy pressure and the live modifier set but not the Wish Totem, prison dial, Solar Charge, Biting Cold, Hex transfer, or platform progression logic. Bring counters for every Champion and shield listed on the launch card. Current tiered rewards and Armor 3.0 supersede old launch-era summaries.

Climb the Windswept Crag

From spawn, follow red flags up the snowy cliffs. Clear Scorn from each landing, use the narrow stone shelves rather than blind jumps, and cross the suspended rope bridge into the first fort.

One possible roaming secret chest sits in a broad rock alcove before the rope bridge. Approach and wait: a faint blue Dark Ether mist marks a mimic that spawns Screebs, not the real reward chest. The complete six-location route appears later.

1. Defeat Rathil, First Broken Knight of Fikrul

Escape a rising cage by destroying three Blighted Eyes, cleanse the one or two Wish Totems Rathil has created before Imminent Wish ends, and use Naeem's Wish Empowerment to damage the boss.

At a glance	Details
Observer frame	Stand at rally facing Rathil's raised position.
Trigger	Engage Rathil and clear Scorn until Imminent Wish begins.
Lethal check	Cage rises into overhead spikes unless its three Eyes die.
Mechanic goal	Cleanse at least one Wish Totem; two provides the longer damage window.
Damage	Starts when Imminent Wish reaches zero.

Roles

Role	Players	Responsibility
Cage caller	1	Calls Imminent Wish, scans high/low Eyes, and helps adjacent cages.
Totem lead	1	Finds the first totem before teleport, returns to it, and tracks capture completion.
Control and damage	1	Clears Scorn, protects captures, and prepares boss damage.

Standard walkthrough

1. Engage Rathil and clear Scorn. Watch his ritual animation and listen for **Imminent Wish**.
2. Before the teleport, identify the first Wish Totem if visible and call its location.
3. Each player appears in a suspended cage that rises toward spikes. Find and destroy three Blighted Eyes around that cage. Check eye level, below the cage rim, and above it.
4. If a teammate calls last Eye, look across from your cage and help. The Eyes are shared targets even though the cages are separate.
5. When the cage opens, drop safely and move to the called Wish Totem. Stand in the ring until the central blight and ring disappear.
6. Find the second totem if Rathil created one. If the circles overlap, stand in the shared region to progress both.

7. At Imminent Wish zero, captured totems become Naeem's Wish Empowerment and Rathil loses immunity.
8. Damage until the boon ends and immunity returns. Clear the room and repeat until Rathil is defeated.
9. The fireteam is then transported to the prison puzzle. The encounter reward follows the escape.

Failure states and recovery

Problem	Response
Last cage Eye is hidden	Rotate view vertically and ask an adjacent prisoner to shoot it.
Cage is near spikes	Stop all other actions; destroy the Eye or accept the death and prepare a revive after the teleport state ends.
Only one totem is reachable	Complete it. One capture creates a short but valid damage phase.
Ring remains visible	Capture is not complete. Stay until the central Taken blight disappears.
Damage boon ends	Stop damage, separate from Rathil, and reset adds. The encounter has no fixed phase limit.

Solo adaptation

As the cage rises, rotate in one direction and scan bottom, level, then top so no Eye is checked twice. Land at the first known totem and prioritize one guaranteed capture over losing both. Use a damage plan that survives close pressure and accept extra cycles.

Loadout philosophy

Bring quick Eye acquisition, dense Scorn control, and damage that is safe at Rathil's close range. Precision, close burst, and guarded melee plans can all work. On Master, cover the live Champion requirements without sacrificing the ability to free the cage.

Quick reference

- Clear until Imminent Wish.
- Note first totem.
- In cage, shoot three Eyes.
- Cleanse one or two totems.
- At zero, damage with Naeem's Wish Empowerment.
- Repeat.

Escape the Prison

The prison contains six shootable dials, two skeleton clues, and one lock mechanism. The solution changes by run.

Read the two skeletons

Each skeleton points one hand toward a group of tally marks.

- Tally beside the skeleton's **right hand** = number of dials that must spin **clockwise**.
- Tally beside the skeleton's **left hand** = number of dials that must spin **counterclockwise**.
- The two counts always total six.

Use the skeleton's own hands, not the viewer's left and right. Call the complete solution: Two clockwise, four counterclockwise. Color can help identify the marks, but the hand-direction rule makes the puzzle accessible without color.

Set the six dials

1. Locate all six circular dials on cell walls and ceilings. In a three-player team, each prisoner controls the dials visible through their bars. Solo and duo layouts open connecting cells so all six remain reachable.
2. Each dial cycles through three states when shot: first direction, stopped, opposite direction. Watch the actual motion; do not rely on shot count if someone else may have hit it.
3. Set any combination that matches the required counts. Dial identity does not matter, only the number rotating each way.
4. Each player reports their states, for example one clockwise, one counterclockwise set.
5. Confirm the totals equal six and no dial is stopped.
6. Shoot the glowing lock mechanism near the open/central cell. Correct totals open every gate.

If the lock rejects the solution, recount moving dials, restate the skeleton-hand clue, and correct only the uncertain state. Random shooting makes a simple count impossible to audit.

Navigate the Ruined Undercroft

After the cells open, follow the main corridor through the prison maze. Rectangular wall grilles conceal spike traps. Approach from an angle, let the spikes fire, then cross while they retract. Jump through ceiling holes only after checking the landing.

The maze contains several quest doors and two potential roaming-chest locations. A practical route is:

1. Leave the prison and follow the corridor until the first ceiling climb.
2. Continue past spike walls into the dim stone staircase.

3. At the bottom split, right leads through collapsed debris to roaming chest location 2; left is progress.
4. On the left route, pass the iron gate. A small room halfway along the right wall contains roaming chest location 3 and Stasis Ravagers.
5. Continue upward, cross the exposed bridge while Hefnd attacks from range, and clear the Scorn fort.
6. At the large fortress gate, enter the enemy room; roaming chest location 4 is on the right. The normal route then climbs left toward Locus.

2. Defeat the Locus of Wailing Grief

Cleanse Wish Totems to create Solar Charges, carry four charges to the four central braziers, then rotate through those braziers during damage while managing lethal Biting Cold.

Orientation

Stand at rally facing the Taken Ogre and central stone ring.

- **Left Chieftain** and **Right Chieftain** spawn on the corresponding outer sides after the Eye wave.
- **Warm Standards** are the lit flag-and-torch shelters along the rear outer wall.
- **Charge Pickup** is the rear-center area where Solar Charges appear after Imminent Wish.
- **Braziers 1-4** surround the boss's central ring. Number them clockwise from the brazier closest to rally.

Before starting, every player walks to a Warm Standard and back. A shelter is a mechanic position, not optional cover.

Roles

Role	Players	Responsibility
Left Chieftain / totems	1	Lets the Chieftain cast once, kills it for the second, and cleanses left rings.
Right Chieftain / totems	1	Mirrors the right side and calls Biting Cold.
Center support	1	Clears Eyes and adds, helps overlapping captures, and organizes charge deposits.

Create Solar Charges

1. Shoot the starting Blighted Eye. Locus appears and Biting Cold begins during the exposed mechanic state.
2. Clear the full wave of Blighted Eyes around the boss. This summons one Broken Knight Chieftain on each side and starts Imminent Wish.
3. On each side, damage the Chieftain until it performs a totem cast. Call Left cast one or Right cast one before killing it.
4. Kill the Chieftain. Its death creates another Wish Totem. A controlled side can therefore offer two nearby rings.

5. Stand in each ring until it is fully cleansed. Overlap two captures when their circles permit.
6. Watch **Biting Cold**. At high stacks, leave the ring, enter the nearest Warm Standard until the debuff clears, then return. At x10, the Guardian dies.
7. When Imminent Wish reaches zero, each successful capture creates one Solar Charge at the rear-center pickup.
8. Carry each charge to an unlit central brazier and deposit. Call the brazier number before moving.
9. If fewer than four charges were created, repeat the Eye/Chieftain/capture loop. Deposited braziers remain complete.

Damage rotation

1. Before depositing the fourth charge, gather the team outside the first agreed brazier.
2. Deposit the fourth charge. Enter Brazier 1 together to gain Naeem's Wish Empowerment and damage Locus.
3. When that brazier extinguishes and the boon ends, move together to Brazier 2. Entering a fresh brazier begins consuming its window.
4. Continue through all four without splitting the team or activating one early.
5. After the fourth brazier expires, return toward rally, clear the arena, and repeat the full setup if the boss survives.

Failure states and recovery

Problem	Response
Chieftain dies before casting	Capture its death totem and accept fewer charges; repeat another cycle.
Biting Cold reaches dangerous stacks	Leave immediately for a Warm Standard. An incomplete capture retains progress while the totem remains active.
Charge is dropped	Call its location and recover before it disappears; do not start a second blind carry.
Wrong or already lit brazier	Move to an unlit brazier. Publish numbers before every deposit.
Player steps into next brazier early	Group there immediately rather than wasting two simultaneous windows.
Ogre pressure breaks damage	Rotate around the brazier's stone cover and preserve lives; another setup is available.

Solo adaptation

Work one Chieftain side at a time, warming between captures. A two-charge cycle is safe and progress persists, so four charges need not be created in one wish. Before the final deposit, clear the arena and plan a survivable brazier order. Use each damage window fully but move before Biting Cold or enemy pressure removes the run.

Loadout philosophy

Bring fast Eye clear, controlled Major damage that does not delete a Chieftain before its cast, and mobile ranged boss damage. Healing and damage resistance protect both capture and brazier windows. On Master, solve the live Champions without abandoning the Warm Standard route.

Quick reference

- Clear Eyes.
- Let each Chieftain cast once; kill for second totem.
- Cleanse rings while warming before x10.
- At Wish zero, collect Solar Charges.
- Deposit four braziers.
- Rotate together through four damage pools.

Ascend Toward Hefnd

After Locus, pass through the courtyard of decoy chests, enter the mountain, and climb around the enormous Taken blight. Push-wall traps and narrow rock shelves make this a slow route; trigger one obstacle at a time.

After exiting the giant blight chamber, the path enters an open area of floating rocks and towers. Continue through the broken cliffs and the double-helix staircase to Hefnd's rally. Bones 3, 6, 8, and 9, roaming chest locations 5 and 6, catalyst puzzle 3, and the secret catalyst boss all use landmarks on this route; their exact detours appear in the Secrets section.

3. Defeat Hefnd's Vengeance, Blighted Chimaera

On each of three large lower platforms, destroy Blighted Eyes, control two Chieftains and their totems, transfer Hex of Vengeful Corruption to Hex-Drinkers, and use the captured-totem boon to push Hefnd past its health gate. Then damage from three Top Ring islands before the encounter resets downward or enters final stand.

Orientation and progression

Treat each large lower platform as a local room.

- **Boss side** is the edge facing Hefnd.
- **Inside** is toward the central shaft.
- **Outside** is toward the mountain wall.
- **Next Up** is the newly accessible higher ledge after the current health gate.
- **Top Ring** is the three small floating damage islands above all lower platforms.

The route rises through three large platforms. Do not jump upward until Hefnd moves and the next ledge is clearly accessible.

Roles

Role	Players	Responsibility
Left Chieftain / totems	1	Controls one Chieftain, calls each cast, and cleanses rings.
Right Chieftain / totems	1	Mirrors the second side and tracks Imminent Wish.
Hex and eyes	1	Clears Eyes, locates Hex-Drinkers, and calls safe transfer time.

Every player who receives Hex must transfer it. The named role organizes the call, not the only interaction.

Lower-platform mechanic

1. Destroy the starting Taken Blight, then clear the Blighted Eyes around Hefnd. Destroy ground blights that make standing space unsafe.
2. The Eye wave summons two Broken Knight Chieftains and starts Imminent Wish.
3. Let each Chieftain cast one Wish Totem, then kill it to create a second. Do not delay so long that no capture time remains.

4. Chieftain deaths apply **Hex of Vengeful Corruption** and summon immune Corrupted Hex-Drinkers.
5. Before the Hex timer expires, melee a Hex-Drinker to transfer the debuff. Immediately create distance; if it melees back, the lethal timer returns to the Guardian.
6. When the Hex expires on the enemy, the Hex-Drinker dies. A Guardian still holding Hex at zero dies.
7. While managing Hex, cleanse as many Wish Totems as possible. Announce every completed ring.
8. At Imminent Wish zero, captured totems grant Naeem's Wish Empowerment. Damage Hefnd from the current large platform.
9. Reach the visible health gate to force Hefnd upward. If the gate is missed, repeat the local Eye/Chieftain/Hex/totem loop on the same platform.
10. When the boss moves, take the **Next Up** ledge and repeat on the second and third large platforms.

Hex safety: A ranged powered melee may transfer Hex, but the confirmation is the debuff leaving the player's HUD. Do not assume animation contact was enough. After transfer, face the Hex-Drinker and back away so it cannot tag back.

Top Ring damage

1. After the third lower health gate, climb to the ring of three small islands.
2. Group on one island before stepping onto it. Entering commits that island's damage window.
3. Damage Hefnd and destroy every new Blighted Eye. Allowing the full Eye set to remain forces the boss immune sooner.
4. When Hefnd moves or immunity returns, rotate together to the next unused island.
5. Use all three islands. If the boss remains above final stand, the fireteam returns to the bottom and repeats the three lower platforms.
6. At the final health segment, the team is moved to the top for final stand. There is no short raid-style wipe timer; clear Eyes and defeat Hefnd while surviving incoming fire.

Failure states and recovery

Problem	Response
Chieftain is burst before cast	Use the death totem and accept a shorter boon.
Hex remains on player	Stop capturing and tag a Hex-Drinker immediately.
Hex-Drinker tags back	Melee again and retreat; verify the HUD before resuming.
Player with Hex dies	Revive after the timer event and stabilize. Remaining players should not overextend for extra totems.
Health gate is missed	Stay on the same platform and repeat. Do not attempt the locked jump.
Top island activated early	Everyone rotates there to preserve one shared window.
Eyes accumulate during top damage	Stop boss damage and clear them to extend the island.

Solo adaptation

Clear ground blights before starting the Eye wave. Control one Chieftain until it casts, kill it, immediately transfer Hex with a safe melee, then capture the most secure totem. A short, guaranteed damage window is preferable to dying for four. On the Top Ring, prioritize Eyes and use covered lanes; every completed lower-platform cycle is recoverable, but falling or mistiming Hex is not.

Loadout philosophy

Use rapid Eye clear, disciplined Major damage, a reliable melee or powered melee for Hex transfer, and accurate ranged damage for a floating boss. Avoid damage options that obscure the Hex-Drinker's position or throw the player off a platform. Survivability across repeated gates matters more than a single perfect burst.

Quick reference

- Clear ground blights and Eyes.
- Let two Chieftains cast; kill them.
- Transfer Hex and back away.
- Cleanse totems before Wish zero.
- Damage to the health gate.
- Repeat on three large platforms.
- Use three Top Ring islands, clearing Eyes.
- Repeat or finish final stand.

Secrets, Collectibles, and Optional Puzzles

The two real hidden chests and the mimics

Warlord's Ruin contains one **roaming real chest** hidden among six possible chest placements, plus one **courtyard real chest** hidden among a fixed cluster after Locus. Every other chest at those placements is a mimic.

Approach each chest and wait several seconds. A faint blue Dark Ether mist identifies a mimic that spawns Screebs. The real chest has no mist. Color is not required: the mist is moving particle vapor. Keep two players at a safe distance while one tests.

Roaming chest - six possible placements

Only one of these six is real in a given run. Stop searching after receiving the reward.

1. **Opening cliff:** broad rock alcove before the suspended rope bridge.
2. **Post-prison staircase:** descend the dim stairs, turn right at the first split instead of taking progress left, and crawl through collapsed debris.
3. **Post-prison right room:** return to the progress-left hall; after seeing location 2 through an iron gate, enter the small right room halfway down and clear the Ravagers.
4. **Fortress before Locus:** after the exposed bridge and Scorn climb, enter the large gate where the Abomination group emerged; chest is on the right.
5. **After Locus:** leave the mimic courtyard and reach the split where progress descends toward the giant Taken blight. Take the higher snowy route toward the red flag and search the overlook.
6. **After the giant blight:** in the open gap with a smaller Taken orb between three rock pillars, descend to the sheltered lower doorway; enter and turn left.

Courtyard chest

Immediately after Locus, enter the small courtyard filled with Scorn chests. Test each for moving blue mist and open the only chest without it. The real position changes by run.

Current reward cadence belongs to the live activity framework; do not assume a launch-era once-per-character rule remains unchanged.

In the Shadow of the Mountain and ten Bones of Hefnd

The quest gates Taken Corruption doors by Dispel level. The final-boss bone starts or advances the chain; the quest tracker then opens Level 1, Level 2, and Level 3 groups. A player with the required access can open the door for the fireteam, but each collector must interact with the bone.

Final-boss bone

10. **Hefnd's Cairn:** after defeating Hefnd, collect the corrupted bone on the ground beside the final chest. Do not leave before interacting.

Level 1 doors

1. **First fort:** after the rope bridge and before Rathil, climb the stairs, enter the fortress, slide under the iron gate, descend the interior stairs, and dispel the door.
2. **First post-prison ceiling climb:** after escaping, take the first route upward through a ceiling opening. Clear the left-wall spike trap; the Level 1 door is on the right.
3. **After Locus cliff:** exit to the mountain and follow the outside cliff edge to its end. Enter the mountain-side doorway and dispel the Level 1 door.

Level 2 doors

4. **Snowfallen prison maze:** after the prison ceiling climb, pass through the natural broken wall. In the corridor with a double spike wall followed by a single spike, clear the traps and take the left hall to the Level 2 door.
5. **Tempest fort:** after the broken bridge under Hefnd's bombardment, clear the Scorn fortress. Where progress turns left/up, go right along the outer cliff to the sewer-like opening and Level 2 door.
6. **Summit's base:** after Locus and the mimic courtyard, squeeze through the wall crack and climb the cavern. In the next snowy Scorn room, find the concealed wall opening before entering the giant Taken-blight section.

Level 3 doors

7. **Second post-prison ceiling climb:** later in the prison maze, climb through the second ceiling opening after descending stone stairs. At the upper corridor, do not take the progress drop; cross over the pit and continue around the corner to the Level 3 door.
8. **Giant blight chamber:** inside the mountain near the enormous Taken orb, reach the Taken push-wall section. Drop to the small lower ledge beside the pushers and follow it into the ruined Level 3 alcove.
9. **Broken-cliff towers:** after leaving the giant blight, climb to the open area with floating debris and three tall rock pillars. Enter the fortress tunnel along the route to Hefnd and open the final Level 3 door.

Collect all ten, claim the **Heed the Whispers, O Vengeance Mine** record, and finish the live quest steps at Hefnd's Cairn and Ikora. The record is required for Wrathbearer and boosts Buried Bloodline's drop chance.

Buried Bloodline catalyst

Each intended recipient must own Buried Bloodline. The fireteam must have access to the completed In the Shadow of the Mountain quest state so the three blights and Cairn Chamber gateway appear; community evidence indicates one qualified fireteam member can provide that access.

For each field puzzle:

1. Shoot the small Taken blight with Buried Bloodline.
2. Imminent Wish starts, some fixed-order torches ignite, and matching Wish Totems appear.
3. Read torches in the stated observer frame.
4. Cleanse only the totems in the same left-to-right or near-to-far positions as lit torches.
5. Success reports: An unspoken wish is silenced. Buried Bloodline clicks audibly. Failure says the wish persists; wait for the blight and retry with a new pattern.

Puzzle 1 - prison

After solving the six prison dials, do not leave. At the dead-end gate, look through the corner grate and shoot the blight. Four torches appear beyond it: three in a back row and one closer to the grate on the left.

- The three back-row torches correspond in left-to-right order to the three totems in the cells closest to this gate.
- The close/front torch corresponds to the totem nearest the prison exit.

Call the lit positions before anyone enters a ring.

Puzzle 2 - bridge before Locus

Clear the large bridge and stop at its far/start-of-boss side. Turn back toward the cylindrical drum tower you climbed past; the blight is high on the left. Shooting it creates five torches close to the castle wall and five totems spread along the return platforms.

Stand facing the cylindrical wall. Index the torches **1-5 left to right**. The totems follow the same left-to-right order across the thin rock platforms and ledges. Assign players to the lit indices, then capture within Imminent Wish.

Puzzle 3 - floating-rock cavern

After the giant Taken blight chamber, enter the broad open area with floating rocks. From the arrival ledge, descend into the doorway at lower left and shoot the blight. Four torches appear in the doorway directly across the chasm.

Index those torches **1-4 left to right** from the arrival/blight-side observer. The four totems around the perimeter use the same left-to-right order; the leftmost/highest totem is along the climb toward Hefnd. Capture only lit indices.

Primeval Thressia, Font of Blight

After all three confirmations, continue to the bottom of the double-helix stairs before Hefnd. Interact with the Toland orb and enter the Cairn Chamber.

1. Clear enemies. Primeval Thressia remains immune.
2. Face the Ahamkara skull from the room entrance. Six torches sit behind it: three left and three right. Six totems occupy the same two banks.
3. Read Left 1-3 from center outward and Right 1-3 from center outward. Each torch maps to the totem in the same bank and position.
4. Cleanse every position whose torch is lit.
5. When the shield drops, damage Thressia. Repeat the torch/totem solve when immunity returns.
6. Defeat the boss and claim the catalyst.

The current catalyst objective requires 700 target defeats. **Splitvein Lineage** makes Buried Bloodline weaken targets on hit while Devour is active.

Rewards, Loot, and Optional Records

Current reward framework

Destiny Update 9.7.0 uses tiered dungeon rewards.

- Featured Standard and Master encounter rewards are currently Tier 5; the Director Challenge and hidden chests award weekly Tier 5 rewards.
- Nonfeatured Standard encounter rewards are Tier 3; Master rewards are Tier 5.
- Featured encounter rewards are farmable unless marked weekly.
- Optional feat grades and modifiers can alter reward count or tier.

Read the current card. This guide does not freeze Power, weekly rotation, reward count, or legacy Artifice behavior.

Encounter loot pools

Encounter	Weapons	Armor
Rathil	Vengeful Whisper; Indebted Kindness; Dragoncult Sickle	Helmet; Arms; Legs
Locus	Vengeful Whisper; Indebted Kindness; Naeem's Lance	Arms; Chest; Class Item
Hefnd	Any weapon or armor from the prior encounter pools; Buried Bloodline	Any dungeon armor slot

Legendary weapons

Weapon	Element and current frame	Origin trait
Vengeful Whisper	Strand Precision Frame combat bow	Sundering
Indebted Kindness	Arc Micro-Missile Frame special sidearm	Sundering
Naeem's Lance	Strand Rapid-Fire Frame sniper rifle	Sundering
Dragoncult Sickle	Strand Caster Frame sword	Sundering

Older guides call Indebted Kindness a Rocket-Assisted Frame; the current manifest displays Micro-Missile Frame. **Sundering** grants bonus reload speed and charge rate after destroying vehicles or constructs or breaking shields. Perk pools and balance remain live data.

Buried Bloodline

Buried Bloodline is the random final-encounter Exotic sidearm. The following records increase its drop rate:

- Solo completion.
- Flawless completion.
- Solo flawless completion.
- All ten Bones of Hefnd.
- Master completion.

The catalyst route is optional and appears above. The Exotic is never required for a normal dungeon clear.

Dark Age Armor 3.0 set

The current manifest groups the dungeon armor as the **Dark Age** set.

- **2 pieces - Taking Initiative:** melee and Sword hits grant Initiative, improving handling and reload; stacks decay over time.
- **4 pieces - Healing Initiative:** while Initiative is active, using the class ability creates a stationary healing aura whose healing scales with Initiative stacks.

Current Armor 3.0 item details own later tuning. Do not assume a legacy dungeon-mod socket exists.

Wrathbearer title

The live title node contains ten required records:

Record	Requirement
Collect the Debts of Kings, O Vengeance Mine	Complete Warlord's Ruin.
She Stood Alone, O Vengeance Mine	Complete every encounter solo without leaving.
Before Your Clans, Mine Thrived, O Vengeance Mine	Complete with a full fireteam of clanmates.
Carry My Roar Like Thunder, O Vengeance Mine	Complete with a full Arc fireteam.
Your Fury Burns Bright, O Vengeance Mine	Complete with a full Solar fireteam.
Feast Upon the Gulf, O Vengeance Mine	Complete with a full Void fireteam.

Record	Requirement
Show Me Your Prowess, O Vengeance Mine	Complete with a full fireteam of the same class.
Withstand the Siege, O Vengeance Mine	Complete on Master difficulty.
Heed the Whispers, O Vengeance Mine	Find all Ahamkara Bones and hear their story.
Warlord's Ruin collection badge	Complete the associated collection.

The title does not currently require separate Stasis or Strand team clears. Read the exact Journey record before attempting a restriction.

Clear and Master cosmetics

- The completion record awards the **Shattered Fortress** emblem.
- The Master completion record awards **Zira's Shell**.

Full-Dungeon Assignment Sheet

Segment	Player 1	Player 2	Player 3	Solo order
Rathil	Cage/timer caller	First totem	Control/damage	Eyes -> one safe totem -> optional second -> damage
Prison	Right-hand clue / dials	Left-hand clue / dials	Count auditor / lock	Read both -> set all six -> shoot lock
Locus	Left Chieftain	Right Chieftain	Eyes/charges	One side -> warm -> other side -> charges
Hefnd lower	Left Chieftain/totems	Right Chieftain/totems	Eyes/Hex call	Clear -> cast/kill -> transfer -> capture -> damage
Hefnd top	Eye lead	Boss damage	Platform caller	Clear Eyes -> safe damage -> rotate
Secrets	Chest tester	Bone tracker	Quest/catalyst tracker	Stop and verify before each detour

Communication cadence

1. Imminent Wish - 24.
2. Left cast one; kill left.
3. Left two rings overlap; capturing.
4. Hex transferred; backing away.
5. Two totems complete; Wish ending.
6. Damage active; next health gate marked.

Full-clear flow

1. Follow red flags and cross the rope bridge to Rathil.
2. Escape cages, cleanse totems, and damage until Rathil falls.
3. Read skeleton hands, set six dials, and shoot the prison lock.
4. Traverse the spike maze and bridge to Locus.
5. Cleanse totems into four Solar Charges, light four braziers, and rotate damage.
6. Pass the mimic courtyard and giant Taken blight to Hefnd.
7. On three lower platforms, clear Eyes, transfer Hex, capture totems, and meet health gates.
8. Damage across three Top Ring islands, repeat if needed, then finish Hefnd.

Sources and Verification Notes

Primary and live sources

- [Bungie - Destiny Update 9.7.0](#) - current featured and nonfeatured dungeon reward framework.
- [Bungie - Armor and ability preview](#) - Armor 3.0 framework.
- [Bungie - Weapons, artifacts, and focusing preview](#) - current weapon tiers and intrinsic counter framework.
- Bungie live English manifest 244213.26.06.29.2000-1-bnet.65583 - activities, quest steps, items, frames, origin traits, set bonuses, catalyst, title, and cosmetics.

Independent execution sources

- [Shacknews - Warlord's Ruin guide](#) - encounter sequence, prison, Biting Cold, Solar Charges, Hex, platforms, and final stand.
- [PCGamesN - complete walkthrough](#) - independent mechanics and mimic behavior.
- [Destiny 2 community wiki - Warlord's Ruin](#) - prison hand rule, solo cell access, named enemies, and encounter cross-check.
- [Destiny Tracker / Blueberries - guide and chest route](#) and [KeenGamer - chest locations](#) - two-owner six-location and courtyard-chest comparison.
- [Shacknews - all Bones of Hefnd](#) and [KeenGamer - all Bones](#) - quest-door route comparison.
- [Shacknews - Buried Bloodline catalyst](#), [Dot Esports - catalyst](#), and the [original discovery text route](#) - torch/totem mapping and secret boss.
- [Shacknews - loot table](#) and [High Ground Gaming - loot table](#) - encounter pool comparison.

Conflict resolutions

- **Prison color versus hand:** sources disagree or contain color-caption errors. Multiple independent explanations agree that the skeleton's right hand means clockwise and left hand means counterclockwise. The guide uses hand direction and actual dial motion, so color is unnecessary.
- **Hidden chests:** one reward chest can occupy any of six placements across the dungeon; the second is the real member of the post-Locus courtyard cluster. Blue moving mist marks a mimic.
- **Indebted Kindness frame:** launch guides use Rocket-Assisted Frame; the current manifest uses Micro-Missile Frame. The guide publishes the current name and notes the older term.
- **Catalyst prerequisite:** some guides require every player to finish In the Shadow of the Mountain. Field reports show one qualified fireteam member can expose the route. The guide requires fireteam access and personal ownership of Buried Bloodline for the recipient.
- **Final stand:** some summaries imply a short damage check. Independent full guides agree Hefnd's final stand has no short raid-style wipe timer. Incoming damage still makes survival mandatory.

- **Rewards:** launch-era Artifice and weekly language is superseded by Update 9.7.0; the live card owns the week.

Stable publication boundaries

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