

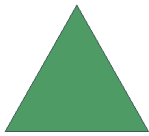
SALVATION'S EDGE

Complete Raid Guide

Normal • Master • Challenges • Triumphs • Loot • Puzzles

Resonance reference

Shape names are raid-wide. The colors become the Witness's armband requirements in Zenith.



Pyramidal Resonance

Triangle | Green armband



Spherical Resonance

Circle | Yellow armband



Hexahedral Resonance

Square / cube | Red armband

Written, compiled, and edited by Grandeur

Mechanics and references last checked July 2026

Scope note

This guide separates encounter rules from common strategies. Suggested loadouts are examples, not requirements.

Champion weapons, surges, threats, and Master reward rules can change with the live activity. Check the launch screen before every run.

Contents

[How to use this guide](#)

[Raid-wide reference](#)

[1. Substratum — Gain Access to the Monolith](#)

[2. Dissipation — Herald of Finality](#)

[3. Repository — Carve a Path](#)

[4. Verity — See Beyond](#)

[5. Zenith — The Witness](#)

[Secret chests and puzzle routes](#)

[Loot and rewards](#)

[Seal and completion checklist](#)

[Sources and verification notes](#)

How to use this guide

Each encounter is written in the same order: orientation, roles, Normal walkthrough, recoveries, loadout suggestions, Master changes, challenge, encounter triumph, and a short raid-night reference.

Callout convention

Left, middle, and right are described from the rally-banner or entry side while facing the main objective.

In Verity, statue order is always read left-to-right while facing the projector wall.

At the Witness, hands are named by attack geometry — triangular floor blast, circular seeker field, and horizontal beam — rather than by ambiguous arm posture.

Verification standard

All 5 encounter-triumph descriptions were retrieved from Bungie's current English DestinyRecordDefinition manifest (version 244213.26.06.29.2000-1-bnet.65583).

Weekly challenge mechanics were cross-checked against multiple encounter guides and current challenge references. Strategy notes are labeled as recommendations rather than encounter rules.

Raid-wide reference

The 3 Resonance types

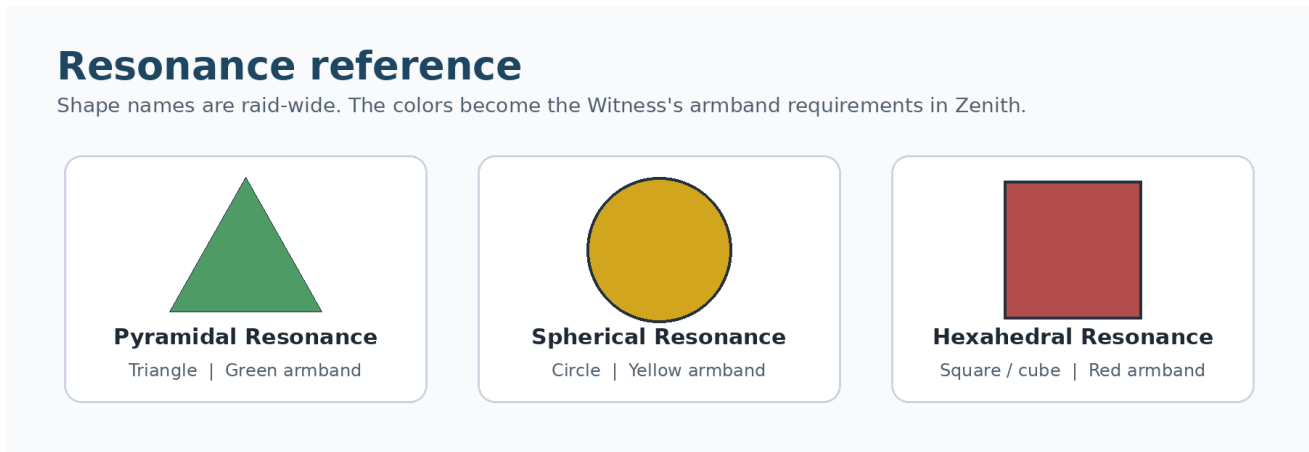


Figure 1. Raid-wide Resonance and Witness armband reference.

Resonance rules

- A Guardian can hold at most 3 stacks of Resonance. Picking up a 4th stack kills that Guardian immediately.
- Every Resonance stack has a timer. Deposit or cleanse before the timer expires.
- In Dissipation and Repository, the last Resonance type you pick up determines the active type of the whole stack. This lets a correct final pickup override earlier shapes.
- When locking a conductor, the active Resonance type must match the conductor requirement. A wrong type causes an immediate wipe in encounters that display shape requirements.
- Do not collect loose Resonance casually. An accidental pickup creates a timer that must be removed.

Plate pulses and conductor locking

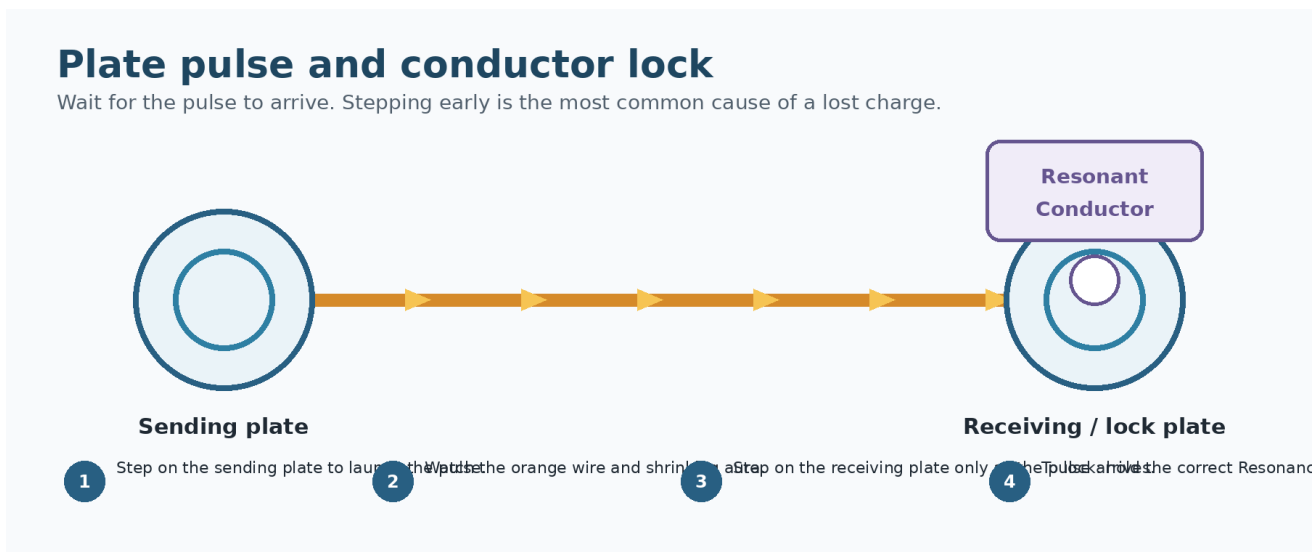


Figure 2. Standard plate pulse and conductor-lock sequence.

1. Step onto the active starting plate to send the pulse along its orange wire.
2. The receiving player watches the wire and the rapidly shrinking circular aura on the destination plate.

3. Step on the destination plate as the pulse enters it; then step off after the bounce registers.
4. To lock a conductor, hold the required Resonance, shoot the conductor center to arm it, and catch the next pulse on the connected plate.
5. A successful lock consumes 1 stack and closes the conductor. Collect remaining room Resonance before locking, because local spawns may disappear afterward.

Common timing mistake

Standing on a receiving plate early does not “reserve” it. The pulse can pass without registering. Wait for the visible arrival cue.

Communication and role stability

Callout	Example	Why it helps
Role + location	“Left conductor,” “Middle plate,” “Outside dissector.”	Avoids player-name dependence and makes substitutions easier.
Shape + destination	“Circle to right conductor.”	Separates what is carried from where it goes.
Stack count	“I am at 2; need 1 more.”	Prevents accidental 4th stacks and wasted Resonance.
State change	“Left locked,” “Runners ready,” “Inside order T-C-S.”	Lets the rest of the team act without re-checking your side.

Suggested raid-wide loadout philosophy

- Bring the Champion coverage shown on the current activity launch screen; do not rely on an old seasonal weapon list.
- Favor a self-healing or high-uptime primary for Verity and Master add waves.
- Keep a burst option for Tormentors, Subjugators, Trammels, and Champions.
- Carry a reliable precision or sustained ranged damage setup for the Witness. Close-range damage is not practical on the final platform.
- Coordinate one team debuff and one or more support effects, then let the rest of the fireteam focus on damage rather than duplicating utility.

Normal and Master assumptions

Master is more than “the same raid with stronger enemies”

The challenge restriction for an encounter may be active alongside tougher combatants, Champions, activity threats, and surges.

Build the Normal mechanic first, then add the Master constraint. Trying to learn both at once makes mechanical errors harder to diagnose.

Champion placement and reward rules can be revised by Bungie. Treat this guide as the mechanic reference and the live launch screen as the modifier reference.

1. Substratum — Gain Access to the Monolith

Substratum teaches the circuit system. Two teams clear mirrored room chains, regroup for Threshold Sentinels, then use plate pulses to lock 2 conductors and deposit Resonance. Complete 3 successful deposits to finish the encounter.

At a glance	Details
Team split	2 teams of 3. On each side: Plate, Conductor, and flexible Add Clear / collector.
Primary goal	Lock both active conductors, deposit Resonance in the center, and repeat for 3 total rounds.
Wipe timer	Final Shape Looming.
Priority enemies	Keeper of the Monolith Hydras, Devotee Minotaurs, Threshold Sentinels, Weavers, Subjugators.
DPS phase	None.

Orientation and roles

The center room connects to 8 surrounding rooms. Two adjacent doors open at a time. One team travels clockwise and the other counter-clockwise; Hydras often open the opposite team's next door, so both sides must keep pace.

Role	Count	Job
Plate player	2	Own the starting or receiving plate, call sends, and catch pulses on arrival.
Conductor player	2	Collect up to 3 Pyramidal Resonance, arm the conductor, and lock it on the incoming pulse.
Add Clear / collector	2	Control the room, kill Weavers quickly, and collect center overflow without exceeding 3 stacks.

Normal walkthrough

1. All 6 players enter the center. Pick up the central Pyramidal Resonance and deposit it in the chest to start Final Shape Looming and open 2 side doors.
2. Split 3-and-3 through the open doors. Enter carefully: Supplicants spawn near the rear of newly opened rooms.
3. Clear each room. Kill Keepers of the Monolith as soon as they appear, because they open progress for the opposite team. Continue until a Devotee Minotaur is defeated and the Threshold Sentinel spawns in the center.
4. Return to the center immediately. Side doors close while the Threshold Sentinel is alive and can trap or crush late players. Kill the Sentinel together.
5. Repeat the room-clear loop for the next open doors. Note the rooms containing the active plate and its connected conductor.

6. After the second Threshold Sentinel is defeated, divide each side into Plate, Conductor, and Add Clear. Begin bouncing the pulse between the connected plates.
7. Each successful send spawns Pyramidal Resonance in the plate rooms and center. Collect deliberately and call stack counts. Stop at 3.
8. When the side has collected enough Resonance, the Conductor player shoots the conductor center to arm it. The opposite plate sends the pulse, and the Conductor player catches it on the connected plate to lock the device.
9. Once both conductors are locked, regroup in the center. Kill the remaining Vex, Subjugator, and other priority enemies until the deposit chest appears.
10. Stand near the chest so it activates, then every Resonance holder deposits. Confirm the buff is fully cleared and the wipe timer extends.
11. Repeat the entire room, Sentinel, plate, lock, and deposit sequence 2 more times. The encounter ends after the 3rd successful deposit.

Failure states and recovery

Problem	What happens	Recovery
First missed plate catch	The pulse is lost.	Restart the send cleanly and re-establish the timing.
Repeated miss or long delay	A Subjugator can lock the plate/conductor system.	Stop mechanics, kill the Subjugator, then restart.
Player remains in a side room	Closing doors can trap or kill them when the Sentinel spawns.	Call "Tormentor mid" immediately and leave the doorway.
4th Resonance stack	Instant death.	Call stack counts and assign center overflow before it spawns.
Resonance timer low	The holder dies when it expires.	Deposit at the chest; if the chest is unavailable, prioritize completing the lock and regrouping.

Suggested loadouts

- At least one reliable Anti-Overload option per side when Overload Devotees are present.
- A burst special or heavy for Threshold Sentinels and Subjugators.
- A mobile add-clear primary; avoid builds that require remaining stationary on the receiving plate.
- Concussive or relevant elemental resistance is useful when learning the Sentinel and Witness-hand timing.

Master changes

Master adjustments

Room clears and the center regroup are less forgiving. Give each side independent Champion coverage instead of assuming the other team can cross over.

Collect Resonance before locking, but do not extend the collection phase so long that Final Shape Looming becomes the real threat.

Keep burst damage available for the center Sentinel rather than spending every heavy shot on minor enemies.

Weekly challenge — Scenic Route

Requirement

Only kill the Overload Minotaur on the longer of the two room paths — the route whose Overload appears in the 4th room rather than the 3rd.

A commonly used read is that the path beginning with Hobgoblins is the long route to clear, while the path beginning with Attendants is the route whose Overload must be left alive.

Recommended execution: identify the long route before committing, announce “long side kills,” and have the short-side team stop at the required point without damaging its Overload. The long-side team completes the kill that advances the encounter.

Encounter triumph — Touch and Go

Official requirement

“In Substratum, complete the encounter without any player acquiring an additional stack of Resonance before the rest of the fireteam has gained a stack of Resonance.”

Recommended execution: collect in synchronized tiers. Every player takes their 1st stack before anyone takes a 2nd; every player reaches 2 before anyone takes a 3rd. Call “all at 1,” then “all at 2,” before advancing the stack count. Players who already have the current tier avoid every loose Resonance until the rest of the fireteam catches up.

Raid-night quick reference

Substratum in 8 lines

Split 3-and-3. Clear rooms; Hydras open the other team's doors.
 Devotee dies → everyone center → kill Threshold Sentinel.
 Repeat room chain and remember the plate/conductor rooms.
 Bounce pulse only on arrival cues; collect triangle Resonance.
 Stop at 3 stacks. Arm conductor and catch the pulse to lock.
 Both sides lock → center → clear priority enemies.
 Everyone deposits; confirm Resonance is gone.
 Do 3 total rounds.

2. Dissipation — Herald of Finality

Dissipation adds shape requirements and a boss damage loop to the plate system. Three pairs hold left, middle, and right, while 1 player from each side is periodically Called to Reckoning and must earn Stolen Favor to read that side's conductor.

At a glance	Details
Team split	3 pairs: left, middle, and right while facing the Herald.
Primary goal	Earn Stolen Favor, read each conductor, lock all 3 with the correct active Resonance, deposit, then damage the Herald.
Wipe timer	Final Shape Looming.
Shapes	Pyramidal and Spherical. Last pickup determines the active type of the stack.
Critical failure	Wrong Resonance type in a conductor, or all Called players dying in the center.

Orientation and roles

Name sides from the rally position while facing the Herald. The left side has the most awkward terrain; place mobile or experienced players there.

Role	Count	Job
Side pair	3 pairs	Clear the side, kill its Trammel, bounce plates, collect Resonance, and lock the conductor.
Called Guardian	1 per side, selected by encounter	Go to center, help remove blights, shoot the Herald's head, gain Stolen Favor, return, and read the conductor.
Partner remaining on side	1 per side	Cover adds and plate preparation while the Called Guardian is away.

Normal walkthrough

1. Split into left, middle, and right pairs. Shoot the central blight to spawn the Herald and start Final Shape Looming.
2. Each pair clears Taken enemies and kills its side major: Trammel of Demise on left, Conflict in middle, and Time on right.
3. After the first Trammel dies, one player from each side gains Called to Reckoning and is pulled or directed to the center. Their partners remain on the sides and cover the lanes.
4. The Called team shoots the Herald's head. Blights appear around the arena and shield the head; the entire fireteam destroys those blights quickly.
5. Called Guardians damage the exposed head until Called to Reckoning becomes Stolen Favor. If the Called team is eliminated, the encounter wipes.

6. Return to the assigned sides. The Stolen Favor holder reads the conductor and calls “triangle” for Pyramidal or “circle” for Spherical.
7. Bounce the plate pulse to generate Resonance. Collect up to 3 stacks. The locking player makes the required shape their final pickup so the stack’s active type matches the conductor.
8. Arm and lock the conductor on the incoming pulse. Confirm the correct gold/closed state before moving on.
9. When all 3 conductors are locked, regroup at the rear deposit chest beneath the Witness’s hands. Deposit every Resonance stack and confirm no leftover timer remains.
10. The arena edges glow and the Herald becomes vulnerable. Execute the team’s chosen DPS plan, then return to sides when immunity returns.
11. Repeat until Final Stand. The Herald briefly becomes immune, all Trammels return, and the remaining timer becomes the final damage window. Ignore distractions and finish the boss.

Common sequencing option

Resonance-first variant

Some teams generate most of their Resonance before completing the center read. This reduces plate work under add pressure, but it can cause another Trammel to appear and requires disciplined timing. Use it only if the fireteam understands why the steps are being reordered. The standard walkthrough above is easier to teach.

Failure states and recovery

Problem	Consequence	Response
Wrong active shape at lock	Immediate wipe.	The locking player states the requirement and their final pickup before arming.
Called team dies in center	Immediate wipe.	Prioritize survival and clear blights quickly; do not send under-gearred players without support.
Missed plate pulse	A new Trammel/miniboss can appear and the side loses time.	Kill the blocker, re-establish the pulse, and do not panic-lock.
Leftover Resonance after deposit	The timer can expire during DPS.	Check the buff bar before committing to damage.
Final Stand entered with little time	The team has almost no recovery window.	Avoid pushing the health threshold unless the timer and ammo state support the finish.

Suggested loadouts

- Burst boss damage that matches the live surge and your team’s comfort. Close-range sword setups can work; a ranged precision setup is safer for less coordinated teams.
- One reliable debuff source and one support/healing source.
- A precision-capable weapon for the Herald’s head and arena blights.
- Enough add clear to survive alone briefly when a partner is Called to Reckoning.

Master changes

Master adjustments

Use fixed Caller/Plate responsibilities within each pair if random role-swapping causes confusion.

Called Guardians must build for survival; a death in center is not merely a lost revive.

Do not rely on a damage strategy that only works when every player survives the setup. Consistent 3-phase damage is better than an unstable 2-phase attempt.

Weekly challenge — At Capacity

Requirement

A player may deposit Resonance into the encounter chest only while holding exactly 3 stacks.

Recommended execution: every intended depositor calls “3 ready” before the chest appears. Players with fewer than 3 stacks do not interact. Plan collection before locking so the challenge does not force a late scramble.

Encounter triumph — Changing Tactics

Official requirement

“In Dissipation, complete the encounter while only using Resonance from alternate wings to charge conductors.”

Recommended execution: use a fixed cross-wing rotation. Each locking player collects the needed final Resonance from a different wing, then returns to lock their original conductor. Call both the shape and source wing before leaving so two people do not chase the same spawn.

Raid-night quick reference

Dissipation in 9 lines

Pairs left / middle / right. Kill side Trammels.

Called players go center. Team breaks blights.

Shoot Herald head → Stolen Favor.

Return and read conductor: triangle or circle.

Bounce plates; collect 3; correct shape must be the final pickup.

Lock all 3 conductors with matching Resonance.

Deposit at rear chest and clear every stack.

Edges glow → DPS.

Repeat; Final Stand is about 30 seconds and full of distractions.

3. Repository — Carve a Path

Repository is a 3-room relay. It adds Hexahedral Resonance, fixed shape-spawn lanes, changing plate wiring, Stolen Favor from Tormentor killing blows, and a post-lock Champion clear. There is no boss DPS phase.

At a glance	Details
Team split	3 stable pairs: left, middle, right.
Primary goal	Kill lane Tormentors, read conductors, ferry the correct shapes, lock all 3, deposit, kill the Champion, and advance through 3 rooms.
Shape spawns	Left: Pyramidal. Middle: Spherical. Right: Hexahedral.
Wipe timer	Final Shape Looming.
DPS phase	None.

Wiring and shape lanes

Repository wiring by room

Read the orange wires in the arena every time. This diagram is a memory aid, not a substitute for checking the floor.

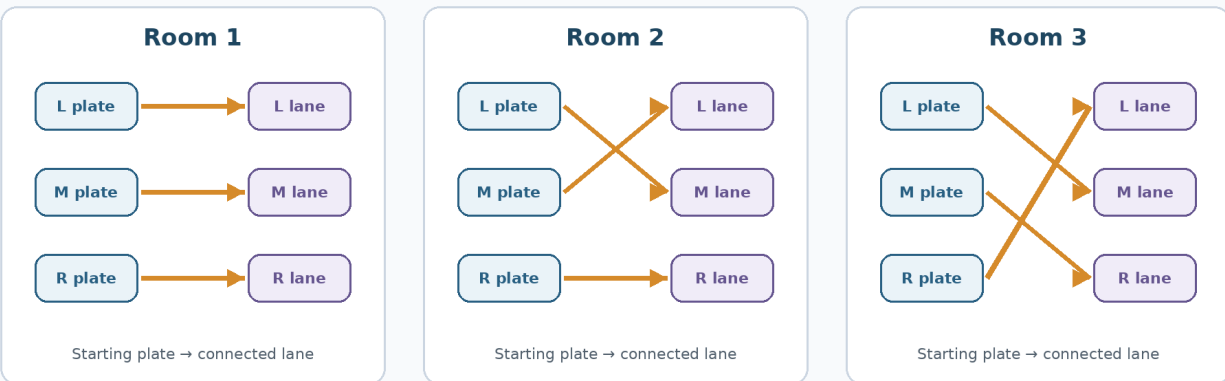


Figure 3. Repository plate wiring across its 3 rooms.

Always check the floor

The orange wires are authoritative. The diagram is a memory aid, and a player should call the mapping before the pulse starts in every room.

Lane	Resonance source
Left	Pyramidal Resonance (triangle)
Middle	Spherical Resonance (circle)
Right	Hexahedral Resonance (square / cube)

Roles

Role	Count	Job
Lane pair	3 pairs	Kill the lane Tormentor and turrets, identify the plate connection, and coordinate lock timing.
Favor holder / conductor	1 per lane	Secure the Tormentor killing blow where practical, read the conductor, and make the required shape the last pickup.
Plate / courier partner	1 per lane	Bounce the pulse, ferry non-native Resonance across lanes, and cover the Champion.

Normal walkthrough

1. Enter room 1 and keep the left, middle, and right pairs together. Call the plate-to-lane wiring before starting any pulse.
2. Kill the Threshold Sentinel Tormentor on each lane. The player landing the final blow gains Stolen Favor and can read that lane's conductor requirement.
3. Destroy the Honored Scorpius turrets quickly. They create constant ranged pressure and make precise plate timing harder.
4. The Favor holder calls triangle, circle, or square. Remember that the required shape may spawn on a different lane.
5. Begin bouncing the plate pulses along the actual wire connections. Collect Resonance and arrange couriers: triangle originates left, circle middle, and square right.
6. The conductor player makes the requested shape the final pickup, arms the conductor, and locks it by catching the incoming pulse.
7. Once all 3 conductors are locked, clear the new Scorpius turrets and regroup at the center chest. Deposit all remaining Resonance.
8. Kill the Shadow Legion wave and Unstoppable Incendior. The next door does not open until the post-lock combat is complete.
9. Advance to room 2. Repeat the same process with left and middle connections crossed.
10. Advance to room 3. Repeat with all 3 connections rotated. Finishing the final room completes the encounter.

Failure states and recovery

Problem	Consequence	Recovery
Tormentor dies to the wrong player	Stolen Favor goes to someone other than the planned reader.	That player reads the conductor or trades the role; do not waste time trying to "transfer" the buff.
Wrong shape last	Wrong conductor lock wipes the team.	Before arming, say: "Right needs triangle; triangle is my final pickup."
Courier crosses without lane coverage	A side loses control to turrets or adds.	Move shapes only after the lane's priority enemies are under control.

Problem	Consequence	Recovery
Wrong wire assumed	Pulse goes to an unexpected plate.	Stop, trace the floor line, and restart after calling the actual mapping.
Champion unprepared	The post-lock room stalls.	Keep live Anti-Unstoppable coverage on multiple players.

Suggested loadouts

- Reliable Anti-Unstoppable coverage for the Incendior.
- A sniper, linear, or other accurate burst option for Scorpius turrets and Tormentor weak points.
- A mobile primary for shape ferrying between lanes.
- Resist and sustain options matter more than boss-DPS optimization; there is no damage phase.

Master changes

Master adjustments

Treat every lane as responsible for its own Champion and turret pressure. A courier should not abandon an unsafe lane.

Pre-assign the player who will secure Tormentor killing blows. Accidental final blows create avoidable role swaps.

Record each player's last Resonance type when attempting Balanced Diet; the restriction continues between rooms.

Weekly challenge — Balanced Diet

Requirement

An individual Guardian cannot pick up the same Resonance type twice in a row.

The sequence does not reset between rooms: the final pickup in one room constrains that player's first pickup in the next.

Recommended execution: each player says their last shape at the end of every room. Use a simple written or chat notation such as "L:T, M:C, R:S" for triangle, circle, square, then route the next pickup accordingly.

Encounter triumph — Singular Torment

Requirement

Complete Repository with only 1 player killing the Threshold Sentinel Tormentors.

Recommended execution: designate a Tormentor finisher. Everyone else can break shoulders and control adds, but stops damage when the Tormentor is near death. The designated player lands every killing blow in all 3 rooms.

Raid-night quick reference

Repository in 9 lines

Pairs stay left / middle / right through all 3 rooms.
Kill lane Tormentors; planned reader gets killing blow and Stolen Favor.
Delete Scorpius turrets.
Read conductor: triangle / circle / square.
Check wires; bounce pulses.
Shape sources: triangle left, circle middle, square right.
Courier correct final pickup; lock all 3.
Deposit center; kill Unstoppable Incendior.
Room wiring: straight → L/M crossed → all rotated.

4. Verity — See Beyond

Verity is a paired logic problem. Three Inside players build a pocket key from the 2 shapes their own statue does not hold. Three Outside players dissect the matching 3D statues until those statues show the same 2-shape combination. The encounter also requires 2 mandatory Ghost-identification phases per round.

Before pulling

Every player changes to a visually distinct helmet, shader, class item, and Ghost shell.

Do not swap appearance after the encounter starts. The statues mirror current fashion, and visual ambiguity causes avoidable Ghost-placement deaths.

Shape dictionary

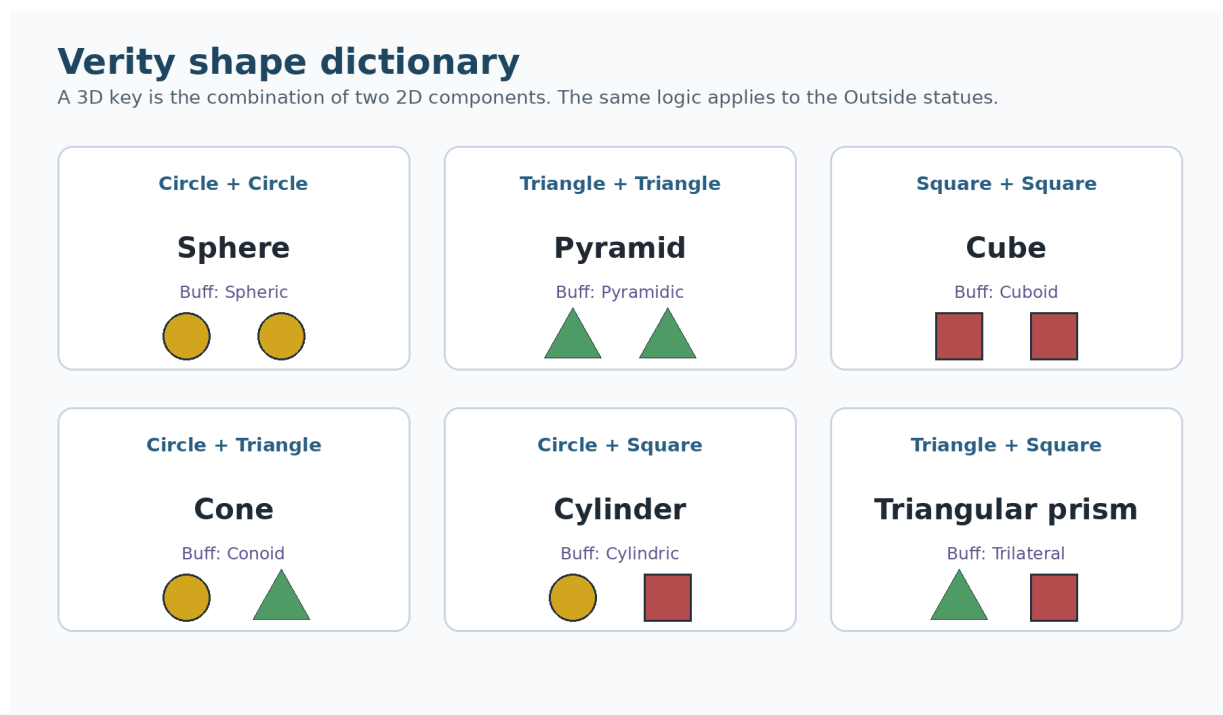


Figure 4. Verity 2D component and 3D key dictionary.

Orientation and roles

Read all active statues left-to-right while facing the projector and shattered-glass wall. The encounter chooses 3 Inside and 3 Outside players; everyone should know both jobs.

Role	Count	Job
Inside player	3	Read the statue order, remove the own-statue shape from the final key, trade 2D shapes, form the matching 3D pocket key, and exit through the glass.
Outside dissector	1 recommended	Plan and perform 3D statue swaps based on the Inside call.

Role	Count	Job
Outside add clear / Ghost carriers	2	Kill Knights and Unstoppable Ogres, provide shapes to the dissector, and execute Ghost placement.

Core rule

The key sentence

Your Inside statue shows 1 shape. Your final 3D key must contain the other 2 shapes.

Your Outside statue must display that same 3D shape. Pocket key and Outside statue must match before you can leave.

Worked Verity example

Inside call: Triangle — Circle — Square. Each player needs the two components their own statue does not hold.

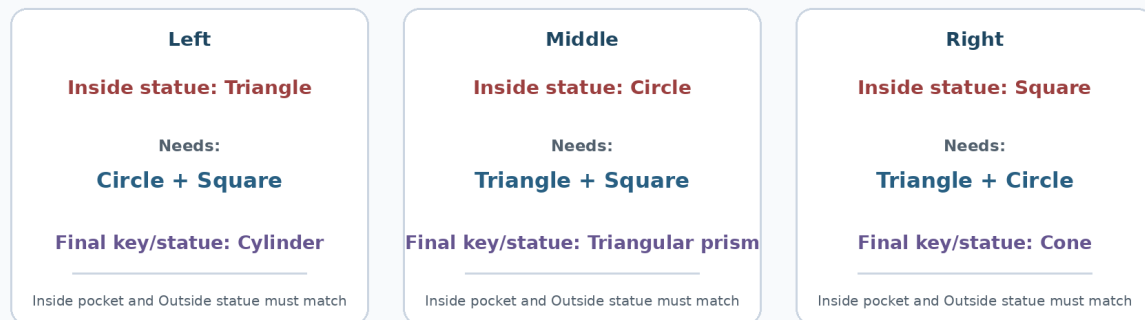


Figure 5. Worked Triangle–Circle–Square Verity example.

Inside team — deterministic method

1. Immediately call the 3 Inside statue shapes left-to-right, for example: "Triangle, Circle, Square." Identify which statue represents you.
2. Your own statue's 2D shape is the component you must exclude from your final key.
3. Kill Splintered Curator Knights. Their drops match the 2 shapes cycling on your wall.
4. Purge toward a double of your own shape: keep your own shape and send each non-own shape to the teammate whose statue holds that shape. Never deposit on your own statue.
5. When your room contains 2 copies of your own shape, send 1 copy to each of the other 2 Inside statues. Tell each teammate what you are sending.
6. Kill the next Knights and collect the 2 shapes your teammates sent you. These should be the 2 shapes not on your statue.
7. Pick up both only when you are ready to finish. The 2 components combine into a 3D pocket key.
8. Wait until the Outside team confirms your matching statue is correct, then walk through the glass wall.

Inside safety rule

Do not pick up more than 2 shapes unless you are intentionally forming the final key. A key containing your own statue's shape cannot open your exit.

Outside team — dissection method

1. Listen to and record the Inside order. For each position, calculate the target 3D shape from the 2 components not held by that Inside statue.
2. Read the current 3D shapes on the 3 Outside statues. Break each into its 2D components using the shape dictionary.
3. Plan the swaps before depositing. Every dissection changes 2 statues, so an unplanned move can undo a correct statue.
4. Kill the 3 Outside Knights to obtain circle, triangle, and square “cutting” shapes.
5. Deposit a component at the first statue to mark that component for removal. Deposit another component at a second statue; the 2 marked components swap.
6. Repeat until every Outside statue contains the 2 components excluded by its paired Inside statue.
7. Confirm the final statue order aloud. Keep the add-clear players ready for Unstoppable Ogres and the Ghost phase.

Mandatory Ghost phases

1. During the solve, the Witness “notices” the Inside team and applies Catatonic Decimation. The 3 Outside players see the trapped players’ Ghosts; the trapped players spectate an altered room and identify the correct statue positions.
2. Each living carrier takes a Ghost to its matching Guardian statue. A wrong statue kills the carrier. Use player appearance, not guesses.
3. After all 3 Inside players escape, the fireteam reunites and clears Grim, Thrall, and Unstoppable Ogres.
4. The Witness then freezes 5 players and leaves 1 survivor. Spectators read the empty pedestals left-to-right and guide the survivor through all Ghost placements within the 1-minute timer.
5. Once everyone is restored, repeat the entire Inside/Outside/Ghost cycle. Complete 3 rounds to finish Verity.

Failure states and recovery

Problem	Effect	Response
Inside deposits on own statue	The distribution becomes invalid and may stall.	Recalculate the wall shapes before collecting a final key.
Inside forms a key containing own shape	That player cannot escape.	Drop/reset only through death and recovery; avoid by collecting the final 2 components last.
Outside swaps without a plan	Two statues change and the solution becomes harder to track.	Stop all deposits, decompose all 3 current shapes, and recalculate targets.
Ghost placed at wrong statue	Carrier dies immediately.	Use dead-player calls and distinctive appearances; never “try” a pedestal.

Problem	Effect	Response
Ogres left alive	The next phase is delayed under heavy pressure.	Keep current Anti-Unstoppable coverage on at least 2 Outside players.

Suggested loadouts

- Reliable Anti-Unstoppable coverage on the Outside team and at least one flexible backup.
- Self-healing and autonomous add-clear are more valuable than boss damage because Verity has no DPS phase.
- Inside players benefit from fast Knight/Ogre burst without explosive self-damage in confined rooms.
- Avoid fashion that makes same-class statues indistinguishable.

Master changes

Master adjustments

Solo rooms can contain Unstoppable Ogres, increasing the cost of a stalled Inside trade.

Outside players should not leave the dissector unsupported while Champions and Knights are active.

For Varied Geometry, calculate the challenge assignment before the first shape is deposited in each round.

Weekly challenge — Varied Geometry

Requirement

The fireteam cannot use the same 3D escape shape again until all 6 possible 3D shapes have been used: sphere, pyramid, cube, cone, cylinder, and triangular prism.

A practical plan is to use the 3 composite shapes in round 1, the 3 doubled/pure shapes in round 2, then allow repeats in round 3.

Round 2 requires coordination: assign each Inside player a doubled shape that does not contain their own statue shape. For example, a Triangle player may use Sphere or Cube, but not Pyramid. Outside must build the same assigned pure shape on that player's statue.

Encounter triumph — Equal Distribution

Official requirement

"In Verity, complete the encounter without depositing on the same statue twice in a row."

Safest interpretation and strategy: treat the restriction as individual and global. Every player tracks their previous statue destination, alternates to a different statue on the next deposit, and calls the destination before interacting. This applies to both Inside trades and Outside dissections.

Raid-night quick reference

Verity in 10 lines

Distinct armor and Ghosts before pull.
Inside calls statue order left-to-right.
Inside target = the 2 shapes not on own statue.
Inside purge to double-own, then send 1 own shape to each teammate.
Outside target statues use the same 2 "not-own" components.
Outside deposits mark components to swap between 2 statues.
Pocket key and Outside statue must match.
Ghost phase 1: 3 dead / 3 carriers.
Clear Ogres; Ghost phase 2: 5 dead / 1 survivor.
Repeat 3 total rounds.

5. Zenith — The Witness

The final encounter alternates between hand-breaking, shape tests, chest-glyph progress, and a mobile damage platform. The most important distinction is simple: attack geometry tells you what Resonance a zone grants; armband color tells you what Resonance the target hand requires.

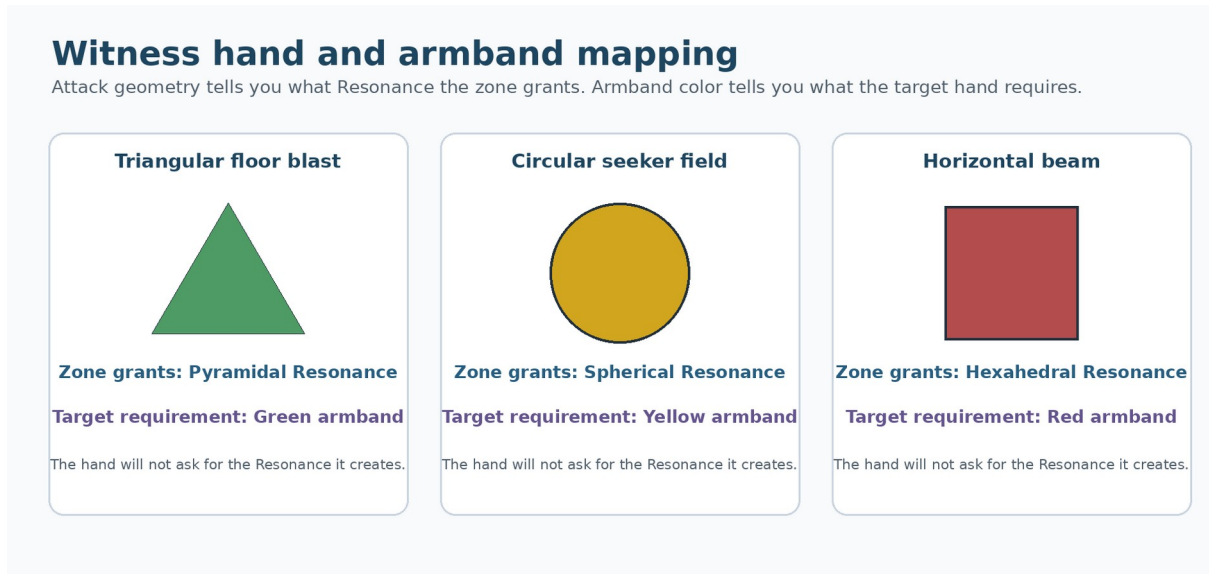


Figure 6. Witness attack geometry, Resonance, and armband-color mapping.

At a glance	Details
Team split	Recommended for learning: 2 dedicated Runners and 4 Add Clear / support. Faster teams often use 3 Glyphbreakers and 3 Add Clear.
Primary goal	Break a hand with the required Resonance, gain Glyphbreaker, destroy 1 chest glyph, repeat for all 6 glyphs, then DPS.
Hand-zone Resonance	Triangle blast = Pyramidal. Circular seekers = Spherical. Horizontal beam = Hexahedral.
Armband requirement	Green = Pyramidal. Yellow = Spherical. Red = Hexahedral.
Critical rule	A hand never asks for the same Resonance type that its own attack zone creates.

Roles

Role	Count	Job
Runner / Glyphbreaker	2 for learning; 3 for speed	Read armbands, collect the required Resonance from another hand zone, break target hands, and destroy chest glyphs. With 2 Runners, each owns more than 1 hand type.

Role	Count	Job
Add Clear / support	4 with 2 Runners; 3 with 3 Runners	Control Scorn and Subjugators, call tests and DPS telegraphs, protect Runners while they stand in attack zones, and stage on the damage plate.
DPS caller	1 of the above	Call safe corners, jump timing, and the plate exit before the Witness slam.

Glyphbreaker walkthrough

1. Choose either 2 dedicated Runners for a calmer learning setup or 3 Glyphbreakers for faster progress. Divide the triangular-blast, circular-seeker, and horizontal-beam hands clearly between them.
2. Enter the target hand's projected attack zone and shoot its glowing armband. The revealed color is the required Resonance: green triangle, yellow circle, or red square.
3. Leave before the attack lands. Move to the different hand zone that grants the required Resonance and remain in the telegraph long enough to receive the buff.
4. Return to the original target hand. Enter its projected attack zone and shoot the armband again before accidentally acquiring that hand's own Resonance.
5. The hand breaks and the player gains Glyphbreaker. Move to the central organic platform and shoot 1 glowing chest glyph.
6. Destroying the glyph cleanses the carried Resonance. Confirm the buff is gone; carrying it too long is lethal.
7. Repeat until all 6 chest glyphs are gone. When the 5th glyph is destroyed, the team should begin staging near the center for DPS.

Accidental Resonance

Any player who picks up Resonance by mistake can cleanse it by using an available chest glyph. Call the mistake immediately so a planned Glyphbreaker does not spend the last safe glyph first.

The Witness tests you

1. After a hand break, a screaming/glowing hand can trigger the on-screen test. Fourteen Resonance nodes appear in front of the Witness.
2. The most recently broken hand's attack geometry determines the required outline: triangle for the triangular blast, circle/diamond for circular seekers, or square for the horizontal beam.
3. Shoot away the excess nodes so the remaining nodes form the required outline.
4. A correct solve still produces an energy pulse; jump it. An incorrect solve prevents safe jumping and wipes the fireteam.

DPS phase and Final Stand

1. The 6th chest glyph raises the central platform and exposes the Witness's heart. Enter the platform already moving.
2. Damage while watching the Witness's hand telegraphs. If the attack covers front-right, move back-left; the opposite attack follows, so be ready to reverse.

3. When the Witness glows and pulls back, expect a combined side attack and ground wave. Move to the safe side and jump the wave.
4. After 3 attack pairs, the Witness slams the platform. Leave before the slam; remaining on the plate can kill or launch the team.
5. Repeat the Glyphbreaker loop until Final Stand. Save burst supers and enough heavy ammo for the short final window.

Failure states and recovery

Problem	Effect	Response
Wrong Resonance for the armband	The hand does not break and the buff timer continues.	Cleanse at a chest glyph if available, then restart the read.
Player stands too long in target zone	They may acquire the hand's own, incorrect Resonance.	Exit earlier and use the next telegraph; do not force a late shot.
Test shape wrong	The team cannot safely jump the lethal pulse.	Use one caller; everyone else shoots only the called excess nodes.
6th glyph broken before staging	The DPS platform rises while players are scattered.	Call "last glyph" and converge before firing.
Late platform exit	Witness slam kills or ejects players.	Stop shooting on the exit call. A few extra shots are not worth a revive.

Suggested loadouts

- A stable ranged precision heavy for the Witness and a special weapon that can continue damage when heavy runs low.
- One debuff source and one support/healing source; the rest of the team should maximize reliable damage while moving.
- Strong Scorn add clear that does not obscure the hand telegraphs.
- Avoid weapons with a high risk of self-damage or aim disruption on the moving DPS platform.

Master changes

Master adjustments

Add pressure and Subjugator control compete directly with hand-reading time. Assign Add Clear zones instead of letting all 3 support players chase the same pack.

Stage Glyphbreakers and ammo before the 6th glyph. Master recoveries are often lost to a rushed damage transition, not the hand mechanic itself.

Coordinated Efforts requires all 6 players to understand hand breaking, even if the Normal strategy uses only 3 Glyphbreakers.

Weekly challenge — Coordinated Efforts

Requirement

All 6 fireteam members obtain Glyphbreaker before any chest glyph is destroyed.
Then all 6 chest glyphs must be broken within a few seconds of one another.

Recommended execution: assign 1 hand break to every player. Nobody shoots a chest glyph early. Once all 6 players call “Glyphbreaker ready,” count down and fire at separate chest glyphs together. The tradeoff is that players cannot cleanse mistaken Resonance before the synchronized break.

Encounter triumph — Careful Calculation

Official requirement

“In Zenith, complete the encounter without any player exceeding 2 stacks of any resonant energy.”

Recommended execution: Runners never collect a 3rd stack of any Resonance type. Break the assigned hand and cleanse at a chest glyph immediately after each successful read. Add Clear players stay out of hand zones; anyone who acquires Resonance accidentally calls it and cleanses before reaching 3 stacks.

Raid-night quick reference

Witness in 10 lines

Triangle zone grants Pyramidal; circle zone grants Spherical; beam grants Hexahedral.
Shoot target armband once to read color.
Green needs triangle; yellow circle; red square.
Collect required buff from another hand zone.
Return and break target hand → Glyphbreaker.
Shoot 1 chest glyph to cleanse.
Test: leave triangle / circle-diamond / square nodes based on last broken hand; jump pulse.
6 glyphs → platform rises → DPS.
Move opposite the attack and jump combined waves.
Exit before 3rd-pair slam; save burst for Final Stand.

Secret chests and puzzle routes

2 ordinary hidden chests

Loot rule

The 2 standard hidden chests award raid loot already unlocked in Collections and complete the official Fragmented Truths triumph.

Traversal geometry is easier to communicate with screenshots or a live route marker than text alone. Verify the route in a current video or in-game guide if your fireteam has never opened them.

This edition records the reward requirement but does not claim exact jump-by-jump directions without verified route images. The Deepsight and hidden-conductor puzzles below are separate from the 2 ordinary hidden chests.

Guaranteed Deepsight weapon puzzle

1. Near the start of the raid, find the wall containing 8 columns of 5 Resonance shapes.
2. Read column 3 from bottom to top and write down the 5-shape sequence.
3. For the Deepsight puzzle, use positions 1, 3, and 5. Ignore positions 2 and 4.
4. Lock hidden conductor 1 during the traversal toward Substratum using the first retained shape.
5. After Substratum, go past the wall grate instead of taking the green-block ascent. Lock conductor 2 with the second retained shape.
6. After Dissipation and the dialogue in which the Witness calls itself the Winnower's first knife, climb the red blocks and lock conductor 3 with the third retained shape.
7. Correct conductor text: "Energy flows deeper into the monolith..." Incorrect: "Energy retreats from your grasp..."
8. After all 3 correct locks, "A boon will be granted..." appears. Finish the raid to receive a guaranteed Deepsight weapon from the final reward chest.

Hidden conductor and Rubicon puzzle

Eligibility

The fireteam must collectively meet the puzzle's requirement of 5 completed triumphs from the 10 named encounter complications and weekly challenges. If not, the interaction reports: "You are found lacking."

1. Read the same column-3 sequence, but this time use positions 2 and 4. Ignore positions 1, 3, and 5.
2. Find conductor 4 beneath a pair of staircases. Interact with its box; "Energy flows into the architecture." confirms the puzzle is active. Lock it with the first retained shape.
3. After the first 2 encounters, reach the exterior traversal with unstable Resonance pillars flowing into the floor. Instead of following the right-side ledges, jump left toward the room divided by an impassable grate.
4. Approach the box on the right side of that room and lock conductor 5 with the second retained shape.
5. After both correct locks and a full raid clear, the reward path grants 5 Spoils of Conquest, Rubicon lore progress, and the raid-specific reward currently presented by the live activity.

Eligible records for the hidden-conductor puzzle

Encounter complication	Weekly challenge
Touch and Go	Scenic Route
Changing Tactics	At Capacity
Singular Torment	Balanced Diet
Equal Distribution	Varied Geometry
Careful Calculation	Coordinated Efforts

Loot and rewards

The table below reflects the current encounter pools documented by the Deepsight definition project. Bungie can revise acquisition rules, so use the live raid node and Collections as the final authority.

Encounter	Weapon drops
Substratum	Nullify • Non-Denouement • Imminence
Dissipation / Herald	Summum Bonum • Non-Denouement • Forthcoming Deviance • Imminence
Repository	Nullify • Critical Anomaly • Forthcoming Deviance
Verity	Summum Bonum • Non-Denouement • Imminence
Zenith / Witness	Euphony • Summum Bonum • Nullify • Critical Anomaly

Weapon reference

Weapon	Type	Element
Euphony	Exotic linear fusion rifle	Strand
Critical Anomaly	Sniper rifle	Stasis
Forthcoming Deviance	Glaive	Void
Imminence	Submachine gun	Strand
Non-Denouement	Combat bow	Arc
Nullify	Pulse rifle	Solar
Summum Bonum	Sword	Arc

Adept and crafting notes

- All 6 legendary raid weapons have Adept versions associated with Master challenge rewards.
- The guaranteed Deepsight puzzle adds 1 red-border weapon at the final chest after the hidden conductor sequence is completed correctly.
- Normal encounter drops, hidden chests, and the final vendor/chest remain the main sources for patterns and previously unlocked items.

- Master reward cadence and challenge rotation can change; confirm the current raid node before planning an Adept farm.

Armor, cosmetics, and raid-specific rewards

- Hunter armor: Promised Reign.
- Warlock armor: Promised Victory.
- Titan armor: Promised Reunion.
- Fragmented Truths: loot both ordinary hidden chests.
- At All Costs: complete every encounter without a fireteam death or returning to orbit.
- The raid also contains the Rubicon lore book, a hidden-conductor reward path, weapon-pattern records, and collection rewards tracked in the live raid node.

Hidden-conductor reward note

Current-system caution

The hidden 2-conductor puzzle is distinct from the ordinary chests and the 3-conductor Deepsight puzzle. Completing it after meeting its triumph requirement grants 5 Spoils of Conquest, Rubicon lore progress, and a raid-specific reward.

Destiny's armor and activity-mod systems have changed since Salvation's Edge released. The current manifest does not expose a stable set of conventional Salvation's Edge "Raid Mod" inventory entries, so this guide does not publish an unverified mod-name table.

Seal and completion checklist

This checklist groups the raid-specific work in one place. The in-game Iconoclast title node remains the authority for account-specific or post-release changes.

Category	Checklist
Core clears	☐ Salvation's Edge clear ☐ Master Difficulty "Salvation's Edge" ☐ Ignited Light — all encounter challenges on Master
Weekly challenges	☐ Scenic Route ☐ At Capacity ☐ Balanced Diet ☐ Varied Geometry ☐ Coordinated Efforts
Encounter triumphs	☐ Touch and Go ☐ Changing Tactics ☐ Singular Torment ☐ Equal Distribution ☐ Careful Calculation
Exploration and puzzles	☐ Hidden chest 1 ☐ Hidden chest 2 ☐ Fragmented Truths ☐ Deepsight conductors 1–3 ☐ hidden conductors 4–5
Collections	☐ "Salvation's Edge" Patterns Collected ☐ "Salvation's Edge" Lore Book Unlocks ☐ Euphony ☐ armor collections
Fireteam clears	☐ Once More, Together — clan ☐ Unified Front — same class ☐ Arc ☐ Solar ☐ Void ☐ Stasis ☐ Strand ☐ Prismatic
Flawless	☐ At All Costs — no fireteam deaths and no return to orbit

Full-raid assignment sheet

Encounter	Assignments to fill before pull
Substratum	Left: Plate ____ / Conductor ____ / Add Clear ____ Right: Plate ____ / Conductor ____ / Add Clear ____
Dissipation	Left pair ____ / ____ Middle pair ____ / ____ Right pair ____ / ____
Repository	Left pair ____ / ____ Middle pair ____ / ____ Right pair ____ / ____ Tormentor finisher ____
Verity	Primary dissector ____ Outside support ____ / ____ Inside-capable players ____ / ____ / ____
Witness	Triangle hand ____ Circle hand ____ Beam hand ____ DPS caller ____

Sources and verification notes

This guide synthesizes game terminology, encounter walkthroughs, current database definitions, and cross-checked community execution. It does not reproduce any source guide verbatim.

- [Bungie Destiny 2 manifest — English record definitions](#) — Official encounter-triumph wording, title records, loot names, armor names, and challenge identifiers. Manifest version checked: 244213.26.06.29.2000-1-bnet.65583.
- [Destinypedia — Salvation's Edge](#) — Raid-wide terminology, encounter flow, puzzle context, and historical reward documentation.
- [Shacknews — Salvation's Edge raid guide](#) — Independent walkthrough and corroboration for normal encounter mechanics and Witness test logic.
- [Destructoid — Repository encounter guide](#) — Independent verification of all 3 room wiring patterns, Tormentor final-blow roles, and post-lock Champions.
- [Destructoid — Verity encounter guide](#) — Independent verification of Inside/Outside shape logic and Catatonic Ghost phases.
- [Deepsight definition project — Salvation's Edge drop table](#) — Current structured encounter loot pools and Adept pool.
- [Destiny Voyager — Salvation's Edge structured guide](#) — Cross-source challenge synthesis and role-oriented notes; used as corroboration, not sole authority.
- [Delta Fighter Wing — Destiny 2 encounter maps](#) — Repository mapping and Singular Torment corroboration.

Verification boundaries

What this guide intentionally leaves live

Seasonal Champion counters, activity power, surges, threats, and current damage meta are not frozen into the document. Check the raid launch screen and current sandbox before a run.

The 2 ordinary hidden chest jump routes are not described step-by-step because they are clearer and safer with current route images or live guidance. Their official Fragmented Truths requirement is documented, and the hidden conductor puzzles are kept separate.

The hidden-conductor reward path is documented without publishing unverified conventional raid-mod names.

Revision principles

- When a source described a strategy rather than a rule, the guide labels it as a recommendation.
- Weapon recommendations are archetype-based so the guide remains useful after sandbox changes.
- Exact in-game messages and official Triumph wording are quoted only when retrieved or independently corroborated.
- Orientation is stated from the entry or rally perspective before directional callouts are used.

End of guide

Corrections can be submitted through the Vaexil guide-correction workflow. Include the encounter, exact in-game wording or footage, and the step that needs revision.