

DESTINY 2 • RAID FIELD GUIDE

SALVATION'S EDGE

Complete Raid Guide

Build and lock Resonance circuits, solve the Verity shape exchange, then break the Witness's hands and glyphs.

EDITION	2.0
MECHANICS VERIFIED	July 30, 2026
DIFFICULTY	Normal
DESIGN SYSTEM	Vaexil Raid Field Guides

In This Guide

1. How to use this guide and raid-wide mechanics
2. Fireteam setup and standardized callouts
3. Substratum
4. Dissipation — Herald of Finality
5. Repository
6. Verity
7. Zenith — The Witness
8. Hidden chests, conductor puzzles, rewards, and checklists
9. Verification notes and sources

Navigation tip: Word's Navigation Pane and accessible PDF bookmarks use the same heading hierarchy as this page.

How to Use This Guide

This guide is written for a six-player fireteam learning, teaching, or refreshing Salvation's Edge. Normal mechanics are the baseline. Master, challenge, and Triumph restrictions are separated so the team can learn one layer at a time.

Each encounter follows the same order:

1. **Objective** — the result the fireteam is building toward.
2. **Assignments** — six simple jobs to call before the pull.
3. **Arena** — the fixed landmarks and orientation.
4. **Execution** — the mechanic in chronological order.
5. **Damage** — where the encounter has a boss damage phase.
6. **Challenge and Triumph** — optional restrictions and exact failure conditions.
7. **Recovery** — common failure states and the fastest correction.
8. **Quick reference** — the pull-ready version.

All required mechanics, spatial relationships, and callout translations appear in prose and tables. Each arena establishes a fixed facing direction before using left, right, near, or far.

Fast orientation

- Salvation's Edge is a linear five-encounter raid.
- The first three encounters share Resonance, plate pulses, Resonant Conductors, and the Final Shape Looming wipe timer.
- Verity replaces Resonance with shape ownership, 3D dissection, and Guardian/Ghost identity matching.
- The Witness returns to Resonance, but hand attack geometry and the revealed cuff cue are independent translations.
- Challenges follow the current raid/challenge rotator. Check the live Director rather than relying on a fixed calendar.

Encounter order

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

Standardized callouts

Term	Meaning
Pyramidal Resonance	Triangle pickup or buff. Green identifies this type on a Witness cuff.
Spherical Resonance	Circle pickup or buff. Yellow identifies this type on a Witness cuff.
Hexahedron Resonance	Square-icon pickup or buff. Red identifies this type on a Witness cuff.
Resonant Conductor	The shape-reading pillar that must be closed with matching Resonance.
Sender plate	The plate that launches a pulse along a visible wire.
Receiver / closer plate	The plate beside the destination conductor. It catches the pulse and closes an armed conductor.
Stolen Favor	The buff that reveals a conductor's required shape.
Final Shape Looming	The encounter wipe timer in the first three encounters.
Inside / Outside	The separated teams during Verity.
Base shape	The 2D shape held by an Inside Guardian's statue.
Dissection	An Outside swap of one component between two 3D statue objects.
Cuff	The colored band on a Witness hand. Its color states the Resonance required to break that hand.
Glyphbreaker	The buff that destroys one Witness chest glyph.

Color is never the only identifier in this guide. Every color call is paired with a shape, name, position, or action.

Raid-Wide Reference

The three Resonance types

Full name	Shape call	Witness cuff color
Pyramidal Resonance	Triangle	Green
Spherical Resonance	Circle	Yellow
Hexahedron Resonance	Square	Red

The color relationship matters at the Witness. Everywhere else, use the full buff name or shape call rather than color alone.

Resonance rules

- A player can safely hold up to three stacks.
- Picking up a fourth stack kills that player.
- Letting the personal Resonance timer expire kills that player.
- The last type collected converts the entire carried stack to that type. Two Pyramidal followed by one Spherical becomes three Spherical.
- Closing a conductor consumes one matching stack from the closer.
- The receiver who catches a conductor's closing pulse must hold that conductor's required Resonance. Catching with the wrong type causes a rejection and wipes the fireteam.
- Collect every intended loose pickup from a circuit before arming its conductor. Closing the conductor despawns that circuit's remaining loose Resonance.
- Banking carried Resonance extends Final Shape Looming. More deposited stacks provide more time.
- Three stacks are the safe maximum and often the most efficient bank. They are not a universal completion requirement.

Plate pulse and conductor lock

Each circuit has a sender plate connected by a visible wire to a receiver plate beside a Resonant Conductor. The sender launches the pulse; the receiver catches it on arrival. Shooting the conductor's central crux arms the circuit for closure. The receiver must hold the required Resonance when catching that closing pulse; the wrong type wipes the fireteam.

1. Step on the active sender plate to launch a pulse along the visible wire.
2. The receiver watches the pulse travel and the circular plate aura contract.
3. Step on the receiver as the pulse arrives. This sends the pulse back and creates Resonance.
4. Continue only while the team still needs pickups.
5. To close, the receiver confirms the required Resonance and shoots the conductor's central crux. This is the **armed** state.
6. The sender launches the next pulse.
7. The same assigned receiver catches that pulse while holding the required Resonance. A wrong-type catch causes a rejection and wipes the fireteam.

Standing on the receiver early does not reserve it. Watch the pulse and step on at arrival.

Missing a pulse locks the circuit and spawns a miniboss. Kill that enemy before restarting.

Communication standard

Use a closed-loop call whenever one player's action depends on another:

1. Caller states the location and action: **"Left sending."**

2. Receiver repeats readiness: "**Left ready.**"
3. Receiver confirms the result: "**Left caught**" or "**Left locked.**"

For Resonance, always call type and stack count: "**Spherical x2; need one.**"

Fireteam Setup

Assign permanent seat numbers before the first pull. The Verity split is random, but the seat numbers give every backup role a stable owner.

Seat	Substratum	Dissipation	Repository	Verity	Witness
P1	Left sender	Left pair	Left sender	Primary dissector if Outside	Runner 1
P2	Left closer	Left pair	Left closer	Dissector backup / add clear	Runner 2
P3	Left flex	Middle pair	Middle sender	Outside add clear / Ghost carrier	Runner 3 or add clear
P4	Right sender	Middle pair	Middle closer	Outside add clear / Ghost carrier	Left add clear
P5	Right closer	Right pair	Right sender	Inside-capable	Right add clear
P6	Right flex	Right pair	Right closer	Inside-capable	Support / damage caller

The Verity split is random. If the primary dissector is sent Inside, the first available backup takes the job.

General preparation

- Check the current activity launch screen for Champions, threats, surges, and challenge availability.
- Give each separated team reliable Champion coverage where Champions are present.
- Bring accurate burst damage for Tormentors, Subjugators, Trammels, and Champions.
- Favor survivable add clear over complicated damage swaps while learning.
- Coordinate one team debuff and enough defensive support to keep mechanical roles alive.
- Treat loadouts as recommendations. No encounter requires one specific weapon or subclass.

Verity accessibility check

Before Verity:

- Enable **Shadows** in the graphics settings. The Inside wall projections may be invisible when shadows are disabled.
- Equip visually distinct armor or ornaments.

- Equip visually distinct Ghost shells.
- Avoid six identical Guardian silhouettes or default shells.
- Confirm that everyone can identify every player by both name and appearance.

These are mechanic-readability requirements, not cosmetic preferences.

Substratum — Gain Access to the Monolith

Objective

Power two sender rooms, close two Resonant Conductors, bank Resonance, and repeat for three cycles. Six conductors close in total.

Memory line: Route twice. Power two. Close two. Bank.

Assignments

Seat	Job
P1	Clockwise-route sender
P2	Clockwise-route closer
P3	Clockwise-route flex / add clear
P4	Counterclockwise-route sender
P5	Counterclockwise-route closer
P6	Counterclockwise-route flex / add clear

During routing, each group of three clears its side. The sender/closer jobs become active only after both Devotee and Tormentor sequences are complete.

Arena orientation

Stand in **Banner**, the rally room, and face the central hub and bank. The perimeter door on your right begins the clockwise route; the door on your left begins the counterclockwise route. The hub connects to eight rooms arranged in a ring. Moving clockwise from Banner, use these stable landmark names:

Banner → Pillar → Shell → Glyph → Vase → Basement → Halo → Bones → Banner

Two adjacent central doors open at the start of a routing sequence. The clockwise group takes the right-hand-from-rally door and the counterclockwise group takes the left-hand-from-rally door. A Keeper Hydra killed by one team opens the next door for the opposite team.

The room in which a Devotee dies later contains an active sender plate. Call that room name immediately and repeat it when returning to center.

Execution

1. Start the cycle

Pick up the opening Pyramidal Resonance in the center and deposit it at the central altar. Final Shape Looming starts and two adjacent doors open.

2. Run the first route

Split into two groups of three. The clockwise group exits Banner through the right-hand door; the counterclockwise group exits through the left-hand door.

1. Kill the Quantum Minotaurs in the open rooms.
2. Their deaths create Keeper Hydras for the opposite group.
3. Kill each Keeper so the opposite group's next door opens.
4. Continue around the perimeter until a group reaches a **Devotee of the Witness**, an Overload Minotaur.
5. Kill the Devotee and call the room name. That room's sender plate will power after the center enemy dies.

3. Kill the first center Tormentor

The fireteam is beckoned back to center and a **Threshold Sentinel** Tormentor appears.

Return immediately. Kill the Tormentor together. The first Devotee room is now a powered sender room.

4. Run the second route

Repeat the routing sequence through the new open doors:

1. Quantum Minotaurs create Keepers for the opposite team.
2. Keepers open the opposite team's next doors.
3. Kill the next Devotee.
4. Call its room name.
5. Return to center and kill the second Threshold Sentinel.

Two sender rooms are now powered.

5. Build the two circuits

Move to the two powered sender rooms and divide into two three-player circuit teams:

- **Sender:** owns the powered plate and launches each pulse.
- **Closer:** owns the receiver/conductor room, collects Pyramidal Resonance, and closes.
- **Flex:** controls enemies, collects safe overflow, and relays calls.

Trace the visible wire rather than assuming the receiver is in the next room.

6. Generate and collect Resonance

Bounce each pulse on arrival. Successful returns create Pyramidal Resonance around the active rooms and center.

Collect only what the team can safely carry. Call every stack count and stop at three.

7. Close both conductors

When a side has enough Resonance:

1. Closer confirms **"Pyramidal ready."**
2. Closer shoots the conductor crux.
3. Sender launches the next pulse.
4. Closer catches it on arrival.
5. Closer confirms **"Locked."**

Repeat on the other circuit.

8. Bank and repeat

After both conductors close:

1. Return to center.
2. Kill the Harbinger Subjugator and remaining priority enemies.
3. Deposit carried Resonance at the central altar.
4. Confirm that every Resonance buff is cleared and Final Shape Looming has extended.

Complete three full cycles. The third bank finishes the encounter.

Weekly challenge: Scenic Route

During each routing sequence, leave the first Devotee encountered alive. Continue the route by killing the relevant Keeper Hydra, then kill the later or second Devotee.

Reliable call: "Skip first; kill second."

Some guides call the valid target the Devotee in the fourth room, but room counts vary depending on whether the first entered room is counted. Use the encounter order—second Devotee—not a disputed room number.

Failure condition: The fireteam kills the first Devotee encountered in a routing sequence.

Encounter Triumph: Touch and Go

No player may collect the next Resonance stack before every fireteam member has reached the current stack count.

1. Every player reaches x1.
2. Call **"all at one."**
3. Every player reaches x2.
4. Call **"all at two."**
5. Every player reaches x3 if the team intends to bank three.

The restriction applies across the whole fireteam, not separately to each circuit.

Master notes

No separate Master mechanic has been verified for this encounter. The routing and circuit rules remain the same. Build each three-player side to survive its current Champions and modifiers, and use the live launch screen as the authority.

Recovery and common errors

Symptom	Cause	Correction
A door does not open	The opposite group has not killed its Keeper Hydra	Stop advancing and ask the other group for its Keeper status
The team cannot find a powered sender	The Devotee room was not recorded	Call and repeat the landmark name at the kill
A circuit locks	The receiver missed the pulse	Kill the spawned Subjugator, reset positions, and restart
A player dies while carrying Resonance	Fourth stack or expired personal timer	Use spoken stack counts and shorten the collection phase
Final Shape Looming expires	Routing, collection, or banking took too long	Bank useful stacks instead of insisting that everyone reach x3
Scenic Route fails	The first Devotee was killed	Mark it, leave it alive, and continue to the second

Loadout guidance

- Give each routing group dependable Overload coverage when the live activity includes those Champions.
- Keep burst special or heavy damage for Threshold Sentinels and Subjugators.
- Use mobile add clear that does not require standing on a plate early.

Loot

- **Imminence** — Strand Submachine Gun.
- **Non-Denouement** — Arc Combat Bow.
- **Nullify** — Solar Pulse Rifle.
- **Promised Reign / Promised Victory / Promised Reunion arms or chest**, by class.

Quick reference

1. Deposit opening Pyramidal Resonance.
2. Split 3-and-3; Minotaur → opposite Keeper → next door.
3. Kill a Devotee; call its room.
4. Center and kill the Threshold Sentinel.
5. Repeat for the second Devotee and Sentinel.
6. Use the two powered sender rooms.
7. Bounce, collect every intended Pyramidal pickup, then arm and close both conductors.
8. Center, kill the Harbinger, bank.
9. Repeat three cycles total.

Dissipation — Herald of Finality

Objective

Earn Stolen Favor, read and close three conductors, bank Resonance to begin damage, and defeat the Herald.

Memory line: Called enter. Clear Blights. Break forehead. Read, close, bank.

Assignments

Seat	Job
P1-P2	Left pair
P3-P4	Middle pair
P5-P6	Right pair

Each wing provides one Called player and one partner. The encounter selects the Called players.

Arena orientation

Stand at rally and face the Herald. In that frame, each wing has its own sender plate, connected receiver plate, and conductor:

- **Left wing:** angled wing at roughly 10 o'clock; Taken Wizard Trammel.
- **Middle wing:** broad approach at roughly 6 o'clock; Taken Phalanx Trammel.
- **Right wing:** tall rectangular wing at roughly 2 o'clock; Taken Ogre Trammel.
- **Center:** Herald field and forehead weak point.
- **Far side beyond the Herald:** Resonance altar used to start damage.

Execution

1. Start and clear the wings

Shoot the central Taken Blight to begin.

Each pair clears its wing and kills the wing-specific Trammel:

- Left: Taken Wizard.
- Middle: Taken Phalanx.
- Right: Taken Ogre.

One player from each wing receives **Call to Reckoning**.

2. Called players enter the Herald's field

The three Called players move into the central field and damage the Herald's forehead weak point. They remain inside the field until Call to Reckoning has converted to Stolen Favor; leaving early can reset the sequence.

Their partners keep the wings controlled and watch for large Taken Blights.

3. Destroy every active Blight

Large Taken Blights appear around the arena. Stop treating the forehead as the only objective and search all three wings.

Destroy every active large Blight. Published fixed counts conflict, so the completion rule is **clear all active Blights**, not "kill exactly three."

4. Break the forehead and gain Stolen Favor

The Called players resume damaging the forehead. When it breaks, Call to Reckoning becomes **Stolen Favor**.

Each Favor holder returns to one wing and reads its conductor:

- Pyramidal / triangle
- Spherical / circle

Call the wing and requirement together: **"Left needs Spherical."**

5. Generate the two Resonance types

Bounce the plate circuits on arrival. The arena produces Pyramidal and Spherical Resonance.

The closer may collect mixed pickups, but the required type must be collected last so the entire stack matches the conductor.

Collect every stack intended for the bank before arming a wing. Closing that conductor despawns the circuit's remaining loose Resonance; an early close can erase the time stacks planned for final stand.

6. Close all three conductors

For each wing:

1. Confirm the carried stack matches the read.
2. Shoot the conductor crux.
3. Have the sender launch the next pulse.
4. Catch it on the receiver to close.

Do not call the phase complete until left, middle, and right have each confirmed **"Locked."**

Hard failure: The closer who catches the closing pulse must hold the conductor's called Resonance. A wrong-type catch produces a rejection and wipes the fireteam; there is no same-pull reread or retry.

7. Bank and damage

The altar appears in the central field.

1. Move in together.
2. Deposit carried Resonance to extend Final Shape Looming.
3. Damage the Herald.
4. When it becomes immune, return to the three wings and repeat.

8. Final stand

Final stand uses the encounter clock already in progress. Plan as if no generous timer reset will be granted.

Do not cross the health gate with only a few seconds remaining. Bank enough Resonance before damage and save burst damage for the final push.

Optional sequencing: pre-generate

A team may bounce plates before obtaining Stolen Favor, generate loose Resonance, intentionally let the circuits fail, kill the replacement Trammels, then perform the read and collect the correct type.

This is a valid optimization, not the required encounter order. Teach the read-first sequence above until the team understands the mechanic.

Weekly challenge: At Capacity

Every player who deposits Resonance must deposit exactly three stacks.

- A closer may hold x1 and spend it closing a conductor.
- Use one designated x3 banker per wing.
- Anyone holding x1 or x2 does not interact with the altar.

Failure condition: Any player banks fewer than three stacks.

Encounter Triumph: Changing Tactics

Each conductor must be closed with Resonance collected from a different wing.

Use a fixed rotation, for example:

- Left closer collects from middle.
- Middle closer collects from right.
- Right closer collects from left.

The conductor requirement still controls the final pickup.

Master notes

No separate Master mechanic has been verified. The read, circuit, and damage loop is unchanged. Give each wing independent survival and Champion coverage based on the current launch screen.

Recovery and common errors

Symptom	Cause	Correction
Stolen Favor does not appear	Called players left early, active Blights remain, or forehead is not broken	Search all wings, clear every Blight, then finish the forehead
A circuit locks	Receiver missed the pulse	Kill the replacement Trammel and restart
Closer has the wrong type	Wrong Resonance was collected last	Collect the required type last to convert the stack
Fireteam wipes when a conductor rejects the close	The receiver caught the closing pulse with the wrong Resonance	On the next pull, require a full wing-plus-shape read; the assigned closer confirms the active buff, shoots the crux, and catches the pulse
Final stand wipes immediately	Team crossed the health gate with too little time	Bank more before damage and save burst
At Capacity fails	An x1 or x2 holder used the altar	Designate the x3 bankers before collection

Loadout guidance

- Use strong wing-local add clear and a burst option for Trammels.
- Bring ranged sustained boss damage that allows fast target reacquisition.
- Keep one defensive or recovery option for the exposed central field.

Loot

- **Forthcoming Deviance** — Void Glaive.
- **Imminence** — Strand Submachine Gun.
- **Non-Denouement** — Arc Combat Bow.
- **Summum Bonum** — Arc Sword.
- **Promised Reign / Promised Victory / Promised Reunion** helmet or class item, by class.

Quick reference

1. Three pairs kill wing Trammels.
2. Called players enter center and shoot the forehead.
3. Everyone clears every active large Blight.
4. Called players break the forehead and gain Stolen Favor.
5. One reader per wing calls Pyramidal or Spherical.
6. Finish intended pickups, collect the required type last, then have each closer arm and catch; a wrong-type closing catch wipes.
7. Bank on the far side beyond the Herald and damage.
8. Repeat; enter final stand with time remaining.

Repository — Carve a Path

Objective

Cross three rooms. In each room, kill three Tormentors, read and close one conductor of each Resonance type, bank carried Resonance, and kill the rear Unstoppable Champion.

Memory line: Finish three. Read three. Follow wires. Close three. Bank.

Assignments

Seat	Job
P1	Left sender
P2	Left closer / Stolen Favor
P3	Middle sender
P4	Middle closer / Stolen Favor
P5	Right sender
P6	Right closer / Stolen Favor

The three planned closers should land the Tormentor final blows. If another player gets a final blow, that player becomes a reader; reassign which conductor each Favor holder reads.

Fixed Resonance-source lanes

Stand at each room's entrance and face the rear exit. Keep two coordinates separate: the sender lane determines which Resonance appears, while the visible wire determines which receiver and conductor that sender reaches.

The sender side determines which Resonance appears:

Sender lane	Resonance source
Left	Pyramidal / triangle
Middle	Spherical / circle
Right	Hexahedron / square

Repository introduces exactly one new type: **Hexahedron Resonance**.

Room wiring

Read each connection as **sender lane → receiver/conductor lane**.

Room	Left sender	Middle sender	Right sender
1	Left	Middle	Right
2	Middle	Left	Right
3	Middle	Right	Left

Room 1 is straight. Room 2 crosses left and middle. Room 3 rotates all three connections.

The closer follows the wire to the receiver. The closer does not remain on the lane whose sender generated the required shape unless the wire ends there.

Execution

1. Start Room 1

Deposit the Resonance offered at the opening altar. This starts Final Shape Looming and activates the first room.

Do not omit this initial deposit from the pull call.

2. Kill three Threshold Sentinels

Clear the room and damage all three Tormentors.

The planned closers land the final blows:

- P2 finishes the left Tormentor.
- P4 finishes the middle Tormentor.
- P6 finishes the right Tormentor.

Each finisher receives **Stolen Favor**.

3. Read the conductors

Favor holders read the three conductor requirements and call lane plus shape.

Across the room, the three requirements contain one of each:

- Pyramidal
- Spherical
- Hexahedron

Do not assume a conductor requests the type generated by the nearby sender.

4. Destroy the elevated turrets

Clear the Honored Scorpius Turrets before committing to plate timing. They create sustained crossfire and can interrupt a closer during a catch.

5. Generate lane-specific Resonance

Send from the left, middle, and right source lanes and catch at the receiver destinations listed in the Room wiring table.

Successful bounces generate:

- triangle from left source;
- circle from middle source;
- square from right source.

Call both source and destination: **"Left sending to middle."**

6. Build the correct closer stacks

Closers move between source lanes as needed. A closer can carry mixed pickups, but the final pickup must be the type requested by the destination conductor.

Example: a right conductor that needs Spherical is closed by a player whose last pickup came from the middle source, regardless of which sender feeds that receiver.

7. Close all three conductors

At each destination:

1. Closer confirms the read and active buff.
2. Closer shoots the conductor crux.
3. Connected sender launches the next pulse.
4. Closer catches the incoming pulse.
5. Closer confirms **"Locked."**

The closing catch is the offering. If that receiver holds the wrong Resonance, the conductor rejects it and wipes the fireteam. Confirm the called requirement and the closer's active buff before the crux is shot.

The June 9, 2026 update fixed a soft lock associated with simultaneous closures. Ordinary staggered confirmations remain easier to teach and audit.

8. Bank and open the next room

After all three conductors close:

1. Regroup at the center altar.
2. Bank remaining Resonance.

3. Clear the rear enemy wave.
4. Kill the Unstoppable Incendior.
5. Move through the opened rear door.

Repeat the same mechanic in Rooms 2 and 3 using their correct wiring.

The final Unstoppable kill completes the encounter.

Weekly challenge: Balanced Diet

No player may collect the same Resonance type twice consecutively.

The restriction:

- persists after banking;
- persists between rooms;
- tracks the player's last pickup type, not the current converted stack.

Every player calls their last type before advancing. A simple record is:

Player	Last type
P1	
P2	
P3	
P4	
P5	
P6	

Failure condition: A player collects the same type as their immediately previous Resonance pickup.

Encounter Triumph: Singular Torment

One designated player must land the final blow on all nine Tormentors across the three rooms.

Everyone may break shoulders and reduce health. At low health, stop firing and call the finisher in.

Master notes

No separate Master mechanic has been verified. Current Champions and combat modifiers come from the live launch screen. Preserve heavy ammunition for the nine Tormentor finishes, turrets, and rear Champions rather than spending it on routine waves.

Recovery and common errors

Symptom	Cause	Correction
A reader lacks Stolen Favor	Another player landed the Tormentor final blow	Reassign the three conductor reads among the actual Favor holders
A closer waits on the wrong plate	The team treated lanes as straight in every room	Read the room mapping before sending
A conductor needs a shape not found nearby	Shape sources are fixed by sender lane, not conductor position	Collect at the appropriate source and return to the mapped receiver
A circuit locks	Incoming pulse was missed	Kill the spawned Subjugator and restart
A closer carries the wrong active type	Wrong pickup came last	Collect the required type last
Fireteam wipes when a conductor rejects the close	The receiver caught the closing pulse with the wrong Resonance	Reconfirm lane, conductor requirement, and closer's active buff before arming on the next pull
Next door remains closed	Post-bank rear wave or Unstoppable is alive	Regroup and clear the rear of the room
Balanced Diet fails in a new room	Players assumed the rule reset	Record each player's last type through all three rooms

Loadout guidance

- Use precise burst damage for Tormentor shoulders and controlled final blows.
- Prioritize elevated Scorpius Turrets before plate timing.
- Keep current Unstoppable coverage available for the rear Champion in every room.

Loot

- **Critical Anomaly** — Stasis Sniper Rifle.
- **Forthcoming Deviance** — Void Glaive.
- **Nullify** — Solar Pulse Rifle.
- **Promised Reign / Promised Victory / Promised Reunion** arms or class item, by class.

Quick reference

1. Deposit the opening Resonance.
2. Three closers finish the three Tormentors and gain Stolen Favor.
3. Read one Pyramidal, one Spherical, and one Hexahedron requirement.
4. Kill elevated turrets.

5. Sources stay fixed: left triangle, middle circle, right square.
6. Wires: straight → left/middle crossed → full rotation.
7. Finish intended pickups; collect the required type last; confirm the buff before each closer arms and catches.
8. Bank center; kill rear Unstoppable.
9. Repeat through three rooms.

Verity — See Beyond

Objective

Across three rounds, the Inside team transfers both opening shape instances out of each room and builds a valid 3D key; the Outside team dissects each paired statue into the same 3D object; then the fireteam resolves mandatory Guardian/Ghost identity matches.

Memory line: Transfer both openers. Build not-own. Match Outside. Match identities.

Assignments

The encounter randomly sends three players Inside.

Role	Count	Job
Inside solver	3 selected	Call both opening shapes, stage, execute the correct pass branch, build the 3D key, and escape
Primary dissector	1 Outside	Plan and execute every Outside component swap
Outside control	2 Outside	Kill Knights, Curators, and Champions; preserve drops; carry Ghosts

Every player must understand Inside because the selection is not role-locked.

Shape dictionary

Every 3D object contains two 2D components. Component order does not matter: Circle + Square and Square + Circle are both a cylinder.

Components	3D object
Circle + Circle	Sphere
Square + Square	Cube
Triangle + Triangle	Pyramid / tetrahedron
Circle + Square	Cylinder
Circle + Triangle	Cone
Square + Triangle	Triangular prism

Square + Triangle is a **triangular prism**, not a pyramid.

Pure / doubled objects use two copies of one component: sphere, cube, and pyramid. **Mixed objects** use two different components: cylinder, cone, and triangular prism.

Arena orientation

Stand on the rally or entry side and face the projector and shattered-glass wall.

- **Far wall:** projector and shattered glass; this is the direction Inside players escape.
- **Active solve statues:** three shape statues stand in front of the projector. Read them left, center, and right from the entry-facing-projector frame. The center statue sits slightly closer to the room's middle than the two side statues, forming a shallow V whose point faces the entry.
- **Guardian/Ghost statues:** six separate identity pedestals occupy the near half of the room. They form an arc that bows inward toward the room's center. These are not the three active shape statues.
- **Inside:** each selected player occupies an isolated version of the room.
- **Outside:** the other three players share the normal arena.

All three isolated Inside rooms use the same active left/center/right statue order. Find the statue wearing your Guardian's appearance. The 2D shape it holds is your **base shape**, and its physical slot is your **room position**. If your Guardian is the left statue holding Circle, your call begins "**Left — Circle.**" The Outside 3D statue in that same slot is paired with your room: left pairs with left, center with center, and right with right.

The complete translation chain is:

Guardian appearance → own statue → base shape and room position → paired Outside statue

Use **left / center / right** only for shape-statue work. For Ghost work, use player names and the numbered identity-pedestal locations defined below. Never translate a Ghost through shape or a memorized player-to-slot assignment.

The full escape condition

An Inside player escapes only when all three conditions are true:

1. Their final key contains the two shapes not held by their own statue.
2. Their paired Outside statue displays the same 3D object.
3. Both shape instances shown on their opening wall have been transferred out of that room at least once.

The third rule is easy to omit. A player who starts with Circle + Square cannot send away Circle, receive Triangle, and escape with the original Square + Triangle. The original Square must also leave, even if an equivalent Square later returns from another room.

Inside mechanics

- The moving wall projection shows the two shape instances currently assigned to that room.
- Each opening wall contains the room's base shape plus one second shape. Across the three rooms, there are exactly two Circles, two Triangles, and two Squares.
- A room can hold at most three shape instances. If a fourth shape is sent to a room already holding three, the incoming shape is deleted.
- Inside Knights drop the shapes shown on that wall.
- Depositing one Knight shape at another Inside player's statue transfers that shape instance to that player's room.
- Kill both Knights to cycle to an Ogre. Killing the Ogre returns the Knights.
- Carry only one 2D shape during transfer work. Picking up two combines them into a 3D key and prevents ordinary one-shape transfers.

Inside method: staged transfer

Use the memory line: **Call both. Stage. Pass 1 and ready. Pass 2 and ready. Confirm both sides. Form keys.**

Transition safeguard: If "The Witness notices your efforts" appears during a transfer phase, call "Witness notices — stop deposits." Resume only after all three Inside players are restored and each confirms the held buff, wall state, and unfinished destination.

1. Call and record both opening shapes

Each Inside player calls their name, physical position, base shape, then the wall's second opening shape. Outside records the position-to-player pairing and all three full opening pairs:

- "Left — Circle / Triangle."
- "Center — Triangle / Square."
- "Right — Square / Circle."

If a wall is doubled, repeat the base: "Left — Circle / Circle." Outside records the left-to-right base order and all three full pairs.

The opening state is always one of three classes:

- **No doubled rooms**
- **One doubled room**
- **All three rooms doubled**

There cannot be exactly two doubled rooms.

2. Stage to double-base

Every mixed room sends its non-base opening shape to the statue whose base matches that shape. A doubled room waits.

Examples:

- Circle / Triangle sends Triangle to the Triangle statue.
- Triangle / Square sends Square to the Square statue.
- Square / Square sends nothing.

Do not begin distribution until all three players report "**Staged.**" The walls must now be Circle/Circle, Triangle/Triangle, and Square/Square.

3. Use the correct distribution branch

No doubled rooms

Pass 1: Each player sends one base shape to the room whose initial second call was that base. Every player makes exactly one deposit. Wait for all three "**Pass 1 complete**" calls.

Pass 2: Each player sends the remaining base shape to the other room not used in Pass 1. Wait for all three "**Pass 2 complete**" calls.

Worked example:

- Opening pairs: Circle room = Circle + Triangle; Triangle room = Triangle + Square; Square room = Square + Circle.
- Pass 1: Circle → Square; Triangle → Circle; Square → Triangle.
- Pass 2: Circle → Triangle; Triangle → Square; Square → Circle.

One doubled room

Call the doubled room **D** and the other two rooms **A** and **B**.

1. **Pass 1:** A and B exchange one base shape with each other. D waits. Confirm both deposits.
2. **Pass 2A:** D sends one base shape to A and one to B. A and B do not deposit yet. Confirm both have received.
3. **Pass 2B:** A and B each send one copy of their own base shape to D. Confirm both deposits.

The 2A/2B gate is mandatory. If A or B sends back early, D can receive a fourth shape and delete it.

All three rooms doubled

1. **Pass 1:** Use one physical-position ring: Left → Center, Center → Right, Right → Left. Each player sends one base shape. Wait for all three completions.
2. **Pass 2:** Reverse the ring: Left → Right, Right → Center, Center → Left. Each player sends the remaining base shape. Wait for all three completions.

4. Confirm the final walls

Each room should now contain the two shapes not held by that player's statue:

Own statue	Final Inside components	Final key
Circle	Square + Triangle	Triangular prism
Triangle	Circle + Square	Cylinder
Square	Circle + Triangle	Cone

Call the final key and wait for Outside confirmation.

5. Form the key and escape

Kill both Knights, collect the two final shapes, and combine them into the 3D key.

Do not pick up both until:

- the final wall is correct;
- both opening instances have been transferred out;
- Outside confirms the matching 3D statue.

Walk through the shattered-glass boundary to escape.

Outside dissection

Fixed Knight drops

Outside Knight positions always provide:

Knight position	2D component
Left	Circle
Middle	Triangle
Right	Square

Read these Knight positions from the same entry-facing-projector frame as the active statues: left Knight, middle Knight, and right Knight.

Kill the opening left, middle, and right Knights. When all three are dead, two Unstoppable Ogres spawn. Kill both Ogres to respawn the same three Knight positions. Repeat this loop whenever dissection needs more components.

1. Calculate all three targets

Use the Inside base-shape order.

For a normal solve, the target Outside object is made from the two shapes other than that Inside base:

- Inside Circle → Outside Square + Triangle → triangular prism.
- Inside Triangle → Outside Circle + Square → cylinder.
- Inside Square → Outside Circle + Triangle → cone.

2. Decompose the current objects

Read each Outside statue's current 3D object as two components using the shape dictionary above.

Across all three objects, the decomposition must total exactly two Circles, two Triangles, and two Squares. Dissection only swaps existing components; it cannot change that total. If the call does not total two of each, re-read at least one object.

Say the full state. A legal example is:

"Left sphere: Circle/Circle. Center pyramid: Triangle/Triangle. Right cube: Square/Square."

3. Calculate one two-statue exchange

A Knight drop acts as a cutter. Deposit a component that the selected statue's current object actually contains. The first deposit marks one copy of that component for removal; on a doubled object, it marks only one of the two copies. The object does not change yet.

Deposit a component contained by a **different** statue to complete the exchange. The second deposit swaps the two marked components.

In component notation, if statue A is $\mathbf{a} + \mathbf{x}$ and statue B is $\mathbf{b} + \mathbf{y}$, dissecting $\mathbf{x}$ from A and $\mathbf{y}$ from B produces $\mathbf{a} + \mathbf{y}$ at A and $\mathbf{b} + \mathbf{x}$ at B.

A single deposit does not change either object. Never begin another exchange while one pedestal is still marked.

4. Execute one planned swap at a time

The primary dissector:

1. Calls the component to remove from the first statue.
2. Collects that component from its fixed Knight.
3. Deposits it at the first statue.
4. Calls the component to remove from the second statue.
5. Collects and deposits it at the second statue.
6. Re-reads all three objects after the swap.

Outside control players leave required Knight drops available and do not dissect independently.

Worked dissection example

Use Inside bases **Left Circle / Center Triangle / Right Square**. The paired targets are:

- Left: Square + Triangle = triangular prism.
- Center: Circle + Square = cylinder.
- Right: Circle + Triangle = cone.

Start from the legal Outside state **sphere / pyramid / cube**:

Step	Deposits	Resulting left / center / right objects
Start	—	Sphere CC / Pyramid TT / Cube SS
1	Circle at Left, then Triangle at Center	Cone CT / Cone CT / Cube SS
2	Circle at Left, then Square at Right	Prism ST / Cone CT / Cylinder CS
3	Triangle at Center, then Square at Right	Prism ST / Cylinder CS / Cone CT

The final row matches all three Inside keys. If later swaps need another copy of a component, complete the three-Knight → two-Ogre → three-Knight combat loop.

5. Confirm the final order

When all three objects match their paired Inside keys, call:

"Outside set: left ___, center ___, right ___."

Inside repeats its keys before escaping.

Mandatory Guardian/Ghost phases

Guardian identity, not shape, controls every Ghost placement.

Stand at rally and face the projector. Number the six Guardian/Ghost pedestal locations **1 through 6 from left to right across the arc**. These numbers are fixed location labels only. Do not memorize or infer which player belongs to a slot; spectators re-read the visible Guardian identities during every Ghost phase.

Three-player phase

During the Inside solve, the Witness notices the fireteam and petrifies the three Inside players.

Call **"Witness notices — stop deposits."** Pause all shape deposits—Inside transfers and Outside dissection—during calcification and Ghost placement. A carried shape remains with its player after

revival. Once all three are restored, Inside confirms held buffs, walls, and unfinished destinations; Outside confirms any held component and pending swap before deposits resume.

1. An Outside carrier picks up one visible Ghost and identifies its owner from the shell: **"I have Maya's Ghost."**
2. The calcified spectators provide the Guardian identity. Each spectator can see one other calcified Guardian at one pedestal and calls **player name + slot**, for example **"Maya is 4."** The spectator calls the Guardian they can see, not their own slot.
3. The carrier closes the loop: **"Maya to 4."**
4. The carrier deposits Maya's Ghost at pedestal 4.
5. A correct identity match revives Maya. Repeat with the remaining shells in any order.

There is no inherent left-to-right deposit order. A wrong match kills the carrier and leaves the statue unresolved.

Five-player end-of-round phase

After all three Inside players escape, two Unstoppable Ogres and a final add wave appear Outside. Defeat both Ogres and the remaining enemies; the Witness then petrifies five players.

Use the same **shell owner → spectator owner-and-slot call → carrier repeat → deposit chain**.

1. The sole survivor collects a Ghost and calls its owner.
2. A spectator calls that owner's current slot from 1–6.
3. The survivor repeats the full owner-and-slot call and makes one correct placement.
4. The revived player can help carry the next Ghost, but every placement still requires a current owner-and-slot call.
5. Continue until all six players are restored.

The next round selects a new Inside group. Complete three rounds.

Weekly challenge: Varied Geometry

The fireteam may not reuse any object from one completed three-object escape/key set in the next round's completed set. Transient Outside objects that appear while dissection is still in progress do not count.

Use this reliable plan:

- **Round 1:** normal mixed keys — cone, cylinder, triangular prism.
- **Round 2:** pure doubled keys — sphere, cube, pyramid.
- **Round 3:** normal mixed keys again.

Round 2 overrides the normal mixed-object targets:

1. Complete the full normal Inside protocol through the final-wall ready check, but do **not** form keys. This transfers both opening instances out and leaves each room with its two non-base shapes.
2. Assign each position the base shape held by the statue immediately to its right, wrapping right back to left.
3. Each Inside player keeps that assigned component and sends the other component one position to the right.
4. Wait for all three deposits. Each wall is now doubled, every doubled shape differs from that room's own base, and the three pure shapes are used once each.
5. Outside builds the matching sphere, cube, and pyramid at the paired statues.
6. Inside and Outside repeat the full left/center/right pure-object order before anyone forms a key.

Complete example when the base order is Left Circle, Center Triangle, Right Square:

Position / base	Normal-ready action	Pure wall / key	Outside target
Left / Circle	From Triangle + Square, keep Triangle; send Square → Center	Triangle + Triangle	Pyramid
Center / Triangle	From Circle + Square, keep Square; send Circle → Right	Square + Square	Cube
Right / Square	From Circle + Triangle, keep Circle; send Triangle → Left	Circle + Circle	Sphere

Final call: **"Left pyramid; center cube; right sphere."**

The ownership rule remains active. Finish the complete normal transfer before the extra pure-shape pass.

Failure condition: If any final 3D escape/key object from the preceding round appears in the next round's completed three-object set, the challenge fails. Changing which player or paired statue uses that final object does not make it new.

Encounter Triumph: Equal Distribution

No shape may be deposited on the same statue twice in a row.

The restriction is:

- global across all six players;
- shared between Inside transfers and Outside dissection;
- persistent through Ghost phases;
- persistent across round boundaries.

Ghost identity pedestals do not count because they receive Ghosts, not shapes.

Use one global tracker:

Last shape-statue destination	Next destination must be
Left	Center or right
Center	Left or right
Right	Left or center

Only one caller updates the record after every shape deposit. Changing the depositor does not reset it.

Master notes

Shape ownership, dissection, and identity matching are unchanged on Master. The Inside Ogre has historically been promoted to an Unstoppable Champion. Because the Inside trio is random, give all six players access to an Unstoppable stun unless the current Master activity confirms a different configuration. Outside must also cover its recurring Unstoppable Ogres.

Recovery and common errors

Symptom	Cause	Correction
Inside has the two correct types but cannot leave	One opening instance was never transferred out	Return to one-shape transfers and move both opening instances out
A one-shape transfer cannot be made	Two pickups combined into a 3D key early	Deposit the accidental 3D key at an Inside statue to discard it; cycle the Ogre and Knights as needed, recheck the wall, then resume one shape at a time
Outside statues change unexpectedly	Two players dissected without one plan	Stop deposits, decompose all three objects, and give one player control
Inside key and Outside object disagree	Base-shape order or object translation was wrong	Re-call left/center/right and use the component table
Ghost carrier dies	Ghost was matched by position or shape instead of owner	Call shell owner, then identify that Guardian's statue
Varied Geometry fails in Round 2	An object from the preceding completed escape/key set returned in the new final set, a pure key used its own base, or the normal solve was skipped	Complete the normal transfer first, then use the one-position pure conversion and repeat the full Inside/Outside order
Equal Distribution fails after a pause	Team assumed the tracker reset	Keep one global last-destination call through all phases and rounds

Equal Distribution caution: Do not assume the accidental-key discard is neutral to the global last-statue tracker. For a clean Triumph attempt, restart rather than relying on this recovery until its tracker interaction is live-tested.

Loadout guidance

- Favor high-uptime add clear that leaves Knight drops visible.
- On Master, give all six players access to an Unstoppable stun unless the current activity confirms a different configuration; any player can be selected Inside.
- Avoid explosive effects that make it difficult for the dissector to identify which Knight drop remains.
- Survival and communication matter more than burst damage; Verity has no boss damage phase.

Loot

- **Imminence** — Strand Submachine Gun.
- **Non-Denouement** — Arc Combat Bow.
- **Summum Bonum** — Arc Sword.
- **Promised Reign / Promised Victory / Promised Reunion chest or legs**, by class.

Quick reference

1. Distinct armor, Ghosts, and Shadows enabled.
2. Inside calls and records position, base, and second opening shape.
3. Stage mixed rooms to double-base; wait for three **"Staged"** calls.
4. Use the no-double, one-doubled, or all-doubled Pass 1 route; ready check.
5. Complete the matching Pass 2 route; both opening instances must have transferred out.
6. Outside target = the two shapes not held by the paired Inside statue. Varied Geometry Round 2 overrides this after the normal transfer.
7. Outside marks one present component on two different statues; the second deposit swaps those components. Re-read all three objects.
8. More components: three Knights → two Unstoppable Ogres → respawned Knights.
9. Inside key and Outside object must match.
10. On **"Witness notices,"** stop deposits; resolve three Ghosts, then recheck held buffs, walls, and destinations.
11. Number Ghost slots 1–6 left-to-right from rally. Carrier calls shell owner; spectator calls owner + slot; carrier repeats and deposits.
12. After all three escapes, kill both final Unstoppable Ogres and remaining adds; resolve the five-player Ghost phase.
13. Repeat three rounds.

Zenith — The Witness

Objective

Read a hand's cuff, collect its requested Resonance from another hand's attack zone, break the target hand for Glyphbreaker, destroy six chest glyphs, survive the shape tests, and damage the Witness.

Memory line: Read target. Get requested type elsewhere. Return. Break. Glyph.

Assignments

Role	Count	Job
Runner / Glyphbreaker	2 for learning; 3 for speed	Read cuffs, collect requested Resonance, break hands, destroy glyphs
Left add clear	1-2	Control the left field and Subjugators
Right add clear	1-2	Control the right field and Subjugators
Support / damage caller	1 of the above	Watch the Witness and call safe movement and jump timing

A three-runner teaching split can assign one native hand zone to each runner:

- floor/up hand;
- suspended/down hand;
- horizontal/side hand.

The target hand may request Resonance from another runner's zone. The runners must cross and communicate.

Arena orientation

Stand at rally and face the Witness. Rally is at the near end, the left and right combat fields spread forward in a broad V, and the central Light pool lies between them. That pool becomes the damage platform after the sixth glyph breaks. The Witness remains at the far end throughout the encounter.

Two independent translations

Attack geometry determines which Resonance a zone grants. The cuff's revealed mark and color independently determine which Resonance the target hand requires. Read these as two separate lookups; a hand's posture does not predict its cuff cue.

Hand attack geometry: Resonance granted

Hand / telegraph	Attack zone	Resonance granted
Floor hand pointing upward	Circular seeker or "bees" field	Spherical
Suspended hand pointing downward	Triangular floor blast	Pyramidal
Horizontal hand entering from a wall	Rectangular beam lane	Hexahedron

Revealed cuff cue: Resonance required

Revealed cuff mark	Cuff color	Required Resonance
Circle	Yellow	Spherical
Triangle	Green	Pyramidal
Square	Red	Hexahedron

The revealed mark and color identify the Resonance required to break that hand. They do not identify the later Witness-test shape; the test uses the destroyed hand's attack geometry. A hand does not naturally request the Resonance produced by its own attack, so the runner reads one hand, visits a different hand's zone, then returns.

Glyphbreaker execution

1. Read the target cuff

Enter an assigned hand's projected attack zone long enough to make its cuff vulnerable. Shoot the cuff to reveal its mark and color, then leave before the attack lands.

Call both the hand and requirement:

"Horizontal target shows Circle / Yellow — needs Spherical."

2. Collect the requested Resonance elsewhere

Move to the attack zone that grants the requested type:

- Circle / Yellow request → floor/up hand's circular zone → Spherical.
- Triangle / Green request → suspended/down hand's triangular zone → Pyramidal.
- Square / Red request → horizontal/side hand's beam zone → Hexahedron.

Stand in the telegraph long enough to receive the buff, then avoid the attack.

3. Return to the target hand

Return to the original target.

Enter its telegraph and shoot the cuff again before that hand's own zone converts the carried stack to its native type.

Breaking the hand grants **Glyphbreaker**.

Immediately call the destroyed hand's geometry and overwrite the shared test state:

- "Broken floor — current test Circle."
- "Broken suspended — current test Triangle."
- "Broken horizontal — current test Square."

One designated tracker repeats the current test shape. If "**The Witness tests you**" appears, the destroyed hand that glows or screams is the authority; repeat that hand's geometry before anyone shoots nodes. Do not use the cuff mark, cuff color, or Resonance used to break it.

4. Destroy one chest glyph

Enter the central Light pool and shoot one of the six glyphs on the Witness's chest.

- The glyph breaks.
- Glyphbreaker is consumed.
- Players standing in the Light pool when the glyph breaks have carried Resonance cleansed.

That cleanse can rescue an add-clear player who acquired Resonance accidentally.

5. Control the add wave

A glyph break can spawn a left/right pair of Subjugators.

Coordinated runners may hold Glyphbreaker briefly and break several glyphs together. This reduces the number of separate add-wave transitions. Do not delay so long that a carried Resonance timer expires.

Repeat until all six chest glyphs are destroyed.

The Witness tests you

Periodically, 14 Resonance nodes appear in front of the Witness.

Determine the required shape

Use the hand most recently **broken** to gain **Glyphbreaker**:

Most recently broken hand	Shape to leave
Floor/up hand	Circle, displayed as a diamond-like outline
Suspended/down hand	Triangle
Horizontal/side hand	Square

The test does not use the last cuff merely inspected for a color read.

Text equivalent of the 14-node masks

Face the Witness and read the six node rows from top to bottom. The 14 positions always use the same scaffold:

- **Rows 1 and 6:** three positions — left, center, and right.
- **Rows 2, 3, and 5:** two positions — inner-left and inner-right.
- **Row 4:** two positions — outer-left and outer-right.

The table lists only the nodes to leave intact. Shoot every other node in that row.

Row	Circle / diamond: KEEP	Square: KEEP	Triangle: KEEP
1	Center	All three	Center
2	Both inner	None	None
3	None	None	Both inner
4	Both outer	Both outer	None
5	Both inner	None	Both inner
6	Center	All three	All three

For a row marked **None**, shoot every node in that row. For **All three**, leave left, center, and right intact.

Solve and survive

1. Identify the last broken hand.
2. Use the text mask table to identify the correct keep pattern.
3. Shoot away every excess node.
4. A correct solve converts the wipe into a floor pulse.
5. Jump when the Witness's eyes flash and the audio cue plays.

An incorrect shape wipes the fireteam.

Damage phase

The sixth chest glyph raises the central platform and exposes the Witness's chest weak point.

1. Move onto the platform and begin damage.
2. Keep the Witness in view instead of staring only at the reticle.
3. The Witness attacks one diagonal half of the platform.
4. Move to the live safe half.
5. It attacks the opposite half; reverse the safe position.
6. It emits a full-platform ground pulse; jump on the eye flash and audio cue.

Use one caller:

"Safe half → opposite safe half → jump."

After three attack sets, the Witness slams the platform to end damage. Leave before the slam.

Repeat the Glyphbreaker phase if needed.

Final stand

Final stand is extremely short and the attack timing accelerates.

- Save burst damage and damage Supers.
- Continue following safe-side and jump calls.
- Do not treat final stand as a stationary damage check; the Witness can still kill the fireteam.

Weekly challenge: Coordinated Efforts

Destroy all six chest glyphs within five seconds of the first glyph breaking.

Safest setup:

1. Every player earns and holds Glyphbreaker.
2. Assign one chest glyph to each player.
3. Gather in the Light pool.
4. Count down.
5. Break all six together.

Nobody destroys an early glyph. The five-second window begins with the first break.

Encounter Triumph: Careful Calculation

No player may reach three Resonance stacks.

Keep every player at x2 or lower, including accidental pickups and type conversions.

Master notes

No separate Master mechanic has been verified. Hand reads, tests, glyphs, and damage movement remain unchanged. Use the current launch screen for Champions and modifiers, and preserve enough burst damage for Subjugator pairs and final stand.

Recovery and common errors

Symptom	Cause	Correction
Runner returns with the wrong active type	The target hand's native zone converted the stack	Enter only long enough to shoot the cuff; reacquire the requested type if needed
Runner collected from the wrong hand	The cuff cue was treated as a fixed pairing with the target hand	Read the target mark and color, then use the independent attack-zone table
Test shape appears unexplained	Team tracked the last cuff read instead of the last hand broken	Call every successful hand break by geometry and overwrite the shared test state
A player has accidental timed Resonance	They touched a hand zone unintentionally	Stand in the Light pool when a teammate breaks a chest glyph
Test solve wipes	Wrong mask or excess node remained	Use one solver and the exact keep pattern
Damage deaths repeat	Players watch only damage numbers	Assign one caller who watches the Witness
Team dies at phase end	Players remained for the platform slam	Leave after the third attack set
Coordinated Efforts fails	A glyph broke before all six were ready	Hold six Glyphbreakers and use assigned glyphs

Loadout guidance

- Use accurate ranged sustained damage for the chest weak point.
- Bring burst damage for Subjugator pairs.
- Favor movement and survivability over a rotation that cannot recover from safe-side changes.
- Save short, reliable burst for final stand.

Loot

- **Critical Anomaly** — Stasis Sniper Rifle.
- **Nullify** — Solar Pulse Rifle.
- **Summum Bonum** — Arc Sword.

- **Euphony** — Exotic Strand Linear Fusion Rifle.
- **Promised Reign / Promised Victory / Promised Reunion helmet or legs**, by class.

Quick reference

1. Target cuff mark and color say the required type.
2. Another hand's zone grants that type.
3. Return to target, shoot cuff, gain Glyphbreaker.
4. Light pool, break one of six chest glyphs.
5. Last hand broken determines the test shape.
6. Floor/up = circle; suspended/down = triangle; horizontal = square.
7. Correct test still requires a jump.
8. Sixth glyph raises damage platform.
9. Follow safe half → opposite → jump; leave before slam.

Traversal, Chests, Puzzles, and Collectibles

Ordinary hidden chests

There are two ordinary hidden chests. Opening both completes **Fragmented Truths** and awards the **Resonant Cellweave** shader.

These routes use environmental landmarks and explicit movement instructions.

Hidden chest 1 — after Herald, before Repository

Near the end of the long orange traversal hallway:

1. Stop while facing forward in the normal direction of travel. A row of orange doorways is ahead.
2. Enter the doorway at the far right of that row.
3. Inside the nook, continue facing its back wall and use the small opening on the right side.
4. Crouch through into the hidden room.
5. Loot the chest.

Hidden chest 2 — after Verity, before the Witness

During the upper part of the root ascent:

1. Follow the upper root spiral and stop before the final climb into the Witness arena.
2. Face inward toward the central structure rather than outward toward open sky.
3. Leave the main spiral on the small floating ledges that travel inward beneath the arena.
4. Follow that ledge chain until it ends at an opening in the structure.
5. Enter the cube-like room and loot the chest.

This is a landmark route through visually similar root geometry. On a first clear, keep the group together and have the first player who finds the inward ledge chain mark the departure point for the others.

Raider's Effigy — Under the Rug

The Salvation's Edge Raider's Effigy is in the Herald of Finality arena. Stand at rally and face the Herald. Walk along the left edge of the large central square toward the far-side Resonance altar. The Effigy is tucked in the corner immediately left of that altar.

Collecting it advances the 2026 **Under the Rug** Triumph. It can be collected before starting the encounter. The central square and altar are the fixed navigation landmarks.

Guaranteed Deepsight puzzle

The Deepsight puzzle always uses traversal conductors **1, 3, and 5**. Conductors 2 and 4 belong to a separate side puzzle.

Read the code

1. In the first large room inside the Monolith, find the wall with eight columns of five symbols.
2. Record the **third column from the left**.
3. Read that column **bottom to top**.
4. Keep the first, third, and fifth entries.
5. Match them in route order to traversal conductors 1, 3, and 5.

Conductor 1 — before Substratum

Follow the normal pre-Substratum route until the large statue. Face forward in the route's direction of travel and take the stairs on the statue's left. After the climb, enter the low alcove that requires crouching.

Conductor 3 — after Substratum

After Substratum, ride the red lift and climb the large green blocks. At the top, face forward along the normal route. Before continuing, turn right and pass through the grate into the conductor room.

Conductor 5 — after Herald, before Repository

After the Herald, follow the main path into the orange, root-filled traversal. Face forward along that path and look high on the left wall. Use the roots and ledges below that opening to climb into the conductor room.

Solve each conductor

1. Activate the circuit.
2. Bounce the pulse to generate Resonance.
3. Collect the code-specified type for that conductor.
4. Close with the matching Resonance.

Success: **"Energy flows deeper into the monolith..."**

Wrong entry: **"Energy retreats from your grasp..."**

A wrong entry invalidates the Deepsight chest for that run.

Start from a fresh raid, solve all three fixed conductors, and defeat the Witness in the same continuous raid instance. The extra final chest grants a Deepsight raid weapon. Under Update 9.7.0, it can grant Tier 5 armor instead when all raid weapon patterns are complete.

Separate raid-mod and Rubicon lore puzzle

This side puzzle uses conductors **2 and 4** and the second and fourth entries of the same code.

It is not part of the Deepsight puzzle. **"You are found lacking"** refers to its own eligibility requirement, not a rotating inactive Deepsight room.

Publication caution

Current community references report that the prerequisite is any five of the ten encounter challenges and Triumphs in this guide. Older reports describe encounter-specific gating. Bungie has not published the prerequisite.

The reported reward is a raid mod, five Spoils of Conquest, and a Rubicon lore entry, with older reports describing account-level weekly limits.

Both the exact prerequisite and the current 2026 reward contents require a live completion check. Treat this as an optional appendix, not a guaranteed core-guide reward path.

Loot and Current Reward Behavior

Weapon reference

Weapon	Type	Element	Craftable
Imminence	Submachine Gun	Strand	Yes
Non-Denouement	Combat Bow	Arc	Yes
Nullify	Pulse Rifle	Solar	Yes
Forthcoming Deviance	Glaive	Void	Yes
Critical Anomaly	Sniper Rifle	Stasis	Yes
Summum Bonum	Sword	Arc	Yes
Euphony	Exotic Linear Fusion Rifle	Strand	No

All six legendary raid weapons have Adept versions.

Full encounter pools

Encounter	Weapons	Armor
Substratum	Imminence; Non-Denouement; Nullify	Arms; chest
Dissipation / Herald	Forthcoming Deviance; Imminence; Non-Denouement; Summum Bonum	Helmet; class item
Repository	Critical Anomaly; Forthcoming Deviance; Nullify	Arms; class item
Verity	Imminence; Non-Denouement; Summum Bonum	Chest; legs
Zenith / Witness	Critical Anomaly; Nullify; Summum Bonum; Euphony	Helmet; legs

These are the established 2024 encounter assignments. Bungie's Update 9.7.0 changed perk pools and gear tiers but announced no encounter reassignment. The table remains provisional for 2026 until one current API export or controlled-clear check is archived.

Armor sets

- **Hunter:** Promised Reign.
- **Warlock:** Promised Victory.
- **Titan:** Promised Reunion.

Update 9.7.0 moved raid armor into the current tiered reward system and added unique set bonuses. Use the live Collections entry for the current perk text.

June 9, 2026 reward overhaul

Bungie Update 9.7.0 changed every pre-The Edge of Fate raid, including Salvation's Edge:

- Raid armor now uses tiered rewards and unique set bonuses.
- Craftable raid weapons received updated perk pools.
- Crafted raid weapons can be upgraded through the current weapon-quality system.
- Two raids and two dungeons are featured each week.
- Rewards are farmable unless Bungie explicitly lists a weekly lockout.

When Salvation's Edge is featured

Source	Current reward behavior
Standard encounters and challenges	Deepsight weapons or Tier 5 armor
Master encounters	Same Standard pool
Master challenges	Adds Adept weapons
Director Challenge	Deepsight weapon or Tier 5 armor; weekly lockout
Hidden chests	Tier 5 armor; weekly lockout
Deepsight chest	Deepsight weapon, or Tier 5 armor when all patterns are complete
Final vendor	One weekly Deepsight purchase; Master vendor offers Adepts for 25 Spoils

When Salvation's Edge is not featured

Source	Current reward behavior
Standard encounters	Chance for Deepsight weapons and Tier 3 armor
Master, challenges, and Deepsight chest	Deepsight weapons and Tier 5 armor

Do not carry forward launch-era statements that all loot is once per character, that the raid is universally farmable, or that Master challenge is always the only Adept source. Featured status now matters.

Euphony

Euphony is a rare Witness drop. Triumphs listed in the Iconoclast seal increase its initial drop chance.

Bungie's current farmability language does not explicitly promise unlimited featured-week attempts for the Exotic. Do not promise that behavior without a current live test or official clarification.

Memory of the Witness and Excision

A Witness clear can grant **Memory of the Witness**. Use it at Excision's bonus chest for an additional Salvation's Edge Deepsight weapon; the reward prioritizes incomplete patterns.

Community documentation describes acquisition and redemption as once per account per week, but the current reward update does not restate that limit. Check the live Director and item tooltip.

Master, Challenges, and Seal Reference

Weekly encounter challenges

Encounter	Challenge	Rule
Substratum	Scenic Route	Skip the first Devotee encountered in each routing sequence; kill the second
Dissipation	At Capacity	Every player who deposits Resonance must deposit exactly three stacks
Repository	Balanced Diet	No player collects the same Resonance type twice consecutively; persists through rooms
Verity	Varied Geometry	Do not reuse an object from the preceding round's completed three-object escape/key set
Witness	Coordinated Efforts	Break all six chest glyphs within five seconds of the first

Challenge availability follows the current raid/challenge rotator.

Static encounter Triumphs

Encounter	Triumph	Rule
Substratum	Touch and Go	Synchronize Resonance stack progression across all six players
Dissipation	Changing Tactics	Close each conductor with Resonance collected from another wing
Repository	Singular Torment	One player lands all nine Tormentor final blows
Verity	Equal Distribution	Never deposit a shape on the same statue twice in a row; global and persistent
Witness	Careful Calculation	No player reaches x3 Resonance

Ignited Light

Complete all five encounter challenges on Master difficulty. The Triumph awards the **Turmoil Engine Sparrow**.

Update 8.0.0.7 fixed Ignited Light challenge tracking.

Completion checklist

Category	Checklist
Core clears	☐ Salvation's Edge clear ☐ Master Difficulty ☐ Ignited Light
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	☐ Hidden chest 1 ☐ Hidden chest 2 ☐ Fragmented Truths ☐ Deepsight conductors 1/3/5
Optional side puzzle	☐ Conductors 2/4 ☐ Rubicon lore progress — live-check prerequisite/reward
Collections	☐ All weapon patterns ☐ Euphony ☐ Class armor set
Current collectible	☐ Salvation's Edge Raider's Effigy for Under the Rug
Fireteam clears	☐ Clan ☐ Same class ☐ Arc ☐ Solar ☐ Void ☐ Stasis ☐ Strand ☐ Prismatic
Flawless	☐ At All Costs — no fireteam deaths and no return to orbit

Pull Checklist

Substratum

- Two route groups of three.
- Quantum Minotaur → opposite Keeper → next door.
- Record both Devotee room names.
- Kill two center Tormentors per cycle.
- Two powered sender rooms; close two conductors.
- Bank and repeat three cycles.
- Challenge: skip first Devotee; kill second.

Dissipation

- Three wing pairs.
- Called players center; everyone clears every Blight.
- Break forehead for Stolen Favor.
- Read all three conductors.
- Finish intended pickups; collect the required type last; closer arms and catches. Wrong type wipes.
- Bank enough time before final stand.
- Challenge: every player who deposits Resonance must deposit exactly three stacks.

Repository

- Deposit opening Resonance.
- Three closers finish Tormentors.
- Sources: left triangle, middle circle, right square.
- Wires: straight → left/middle cross → full rotation.
- Finish intended pickups before closing; confirm each closer's required buff.
- Bank, clear rear, kill Unstoppable.
- Challenge: remember last pickup type across rooms.

Verity

- Shadows on; distinct armor and Ghosts.
- Master: all six bring an Unstoppable stun unless the live activity confirms otherwise.
- Inside calls position, base, and second opening shape.
- Stage to double-base; use the correct ordered Pass 1 / Pass 2 branch.
- Both opening instances transfer out before key formation.

- Outside has one dissector; fixed Knight drops C/T/S.
- Outside Knight wave → two Unstoppable Ogres → next Knight wave.
- "Witness notices" = stop shape deposits; resume only after all three revives and a held-buff/wall/destination recheck.
- Ghosts match owner to Guardian statue.
- After all three escapes, kill both final Unstoppable Ogres and remaining adds before the five-player Ghost phase.
- Challenge: mixed → normal solve plus one pure-shape transfer → mixed; no object repeats across consecutive rounds.
- Triumph: one global last-statue tracker.

Witness

- Separate target cuff read from native hand zone.
- Floor/up grants Spherical; suspended/down grants Pyramidal; horizontal grants Hexahedron.
- Last broken hand controls the test.
- Six glyphs raise damage.
- One damage caller watches safe halves and jump cue.
- Challenge: six held Glyphbreakers, one countdown.

Blank Assignment Sheet

Seat	Player	Encounter changes / notes
P1		
P2		
P3		
P4		
P5		
P6		

Team callout choices

Decision	Team choice
Substratum room landmarks	Banner / Pillar / Shell / Glyph / Vase / Basement / Halo / Bones
Dissipation wing orientation	Left / middle / right from rally
Repository sender and closer owners	
Verity active statue wording	Left / center / right
Verity global Triumph tracker	
Witness runner count	2 / 3
Witness damage caller	
Damage debuff	
Defensive support	

Verification Notes and Sources

This edition was reconciled against supplied encounter references and screenshots, Bungie's current reward notes, manifest-backed Triumph records, and multiple independently owned encounter guides. Supplied visual material was used only to verify spatial relationships; this guide contains no maps or mechanic illustrations.

Primary and current-state sources

1. Bungie, **Destiny 2 Update 9.7.0** — current featured/non-featured raid reward framework, tiered armor, perk refresh, and Repository soft-lock fix.

[Open source on origin-static01.bungie.net](#)

2. Bungie, **This Week in Destiny — May 29, 2026** — raid reward overhaul preview.

[Open source on static01.bungie.net](#)

3. Bungie, **Weapons, Artifacts, and Focusing Preview** — crafted and Adept weapon upgrading.

[Open source on bungie.net](#)

4. Bungie, **Destiny 2 Update 8.0.0.7** — Witness final-stand fix, Excision Deepsight fix, and Ignited Light tracking fix.

[Open source on bungie.net](#)

5. Light.gg, **Under the Rug** — manifest-backed 2026 Triumph and Salvation's Edge objective.

[Open source on light.gg](#)

Independent encounter sources

6. Shacknews, **Complete Salvation's Edge Raid Guide**.

[Open source on shacknews.com](#)

7. Destructoid, **Salvation's Edge encounter guides and challenge/Triumph guide**.

[Open source on destructoid.com](#)

8. RaidSecrets, **Crowdsourced Complete Raid Guide**.

[Open source on reddit.com](#)

9. RaidSecrets, **Verity Technical Explanation**.

[Open source on reddit.com](#)

10. RaidSecrets, **Verity Clarifications and Shape Ownership**.

[Open source on reddit.com](#)

11. RaidSecrets, **Equal Distribution Tested Guide**.

[Open source on reddit.com](#)

12. RaidSecrets, **Varied Geometry Completion and Discussion**.

[Open source on reddit.com](#)

13. RaidSecrets, **Salvation Edge Masterclass** — cap-safe Verity staging, ready gates, Ghost-transition pause, and conductor failure handling.

[Open source on reddit.com](#)

14. Professionalism, **Salvation's Edge Guide** — Verity Knight/Ogre loop and accidental-key recovery cross-check.

[Open source on professionalism.gg](#)

Loot, puzzle, and route sources

15. Shacknews, **Salvation's Edge Loot Table**.

[Open source on shacknews.com](#)

16. Skarrow9 / RaidSecrets, **Salvation's Edge Deepsight Chest Guide**.

[Open source on reddit.com](#)

17. Destinypedia, **Salvation's Edge** — current cross-check for fixed Deepsight 1/3/5 and the separate side puzzle.

[Open source on destinypedia.com](#)

18. Skarrow9 / RaidSecrets, **All 10 Raider's Effigy Collectible Locations** — current Herald-arena landmark.

[Open source on reddit.com](#)

19. 360GameTV / RaidSecrets, **All Raider's Effigies Locations in Dungeons / Raids** — independent Herald-arena location corroboration.

[Open source on reddit.com](#)

Conflict resolutions applied

- **Resonance terminology:** Use Pyramidal, Spherical, and Hexahedron. Repository introduces one new type.
- **Substratum sequence:** Each cycle contains two Devotee kills and two center Tormentor kills before the two circuits are used.

- **Substratum banking:** x3 per player is an optimization, not a universal completion rule.
- **Herald buffs:** Use Call to Reckoning and Stolen Favor.
- **Herald Blights:** Clear every active Blight; do not publish a disputed fixed count.
- **Conductor closure:** The closing receiver must hold the required Resonance; a wrong-type catch rejects the offering and wipes the fireteam. Closing also despawns that circuit's remaining loose Resonance.
- **Repository:** Deposit the opening Resonance, keep source lanes fixed, and follow each room's actual sender-to-receiver wiring.
- **Verity:** Call both opening shapes, use the cap-safe state-specific staged passes, and transfer both opening instances out before key formation.
- **Verity Ghosts:** Number locations 1–6 left-to-right, then match each shell owner to the freshly read Guardian slot; there is no fixed player-to-slot order.
- **Varied Geometry:** Use mixed objects, a normal solve plus one cap-safe pure-shape pass, then mixed objects; compare each round's completed three-object escape/key set, not transient Outside dissection states.
- **Equal Distribution:** One global last-statue destination persists across the team, phases, and rounds.
- **Witness:** Hand attack geometry, target cuff cue, and last-broken-hand test identity are separate reads.
- **Deepsight:** Fixed conductors are 1, 3, and 5. Conductors 2 and 4 are a different puzzle.
- **Hidden chests:** Use environmental landmarks and explicit movement instructions.
- **Rewards:** Use Update 9.7.0 featured/non-featured behavior instead of launch-era lockout language; keep encounter pools provisional pending a current API or controlled-clear check.

Verification boundaries

The following remain intentionally live:

- Seasonal or activity-specific Champions, power, threats, surges, and damage meta.
- The side mod/lore puzzle's exact prerequisite and current reward contents.
- Encounter loot assignments after Update 9.7.0, pending one current API export or controlled-clear check.
- Euphony's featured-week farmability.
- Memory of the Witness's exact account-level weekly limit.
- Exact encounter timers and time granted per banked stack.

Accessibility note: Mechanics and spatial relationships use prose or tables; colors are paired with shapes and labels; arenas define facing before direction. DOCX/PDF preserve headings, reading order, repeated table headers, contrast, and usable links. **Version note:** Reviewed July 30, 2026; items under Verification boundaries remain provisional.