

THE DESERT PERPETUAL

Epic Complete Raid Guide

[Inherited Mechanics](#) | [Banishment](#) | [Feats](#) | [Rewards](#) | [Quick References](#)

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Verification note

Epic mechanics were rebuilt from Kitiara's notes, the current Bungie manifest, and multiple independent community walkthroughs. Route-dependent mechanics are labeled explicitly; uncertain timing values are presented as practical estimates rather than universal rules.

A Vaexil Guide Series publication

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Using this guide

Epic is a separate, harder version of The Desert Perpetual. The first three bosses remain selectable, but each defeated boss adds an inherited mechanic to later encounters. Koregos then revisits the earlier rooms in the order the team cleared them.

Orientation and live callouts

- **Default perspective:** left and right are described from the rally banner or room entrance while facing deeper into the arena.
- **Eoptes triangle:** always call Top, Left, and Right from the entrance of the side room while looking inward. Do not rotate the callout with your character.
- **Agraios portals:** number them 1 through 5 clockwise from the rally banner and keep that numbering for the entire run.
- **Koregos upper nodes:** use Koregos's perspective only when the guide explicitly says so; otherwise use the rally-banner perspective.

Language used throughout

Term	Meaning in this guide
Chronon / Chronons	The singular and plural forms of the colored time pickups.
DPS	The boss-damage window.
Add clear	Combat control that protects the mechanic roles.
Vex prism	The diamond-shaped trigger that advances an hourglass mechanic.
Temporality	Constant, Cyclical, or Absolute role access.
Hold fire	Do not guess. Wait for a confirmed call or timing window.

Loadout policy

Every loadout section describes the job first: precise eye damage, mobile add clear, short burst, long-range sustained DPS, or survivability. Named weapons are examples from the original guide, not mandatory answers. Seasonal Artifact counters, surges, and weapon balance should be checked before a run.

Before every pull

Name roles, backup roles, challenge or feat conditions, portal numbering, and the perspective used for directional calls. Most wipes in this raid come from two players following different callout systems.

Epic route logic and inherited systems

Mechanics accumulate

The first three bosses can be selected in any order, but Epic remembers what the team has defeated. Each boss adds its Epic pressure mechanic to every later encounter. Koregos also uses the first-three boss order to determine the sequence of room minigames and Undoing buffs.

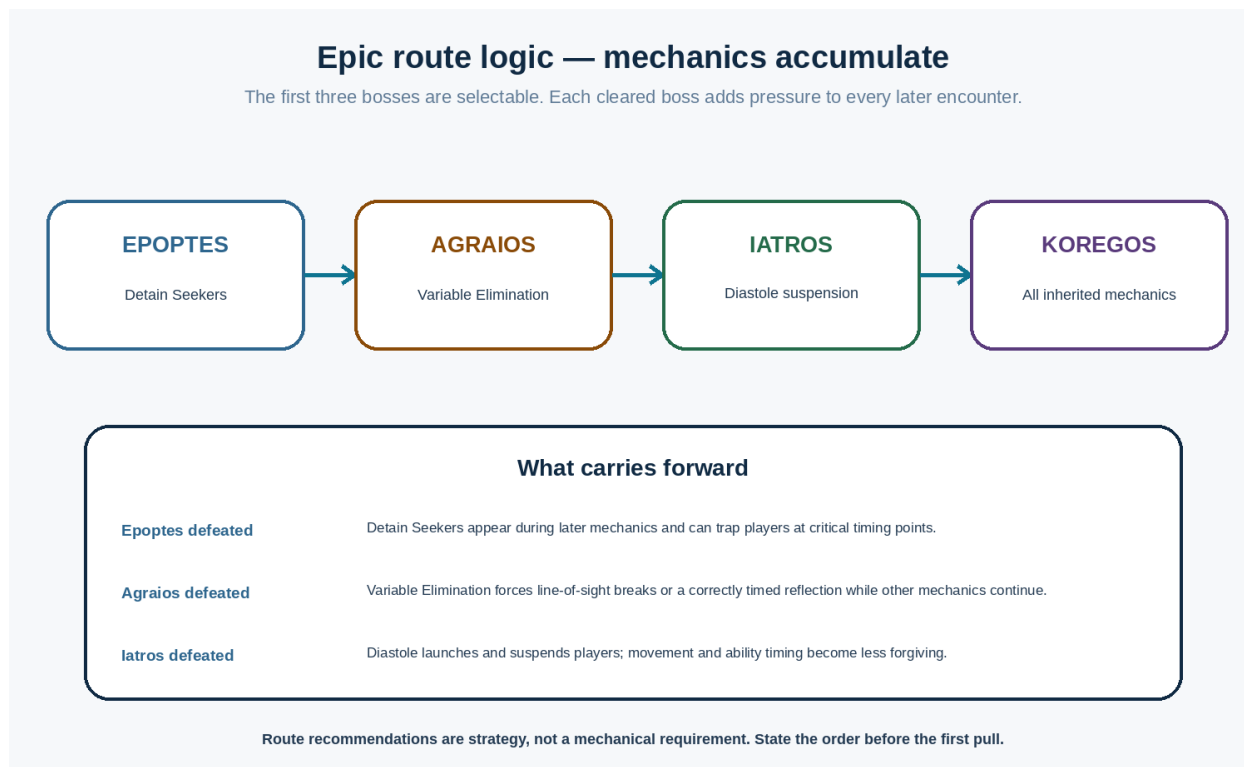


Figure 1. Common Epic route and the mechanics that accumulate after each boss.

Boss cleared	Inherited mechanic	How it changes later encounters
Epoptes	Detain Seekers	Small seekers appear at mechanic timings and can trap a player until teammates destroy the field.
Agraivos	Variable Elimination	A lethal sightline timer forces cover or a timed detain reflection while other mechanics continue.
Iatros	Diastole suspension	The four-beat pulse launches or suspends players and can interrupt movement or ability use.

Common route

Epoptes -> Agraivos -> Iatros is a practical teaching route: Detain Seekers are added first, Variable Elimination second, and the most disruptive Diastole suspension is delayed until Koregos. The order is strategy, not a mechanical requirement.

Write the route down

Selection	Boss	Room / buff at Koregos
First	[Eoptes / Agraio / Iatros]	[Room and Undoing 1]
Second	[Eoptes / Agraio / Iatros]	[Room and Undoing 2]
Third	[Eoptes / Agraio / Iatros]	[Room and Undoing 3]

Epic-wide systems

System	Operational rule
Banishment	Selected players clear the debuff through a portal mechanic or a limited center Oracle. In the final ascent all 6 players are Banished and each uses one cube.
Capsule alignment	Read the required Chronon color before interacting. A locked capsule determines the next aligned-color drops.
Temporal Oculus	A short pool-granted read reveals a ring or capsule property hidden from normal view. Treat pools as limited resources.
CAC Temporality	Constant, Absolute, or Cyclical access used to resolve a room and expose a Temporal Locus.
Temporal Locus	The matching buff holder exposes the outer crystal; unbuffed players destroy the inner core.
Undoing buffs	Proof that an earlier room boss was resolved. Later loops reuse the buff to reopen earlier Loci.
Worldline Stability	The long phase clock. More remaining stability generally means more usable DPS time.

Feat and challenge framework

The Desert Perpetual uses selectable **feats** rather than a conventional permanent Master mode. The current Bungie record definitions track the following raid-wide completions. The launch screen is authoritative for the exact active parameters of a feat on the day of the run.

Feat category	Official completion record	Practical preparation
Battalions	Battling Battalions	Expect increased combat pressure. Assign dedicated add clear instead of treating it as a spare job.
Phase Race	Brutal Efficiency	Reduce downtime between mechanic steps and pre-position before the next phase begins.
Token Limit	Cherished Lifetimes	Protect revives, assign backups, and avoid using a mechanic-critical player for unnecessary risk.
Cutthroat Combat	This Is War	Favor survivability and reliable priority-target damage over fragile damage-only setups.
Encounter Challenges	Challenging Victory	Every encounter-specific challenge must be respected when Challenge Mode is active.

3 or more feats

The current official modifier applies Armor Locks: swapping Exotic or Legendary armor, or changing weapon ammo types, drains Super and ability energy and removes Special and Heavy ammo and related bricks. Finalize the loadout before launching.

Epic also tracks **Ne Plus Ultra**, which requires completing all Epic encounters with feats active. The same planning rule applies: decide the full loadout and role plan before launch, not between encounters.

Inherited-pressure rule

Before every mechanic, name the inherited pressure that can interrupt it: Detain, Variable Elimination, Diastole, or a combination. The core mechanic does not pause while the inherited mechanic is active.

Epic Eoptes, Lord of Quanta (Hydra)

Epic Eoptes adds a same-side inside/outside eye relay, Detain Seekers, Cyclops inside the rooms, and 4 boss shields during DPS. The Normal Top/Left/Right triangle still appears after the opening relay.

Role setup

Role	Players	Primary responsibility
Left Inside	1	Read 2 room-panel eyes and shoot the final call from Right Outside.
Left Outside	1	Take the left plate with Inside and resolve the left entrance panel.
Right Inside	1	Read 2 room-panel eyes and shoot the final call from Left Outside.
Right Outside	1	Take the right plate with Inside and resolve the right entrance panel.
Add Clear	2	Prioritize Cyclops, Detain Seekers, and any inherited mechanic.

Suggested loadout

Bring a fast, precise weapon for eye panels and Detain Seekers, plus a DPS option that remains effective while selected players leave the group. Mint and Finality Augur were common examples in the original notes.

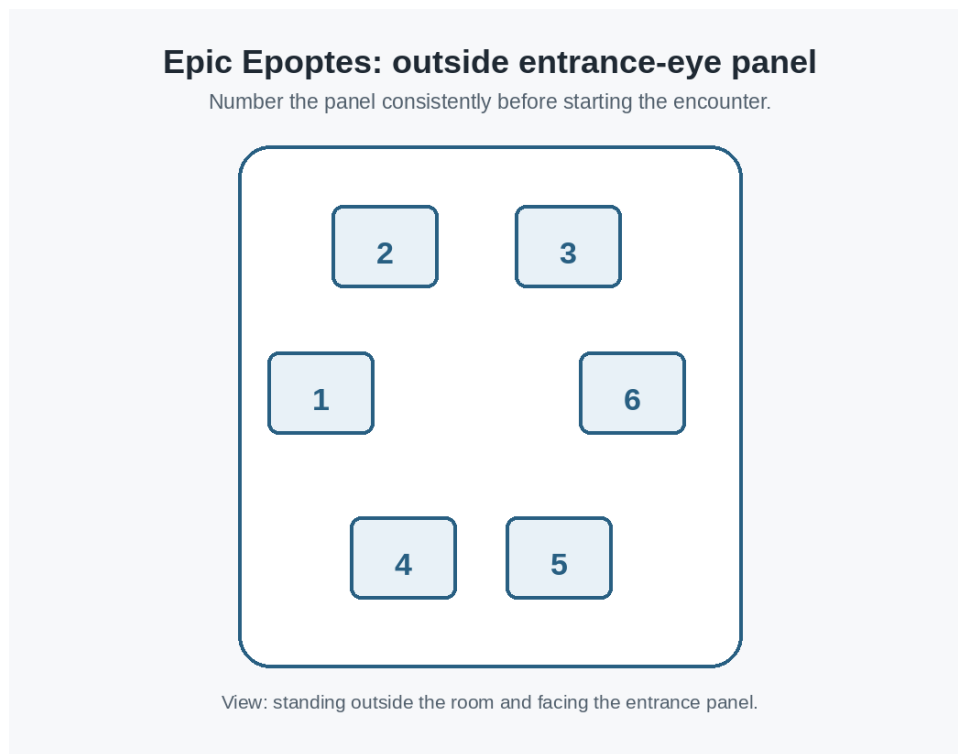


Figure 2. Numbering for the Epic entrance-eye panel.

Epic eye relay

- 1. Open both sides.** Kill the Cyclops. On each side, the Inside and Outside players take the plate together. Inside enters the room; Outside remains in the arena and follows the rotating light.
- 2. Inside calls 2 eyes.** Each Inside player sees 2 glowing positions on the room panel and calls both numbers to the Outside partner on the same side.
- 3. Outside confirms 1.** The Outside partner shoots those 2 positions on the entrance panel. One glows again; Outside calls that final number.
- 4. Inside cross-shoots.** Left Inside shoots the final number called by Right Outside on the left Hydra shield. Right Inside shoots the final number called by Left Outside. Fire together.
- 5. Kill the Detain Seekers.** Every completed pair of shield eyes spawns 3 seekers above the Hydra. Destroy them before they trap a player.
- 6. Repeat.** Continue until the Normal triangle mechanic begins, normally after roughly 4 shield eyes. Cyclops may now spawn inside the side rooms.
- 7. Resolve the Normal triangle.** Use the same Top / Left / Right logic as Normal mode, refresh Temporality, destroy the remaining eyes, and break both center eyes.

Containment recovery

A detained Inside player cannot shoot out from within the field. Add Clear or the Outside partner must enter or gain line of sight and destroy the containment field. Clear it before continuing the next eye pair.

DPS and 4 shields

1. Eoptes can be damaged while 4 rotating shields remain active, so the group begins DPS immediately.
2. Two random players are pulled into the left and right rooms. Each follows the light and destroys 6 small eyes plus the center eye on the local shield.
3. The pair returns to mid and breaks the 2 highlighted main-boss shield eyes while the other 4 players continue damaging Eoptes.
4. The selection occurs 3 times. After the third pair, reset if the boss survives.

Inherited mechanics

- **If Eoptes is first:** only its own Detain Seekers are active.
- **If Agraio was cleared earlier:** Variable Elimination can force line-of-sight breaks during the eye relay.
- **If Iatros was cleared earlier:** Diastole suspension can disrupt synchronized eye shots and light tracking.

Encounter Challenges feat

Challenge overlay

Retain the Normal alternating-eye plan: do not destroy 2 eyes on the same Lens in succession. Epic adds the relay and Detain response but does not remove the underlying encounter challenge.

Quick reference

Stage	Call	Critical rule
Inside read	2 numbers	Call both to same-side Outside.
Outside panel	Final number	Call the one that re-glow.
Shield shot	Opposite Outside call	Both Inside players fire together.
Seekers	Detain up	Clear before the next pair.
DPS rooms	6 + center	Same pair then breaks 2 main shields.

Epic Agraivos, Inherent (Hobgoblin)

Epic Agraivos adds a 5-portal color assignment, two distinct capsule systems, 4 boss copies, a longer Alignment sequence, and a final stand that pairs players by Temporality. The unnamed copy is the DPS target.

Role setup

Role	Players	Primary responsibility
Plate Players	3	Handle Temporality, the Normal blue-portal read, and the named proxy match.
Portal Players	2	Stand near assigned portals, report capsule requirements, and carry Chronons.
Recorder / Flex	1	Record the 5-color portal sequence, support add clear, and cover missing portal calls.

Suggested loadout

Use long-range DPS, a precise primary for capsules and Wyverns, and movement options for the Alignment player. Keep enough survivability to handle the inherited Detain or Diastole mechanic while running portals.

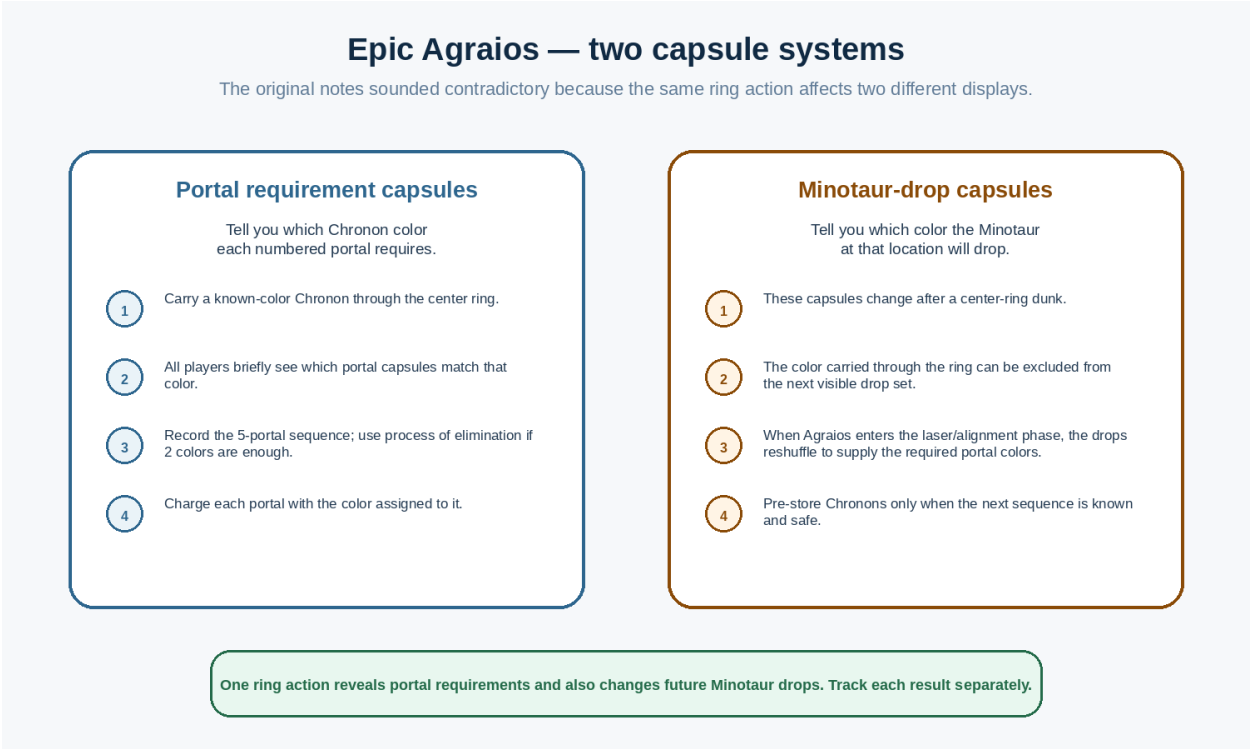


Figure 3. The portal-requirement and Minotaur-drop capsule systems are separate.

Read and record the 5-portal sequence

1. Number the portals 1 through 5 and assign one Recorder.
2. Carry a known-color Chronon through the center ring. For a few seconds, players can read which portal capsules require that color. Call the matching portal numbers.
3. Repeat with a second color. Any portal not assigned by the first 2 reads must require the third color.
4. Write the final sequence. Example: White at 2 and 5, Red at 3, so the unresolved 1 and 4 are Blue - record B-W-R-B-W.
5. Carry the correct Chronon through every portal and kill the 4 Wyverns that spawn.

Alignment, recharge, and DPS

1. **Prepare before forcing the laser.** Assign plate roles, stage Chronons, and confirm the recorded portal sequence. Do not wait indefinitely for the impatience message.
2. **Use the Normal alignment read.** The Temporality-matched Plate Player aligns under the active named proxy. The other 2 Plate Players identify the 4 portals that must be recharged.
3. **Recharge by recorded color.** Use the saved 5-letter sequence to carry the correct color through those 4 portals. The uncalled portal remains charged.
4. **Read the drop capsules.** During the laser phase, Minotaur-drop capsules reshuffle to supply the colors the portal solution requires. Check them instead of relying on a memorized spawn color.
5. **Reflect Variable Elimination.** The Alignment player crosses all 5 portals, gains the detain bubble, and uses it on the bait player at roughly 3-4 seconds remaining.
6. **Damage the unnamed copy.** Three copies are named for Temporality. The unnamed Agraïos is the real damage target. Track its orange teleport effect when it moves from the lower arena to the upper perch.

Final stand

1. Place 2 players on each of the 3 Temporality plates.
2. Three damaged, headless named copies appear around the arena. Each pair moves to the copy whose title matches their shared Temporality and kills it.
3. When "Agraïos's final script activates" appears, the remaining center boss becomes damageable. Finish it immediately.

Inherited mechanics

- **After Epoptes:** Detain Seekers can interrupt portal or capsule reads. Clear them before a synchronized action.
- **After Iatros:** Diastole can suspend the Alignment player or remove access to the detain grenade at the wrong moment. Jump before the pulse and do not attempt the reflection while suspended.

Encounter Challenges feat

Challenge overlay

Wait for the complete active Chronon set to spawn before any player collects one, then call "all up" and collect together. Build this pause into the portal sequence rather than trying to improvise under Variable Elimination.

Quick reference

Stage	Call	Critical rule
Color read	Portal numbers	Record 5-letter sequence.
Charge	Portal + color	Use the assigned color, not any Chronon.
Alignment	Named proxy + blue set	Recharge only the 4 called portals.
DPS	Unnamed copy	Track teleport dust.
Final stand	Pair to matching name	Kill 3 copies, then center.

Epic latros, Inward-Turned (Wyvern)

Epic latros changes the ring into a repeating 3-color sequence and gives the Shooters moving Temporality assignments. The Climber calls capsule colors in Shooter A-B-C order; current Temporality determines each Shooter's tower, while the called color determines the box height.

Role setup

Role	Players	Primary responsibility
Shooters A-C	3	Hold distinct Temporalities, follow the current buff to a tower, and shoot the called height.
Climber	1	Stay off the plates, destroy the Vex prism, read capsules in A-B-C order, and climb.
Runners	2	Use Oculus, perform the 3 paired Chronon reads, preserve the color sequence, and extend DPS.

Suggested loadout

Bring a precise box-shooting weapon, mobile Minotaur clear, and damage that works between ring runs. Avoid depending on swords: Epic Diastole suspension can interrupt close-range positioning. Mint with Finality Augur or Parasite were common examples.

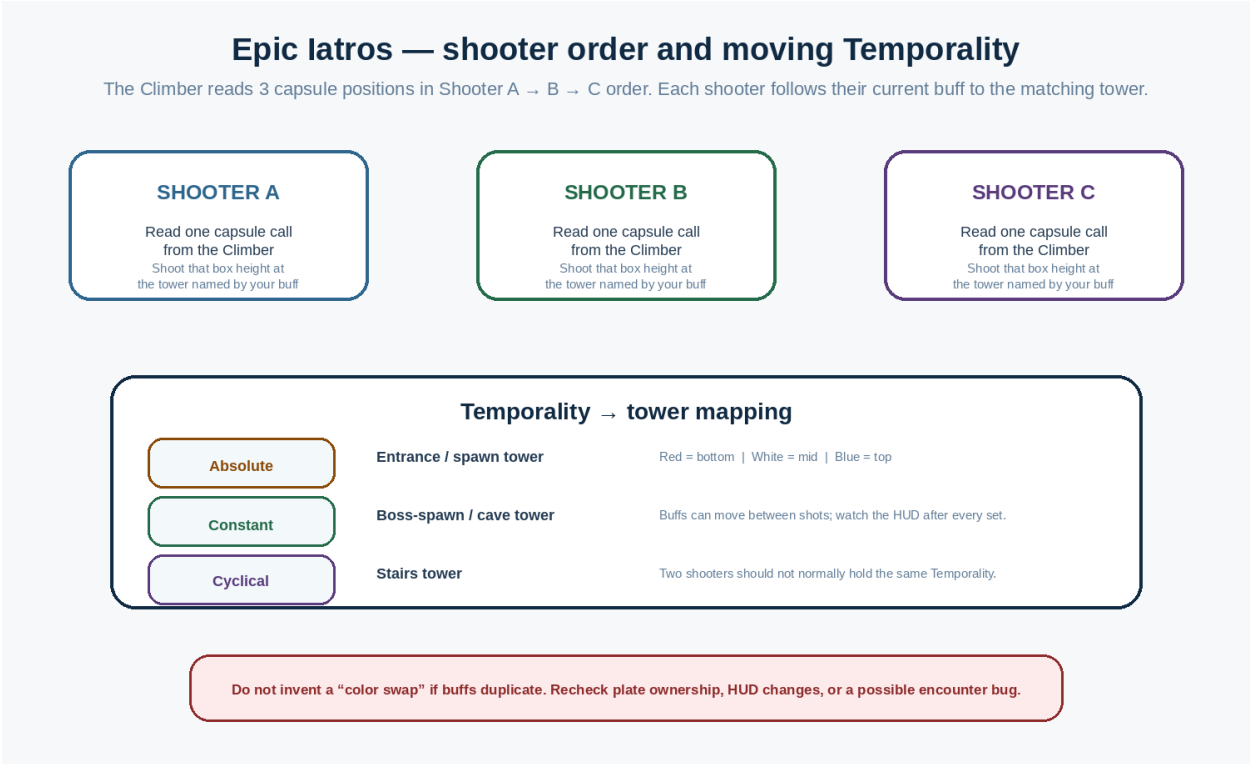


Figure 4. Shooter order, moving Temporality, tower mapping, and box-height mapping.

Chronon and hourglass setup

1. Each zone has a limited Temporal Oculus pool. A Runner uses one to see the current ring color.
2. Both Runners carry that color through the ring as a pair. Read again and repeat until 3 pairs have crossed, for 6 initial Chronons.
3. Record the 3-color order. It repeats for the rest of the cycle.
4. Runners continue moving between zones, killing Minotaurs and following the same sequence to maintain the hourglass and extend DPS.

Shooter and Climber sequence

1. **Take 3 distinct buffs.** Shooters A, B, and C each take one Temporality. The Climber stays off the plates.
2. **Start the build.** When the hourglass is ready, the Climber destroys the Vex prism and a random route appears.
3. **Call in Shooter order.** The Climber reads 3 capsule colors as A, B, C. The Shooter's current Temporality determines the tower; the assigned color determines Bottom, Mid, or Top.
4. **Fire on Diastole 4.** All 3 Shooters fire together as the fourth pip fills. A correct set creates the next platforms.
5. **Recheck every buff.** Temporality may stay, swap, or rotate after a set. Shooters re-read the HUD before moving to the next tower.
6. **Complete 3 sets.** The Climber reads the next capsules, Shooters resolve new tower and height assignments, and the Climber finishes the route.

Duplicate-buff warning

The 3 Shooter buffs should normally remain unique. If 2 Shooters show the same Temporality, check whether the Climber touched a plate, whether a reassignment was missed, or whether the encounter is bugged. Do not invent an unsupported color-swap rule.

Worked example

- **Set 1:** A has Cyclical, B has Absolute, C has Constant. Call: Blue / Blue / White. A shoots Top at Stairs; B shoots Top at Entrance; C shoots Mid at Boss Spawn.
- **After reassignment:** A becomes Absolute, B becomes Cyclical, C remains Constant. Call: White / Red / Red. A shoots Mid at Entrance; B shoots Bottom at Stairs; C shoots Bottom at Boss Spawn.
- The stable rule is **Shooter order -> called color and height; current Temporality -> tower.**

DPS and inherited pressure

1. Runners continue the recorded Chronon rotation throughout DPS and contribute damage between runs.
2. If Eoptes was cleared earlier, kill Detain Seekers before they interrupt a ring pair or Shooter set.

3. If Agraïos was cleared earlier, break line of sight for Variable Elimination unless a reflection is part of the active mechanic.
4. After DPS, reset the ring sequence to its first color and rebuild the 3-color rhythm.

Encounter Challenges feat

Challenge overlay

Use 3 Climbers, one for each pillar route. Keep Shooter A-B-C call order fixed and coordinate all 3 climbers so the challenge condition is satisfied without breaking the synchronized Diastole shots.

Quick reference

Input	Determines	Never assume
Shooter A / B / C position	Which capsule call belongs to that Shooter	That Shooter remains at the same tower.
Current Temporality	Entrance / Boss Spawn / Stairs tower	Bufs stayed unchanged after a set.
Red / White / Blue call	Bottom / Mid / Top box	The color names the tower.
Recorded ring order	Runner dunk sequence	The order persists after DPS; it restarts.

Epic Koregos, Fractured in Time

Epic Koregos is a route-dependent timeline encounter. Banishment, aligned Chronon colors, prior-boss room mechanics, Undoing buffs, Temporal Loci, crystal-and-core DPS, and a 6-player final ascent all occur in one fight. The room order follows the team's first-three boss order.

Room reference

Prior boss room	Required Temporality	Room minigame	Inherited pressure
Epoptes	Constant	Hold the light, identify the shared route, interact, then break the center eye.	Detain Seekers
Agraios	Absolute	Buffed reader calls the 3-eye order; unbuffed partner shoots it.	Variable Elimination
Iatros	Cyclical	Resolve 3 synchronized left/right box pairs on Diastole 4.	Diastole suspension

Suggested loadout

Use strong add clear, precise room-mechanic weapons, and long-range DPS for the plate and final phases. Parasite can front-load short early windows; Finality Augur and Mint were common sustained options. A special-ammo finisher can stabilize the long encounter.

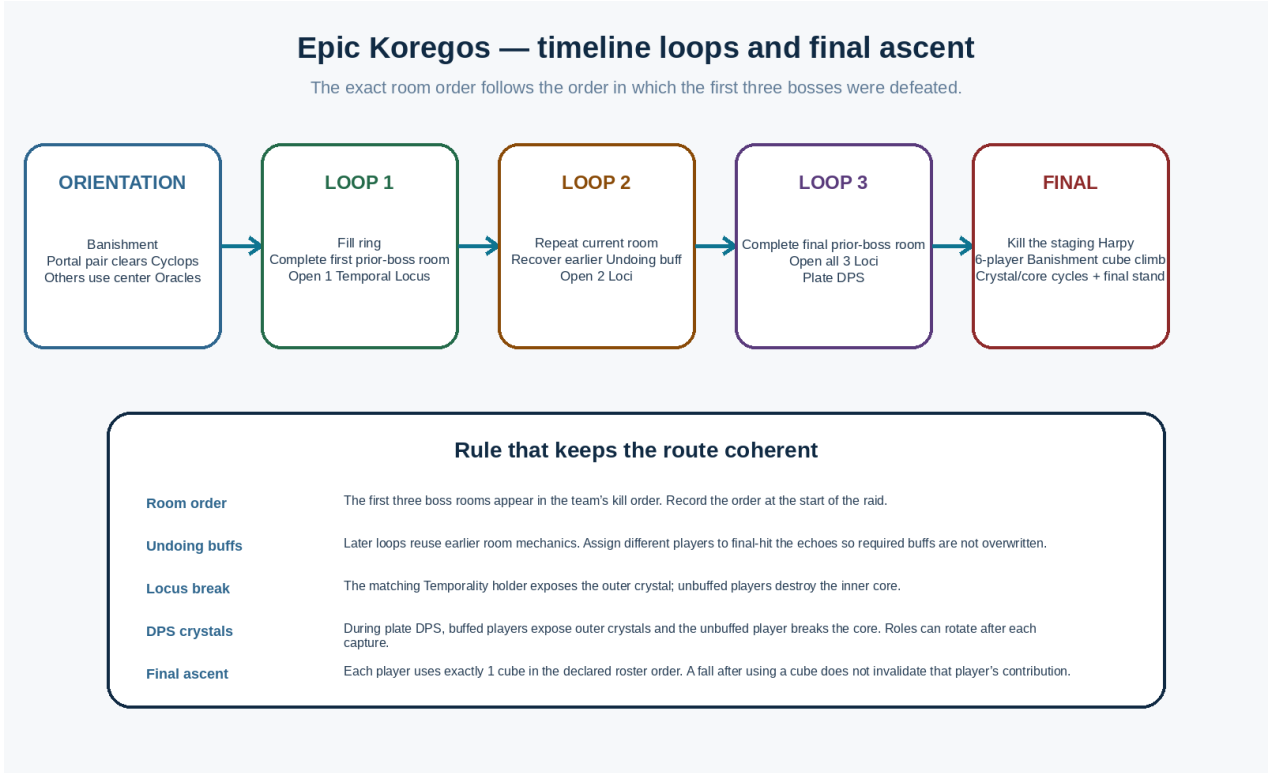


Figure 5. Epic Koregos timeline: orientation, 3 loops, plate DPS, and final ascent.

Orientation: Banishment and color alignment

1. **Clear the first Banishment pair through a portal.** Two players are selected. They enter an open triangular portal together and kill the Cyclops inside. The outside team kills the Cyclops at the entrance so they can return.
2. **Use the 4 center Oracles for the remaining players.** One Oracle clears one player. Do not double-use a cube or leave a selected player without a recovery object.
3. **Read the active portal and color.** A laser/tether marks the room route. Enter, kill Cyclops, take the room Temporality, and identify the matching arena capsule color for the next loop.
4. **Align only after the read.** Interacting too early locks the wrong color and forces unnecessary add waves.
5. **Use Temporal Oculus to read the spinning ring.** The ring is not reliably readable without the short pool buff. Record the color instead of guessing.

Core loop: fill, room, Locus, reset

1. **Create the aligned Chronons.** Kill the required Imp/Wyvern or miniboss sequence only when the aligned color is needed. Four matching Chronons fill the loop hourglass.
2. **Dunk and shoot the Vex prism.** The room pair completes the active prior-boss minigame while the outside team handles Cyclops and inherited pressure.
3. **Earn the Undoing buff.** Killing the room echo grants the corresponding Undoing effect.
4. **Expose the Temporal Locus.** The matching Temporality holder aims at the outer crystal and uses "Destroy Temporal Locus." Unbuffed players destroy the exposed inner core.
5. **Take the short Koregos DPS window.** Move away before the timeline reset blast.
6. **Repeat with more history active.** Loop 1 opens 1 Locus, loop 2 reopens the earlier Locus plus the new one, and loop 3 resolves all 3 prior-boss rooms/Loci before the full plate DPS transition.

Undoing ownership

Different players should land the decisive final hit on the 3 room echoes when possible. A new Undoing or Temporality can overwrite the effect a player still needs for an earlier Locus. Record who owns each Undoing before leaving a room.

Room minigames

Eoptes room - Constant

1. The Constant player takes the plate and remains in the light while the partner stays mobile.
2. Constant calls the 2 inactive routes. Both players compare their views and identify the single shared route.
3. The partner climbs or interacts with the shared route's white box. Constant destroys the center eye from the light, then both kill Eoptes and exit.

Agraios room - Absolute

1. Send one Absolute player and one unbuffed partner.

2. From beneath the boss, Absolute reads the 3-eye order on the lower ledge.
3. The unbuffed partner destroys the eyes in that order. Kill Agraio and the room Cyclops, then exit.

Iatros room - Cyclical

1. Split left and right across 3 synchronized box pairs.
2. Shoot both boxes in the active pair together as the fourth Diastole pip fills.
3. Clear every Detain or containment field before the next pair. Complete all 3 pairs, kill Iatros, and exit.

Plate DPS after the third room

1. Move to the raised damage area on the far right from spawn before the phase begins.
2. Place the buffed players on the plates according to current Temporality. Keep one player unbuffed to destroy exposed inner cores.
3. When a crystal captures or marks a buffed player, that player interacts to expose the outer layer. The unbuffed player destroys the inner core.
4. The interaction can transfer or remove Temporality. Update plate ownership and the unbuffed core-breaker immediately.
5. Continue damaging Koregos and resolving crystals until the timeline advances. Do not depend on an unverified fixed health or timer threshold.

Final timeline and final stand

1. **Stage at the final portal.** Move around the sides and leave the lone center Harpy alive until all 6 players are ready.
2. **Declare a cube order.** Killing the Harpy Banished all players and opens the route. Enter in roster order; each player interacts with exactly 1 cube as the platforms replace one another.
3. **Recover from falls.** A player who already used a cube has completed their responsibility. If one player reaches the top, launchers appear for the rest.
4. **Break crystal and core pairs.** Random players receive Temporality and expose outer crystals; unbuffed players destroy the inner cores to open DPS.
5. **Repeat immunity breaks.** Koregos reassigns Temporality and inherited mechanics return. Keep the same outer-versus-inner rule.
6. **Finish and leave.** Final stand has shorter timing. After the kill, jump away or leave the platform before the final collapse and use the portal ring for rewards.

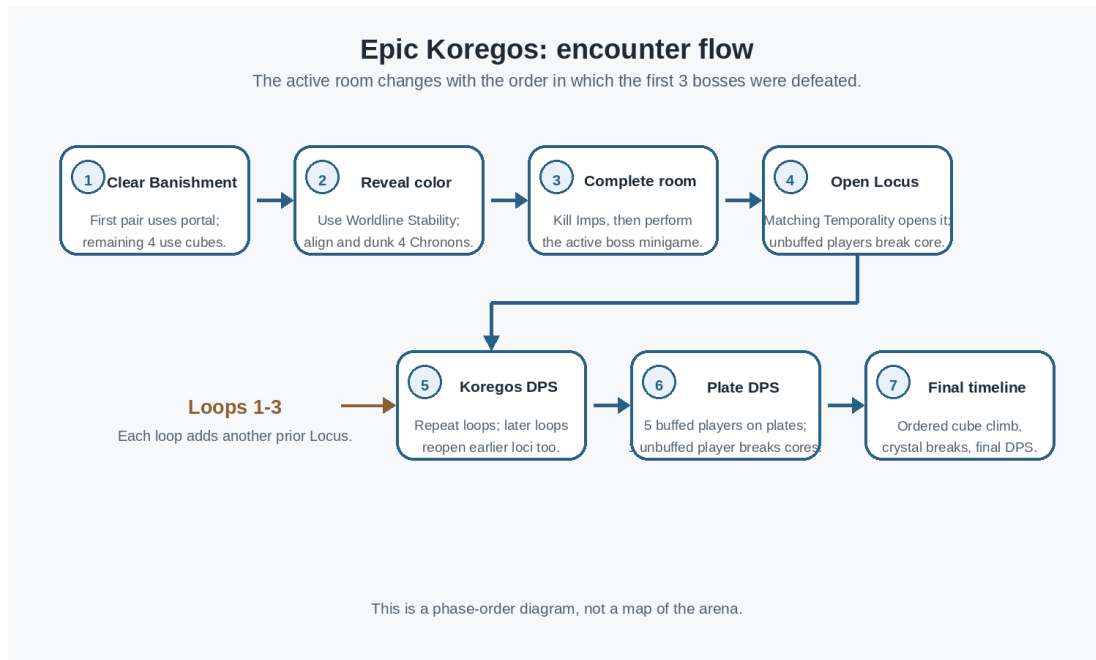


Figure 6. Compact Epic Koregos room-loop and final-phase reference.

Failure states and recovery

- **Banishment portals entered separately:** the second player can be locked out. Count the pair in together.
- **Wrong capsule locked:** stop spawning aligned enemies until the team re-reads the required color.
- **Worldline Stability low:** prioritize the current room and Locus; damage is secondary until the timeline is stable.
- **Wrong crystal layer:** buffed players expose the outer crystal; unbuffered players destroy the inner core. Reversing the jobs can end the phase.
- **Diastole suspension:** hop before the pulse and never rely on a grenade interaction while suspended.
- **Final portal rush:** entering too quickly can walk a player off the route before the first cube platform is secure.

Encounter Challenges feat

Challenge overlay

Rotate the Chronon-dunk responsibility so every player completes at least one ring crossing. Track the 6 names in 3 pairs and do not finish the final required hourglass before all names are checked.

Quick reference

Phase	Owner	Critical rule
Banishment	Selected pair + center Oracle users	Portal pair enters together; one Oracle per player.
Color alignment	Oculus reader / recorder	Read before locking capsule.
Room	Buffed + unbuffed pair	Complete the prior-boss minigame and earn Undoing.
Locus	Matching Temporality + unbuffed team	Expose outer, destroy inner.
Plate DPS	Buffed interactors + one core breaker	Reassign roles after every crystal.
Final ascent	All 6 in roster order	One cube per player.

Epic rewards, records, and anomaly objectives

Epic-specific collection

Reward group	Current manifest-verified items
Epic weapons	Cusp Sempiternal - Void auto rifle; Starscape Null - Solar shotgun; The Ever-Present - Strand grenade launcher
Epic armor	Wayward Psyche full armor set for Titan, Hunter, and Warlock
Normal collection remains separate	Antedate, Lance Ephemeral, Intercalary, Finite Maybe, The When and Where, Opaque Hourglass, Whirling Ovation, and Collective Psyche use the Normal activity source.

Official Epic records

Record	Official requirement
In Perpetuity	Complete The Desert Perpetual Epic raid.
Ne Plus Ultra	Complete all Epic encounters with feats active.
Network Technician	Purge all interference from Epic anomalies; 10 Anchors analyzed.
Death-Defiant II	Complete every Epic encounter without a fireteam death or returning to orbit.
Ternary Gifts	Loot all 3 hidden chests in The Desert Perpetual.

Network Technician

The current record tracks **10 Anchors analyzed**. Because anchor locations are visual exploration objectives rather than encounter mechanics, the website edition should pair this section with verified screenshots or an interactive route. Do not substitute vague prose for a landmark that can be missed permanently during a run.

Historical record

"Stop the Clock II" tracked an Epic clear during the first 48 hours of release and is no longer a current progression objective.

Full-raid quick assignment sheet

Record the first-three boss order before the pull. The same sheet then controls inherited mechanics, Koregos room order, and Undoing ownership.

Route and inherited pressure

Order	Boss	Mechanic added	Koregos room pair
1	[Boss]	[Inherited mechanic]	[Name] / [Name]
2	[Boss]	[Inherited mechanic]	[Name] / [Name]
3	[Boss]	[Inherited mechanic]	[Name] / [Name]

Epic Epoptes

Role	Primary	Backup
Left Inside / Outside	[Name] / [Name]	[Name] / [Name]
Right Inside / Outside	[Name] / [Name]	[Name] / [Name]
Add Clear / Detain 1	[Name]	[Name]
Add Clear / Detain 2	[Name]	[Name]

Epic Agraïos

Job	Assigned players
Plate Players	Cyclical [] / Absolute [] / Constant []
Portal Players	[Name] / [Name]
Recorder / Flex	[Name]
Alignment / bait / Extender	[Name] / [Name] / [Name]
Final-stand pairs	Cyclical [] / Absolute [] / Constant []

Epic latros

Job	Assigned players
Shooter A / B / C	[Name] / [Name] / [Name]
Climber(s)	[Name] / challenge backups [] []
Runners	[Name] / [Name]
Ring sequence recorder	[Name]

Epic Koregos

Job	Assigned players
Banishment first pair	[Name] / [Name]
Center Oracle order	1 [] 2 [] 3 [] 4 []
Undoing owners	Epoptes [] / Agraiois [] / latros []
Plate DPS core breaker	[Name]
Final cube order	1 [] 2 [] 3 [] 4 [] 5 [] 6 []

Universal pre-pull check

Route recorded, inherited mechanics named, loadouts locked, Banishment pair selected, cube order selected, challenge/feats confirmed, and every room has a buffed and unbuffed backup.

Source and verification notes

Epic explanations were rebuilt from Kitiara's original team guide and cross-checked against the current Bungie manifest and independent community walkthroughs. Epic remains less consistently documented than Normal, so the guide labels route-dependent rules and avoids converting uncertain estimates into universal facts.

Primary and official sources

- **Kitiara - original Epic Desert Perpetual guide:** primary source for role order, route examples, room sequencing, and live callouts.
- **Bungie Destiny 2 Manifest:** official Epic activity identity, completion records, feat records, Normal/Epic item-source separation, Epic-specific weapons and armor, and the 10-anchor Network Technician objective.
- **Bungie - Destiny 2 Update 9.1.0** — Official terminology and system spellings used during the first editorial pass. [Open source](#)

Independent Epic cross-checks

- **The Game Post - complete Epic Desert Perpetual guide** — Cross-check for Banishment, aligned Chronons, prior-boss rooms, and the final sequence. [Open source](#)
- **RaidSecrets - Epic Koregos final encounter** — Detailed community flow for Banishment, Temporal Loci, and the final timeline. [Open source](#)
- **RaidSecrets - Epic latros shooter discussion** — Cross-check for Shooter order, unique Temporality, and reassignment after every set. [Open source](#)
- **RaidSecrets - Epic Agraos portal strategy** — Cross-check for the 5-portal color record and capsule behavior. [Open source](#)
- **Yardbarker - Epic raid encounter changes** — Cross-check for Epic copy behavior and route changes. [Open source](#)
- **Destiny Voyager - structured Desert Perpetual synthesis** — Secondary synthesis. Its Epic encounter-file labels were not treated as authoritative where they conflicted with the original guide. [Open source](#)
- **Destinypedia - The Desert Perpetual** — Raid and boss context. [Open source](#)

Document status

Complete Epic mechanics edition. Anchor locations and hidden-chest traversals still need verified visual route inserts for the Vaexil website; the encounter mechanics and official record scope are complete.