

# THE DESERT PERPETUAL

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## *Normal Complete Raid Guide*

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|                               |           |
|-------------------------------|-----------|
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| <b>Verification edition</b>   | July 2026 |

### **Verification note**

Normal mechanics were rebuilt from Kitiara's notes, the current Bungie manifest, and multiple independent community walkthroughs. Loadouts are suggestions, and encounter rules are separated from common strategy.

*A Vaexil Guide Series publication*

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# Using this guide

The first three bosses can be completed in any order. Their Normal mechanics do not accumulate; only travel order changes. Koregos is always the final encounter. Epic is covered in a separate guide because it changes the raid structure rather than merely increasing enemy health.

## 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.

# Raid-wide mechanics, feats, and the Nursery

## The selectable route

Epopetes, Agraaios, and Iatros are selected from the Nursery and may be defeated in any order. Normal mode does not carry one boss's mechanic into another, so choose an order that suits the fireteam or the weekly objective. Koregos unlocks after all three are complete.

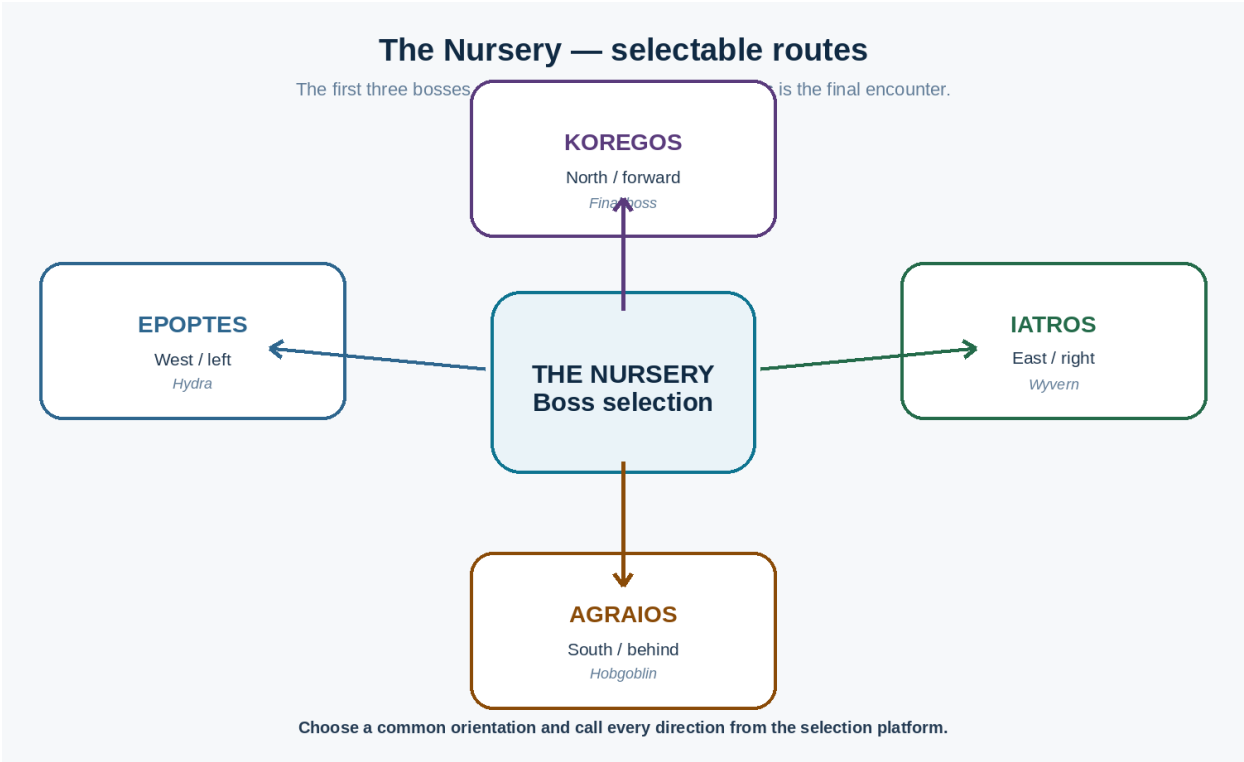


Figure 1. Nursery route map for the three selectable bosses and final encounter.

## Chronon colors and shared systems

| Formal name                    | Live callout                   | Use                                                                 |
|--------------------------------|--------------------------------|---------------------------------------------------------------------|
| Cinnabar Chronon               | Red                            | Ring and hourglass mechanics.                                       |
| Antimony Chronon               | White                          | Ring and hourglass mechanics.                                       |
| Cobalt Chronon                 | Blue                           | Ring and portal mechanics.                                          |
| Constant / Cyclical / Absolute | Constant / Cyclical / Absolute | Role-specific information and interactions.                         |
| Temporal Oculus                | Oculus                         | Short read window that reveals information hidden from normal view. |

- **Hourglass:** matching Chronons add time or progression. When full, a Vex prism usually appears below the ring.

- **Diastole:** a four-pip rhythm used for synchronized shots and movement. Treat the fourth pip as the fire cue unless the encounter says otherwise.
- **Neomutation:** a 12-second emergency timer after the hourglass empties. A correct Chronon dunk clears the wipe condition.
- **Variable Elimination:** a lethal sightline timer. Break line of sight to reset it when the reflection setup is not ready.

## 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.

The **Feature Presentation** record tracks a full raid completed with feats active. **A Greater Challenge**, **Death-Defying Encounter**, **Overrun Encounter**, and **The Sharpest Encounter** track single-encounter feat completions.

## Eoptes, Lord of Quanta (Hydra)

Two side-room teams break the shields on the Particle Lens and Wave Lens, then the full fireteam damages Eoptes while rotating pairs resolve additional shield eyes. The encounter is primarily a precision and communication check.

### Role setup

| Role          | Players | Primary responsibility                                                                |
|---------------|---------|---------------------------------------------------------------------------------------|
| Left Inside   | 1       | Follow the left-room light, read the room panel, and shoot the cross-room eye calls.  |
| Right Inside  | 1       | Follow the right-room light, read the room panel, and shoot the cross-room eye calls. |
| Left Outside  | 1       | Read the left outside pillar and resolve the opposite-side shots.                     |
| Right Outside | 1       | Read the right outside pillar and resolve the opposite-side shots.                    |
| Add Clear     | 2       | Delete Cyclops and keep one support player near each side.                            |

### Suggested loadout

Bring a precise, low-splash weapon for eyes, reliable Cyclops damage, and a boss-damage option that still allows movement. Thunderlord and Well of Radiance were common in the original notes, but neither is mechanically required.

## Callout diagrams

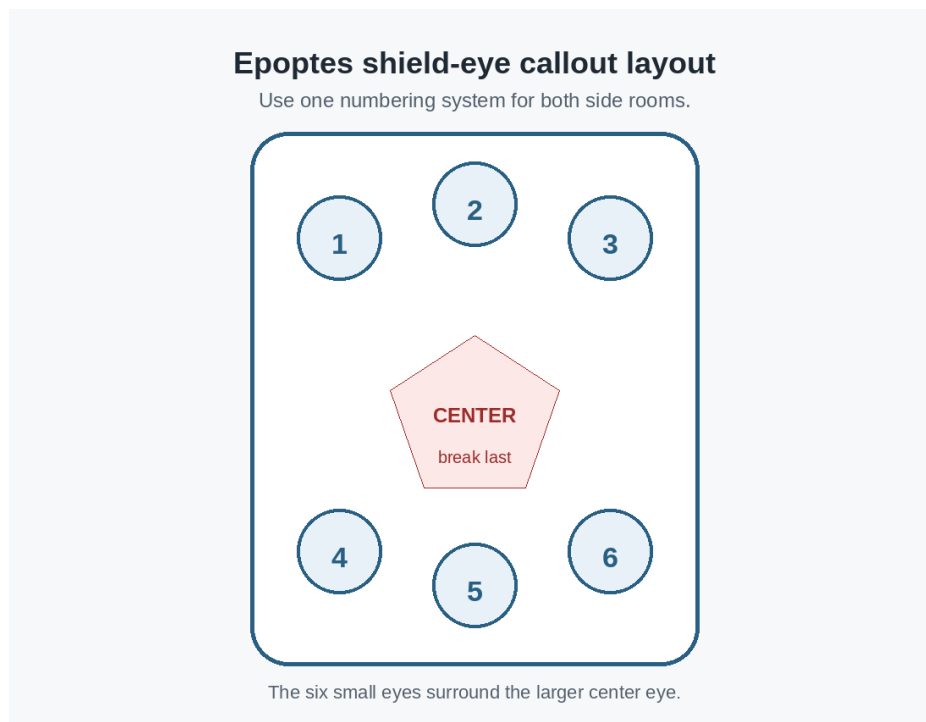


Figure 2. Recommended numbering for the 6 side-room shield eyes.

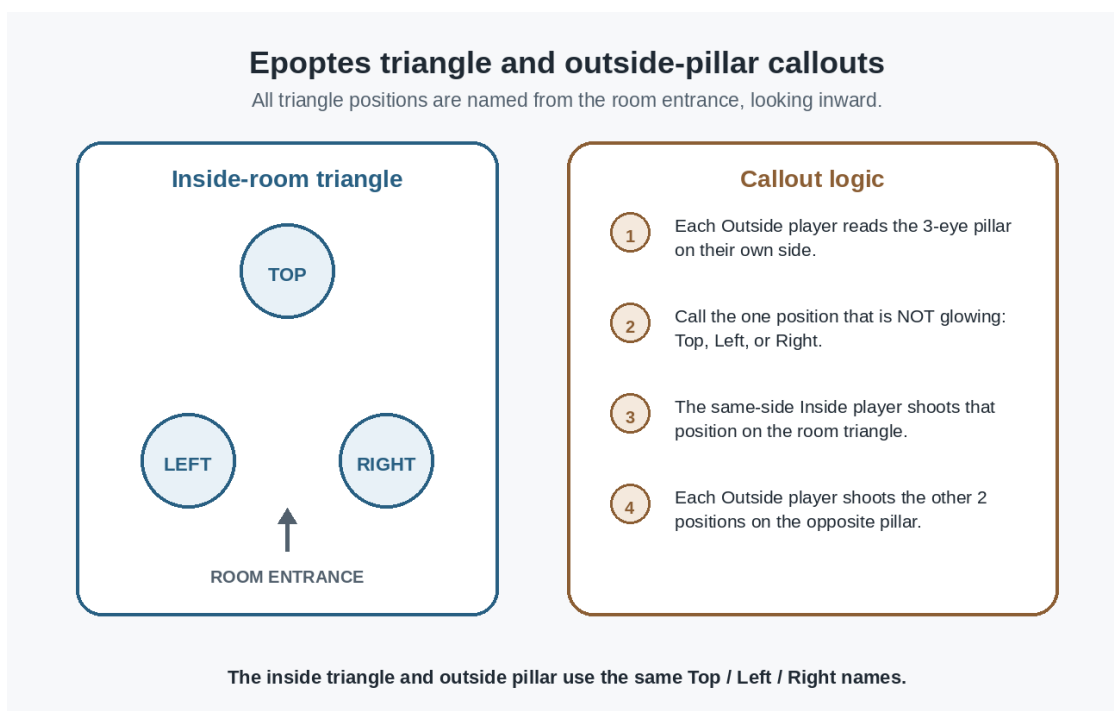


Figure 3. Triangle orientation and outside-pillar callout logic.

## Normal walkthrough

- 1. Open both rooms.** Kill the 2 Cyclops. The Left Inside and Right Inside players step onto their lit plates at the same time, take Temporality, and enter their rooms.
- 2. Stay in the light.** Each Inside player follows the rotating cone. The light prevents the Temporality timer from expiring and reveals a glowing eye on the local ceiling or pillar panel.

3. **Exchange the first calls.** Each Inside player calls the glowing position. Left Inside shoots the Right Inside call on the left Hydra shield; Right Inside shoots the Left Inside call on the right shield. Fire together.
4. **Repeat the cross-call.** Continue until the 3-eye triangle appears above each room Hydra, normally after roughly 4 small eyes have been resolved.
5. **Refresh the Outside roles.** Kill the newly spawned Cyclops. Left Outside and Right Outside take their plates, enter the main boss light, and read the 3-eye pillars.
6. **Call the missing position.** Each Outside player calls the single position that is not glowing: Top, Left, or Right, always from the room-entrance perspective.
7. **Resolve both jobs at once.** The same-side Inside player shoots the called position on the triangle above their room Hydra. Each Outside player shoots the other 2 positions on the opposite-side pillar, excluding the call made by the opposite Outside player.
8. **Finish the room shields.** Inside players refresh at their plates as needed, destroy the remaining small eyes, and break both center eyes together.
9. **Start DPS.** The returning Inside players use their buffs to break the 2 main shield eyes on Eoptes together. The fireteam groups in mid.

#### Worked triangle example

Left Outside calls "Left" and Right Outside calls "Right." Left Inside shoots Left on the left-room triangle; Right Inside shoots Right on the right-room triangle. Left Outside shoots Top and Left on the right pillar. Right Outside shoots Top and Right on the left pillar.

## DPS phase

1. Two random players receive Temporality and are assigned one glowing Eoptes shield each.
2. Each selected player stays in the matching cone of light. When 6 small eyes appear, destroy all 6 and then the center eye.
3. The rest of the team continues DPS while the selected pair removes the shields.
4. Two new pairs are selected, for 3 pairs total. After the third pair, reset to the Cyclops and side-room sequence if Eoptes survives.

## Failure states and recovery

- **Uncertain eye call:** hold fire. A missed timing is safer than shooting a guessed eye with splash damage.
- **Temporality running low:** stay in the cone or return to the plate before continuing. Do not attempt the entire room from outside the light.
- **Cyclops alive:** stop the mechanic and kill it. Cyclops gate the plates and punish players focused on the eye read.
- **Inside/Outside perspective drift:** reset the call to Top, Left, Right from the doorway rather than describing where the eye appears on the moving player's screen.

## Encounter Challenges feat

### Community-documented requirement

Do not destroy 2 eyes on the same Lens in succession. Alternate the eye-destruction responsibility between the 2 players assigned to that side. Challenge Mode requires the encounter challenge rather than treating it as optional.

### Quick reference

| Phase       | Call                     | Critical rule                                                                             |
|-------------|--------------------------|-------------------------------------------------------------------------------------------|
| Inside eyes | Number 1-6               | Cross-shoot the other Inside player's call.                                               |
| Triangle    | Top / Left / Right       | Inside shoots same-side call; Outside shoots opposite pillar excluding the opposite call. |
| Room finish | Center together          | Refresh Temporality before the final eyes.                                                |
| DPS         | Selected pair to shields | 6 small eyes, then center; 3 pairs total.                                                 |

**Normal reward pool:** Opaque Hourglass (Arc combat bow), plus Collective Psyche arms, legs, and class items.

# Agraios, Inherent (Hobgoblin)

The team charges 5 portals, identifies the Temporality-matched proxy using Variable Elimination, builds an Alignment Charge through the portal route, and reflects the lethal beam to expose Agraios for DPS.

## Role setup

| Role          | Players | Primary responsibility                                                                 |
|---------------|---------|----------------------------------------------------------------------------------------|
| Plate Players | 3       | Take Cyclical, Absolute, and Constant; identify the active proxy and required portals. |
| Runners       | 2       | Collect Chronons, charge portals, and support the Alignment route.                     |
| Flex Support  | 1       | Move to the pressure point: add clear, Chronon pickup, portal charging, or laser bait. |

### Suggested loadout

Use mobile add clear, a reliable way to remove Minotaurs and Wyverns quickly, and a long-range or burst-heavy option for the central DPS windows. Movement abilities help the Alignment player and Extender.

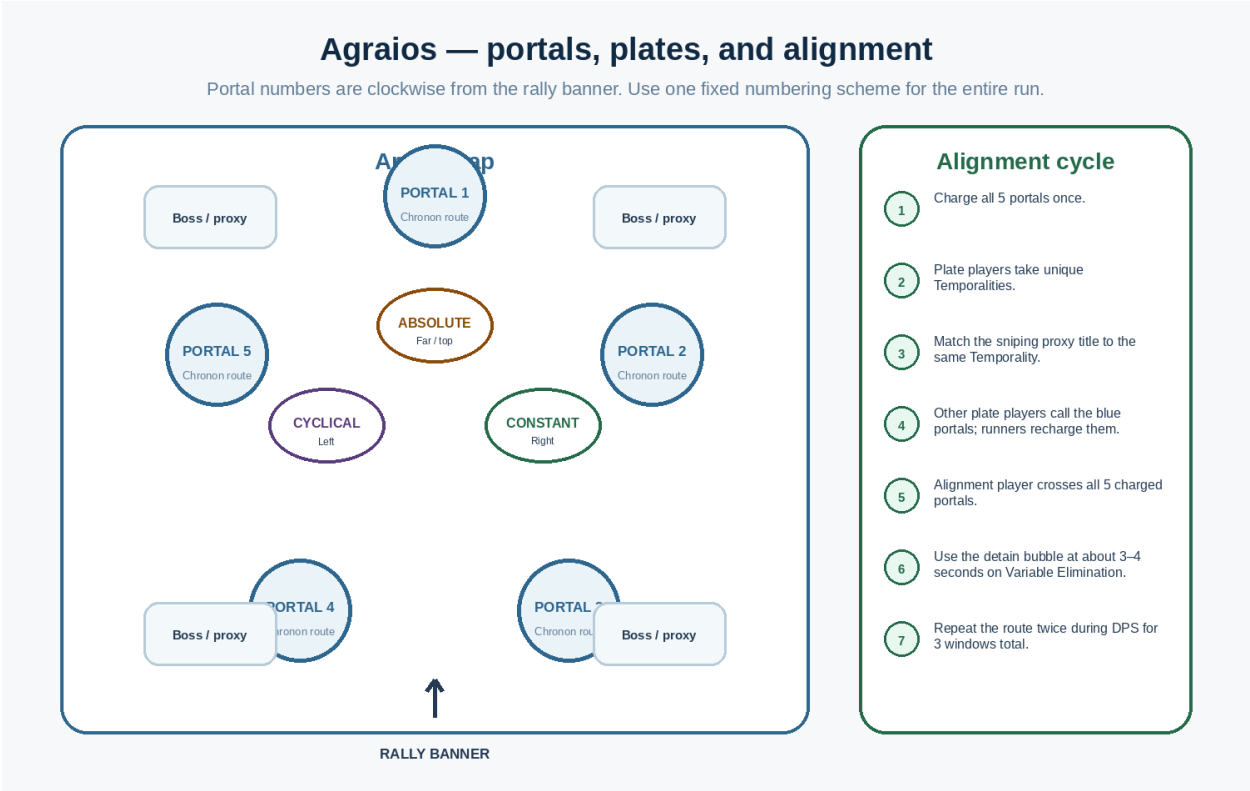


Figure 4. Portal numbering, plate positions, and the Alignment cycle.

## Initial portal charge

1. **Spawn the Chronons.** Clear the opening Goblins and kill the Hydra. Five Time's Burden Minotaurs appear and each drops 1 Chronon.
2. **Charge all 5 portals.** Carry one Chronon through each inactive portal. Confirm every portal number as it lights.
3. **Kill the Wyverns immediately.** Once all 5 portals are active, Wyverns spawn below the boss platforms. Treat them as priority targets.
4. **Prepare a second Chronon set.** Continue the Hydra-Minotaur cycle. Runners hold the required pickups; Plate Players avoid collecting Chronons after taking Temporality because a Temporality holder cannot safely charge a portal.

## Alignment and beam reflection

1. **Take Temporality.** The 3 Plate Players step onto the Cyclical, Absolute, and Constant plates and identify which named proxy matches each buff.
2. **Match the sniping proxy.** The proxy using Variable Elimination has a Temporality title. The matching Plate Player stands at that proxy's totem and gains Alignment Charge.
3. **Read the blue portals.** The other 2 Plate Players each see blue portal indicators. Combine the calls to identify the 4 portals that must be recharged.
4. **Recharge the called portals.** Runners and Flex carry Chronons through those 4 portals. The Plate Players remain out of the portals after taking Temporality.
5. **Fill Alignment Charge.** The Alignment player crosses all 5 portals. At full charge, the grenade becomes a detain bubble.
6. **Reflect Variable Elimination.** A designated bait player holds line of sight and counts the timer. The Alignment player uses the bubble with roughly 3-4 seconds remaining. Both players are detained and the beam ricochets into the proxy.
7. **Damage Agraio in mid.** A successful reflection moves the real boss to the center and opens DPS.

### Variable Elimination safety

Before the reflection setup is ready, break line of sight behind solid cover to reset the timer. Do not stay exposed and assume a late bubble will rescue a failed setup.

## DPS extensions

1. Assign one Extender before DPS begins.
2. When the portals reactivate, the Extender runs all 5 and charges another detain bubble while the rest of the team keeps damaging Agraio.
3. A caller counts Variable Elimination. The Extender uses the bubble at roughly 3-4 seconds remaining to return Agraio to mid.
4. Repeat once more. A clean phase produces 3 central damage windows total.

## Failure states and recovery

- **Sixth player without a fixed job:** the Flex is intentional. They should fill whichever job is currently behind instead of waiting in a permanent position.
- **Wrong portal called:** stop charging until both Plate Players agree on the combined blue set.
- **Alignment route too slow:** the next central window may be lost. Prioritize movement and skip nonessential damage while running.
- **Premature detain:** wastes the reflection. The bait player owns the countdown; the Alignment player responds to that call.

## Encounter Challenges feat

### Community-documented requirement

Allow the full active Chronon set to spawn before any player picks one up. Use an "all up" call after the final Minotaur dies, then collect together. This wording is community-derived because the manifest exposes the feat category but not the detailed failure text.

## Quick reference

| Job           | Call                       | Critical rule                                 |
|---------------|----------------------------|-----------------------------------------------|
| Portal charge | 1-5 charged                | One Chronon per portal.                       |
| Plate read    | Proxy title + blue portals | Temporality holders do not cross portals.     |
| Alignment     | Full - start count         | Cross all 5 portals.                          |
| Reflection    | 3-4 seconds                | Bubble the bait player before the beam fires. |
| DPS extension | Runner out / count         | Repeat twice for 3 windows total.             |

**Normal reward pool:** Antedate (Arc SMG), Lance Ephemeral (Strand sniper rifle), and Intercalary (Stasis auto rifle). This encounter does not add a Normal armor slot to the published pool.

# latros, Inward-Turned (Wyvern)

Runners maintain the hourglass, 3 Shooters fire synchronized box sets on the Diastole rhythm, and one Climber follows the generated platforms to begin DPS. The mechanic rewards clean timing more than speed.

## Role setup

| Role     | Players | Primary responsibility                                                                           |
|----------|---------|--------------------------------------------------------------------------------------------------|
| Shooters | 3       | One per pillar; fire Bottom, Mid, and Top sets together on Diastole.                             |
| Climber  | 1       | Take the plate matching the ring color, climb the route, and interact with each white construct. |
| Runners  | 2       | Kill Minotaurs, supply Chronons, maintain the hourglass, and clear Neomutation during DPS.       |

### Suggested loadout

Use precise hitscan weapons for the boxes, fast Minotaur clear, and a short-to-medium boss-damage option. Swords, Legend of Acrius, Mint, and Song of Flame were common examples in the original notes; choose the option that lets the team stay alive and reach the Climber plate.

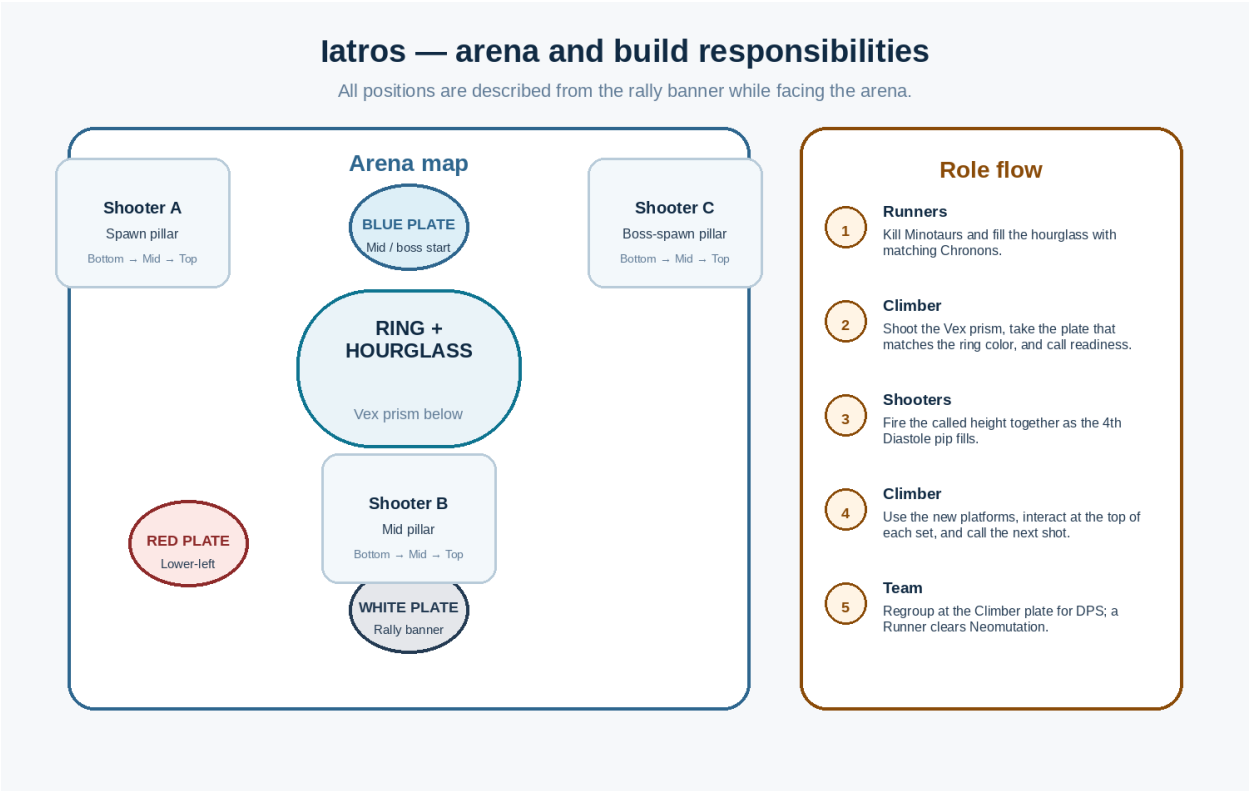


Figure 5. latros arena references and the role flow from hourglass to DPS.

## Plate references

| Ring color | Climber plate    | Reference from rally banner       |
|------------|------------------|-----------------------------------|
| White      | Spawn plate      | At the rally-banner side.         |
| Blue       | Middle plate     | Where latros begins.              |
| Red        | Lower-left plate | Down and left of the White plate. |

## Build sequence

- 1. Fill the hourglass.** Clear Minotaurs in mid, collect the Chronons they drop, and carry the colors required by the ring through it.
- 2. Start the build.** The Climber warns the Shooters, destroys the Vex prism below the ring, and stands on the plate matching the ring color. Diastole begins.
- 3. Fire the Bottom set.** Each Shooter watches the 4 pips. As the fourth pip fills, all 3 fire the Bottom box on their assigned pillar. A correct set creates the first platforms.
- 4. Climb and interact.** The Climber follows the route and interacts with the white construct at the top of the set, then calls readiness for the next shot.
- 5. Fire the Mid set.** Shooters resolve the middle boxes together. The old route disappears as the next route appears, so the Climber times the transition rather than waiting on the vanishing platform.
- 6. Fire the Top set.** Repeat the synchronized shot and climb. Before the final interaction, the Climber calls "DPS" so the team can move to the correct plate.

### Timing rule

If all 3 Shooters are not ready, hold fire. Repeated failed shots drain the hourglass faster than waiting for one clean Diastole cycle.

## DPS and Neomutation

- 1.** DPS begins at the Climber's plate after the final white construct is taken.
- 2.** During the window, Neomutation appears with a 12-second timer. One Runner carries the required Chronon through the ring before the timer expires.
- 3.** The other Runner and Shooters damage latros while protecting the extension route.
- 4.** When DPS ends, return to Minotaur clear and refill the hourglass.

## Failure states and recovery

- **Incorrect shot:** a red failure glow means the timing or box was wrong. Reconfirm Bottom/Mid/Top before the next cycle.
- **Climber falls:** continue maintaining the hourglass while the Climber recovers. Do not waste additional box shots before the Climber is in position.

- **Hourglass low:** Runners stop damaging and prioritize a correct Chronon. Neomutation is recoverable only within its 12-second window.
- **Platform transition:** the Climber should jump as the new route appears; waiting for a stable floor often causes the old route to vanish underneath them.

## Encounter Challenges feat

### Community-documented requirement

Use 3 Climbers instead of one, with one Climber assigned to each pillar route. Coordinate all 3 ascents and final interactions while preserving the synchronized Shooter timing.

## Quick reference

| Stage              | Team call             | Critical rule                                |
|--------------------|-----------------------|----------------------------------------------|
| Hourglass          | Color / dunking       | Runners keep sand available before starting. |
| Bottom / Mid / Top | Ready - fire on 4     | All 3 Shooters fire together.                |
| Climb              | Interacted / next set | Climber controls the pace.                   |
| DPS                | At [plate color]      | One Runner clears Neomutation.               |

**Normal reward pool:** Finite Maybe (Solar fusion rifle), The When and Where (Stasis rocket launcher), plus Collective Psyche helmets and chest armor.

# Koregos, the Worldline

Koregos combines the 3 Temporality roles in a lower-arena bomb read, a 4-station overlap puzzle above the arena, and a mobile head-damage phase with Chronon extensions. Digitalization is the encounter wipe timer.

## Role setup and plate positions

| Plate / role      | Players | Primary responsibility                                                               |
|-------------------|---------|--------------------------------------------------------------------------------------|
| Constant - left   | 3       | Two antenna Shooters stun Koregos; one Constant Reader finds the called-color bombs. |
| Absolute - middle | 1       | Reads the ring color and destroys the confirmed real bombs.                          |
| Cyclical - right  | 2       | Identify real versus fake bombs, collect Chronons, and cross the ring together.      |

### Suggested loadout

Two Constant players need precise ranged damage for the 4 antenna targets. The mechanic trio benefits from a trace rifle or other visible ping tool. Everyone needs a mobile boss-damage option and Arc resistance for the beam phase.

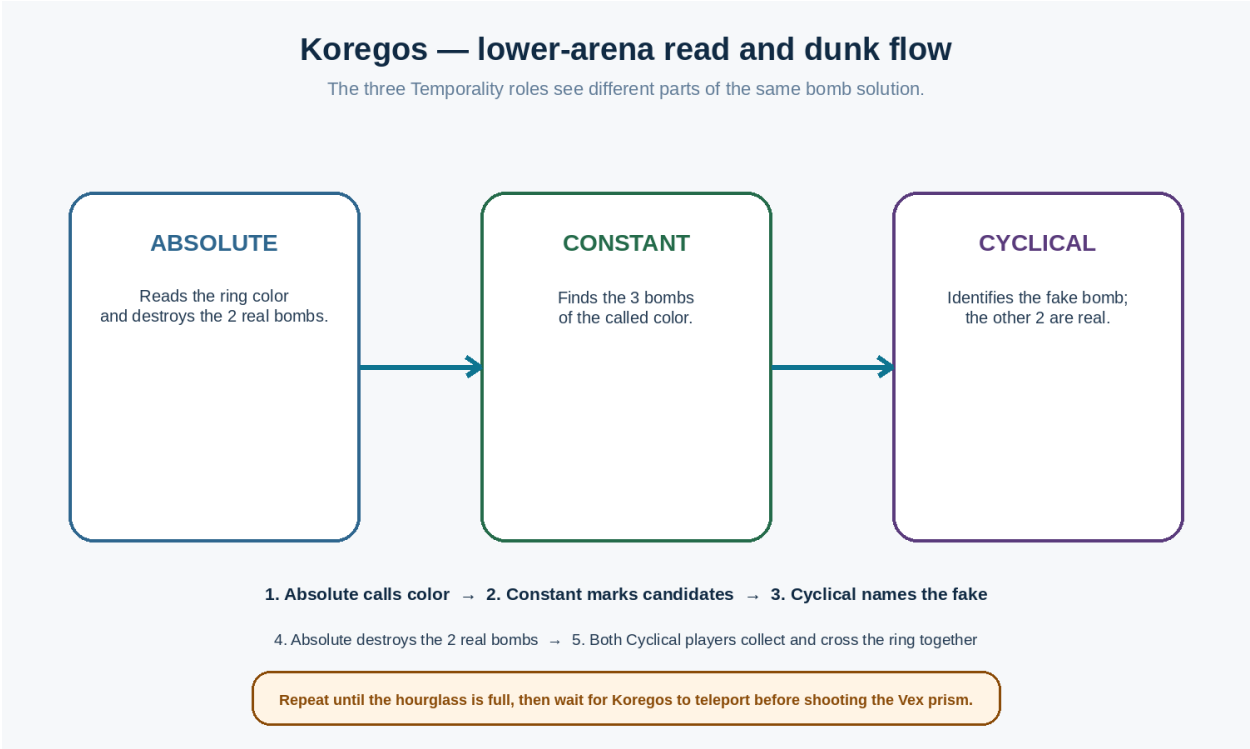


Figure 6. Lower-arena information flow from Absolute to Constant to Cyclical.

## Lower arena: fill the hourglass

1. **Take all plates together.** Clear adds until the plates activate, then all 6 players take their assigned Temporality at the same time.
2. **Stun Koregos.** The 2 Constant Shooters destroy the 4 antenna targets, 2 high and 2 low. The stun extends Temporality and creates 4 Temporal Pools on the small pillars.
3. **Gain Temporal Oculus.** Constant Reader, Absolute, and both Cyclical players may share one pool. Oculus lasts about 15 seconds, so do the read immediately.
4. **Absolute calls the ring color.** Constant finds the 3 bombs in that color group. Cyclical identifies the single fake bomb; the other 2 are real.
5. **Create and dunk 2 Chronons.** Absolute destroys the 2 real bombs. Both Cyclical players collect the drops and cross the ring together.
6. **Repeat until the hourglass is full.** Restun Koregos whenever fresh Temporal Pools are needed.
7. **Advance at the correct cue.** Wait for Koregos to teleport, then destroy the Vex prism under the hourglass. This starts the climb and upper puzzle, not DPS itself.

### Bomb-count note

The stable rule is per color group: Constant finds 3 candidates, Cyclical identifies 1 fake, and Absolute destroys the 2 real bombs. This guide does not depend on a disputed remembered total for every bomb model visible in the full arena.

## Upper arena: overlapping nodes

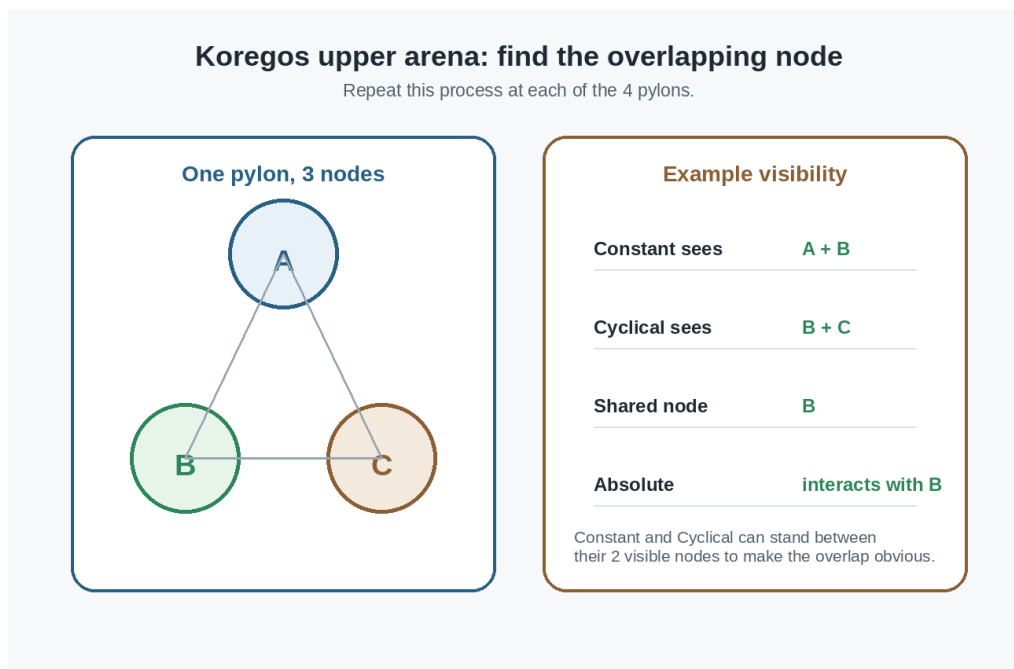


Figure 7. Overlap logic for the upper pylon nodes.

1. Send one Constant, one Cyclical, and one Absolute player from pylon to pylon. The other 3 players focus on add clear.

2. Constant sees 2 white nodes. Cyclical sees 2 white nodes. One node overlaps between their views.
3. Absolute can see and interact with all 3 nodes. Constant and Cyclical call their 2 positions; Absolute takes the shared position.
4. Repeat at all 4 pylons. A simple visual method is for each reader to stand between their 2 visible nodes, making the shared position obvious.

## DPS, extensions, and final stand

1. **Damage the head.** The fireteam regroups while 2 beams rotate through the arena. Move through the safe spaces instead of assuming a stationary Well will solve every pattern.
2. **Extend the phase.** An assigned Extender reads the local ring color, finds the matching Chronon, and crosses the ring. Repeat whenever the extension returns.
3. **Protect the Extender.** Add clear and boss control remain active during the run; the Extender should not be expected to solo every enemy in the route.
4. **Finish and clear the blast.** During final stand, prioritize Koregos. After the kill, move away and use cover until the final Decoherence-style detonation resolves.

## Failure states and recovery

- **Temporality expiring:** restun for new pools before forcing another bomb read.
- **Wrong bomb destroyed:** stop the chain and re-establish the current ring color before collecting a Chronon.
- **Wrong overlap node:** the upper sequence resets. Reconfirm both reader perspectives at the current pylon.
- **Vex prism shot early:** wait for the teleport cue; advancing too soon can break the expected transition.
- **Final death explosion:** boss health reaching zero is not the end of movement. Leave the body immediately.

## Encounter Challenges feat

### Community-documented requirement

Every player must dunk at least one Chronon. Organize 3 pairs and rotate which pair holds the Cyclical duty so all 6 players complete a ring crossing before the encounter ends.

## Quick reference

| Phase     | Primary call              | Critical rule                            |
|-----------|---------------------------|------------------------------------------|
| Stun      | Arms / antennas down      | Creates pools and refreshes Temporality. |
| Bomb read | Color - candidates - fake | Destroy only the 2 real bombs.           |
| Ring      | Pair ready / cross        | Both Cyclical players cross together.    |

| Phase       | Primary call                | Critical rule                        |
|-------------|-----------------------------|--------------------------------------|
| Upper nodes | Constant 2 / Cyclical 2     | Absolute interacts with the overlap. |
| DPS         | Beam safe / extension color | Extender crosses matching Chronon.   |

**Normal reward pool:** Whirling Ovation (Exotic Strand rocket launcher), any Normal legendary raid weapon, and the full Collective Psyche armor set.

# Rewards, records, and hidden chests

## Normal reward table

| Encounter | Weapons                                                                              | Collective Psyche armor                    |
|-----------|--------------------------------------------------------------------------------------|--------------------------------------------|
| Epopetes  | Opaque Hourglass - Arc combat bow                                                    | Arms, legs, class item                     |
| Agraios   | Antedate - Arc SMG; Lance Ephemeral - Strand sniper; Intercalary - Stasis auto rifle | No published encounter-specific armor slot |
| Iatros    | Finite Maybe - Solar fusion; The When and Where - Stasis rocket launcher             | Helmet, chest                              |
| Koregos   | Whirling Ovation - Exotic Strand rocket; any Normal legendary weapon                 | All slots                                  |

### Crafting note

The Normal legendary weapons are not presented as craftable pattern weapons in the current collection. Evaluate rolls directly rather than treating every drop as pattern progress.

## Official raid records

| Record                                  | Official requirement                                                            |
|-----------------------------------------|---------------------------------------------------------------------------------|
| Combined Mastery / End of the Worldline | Complete any version of The Desert Perpetual.                                   |
| Death-Defiant                           | Complete every Normal encounter without a fireteam death or returning to orbit. |
| Ternary Gifts                           | Loot all 3 hidden chests.                                                       |
| Feature Presentation                    | Complete all encounters with feats active.                                      |
| Battling Battalions                     | Complete all encounters with Battalions active.                                 |
| Brutal Efficiency                       | Complete all encounters with Phase Race active.                                 |
| Cherished Lifetimes                     | Complete all encounters with Token Limit active.                                |
| This Is War                             | Complete all encounters with Cutthroat Combat active.                           |

| Record              | Official requirement                                      |
|---------------------|-----------------------------------------------------------|
| Challenging Victory | Complete all encounters with Encounter Challenges active. |

## Hidden chests

The current official record confirms **3 hidden chests**. The original encounter notes did not include stable traversal directions, and the available cross-checks do not support inventing turn-by-turn routes. For the Vaexil website edition, add annotated route screenshots from a verified live run; until then, use an experienced guide for the traversal and use this document for encounter mechanics.

### Historical records

"Stop the Clock" tracked completion within the raid's first 48 hours and is no longer a current progression goal.

# Full-raid quick assignment sheet

Copy this page into raid notes and fill it before launch. The first three encounters may be reordered; keep the same role labels when the route changes.

## Epoptes

| Role                   | Primary         | Backup          |
|------------------------|-----------------|-----------------|
| Left Inside            | [Name]          | [Name]          |
| Left Outside           | [Name]          | [Name]          |
| Right Inside           | [Name]          | [Name]          |
| Right Outside          | [Name]          | [Name]          |
| Add Clear left / right | [Name] / [Name] | [Name] / [Name] |

## Agraïos

| Job                            | Assigned players         |
|--------------------------------|--------------------------|
| Cyclical / Absolute / Constant | [Name] / [Name] / [Name] |
| Runner 1 / Runner 2            | [Name] / [Name]          |
| Flex / laser bait              | [Name]                   |
| DPS Extender                   | [Name]                   |

## Iatros

| Job                 | Assigned players         |
|---------------------|--------------------------|
| Shooter A / B / C   | [Name] / [Name] / [Name] |
| Climber             | [Name]                   |
| Runner 1 / Runner 2 | [Name] / [Name]          |
| Neomutation runner  | [Name]                   |

## Koregos

| Job                       | Assigned players                           |
|---------------------------|--------------------------------------------|
| Constant antenna shooters | [Name] / [Name]                            |
| Constant bomb reader      | [Name]                                     |
| Absolute                  | [Name]                                     |
| Cyclical 1 / 2            | [Name] / [Name]                            |
| Upper trio                | Constant [ ] / Cyclical [ ] / Absolute [ ] |
| DPS Extender              | [Name]                                     |

### Universal pre-pull check

Portal numbering confirmed, challenge and feats named, loadouts locked, backup roles assigned, and the current boss order written down.

# Source and verification notes

This edition preserves Kitiara's original teaching logic while separating official records, stable encounter rules, community strategies, and changeable loadout advice. Statements that are not exposed in the Bungie manifest were cross-checked across independent walkthroughs and kept conservative when sources disagreed.

## Primary and official sources

- **Kitiara - original Desert Perpetual guide:** primary source for the role-based explanations, timing language, and teaching examples.
- **Bungie Destiny 2 Manifest:** official activity names, record descriptions, feat completion records, item names, item types, Normal/Epic source separation, and 3+ Feats Armor Locks.
- **Bungie - Destiny 2 Update 9.1.0** — Official terminology and system spellings used during the first editorial pass. [Open source](#)

## Independent mechanic and reward cross-checks

- **RaidSecrets - concise guide to all Normal encounters** — Cross-check for the overall Normal encounter flow. [Open source](#)
- **RaidSecrets - Agraïos and Iatros guide** — Cross-check for common role splits, portal routing, and build timing. [Open source](#)
- **RaidSecrets - role-based Koregos guide** — Cross-check for the bomb read, overlap roles, and DPS extension. [Open source](#)
- **PC Gamer - Desert Perpetual loot table** — Independent reward table cross-check. Item identity and activity source were also verified against the current manifest. [Open source](#)
- **Destiny Voyager - structured Desert Perpetual synthesis** — Secondary multi-source mechanics reference; conflicting claims were not copied without corroboration. [Open source](#)
- **Destinypedia - The Desert Perpetual** — Raid context and boss naming cross-check. [Open source](#)

### Document status

Complete Normal mechanics edition. Challenge execution remains labeled as community-documented where the current manifest exposes only the Encounter Challenges feat and not the detailed failure text.