

DESTINY 2 • RAID FIELD GUIDE

THE DESERT PERPETUAL

Complete Normal Raid Guide

Defeat the three branch bosses, return to Predestination after each kill, then combine their information systems against Koregos.

EDITION	1.1 — Text-only
MECHANICS VERIFIED	July 30, 2026
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How to Use This Guide

This guide is written for a six-player fireteam learning or teaching the Normal version of The Desert Perpetual. Mechanics come first. Loadouts are suggestions, not encounter requirements.

Each encounter follows the same order:

1. **Objective** — the result the fireteam is building toward.
2. **Assignments** — six jobs that can be called before the pull.
3. **Arena orientation** — the fixed observer frame and named landmarks used by every position call.
4. **Execution** — the mechanic in strict chronological order.
5. **Damage** — how to preserve or extend the damage window.
6. **Challenge feat** — the optional restriction and its exact failure condition.
7. **Recovery** — the most common causes of a wipe and the fastest correction.

All required mechanics, room orientation, and callout translation appear in prose and tables. Each arena establishes a fixed observer position before using left, right, near, or far. No map or diagram is required to execute an encounter.

Fast orientation

- The first three bosses are nonlinear.
- From Predestination, use the **left podium for Eoptes**, **right podium for Iatros**, and **back podium for Agraïos**.
- Defeat all three branch bosses before activating the **forward podium for Koregos**.
- Every branch has two optional Envoy's Tog Anchor placements before its boss door and one after the boss.
- Every branch has one optional hidden chest on the required return route after the boss.

Recommended learning order

The guide uses **Eoptes → Iatros → Agraïos → Koregos**. This order introduces the cross-room information relay, then synchronized timing, then Chronon routing before Koregos combines all three ideas.

Standardized callouts

Use these terms consistently:

Term	Meaning
Chronon	A colored pickup used to power a ring or hourglass. Say the full color only when color matters.

Term	Meaning
Temporality	One of three timed perspectives: Made Constant, Made Absolute, or Made Cyclical.
Oculus	A protective aura created during Koregos. Do not shorten this to “buff” when multiple buffs are active.
Lens	One of the two side-room Hydra shields during Eoptes.
Outer eye	A numbered eye around a Lens shield. This excludes the center eye and the separate three-sphere formation above the Lens Hydra.
Box	One of the nine shootable objects used to build Iatros’s staircase.
Mine	A colored Koregos object checked by the information team.
Totem cube	One of three wireframe cubes around a Koregos totem.
Entrance / Center / Far	The three Iatros starting plates. Common community equivalents are Spawn / Middle / Hell.
Ring 1-5	Agraios rings, numbered clockwise from the lower-left ring as viewed from the rally side.

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

Fireteam Setup

Assign six permanent seat numbers before the first pull. The job attached to a seat changes between encounters, but the person attached to the number does not.

Seat	Eoptes	Iatros	Agraios	Koregos
P1	Left reader	Far-side boxes	Detain runner	Left Constant
P2	Right reader	Right-side boxes	Plate holder	Left Constant
P3	Left clear / challenge shooter	Entrance-side boxes	Plate holder	Absolute
P4	Right clear / challenge shooter	Primary climber	Plate holder	Right Cyclical
P5	Middle-left	Reserve Chronons / roam	Chronons / clear	Right Cyclical
P6	Middle-right	Reserve Chronons / roam	Chronons / clear	Roam / relief

The table is a teaching default, not a ruleset. Swap jobs to suit the team, but preserve each encounter’s required job count.

General preparation

- Bring a reliable precision or sustained-damage weapon for three ranged bosses.
- Keep a close-range option for latros, but do not force the team into stomp range.
- Bring at least one reliable debuff, one defensive Super, and several damage Supers.
- Favor fast, accurate add clear over elaborate damage swaps until mechanics are stable.
- Equip movement tools only if they do not compromise survivability or the team's timing calls.
- Confirm that every player can distinguish red, blue, and white through both verbal and positional callouts.

Predestination and the Branch Routes

Predestination is the central hub. The three branch bosses can be cleared in any order. Koregos unlocks only after all three are dead.

Confirm the four podium names once at the initial rally and keep them fixed for the full raid. **Left, Right, Back, and Forward** are hub callouts, not screen-relative directions after a player moves around the room.

Podium call	Destination	Availability
Left	Eoptes	Available immediately
Right	latros	Available immediately
Back	Agraios	Available immediately
Forward	Koregos	Activates after Eoptes, latros, and Agraios are defeated

Optional quest: Map and Territory

The raid clear does not require Envoy's Tog Anchors. The quest requires twelve placements:

- **Anchors 1–3:** Predestination.
- **Anchors 4–6:** Eoptes route.
- **Anchors 7–9:** latros route.
- **Anchors 10–12:** Agraios route.

The two approach Anchors on each branch can disappear once anyone interacts with that branch's boss door. Stop before each door and wait for every quest holder to confirm both placements.

Predestination Anchors

Use the arrival/rally view as the fixed frame for left and right in the three descriptions below.

1. **Left spawn hollow:** From the initial rally area, follow the left dune into the shallow gray hollow.
2. **Right spawn crest:** Mirror the route on the right and climb the open white crest beside the black structure.
3. **Back-left Koregos pillar:** Climb the slanted pillar near Koregos's rally flag and use its starfield-facing side.

Epoptes, Lord of Quanta

Objective

Exchange Lens eye calls between two side rooms, stop Function Collapse with the middle team, finish both Lenses, and then preserve the damage phase through three shield relays.

Memory line: Cross the call. Break the matching eye.

Assignments

Seat	Job
P1	Left reader and shooter
P2	Right reader and shooter
P3	Left add clear; second left shooter for the challenge
P4	Right add clear; second right shooter for the challenge
P5	Middle-left reader
P6	Middle-right reader

Arena and fixed facing

Use the rally and entrance as the fixed observer position and face the center of the arena:

- **Left side:** the southwest diamond-shaped Lens room. P1 and P3 operate here.
- **Right side:** the east rectangular Lens room. P2 and P4 operate here.
- **Middle:** the central rings and the two plates used during Function Collapse. P5 and P6 remain here until the side rooms finish.
- **Near-center landmarks:** the damage plate and pillar plate sit between the rally side and Epoptes.

Every left/right call in this encounter uses this rally-facing frame, not the caller's current camera direction.

Lens eye reference

While facing the circular Lens shield, number its six outer eyes clockwise from the top:

Call	Position on the circular Lens shield	Clock equivalent
1	Top	12 o'clock

Call	Position on the circular Lens shield	Clock equivalent
2	Upper-right	About 2 o'clock
3	Lower-right	About 4 o'clock
4	Bottom	6 o'clock
5	Lower-left	About 8 o'clock
6	Upper-left	About 10 o'clock
Center	Middle of the shield	Finish target after all six outer eyes

During Function Collapse, a separate set of **three round, eye-like nodes floats above each Lens Hydra**. The nodes occupy **top, lower-left, and lower-right** positions, so the group forms a triangle above the Hydra; the nodes themselves are not triangles. They are not attached to the Lens shield and never use the six outer-eye numbers. Call them **top, left, or right** while facing that side's Hydra.

Execution

1. Open both side rooms

Kill the two Time's Magistrates. P1 takes the left plate and P2 takes the right plate. Each reader enters the opened room with the add-clear player assigned to that side.

P5 and P6 stay near the middle. They clear enemies and keep both central plates accessible.

2. Exchange eye calls

Each reader stands in the projected light in front of their Lens. The reader sees an eye position on the room's obelisk. The **opposite room** destroys that matching outer eye on its own Lens using the same 1-6 key:

- P1 reads the left display; P2 destroys that position on the right Lens.
- P2 reads the right display; P1 destroys that position on the left Lens.

Use a closed-loop call:

1. Reader calls the position.
2. Opposite shooter repeats it.
3. Shooter destroys the eye.
4. Reader confirms the display changed.

Continue until each side has destroyed four outer eyes. Fast teams should pause after the third eye until P5 and P6 confirm that middle is clear and ready; breaking the fourth starts Function Collapse.

3. Hold the side timers

When Function Collapse begins, P1 and P2 remain in their projected light. The light freezes their Temporality countdown. They cannot progress the Lens until middle resolves the collapse, but they should not leave the safe light.

4. Resolve Function Collapse

P5 and P6 take the two middle plates and step into the central projection.

Each middle reader has two simultaneous jobs:

1. Read the three-position display for their side and call its **single unlit position**—top, left, or right—to the reader in that same-side Lens room. That Lens reader destroys the matching round sphere above their Hydra.
2. Listen to the **other middle reader's** unlit-position call. On the obelisk face this player can damage, destroy the **other two positions** and leave the called position intact.

Once both side-room spheres and both two-eye middle sets are complete, Function Collapse ends.

5. Finish both Lenses

P1 and P2 refresh their side-room access and resume the cross-room exchange.

On each side:

1. Destroy the fifth outer eye.
2. Destroy the sixth outer eye.
3. Immediately destroy the Lens center eye.

Do not wait for a seventh call. The center eye is the finish condition after all six outer eyes are gone.

6. Open damage

Return to middle. The left and right holders destroy Eoptes's two central shield eyes. Damage begins when both are broken.

Damage phase

Eoptes selects three non-repeating pairs, so every Guardian becomes a shield runner once per full damage phase.

When two names appear in the activity feed:

- The **first name shown** takes the close projection.
- The **second name shown** takes the far projection.

Each chosen player moves into the projected light and follows it as the shield rotates. Their center target is visible only from the correct projection.

When fresh shield eyes appear, both runners stop damaging the boss and clear every eye on their respective shields. A completed pair adds roughly ten seconds to the damage window. A failed set does not immediately wipe the team, but the extension is lost and the phase advances.

The four players not selected for the active pair continue damaging while keeping the runners' paths clear.

Damage priorities

1. Reach the assigned projection before the boss becomes immune.
2. Clear shield eyes before returning to boss damage.
3. Preserve line of sight for the next pair.
4. Save recovery Supers for a missed extension or a dangerous add wave.

Optional feat: Encounter Challenge

Assign two shooters to each Lens and alternate every **outer-eye** destruction:

- Left: P1, then P3, then P1, then P3.
- Right: P2, then P4, then P2, then P4.

The same Guardian may not destroy two consecutive outer Lens eyes. The three floating Function Collapse spheres do not count. Damage-phase shield eyes do not count. The player who destroys the sixth outer eye may also destroy that Lens's center eye.

Failure condition: One Guardian destroys two consecutive outer Lens eyes during the mechanic.

Recovery and common errors

Symptom	Cause	Correction
Function Collapse starts before middle is ready	Side teams broke the fourth eyes early	Pause after eye three and require a "middle ready" call
Side reader dies to the timer during collapse	Reader left the projected light	Hold inside the light until middle finishes
A Lens remains active after six calls	Center eye was not destroyed	Sixth-eye shooter immediately breaks center
Damage ends early	A selected pair missed shield eyes	Prioritize the extension mechanic over boss damage
Challenge fails without an obvious repeat	A helper shot the next eye or splash damage finished it	Use one primary weapon per assigned shooter and require name calls

Loadout guidance

- Sustained ranged damage is the simplest plan.
- Accurate weapons that can quickly clear small shield eyes reduce lost extensions.
- Avoid explosive splash near a challenge Lens unless the assigned shooter controls the final blow.

Loot

- **Opaque Hourglass** — Arc Combat Bow.
- **Collective Psyche arms, legs, or class item.**

After the kill

Envoy's Tog Anchor 6

Before leaving, check beneath the cloth roof in the encounter room.

Hidden chest: Epoptes return route

Repeated community verification reports the same four required interaction positions across runs. This guide identifies those positions by landmark because community symbol-number keys have contained corrections. Touch the symbols; do not shoot them. A required symbol remains lit after you step away, while a decoy turns off. The numbered list below is an efficient backtrack order, not a symbol code.

Start at the Epoptes reward area and follow the forced return route toward Predestination. Unless a step explicitly tells you to face back toward Epoptes, left and right follow your direction of travel. At each landmark, touch the candidate symbol and step away; count the location only if the symbol remains lit.

1. **Low left wall:** Crouch beside the circular wall projections and face back toward Epoptes.
2. **Left wall chamber:** Check the rectangular chamber along the left side of the return route.
3. **Upper-right ceiling:** Look up inside the right-side structure while facing the way you came.
4. **Right wall by the large sphere:** Drop to the opposite wall near the large green sphere and face the wall.

After the fourth symbol, wait for: **"A whisper on unknown winds wishes its visitors well."** Enter the moving sphere and loot the chest.

Iatros, Inward-Turned

Objective

Deposit six Chronons, start the Diastole cycle, shoot three matching box heights on the fourth charge, and build three temporary staircase tiers to reach damage.

Memory line: Fill six. Shoot on four. Climb three.

Assignments

Seat	Job
P1	Far-side box spire
P2	Right-side box spire
P3	Entrance-side box spire
P4	Primary climber
P5	Reserve Chronon and add clear
P6	Reserve Chronon and add clear

For the challenge, P4–P6 become the three climbers, one tier each.

Arena and fixed calls

Use rally as the near side and face into the room. The hourglass ring and its white activation diamond sit near the middle between the offset platforms.

The three starting plates form a near-to-far path through the left half of the arena. Use the positional name first; the parenthetical name is a common community alias:

- **Entrance (Spawn):** nearest rally.
- **Center (Middle):** the middle plate.
- **Far (Hell):** deepest into the room.

The three box spires are separate from one another and from both the plates and the hourglass; they are not a tidy left-to-right row. Before the pull, point to each spire and assign one shooter. A reliable landmark scheme is:

- **P1 — Far-side spire:** beside the Far plate.
- **P2 — Right-side spire:** across from Center, beside the upper Minotaur structure.
- **P3 — Entrance-side spire:** beside the Entrance plate.

At every spire, **bottom, middle, and top** describe the three vertical box heights. They do not describe the spire's position in the room.

Execution

1. Fill the hourglass

Kill the six Time's Burden Minotaurs in the middle. Each drops one Chronon. Every player picks up one and physically passes through the ring above the hourglass.

After six deposits, shoot the bright white Vex diamond directly below the hourglass. The diamond—not the ring—starts the plate phase.

2. Find the starting plate

One of three plates lights:

- **Entrance** — nearest the rally side.
- **Center** — middle of the room.
- **Far** — opposite the rally side.

P4 takes the lit plate. Latros will later arrive at this same location for damage, so the fireteam should remember the call.

3. Count Diastole

Diastole builds to four, one visible charge per second. When the fourth charge lights, the encounter boops any player touching the ground and immediately restarts the count.

Shooters call the rhythm together: **“one, two, three, shoot.”**

Shoot when the fourth charge **lights**, not after the boop animation ends.

4. Build the bottom tier

P1, P2, and P3 destroy the bottom box in their assigned column on the same fourth charge. All three boxes must break in that window.

The correct three-way break creates the first staircase tier for P4.

5. Climb and interact

P4 uses the new platforms, reaches the floating hologram, interacts, and calls **“tier one complete.”**

The box shooters do not start the next row until the climber confirms the interaction.

6. Repeat middle, then top

Repeat the four-count twice:

1. Destroy all three **middle** boxes on four.
2. P4 climbs and interacts with the second hologram.
3. Destroy all three **top** boxes on four.
4. P4 climbs and interacts with the third hologram.

Old platforms disappear when the next row is created. The climber controls the cadence.

Neomutation and recovery Chronons

A failed synchronized box break drains the hourglass. If the hourglass empties after the white diamond has been destroyed, **Neomutation begins**. This can happen during the build or during damage.

P5 and P6 should kill fresh Minotaurs and hold reserve Chronons. Deposit the reserves through the hourglass ring as soon as Neomutation starts. Do not assume damage pauses the wipe condition.

Damage phase

Iatros teleports to the plate that began the staircase sequence. Stage at that plate before the third hologram is completed.

- Keep the team outside stomp range unless the chosen strategy deliberately requires close positioning.
- Use a stable debuff and a defensive Super if needed.
- Keep reserve Chronons visible and callable.
- If Neomutation begins, one reserve carrier deposits immediately while the rest continue damage.

After damage, six new middle Minotaurs restart the loop and refill the hourglass.

Optional feat: Encounter Challenge

Use three different climbers:

- P4 interacts with the bottom-tier hologram.
- P5 interacts with the middle-tier hologram.
- P6 interacts with the top-tier hologram.

All three may take the initial plate together and climb as a group. Each Guardian may interact with only one of the three holograms.

Failure condition: One Guardian interacts with more than one staircase hologram.

Recovery and common errors

Symptom	Cause	Correction
Boxes break but no platforms appear	One shooter fired outside the fourth charge	Use one spoken count and shoot as four lights
Climber falls when the next row appears	Shooters advanced before the interaction call	Climber owns the “ready” call
Hologram interaction resets	Imp fire interrupted the hold	Clear Imps, use cover, invisibility, or a barricade
Neomutation starts during damage	Hourglass drained after setup	Keep two reserve Chronons and treat the timer as live
Challenge fails	The same climber held interact twice	Assign one tier per person before the pull

Loadout guidance

- Fast tracking add clear helps protect the climber from Imps.
- Choose damage weapons that remain effective at the called starting plate.
- Movement tools are useful only if the climber can still land reliably on disappearing platforms.

Loot

- **Finite Maybe** — Solar Fusion Rifle.
- **The When and Where** — Stasis Rocket Launcher.
- **Collective Psyche helmet or chest.**

After the kill

Envoy’s Tog Anchor 9

The post-kill Anchor appears beside the reward chest.

Hidden chest: latros return route

The four required locations are reported as static across runs. Use the landmarks below rather than a community symbol-number key; the list is ordered for an efficient backtrack.

Start at the latros reward area and follow the forced return route toward Predestination. Left and right follow your direction of travel unless a step names a different facing. Touch each candidate symbol and step away; proceed only when it remains lit.

1. **Exit-side ledge:** Leaving latros, hug the left edge before committing to the moving route.
2. **Lower-left half-sphere:** Find the half-sphere with a smaller sphere mounted on it.
3. **Blue sphere structure:** Climb the structure around the large blue sphere and inspect its columns.
4. **Upper-right gold half-sphere:** Near the far side, check the smaller sphere nested in the gold half-shell.

Touch, do not shoot. After all four remain lit and the confirmation message appears, enter the moving sphere.

Agraios, Inherent

Objective

Power five rings, identify the attacking boss copy, leave its red ring unstable, stabilize the other four, and run all five rings to convert a grenade into the detain that stops the wipe.

Memory line: Skip red. Run every ring. Detain late.

Assignments

Seat	Job
P1	Fixed detain runner
P2	Temporality plate holder
P3	Temporality plate holder
P4	Temporality plate holder
P5	Chronons and add clear
P6	Chronons and add clear

All players watch their personal wipe countdown. The player with the lowest timer calls the detain timing; P1 remains the runner.

Arena and ring reference

Use rally as the near side and face the inner floor. Five Chronon rings form an arc around the arena. Four separate boss-copy platforms sit inside that arc—L1, L2, R2, and R1—and the three Temporality plates sit farther inward.

Ring	Fixed location from rally
1	Lower-left outer ring
2	Upper-left outer ring
3	Far/top outer ring
4	Upper-right outer ring
5	Lower-right outer ring

Numbering always runs clockwise from lower-left to lower-right. Keep these numbers even after the team moves around the room. The numbered route is a fireteam convention for reliable coverage; the mechanic requires crossing all five rings, not a particular order.

Execution

1. Power all five rings

Kill the boss Hydra. Time's Burden Minotaurs spawn and drop Cobalt Chronons.

A carrier picks up one Cobalt Chronon and physically crosses an inactive ring to power it. Charge rings 1 through 5.

2. Take three Temporality plates

P2, P3, and P4 take any three plates. Each receives one perspective:

- Made Constant
- Made Absolute
- Made Cyclical

These names do not create permanent jobs in this encounter. The relevant holder changes with the attacking boss copy.

When a Made copy fires the lethal beam, break line of sight behind cover to stop or reset the personal countdown.

3. Match the attacking copy

Read the attacking copy's on-screen name. The plate holder whose perspective matches that name can see the **red ring**.

That player:

1. Calls the red ring number.
2. Activates the pylon below the attacking copy.

4. Stabilize every ring except red

P1, P5, and P6 deposit one Cobalt Chronon into each of the other four rings.

Do not stabilize the red ring. A Temporality holder should not cross an unstable ring; doing so is lethal.

When the four correct rings are stabilized, all five rings display as ready for the runner.

5. Run rings 1 through 5

P1 crosses all five rings. This guide uses the consistent 1-to-5 clockwise route so no ring is missed. The run fills **Alignment Stabilized** and converts P1's grenade into a Vex detain.

P1 calls “**ring four**” before reaching it. Everyone else moves beside rings 4 and 5 so the fireteam is already grouped when the run ends.

6. Detain at the end of the timer

Every player reads their own wipe countdown. The player with the lowest value calls it loudly.

At approximately **three to two seconds remaining**, P1 throws the converted grenade at the grouped fireteam. The detain shields the team from the lethal event, kills the attacking copy, and opens damage after the remaining enemies are cleared.

Do not throw early. The shield must overlap the lethal pulse.

Damage phase

Agraios uses three damage segments:

1. Initial damage opens after the first detain.
2. Alignment Stabilized returns; P1 runs all five rings and detains again.
3. Damage resumes, then a third five-ring run and detain grants the final segment.

Complete **two in-damage ring runs** for the full phase, for **three detains total** from setup through the end of damage.

The arena remains active during damage:

- Clear Hydras and nearby enemies during the short pre-damage interval.
- P1 immediately starts each new five-ring run when Alignment Stabilized returns.
- The lowest timer calls the throw.
- Reacquire the boss after each teleport instead of firing through lost line of sight.

Optional feat: Encounter Challenge

The Chronon count is global across the entire encounter:

- Every Guardian must collect their first Cobalt Chronon before anyone collects a second.
- Every Guardian must collect their second before anyone collects a third.
- Continue the same rule for every subsequent pickup count until the encounter ends.

This requires deliberate role rotation. Plate holders and the detain runner must take Chronon turns between their normal duties.

Failure condition: Any Guardian collects Chronon number $n + 1$ before all six Guardians have collected Chronon number n .

Recovery and common errors

Symptom	Cause	Correction
Ring call is wrong	A nonmatching holder made the call	Match the attacking copy's full on-screen name first
Stabilization kills a plate holder	Holder crossed an unstable ring	Nonholders carry the four stabilization Chronons
Runner has no converted grenade	One of the five rings was missed	Use a 1–5 spoken count and confirm every ring was crossed
Team dies inside detain	Grenade was thrown too early or away from the group	Group at ring 4/5 and throw at the final three-to-two count
Damage has only one short window	Runner did not repeat the five-ring sequence	Expect two in-damage runs
Challenge fails after a clean opening	The team tracked only the first six pickups	Maintain a six-player pickup ledger for the full encounter

Loadout guidance

- Sustained damage handles repeated boss teleports more reliably than a fragile swap rotation.
- Use add-clear that can quickly remove Hydras and Time's Burden Minotaurs without obscuring Chronon pickups.
- Do not let damage optimization delay the runner's extension sequence.

Loot

- **Antedate** — Arc Submachine Gun.
- **Lance Ephemeral** — Strand Sniper Rifle.
- **Intercalary** — Stasis Auto Rifle.
- Agraïos's documented encounter pool does not include Collective Psyche armor.

After the kill

Envoy's Tog Anchor 12

Move from the rally flag toward the nearby cliff edge.

Hidden chest: Agraïos return route

The four required locations are reported as static across runs. Use the landmarks below rather than a community symbol-number key; the list is ordered for an efficient backtrack.

Start at the Agraïos reward area and follow the forced return route toward Predestination. Left and right follow your direction of travel. Touch each candidate symbol and step away; proceed only when it remains lit.

1. **Entrance-side lower wall:** Backtrack toward the entrance and sweep the lower-left outer wall.
2. **Upper-left side room:** Enter the upper-left chamber and check deep inside.
3. **Upper-right hallway:** Take the large high opening on the right wall and follow it to the end.
4. **Small hole above:** Drop to the mid-right wall and look inside the small untrimmed opening overhead.

Touch, do not shoot. Enter the moving sphere after the confirmation message.

Koregos, the Worldline

Objective

Use Constant, Absolute, and Cyclical information to identify two real mines at each of three Oculus pillars; deposit six Chronons as three synchronized pairs; solve four common-cube totems; then extend damage through three color-matched portals.

Memory line: Color. Glow. Break. Double-dunk.

Assignments

Seat	Job
P1	Constant
P2	Constant
P3	Absolute
P4	Cyclical
P5	Cyclical
P6	Roam, relief, and portal runner

For the challenge, all six players rotate through Cyclical and deposit one Chronon during every mechanic phase.

Arena and fixed facing

Use rally as the near side and face Koregos at the center. The hourglass shares the central floor with the boss. The Temporality plates sit along the far side:

Far-side plate	Location from rally	Players
Made Constant	Left	Two
Made Absolute	Center	One
Made Cyclical	Right	Two

Four Oculus pillars surround the inner floor:

Pillar call	Fixed location from rally
L1	Near-left

Pillar call	Fixed location from rally
L2	Far-left
R2	Far-right
R1	Near-right

All left/right and L1/L2/R1/R2 calls use this rally-facing frame.

Execution

1. Unlock all three Temporality plates

Kill the Hydras above left, center, and right. Five players step on the opened plates:

- Two players receive Made Constant.
- One player receives Made Absolute.
- Two players receive Made Cyclical.

P6 remains unbuffed unless the team is rotating jobs for the challenge.

2. Create Temporal Oculus

When **Time's Arrow** begins charging, a Constant player destroys all four of Koregos's laser cannons. This creates Temporal Oculus auras on the four surrounding pillars and refreshes the mechanic timer.

The second Constant should watch for replacement cannons and prevent the team from losing the safe window.

3. Build the information team

At one Oculus pillar, the following four players cross the same aura together:

- One Constant
- One Absolute
- Two Cyclicals

Count down the crossing. All four need **Temporal Oculus**, which lasts roughly twenty seconds, before their views can be combined.

4. Absolute calls the target color

The Absolute player reads the hourglass and calls:

- Cobalt Blue
- Cinnabar Red
- Antimony White

Color is paired with its material name for accessibility and call clarity.

5. Constant identifies matching mines

The Constant player finds the mines whose base color matches the Absolute call and points to them one at a time.

Constant does not decide whether a mine is real. Constant only identifies the color candidates.

6. Cyclical validate the white aura

Both Cyclical players inspect each pointed mine:

- **YES / GLOW:** Bright white Vex pixels surround the shell.
- **NO / BARE:** The shell has no white aura.

Ignore the mine's base color when making the glow call. There are two valid mines.

7. Absolute destroys the two valid mines

After both Cyclical agree, Absolute destroys each **YES** mine. Each valid mine produces a Chronon.

8. Cyclical deposit together

Each Cyclical picks up one Chronon. The pair reaches the hourglass ring and deposits on a spoken countdown.

The target color can change roughly three to five seconds after the first deposit. A simultaneous dunk prevents the second carrier from arriving under a different color state.

One Oculus pillar yields two deposited Chronons. Repeat the full information chain at three pillars:

- Pillar one: Chronons 1 and 2.
- Pillar two: Chronons 3 and 4.
- Pillar three: Chronons 5 and 6.

Koregos requires **six total Chronons**, delivered as **three paired deposits**.

9. Start the upper-platform mechanic

After the sixth deposit, shoot the white diamond below the hourglass. Temporary platforms lead onto Koregos.

10. Solve four totems by overlap

At each totem:

- Constant can see two of the three wireframe cubes.
- Cyclical can see two of the three wireframe cubes.
- Absolute interacts with the one cube position shared by both views.

Constant and Cyclical stand between their visible pair or call their two letters. Absolute selects the common position.

Before solving, all three readers stand on the outer side of the same totem and face inward toward Koregos. Use one fixed cube dictionary:

- **A:** left flanking cube.
- **B:** top/far cube—the inward cube nearest Koregos.
- **C:** right flanking cube.

Treat the two calls as sets and select their intersection:

- Constant **A + B**, Cyclical **B + C** → Absolute interacts with **B**.
- Constant **A + C**, Cyclical **A + B** → Absolute interacts with **A**.
- Constant **A + C**, Cyclical **B + C** → Absolute interacts with **C**.

Repeat the same comparison at all four totems.

Completing the fourth totem opens damage.

Damage phase

Use the red apertures whose **long axis is horizontal** for the main damage phase. The apertures whose long axis is vertical are reserved for final stand. Koregos rotates, so identify the target by its orientation rather than by screen-left or screen-right.

During damage, three portals appear in sequence. Each portal is red, blue, or white, and one Chronon of each color spawns nearby.

Assign one portal runner:

1. Read the portal's color and name.
2. Collect the matching Chronon.
3. Deposit through the portal.
4. Return to damage or prepare for the next portal.

Complete all three color matches for the full damage window.

Phase	Valid red targets	Ignore
Main damage	Red apertures whose long axis is horizontal	Red apertures whose long axis is vertical
Final stand	Red apertures whose long axis is vertical	Red apertures whose long axis is horizontal

Final stand and boss death

At final stand, switch to the vertical red apertures and finish the boss quickly.

When Koregos reaches zero health, **Decoherence Imminent** remains active during the death animation. Drop from the upper platform to ground level immediately. Do not wait beside the chest.

Optional feat: Encounter Challenge

Every Guardian must deposit one Chronon through the hourglass ring during the mechanic phase.

Because only the Cyclical players collect and deposit, rotate three Cyclical pairs so all six Guardians dunk exactly once before the hourglass fills.

Repeat this six-player rotation for **every mechanic phase**. Buff swaps preserve the remaining Temporality timer, so make handoffs deliberately and do not assume a fresh timer.

Failure condition: The hourglass reaches six deposits before every Guardian has deposited one Chronon in that phase, or a later phase is completed without repeating the full six-player rotation.

Recovery and common errors

Symptom	Cause	Correction
Team cannot compare mine views	Players crossed different Oculus pillars or the buff expired	Count down one shared pillar and resolve immediately
Absolute breaks the wrong mine	Constant's color call was treated as the final answer	Require both Cyclicals to say YES before Absolute fires
Second Chronon is rejected or changes state	Deposits were too far apart	Cyclical pair dunks on one countdown
Upper totem stalls	Players are describing screen-relative left/right	Label cube positions A/B/C and call two-letter sets
Damage is poor despite clean mechanics	Team attacks vertical final-stand targets	Use horizontal targets during the main phase
Team dies after boss reaches zero	Players remained on Koregos during Decoherence	Drop to ground immediately
Challenge fails on phase two	Team rotated only the first six dunks	Repeat all-six rotation every mechanic phase

Loadout guidance

- Mobile sustained damage is forgiving while portals and rotating lasers demand movement.

- The portal runner should use a loadout that can leave the stack without losing the team's only debuff.
- Save burst Supers for final stand.
- Sidestep rotating lasers even inside a defensive Super.

Loot

- **Whirling Ovation** — Exotic Strand Rocket Launcher.
- Any Normal Desert Perpetual legendary weapon.
- Any Collective Psyche armor slot.

Rewards and Raid Systems

Current Standard and Feat reward model

As of Destiny 2 Update 9.7.0, The Desert Perpetual has a Standard mode for weekly tiered rewards without Feats. Encounter completions with Feats active are farmable and use reward grades:

Reward grade	Encounter rewards
0	1 × Tier 3
1	1 × Tier 3 and 1 × Tier 4
2	1 × Tier 4 and 1 × Tier 5
3	2 × Tier 5
4	1 × Tier 4 and 2 × Tier 5
5	3 × Tier 5

Feat contribution:

Feat	Reward grade
Cutthroat Combatants	+4
Challenges	+3
Shocktroopers	+2
Token Limit	+1
Phase Limit	+1

After completing any encounter, the Simulant Ansible can sell gear at the highest tier available from the active Feat selection.

Reward systems are more likely to change than encounter mechanics. Check the current activity-launch screen and the latest Bungie patch notes before organizing a reward farm.

Full-clear behavior

Bungie's published full-clear system refreshes encounter powerful drops, hidden-chest locks, and the Koregos full-clear bonus after all encounters are completed. Defeating all three branch bosses before Koregos is the intended full-clear path.

Legendary encounter pools

Encounter	Weapons	Armor
Epopetes	Opaque Hourglass	Arms, legs, class item
Iatros	Finite Maybe; The When and Where	Helmet, chest
Agraios	Antedate; Lance Ephemeral; Intercalary	None in the documented encounter pool
Koregos	Any Normal legendary; chance at Whirling Ovation	Any slot

Normal legendary weapons are random rolls and are not craftable.

Collective Psyche set bonuses

- **Accretion — two pieces:** Picking up an ammo brick grants a stacking bonus to weapon swap and stow speed until death.
- **Doppler Effect — four pieces:** Increases the duration of suspend, unravel, and sever applied to targets, and radiant and restoration applied to the wearer.

Complete Envoy's Tog Anchor Checklist

These placements are optional for the raid clear and required only for the associated quest.

For approach Anchors, begin at that branch's Predestination podium and travel toward its boss door. Left and right follow the direction of travel unless a description says to face back. For post-kill Anchors, begin at the encounter reward chest or rally landmark named in the row.

#	Route	Landmark	Timing
1	Predestination	Left spawn hollow	Before any branch
2	Predestination	Right spawn crest	Before any branch
3	Predestination	Back-left Koregos pillar	Before Koregos
4	Eoptes approach	Isolated orange-rimmed outer round perch	Before boss door
5	Eoptes approach	Small white triangular pedestal off-platform	Before boss door
6	Eoptes arena	Beneath the cloth roof	After kill
7	Iatros approach	Spiral landing beyond the green sphere	Before boss door
8	Iatros approach	Pale right-side ledge below the orange-rimmed portal	Before boss door
9	Iatros arena	Beside the reward chest	After kill
10	Agraios approach	Narrow right ledge beside the large circular wall disc	Before boss door
11	Agraios approach	Under the orange lip, behind the doorway on the right	Before boss door
12	Agraios arena	Cliff edge near the rally flag	After kill

Door rule: On every branch, confirm the two approach placements before anyone interacts with the boss door.

Pull Checklist

Epoptes

- Left reader, right reader, two side clears, two middle readers.
- Confirm the six-eye numbering.
- Pause after eye three until middle is ready.
- First selected name takes close; second takes far.
- Challenge: alternate every outer Lens eye.

Iatros

- Three fixed box spires: Far-side, Right-side, and Entrance-side.
- One primary climber; three climbers for challenge.
- Call Entrance, Center, or Far plate.
- Shoot bottom, middle, top on fresh fourth charges.
- Hold reserve Chronons for Neomutation, including during damage.

Agraios

- Number rings clockwise from lower-left.
- One fixed detain runner.
- Match the attacking copy before calling red.
- Stabilize every ring except red.
- Runner crosses all five and throws at three to two.
- Repeat two ring runs during damage.
- Challenge: all six reach each pickup count before anyone advances.

Koregos

- Two Constant, one Absolute, two Cyclical, one roam.
- One shared Oculus pillar per information cycle.
- Absolute color → Constant location → Cyclical glow → Absolute break.
- Deposit as a pair, three times, six total.
- Solve four common-cube totems.
- Main damage uses horizontal apertures; final stand uses vertical.
- Challenge: all six deposit once in every mechanic phase.

Blank Assignment Sheet

Seat	Player	Eoptes	latros	Agraios	Koregos
P1					
P2					
P3					
P4					
P5					
P6					

Team callout choices

Decision	Team choice
Eoptes eye numbering	
latros plate names	
Agraios ring orientation	
Koregos cube labels	
Damage debuff	
Defensive Super	
Portal runner	

Verification Notes and Sources

This edition was reconciled against supplied room maps and mechanic references, Bungie’s current published reward notes, and multiple independently owned community guides. Supplied visuals were used only to establish accurate spatial relationships; all publication-facing orientation and mechanic information is expressed in text.

Primary and current-state sources

1. Bungie, **Destiny 2 Update 9.7.0** — current Standard/Feat reward grades and Simulant Ansible behavior.

[Open source on bungie.net](#)

2. Bungie, **This Week in Destiny — September 25, 2025** — full-clear reset and reward-system background.

[Open source on bungie.net](#)

3. Bungie, **This Week in Destiny — August 21, 2025** — full-clear bonus, weekly challenge, Epic attunement, and earlier reward-system background.

[Open source on bungie.net](#)

Independent mechanic sources

4. Gobbledygook, **The Desert Perpetual: a fireteam field guide**, reviewed July 20, 2026.

[Open source on gobble.tools](#)

5. Soup, **The Desert Perpetual — Full Raid Guide**.

[Open source on soup-spoon.github.io](#)

6. Shacknews, **The Desert Perpetual raid guide**.

[Open source on shacknews.com](#)

7. Destinypedia, **The Desert Perpetual**.

[Open source on destinypedia.com](#)

8. Total Apex Entertainment, **How to Complete Encounter Challenge Feats in The Desert Perpetual**.

[Open source on totalapexentertainment.com](#)

Loot and route references

9. PC Gamer, **The Desert Perpetual loot table**.

[Open source on pcgamer.com](#)

10. SaintScout, **The Desert Perpetual secret chest maps**. Landmark locations used as spatial reference; community symbol-number corrections were not carried into this edition.

[Open source on reddit.com](#)

Conflict resolutions applied

- **Agraios challenge:** The requirement continues through the encounter. All six players must reach each Chronon pickup count before anyone advances to the next count.
- **Koregos challenge:** All six Guardians must deposit once in every mechanic phase, not only the first.
- **Koregos deposits:** The hourglass requires six total Chronons, delivered as three synchronized pairs.
- **Iatros wipe state:** Neomutation can begin after the hourglass drains once the diamond has been destroyed, including during damage.
- **Koregos targets:** Horizontal apertures are used during the main damage phase; vertical apertures are used during final stand.
- **Hidden chests:** Required locations are treated as static based on repeated community verification. Landmark directions are retained without inheriting disputed community symbol numbering or inventing unsupported connections between landmarks.
- **Reward tiers:** Older Tier 2/Tier 3 wording was superseded by Bungie's Update 9.7.0 Standard/Feat reward model.

Accessibility note: All mechanics and spatial relationships are expressed in prose or tables. Colors are paired with names, labels, shapes, or positions. The document uses a real heading hierarchy, repeated table headers, and high-contrast print-safe styling.

Version note: Mechanics and reward systems can change. This guide records the verified Normal-mode state on July 30, 2026.