

WELCOME TO THE DESERT PERPETUAL GUIDE

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IATROS (chicken)

Key things:

Mint, Swords, Acrisus.Song of Flame.

+THREE (3) types of chronos, colored.

-White

-Blue

-Red

+ The ring will glow in different colors.

- The Builder has to go to a specific plate matching the color of the ring.

- White plate is at banner
- Blue middle of the arena, where the boss is at the start.
- Red Down left from white.

+When the hourglass is full (by jumping through the hoop with the colored chronos) a vex diamond will appear at the bottom. Shoot to start the next phase.

+ Assign three shooters, one to each pillar with vex boxes, they will have shoot at the boxes from bottom to top, one per pillar.

+ Everyone will get a buff under their HP bar called "Diastole" with four squares empty that will fill rapidly, when Diastole gets full players will be propelled into the air.

+ Last two players, while step 4-5 is happening will have to find EXTRA minotaurs to kill, grab chronos and dunk them during all time on the hoop. But they will hold one chronos once the Builder is at top and says "damage".

+ If shooters miss/fail too many times, the hourglass will deplete rapidly, it is better to tell everyone to not shoot than waste time.

+ When the hourglass depletes, a debuff will appear under the HP bar called "neomutation" with 12seconds count. If the hourglass doesn't get more chronon, the team will wipe.

Combat Flow

1- Rush mid to kill Minotaurs, they will drop Chronos.

2- Fill the hourglass

3- (Builder player) Tell the shooters to be ready, then shoot the vex diamond below the hoop/hourglass and go to plate and stand on it to grab the buff.

3.1- Diastole starts

Steps 4 and 5 will happen simultaneously

4- Three shooters will shoot their respective towers (from bottom to top) when the FOURTH SQUARE IS FULL/ little early. But first they will jump at three to shoot at four.

If the shot is correct a little white diamond square will appear in the box shot. If not a Red glow will appear.

If all shooters do it correct at the same time, the message "latros loses control of phase space" will appear at the bottom-left.

4.1- If shooters do the mechanic correctly, platforms will appear at the designated plate for the builder to climb.

4.2- Shooters will have to wait for the Builder to call to shoot next set of boxes.

5- Builder climbs the platforms and at the third platform, a white square will be there to interact, builder will grab it and tell shooters to shoot next set of squares (back to step 4).

5.1- When the shooters destroy mid square, first three platforms will disappear and another three will appear above. Builder has to time the jump to climb. Total grabs, 3. Before grabbing the last white box, the builder has to tell everyone that it is damage phase.

DAMAGE STARTS

1- Damage starts at the builder's plate.

2- In the middle of the fight, players will get "neomutation" debuff, one of the Holders (runners) will have to jump through the Hoop. THIS IS MANDATORY or you'll wipe.

3- Ending damage phase, back to step 1.

EPOPTES Hydra

Damage Weapons Thunderlord, TC Titan broken here. Well of Radiance. Mint.

+ 2 Players assigned to inside room (eyes)

+ 2 Players assigned to outside (arena) eyes, but also assigned to partner with inside players.

+ 2 Addclear -> must DELETE Cyclops every time they spawn.

++++++ Three will go left, three will go right.

Starting the encounter

1- Kill everything until Cyclops spawn, killing them will enable the plates (one per side).

1.1- Close to the Cyclops, there will be two platforms that will 'glow' when the cyclops dies. The inside players will have to step on the plate at the same time (one for each side), then go inside their rooms.

+++++Steps for inside players+++++

2- Kill adds, the boss will be in the room, it'll have a shield rotating him with six little eyes and a big one in the middle (3 top, 1 mid big glowing, 3 bottom).

Use 1 to 6 to call them, some players use "top right, top mid, etc" to call them, decide beforehand.

- Right room player will have another 6 "eyes/holes" on a horizontal pillar in the middle of the pit.
- Left room player will have another 6 "eyes/holes" on a horizontal pillar at the ceiling.

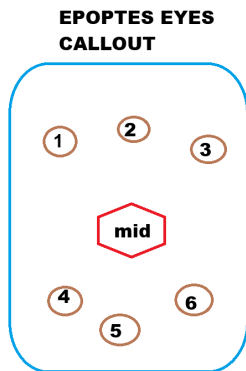
2.1- When the player is being "illuminated" by the big white eye on the boss shield, they will see in the ceiling/pillar one of the eyes glowing, they call the glowing eye to the other player that will shoot the called eye on the boss shield. After four eyes are shot, Outside players enter action.

MANDATORY:

Stay on the light during the whole mechanic, if your buff timer runs out, you die. Cone of light will prevent it from running out and also allow you to see the eyes and shoot the shield eyes.

EXAMPLE.

P1 sees on his pillar the eye number 3 glowing, calls it. P2 sees eye N°4 on the ceiling illuminated, calls it. Then both !!!!together!!!! p1 shoots 4, p2 shoots 3.



++++Steps for OUTSIDE eyes players++++

3- Outside Players (no addclear players) step on platforms to get the buff and go to the light on the boss in the middle. One on each side, you'll see the mid eye white and a cone of light STAY ON LIGHT!!!!.

3.1 - There is a pillar in the middle with 2 sets of three eyes (pyramid shape) one set on each side. Each player will see one side two eyes glowing.

4- They call out THE NON GLOWING EYE (left, top, mid are the callouts) they can see.

4.1- They shoot on the **opposite** side, the side that they can't see glowing eyes. the other TWO eyes.

EXAMPLE.

P3 sees (on the left side of the pillar) **left** NOT GLOWING. Call it.

P4 Sees (right side of pillar) **Top** NOT GLOWING. Calls it.

P3 Shoots on RIGHT SIDE the Left and Right eye. P4 Shoots on LEFT SIDE the Top and right eye.

The following will happen at the same time as outside players are doing mechanics!!!

INSIDE players

5- P1 and P2 will have to LISTEN to outside callouts. After destroying the first four eyes, on top of the boss (INSIDE) three little eyes will appear. They are damn small, do not use splash damage weapons.

BE CAREFUL, THIS EYES HAVE FRONT AND BACK!!!!

6- They will shoot the eye called by their partner. On this scenario, P1 shoots Left, P2 shoots TOP

EXAMPLE. P3 called LEFT not glowing so, P1 his side partner will shoot LEFT eye on top of the boss. P4 called TOP not glowing so P2 will shoot TOP eye above the boss.

7- Inside players will lose the buff and will have to go back outside to get it again at the platform, go back inside and finish the rest of the eyes.

7.1- After all six little eyes are destroyed, inside players run outside, calling damage.

8- Everyone gathers at the mid boss (dps area) and P1-P2 will have to shoot the light eyes, one each, on the boss shield.

DAMAGE STARTS

Before the damage phase starts the boss will regain TWO shields and will choose TWO RANDOM PLAYERS (see bottom left, 'epoptes pulls NAME through time'). Also they get 'Constant Temporality' at the bottom of their HP Bar.

9- These two players will see ONE of the two eyes glowing and the cone of light, they have to go there, be illuminated and keep moving with it rotating, and when the six little eyes appear, they will destroy them THEN the middle one. Go back with the group and damage the boss. **DO NOT USE SPLASH DAMAGE WEAPONS/PERKS!!!!**

9.1- Rest of the team can do damage whole time.

10- Two other will be selected again... three rounds total.

Back to step 1.

AGRAIOS (Hobgoblin)

- Choose three players to be the "plate" guys.
- The other three players will be the "dunkers/runners".
 - There are 5 Portals in the middle of the area (ring-like) turned off.
 - Around the outside area (three on left, two on right) will be Interactable 'totems' and portals.

Starting the combat

Once combat starts the Boss teleports to three floating plates, above the 'totems'. Four players splits to each spawn area and kill everything, the fifth will go to where a Hydra spawns after killing the first wave of Goblins.

****Killing the Hydra, spawns 5 minotaurs.****

****Killing the 5 minotaurs, spawns Hydra.****

Killing a minotaur will spawn a ****Chronos**** buff the players can, and must, pick up.

- Each player with a buff goes through one portal each to 'charge it' and split again under the three platforms that have a boss.

Once all 5 portals are lit up, Wyverns will spawn under the plates that have a boss. Those wyvers must die instantly.

Killing the second Hydra will spawn a second wave of Minotaurs, the three persons that will be "dunkers/runners" will get another ****Chronos**** buff and hold it, don't kill the two remaining minos if not needed.

The three plate guys will NOT grab Chronos nor kill minotaurs.

- After some time, the boss will start a insta-kill laser beam called "Variable Elimination" under players health bar. They have to hide to lose the sight and reset the timer

In the inner circle of the portals there are three orange plates.

(From rally banner)

Left -> Cyclical

Right -> Constant

Top -> Absolute.

- Plate players step on plate and grab the buffs (this can be done at any time, best time is when boss says "Agraious grows impatient", bottom left).
 - Plate players will get a Temporal buff 'Absolute', 'Cyclical', 'Constant'. One per plate.
 - They have to look at each boss (air platforms) name and see which have the same name as their buff.

Two things will have to happen at the same time.

1- The player that the Temporal Buff matches the boss name that is doing the beam, will go under the Laser Beam boss and align with the totem, and waits.

Will get a new buff called Alignment Charge with five empty squares.

2- The other two plate players will have to look at the portals. Three will blink on red and two will be blue. Each player will see different two blues making it 4 portals blue. This can be told by the outer lines of the Portal Rings and the ramps.

- They have to tell the three other players which portals are blue and they have to charge all four again, crossing them with a Chronos buff.

IMPORTANT:

Plate players **CANNOT** go through portals to charge them up once they got the buff from the plate. They will die if they do.

When all the portals are charged up again, the sixth player that dunked under the boss will start to cross all the five portals to charge his "Alignment Charge". Once this player has crossed all the portals their grenade will change to a different one (a detained bubble).

At the same time as the Align player is running through the fourth portal, one player will "bait" the laser beam and count.

- The sixth will go to that player and pop the grenade/bubble at 3-4 seconds left.

Both players will be pulled inside the bubble, the boss will shoot but the laser will be deflected to that boss. If done right, after the area has been cleared (kill hydra), the boss will spawn in the middle.

Damage Phase

Once the boss teleports, damage starts. All players will get the buff "Alignment Charge" but one player will be assigned previously to be the next runner/extender.

The Extender player, after 4-5 seconds of damage phase, will see the portals active again, has to go through all of them to charge the bubble grenade, rest will stay in the open shooting the boss all the time. At some point the boss teleports, keep shooting it, it's the beam boss.

One player counts the death beam timer and the extender runner will use the bubble at 3-4 seconds remaining, and the boss will teleport in the middle again.

- Extender runner will repeat this a second time. (three damage teleports in total).

Once the third iteration ends, players will get back to positions and start again the loop.

Tip:

If the player running through portals is slow, the boss will not go to the middle again and they will lose one damage phase.

Koregos Final boss

Banner on tower.

- Digitalization is the wipe timer

+++ Buffs from Banner prespective. +++

- CONSTANT Left (three players)
- ABSOLUTE Mid (front) (one player)
- CYCLICAL Right (two players)

+++ Everyone must stand on the plates, at the same time to get the buff +++

Constant Jobs

- TWO Constant players will have to shoot the four little Antenas at the boss, two at top, two more at bottom. Sniper required. Every time they stun the boss, their Temporality extends doesn't matter if one of them doesn't shoot any antenna, all Temporalities will extend This also makes Temporal Pools spawn.

- When all four are broken, four small pillars will get a white ring at the top, Temporal Pools.

- ONE Constant player will be the "mines-color reader", when this player gets "TEMPORAL OCULUS" by standing on the Temporal Pools, will see the floating mines colored

Absolute Job

- Absolute player, with "Temporal Oculus" will see the color of the HOOP. Also can destroy bombs.

- Destroying bomb extends Temporality.

Cyclical Job

- Cyclical person, with "Temporal Oculus" will be able to tell if a bomb is real or fake. If real, it glows white, if not stays golden. They have to grab chronos dropped by the bomb destroyed by Absolute Player.

They have to pass through the hoop at the same time!

- Grabbing chronos extends their Temporality

IMPORTANT:

All four players (1 Constant, 1 Absolute, 2 Cyclical) can and should jump into the Temporal Pools together at the same one at the same time, to save pools in necessary cases.

Temporal Oculus lasts for 15 seconds BE QUICK!

Once the hourglass is full, diamond vex spawn under it. Shooting starts damage phase.

WAIT TO SHOOT THE VEX DIAMOND AFTER THE BOSS TELEPORTS or you'll be fkd.

PRO-TIP:

You actually don't need to have the Temporal oculus to shoot the mines, or grab the chronon or jump through the hoop.

The Temporal buff only makes Constant see the color of the mines, Absolute see the color of the Ring and Cyclical see which mines are correct.

12 mines spawn through the area, 3 per color, 2 true 1 fake per color. So once the fake one is spotted, the other two are correct by exclusion. So if Constant runs out of Temporal but knows WHICH one was the correct mine, Absolute can shoot it and cyclical grab the chronon, even without Temporal. Sounds complicated, but it's easy to do.

Second mechanic

After climbing three players will have to run around together from one vex "tower" to another. This towers have three vex crystals making a triangle around it.

- Cyclical will see two white squares
- Constant will see two white squares

----- One of them OVERLAPS

- Absolute can see all three and interact. Has to grab the OVERLAPING one.

BEST STRAT:

Cyclical player stands BETWEEN the two he/she sees.

Constant player stands BETWEEN the two he/she sees.

Then they immediately will know which is the one that BOTH see.

After doing this 4 times Damage starts.

DAMAGE

Two beams will rotate through the area, move in and out. Use two arc resist and u'll survive with well without moving.

EXTEND DAMAGE PHASE mechanic

- A hoop will appear, one person assigned, will look at the ring to see the color, move around finding the correct chronon and jump through it to extend damage.

Final Phase

- go Wild, asap it blows, MOVE AWAY FROM THE BOSS.

Encounter Flow

- 1- Start clearing adds to activate the plates.
- 2- Groups step on plates.
- 3- Stun the boss
- 4- Get Temporal Oculus, each team assigned.
- 5- Read Hoop color, read mines color, destroy mines, grab chronos and jump the hoop to fill the glass. Re-stun the boss to refresh Temporal Pools
- 6- Once hourglass is full, destroy vex Diamond under.
- 7- Climb to boss area
- 8- One cyclical, one Constant, one absolute move around doing the three vex crystals mechanic. Rest kill adds
- 9- Damage boss. One person assigned to run around finding correct chronos and jump through the hoop to extend the damage phase.