

Finally cleared Clover at **64,954 TS** (only Starweave was T18, Aeneas/Makridi were T19). It was an absolute headache, since most of the guides utilized a maxed main tank like Teithyus; since I've always been a main tank (not bait), **I've never bothered to make a maintank familiar.** If this is your situation, this might be the guide for you, unless you're T20+.

Familiars used:

+5 Glarzdos: DR pumps, "Damage Closest when Hit" brain, "DR based on HP" chip, "First Hit Deals Reduced Damage" lining

+0 Kimusaba: Random pumps, "Redirect" lining, "Spread Heal/Shield when Hit" brain, really just used for its HP pool and the possibility that its 35% Barrier + a lucky Redirect would suck up a boss hit or two. You may get away with another maintank here (Gello, Hef, Rolace/Ula, etc)



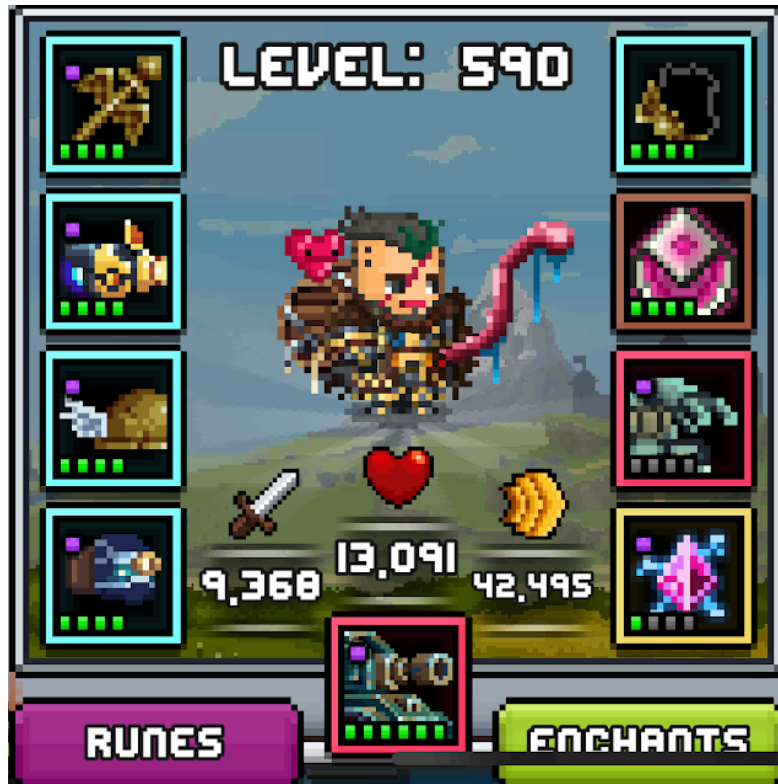
Stat Spread and Builds:

- **For Trash:** 9368/13091/42495 with a Defensive Pet, Non-Aeneas Neck to stack Enrage (3/4 Aeneas + 3/4 Makridi). Keep a Glarz in the front and the back for cleaner, faster clears (due to the Off brain), when you're not in front slot racking up Enrage. I tried re-spec'ing to HP to get a larger Enrage stack, but had minimal success and ended up not bothering reforging out of the speed build.
- **For Gorobot:** 25858/13091/26005 (reforge 2 Speed pieces to Attack) with Def Pet (Could use Off pet if you take the time to constantly hot-swap your rear familiar when Goro smacks it), 3/4 Aeneas (I liked running 3/4 so that I could potentially take a Drillo/Tromb fight with full Enrage immediately after defeating Goro). You absolutely need more than 15k-20k Attack unless you want to truly test how infinite a fight can be.

- **For Trombolini and Pomp Drillo:** 9368/13091/42495 with Off Pet, 4/4 Aeneas + 3/4 Makridi

**Could do 3/4 Makridi (OH/Body/Ring) and 3/4 Aeneas (MH/Head/Neck) if you don't have Starweave and don't see a big difference with the 4/4 Aeneas buff. I tried mixing Aeneas with Road Warrior and didn't see much of a benefit.*

***I used both Dwadin (def) and Prisby (off) in both "When you Hit" and "Per Turn" configs; no definitive answer which worked better for me. A random DPS acc would probably work better than a +0 Shokan, but I scrapped all of my cool Epic/Leg PVP DPS accs >_>*



The Silly Little RNG Methodology:

Preferred fight order: Gorobot -> Trombolini -> Pomp Drillo

Why? Goro's light work. He can be fought after Trombolini too, but I wouldn't wait to fight him after Drillo, as your team will be quite bloody. Drillo is a constant bait killer, but at least he's predictable. Trombolini is the real wildcard, and you need a clean (or minimal-revive) kill to properly fight Drillo with revives saved up.

For Gorobot: Your backline will get hit repeatedly. This fight takes a while; it can be sped up with an Offensive pet (I used Prisby on some attempts) but then you will lose out on Def pet heals on your backline, which reduce the need to rotate Glarz around. Rotate your Glarzdos in and out of the back slot as needed. Remember to put your hero in one of the front 3 slots, as Goro can hit the front 3, stacking your Enrage for repeated Enrage hits. Put your lowest familiar

in slot 4, where Goro can't reach them, to heal them up. This fight is about patience; you absolutely cannot take a casualty. Resist the urge to Auto, no matter how mind-numbing the fight is.

For Trombolini: The real menace of this dungeon, for this lame team composition. This strategy works best if Trombo is in the front (so your Glarz's brain can hit him) but my final clear had him in slot 2, which you still hit with your "Damage front 2 and cleanse" 2SP. Sometimes, your entire team will get nuked on turn one, even with max speed; these runs are blatant Lucky/Unlucky rolls. I placed Kimusaba in front to soak a few hits from the trash (and hopefully a redirected hit from Trombo). You need to Cleanse every single turn or Tromb will nuke your team. In my final successful clear, I had to revive one Glarz, which didn't end up being a dealbreaker for the Drillo fight. Your Kimu and Glarz probably won't even get a turn before you kill Tromb, so don't stress their SP going into the fight; just verify they have max shields.

For Drillo: The combust isn't the scary part, the "lol-one-hit-your-bait" every single turn is. You need to go into this fight ready to pot your baits; expect to lose one bait each turn Drillo gets, if you're lucky. I used one Super Pot on one Glarz that ate a hit but did not die for extra overshield. Again, like Tromb, it's preferable to have Drillo in Slot 1, but you can clear in Slot 2. I initiated with the 0SP Damage Strongest and then ran a combo of Damage Front/Rear and Damage Front 2 + Cleanse for kills. Kimu sucked up one hit total. At the end of the fight, I lost two Glarz permanently and had one Glarz to revive, with me and Kimu surviving.

*** Side Note: Explore the dungeon! I nearly lost on my final clear: After killing Drillo and losing two Glarz, I had to clear more trash fights with one bruised Glarz, me, and Kimu. Sometimes the DPS trash hits hard. Consider clearing every single fight before you take on Drillo after Goro/Tromb successes, if you're certain you can come out with max SP and full shields.*

