

T18 DPS Clover Guide

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50,632 total TS

Summary

I am going to try to explain/go into detail with everything I know, or learned while trying to beat this D4.

This will be broken up into a few different parts:

- General D4 info
 - Fams
 - Builds
 - Each Boss and the strategy on them
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D4 Information

Obviously this dungeon has Unlucky as it's main 'gimmick'. This basically works opposite of how clover works. How I understood it was: Each successful roll, it triggered unlucky and rerolled again.

- For example, if you trigger your pet, dual strike, etc. the game will roll that again and see if it does actually proc

To reiterate, this is how I understood it, it may not be entirely correct!

Something I didn't see in a lot of guides is the mention of augments in this dungeon. So this is the first D4 where the enemies all have augments attached to them. So if you are dieing to trash mobs and you don't understand, this could be a contributing factor! I would highly

recommend following the link below and reading this. Especially the 3 bosses, to better understand how to counter them!

Credit to: Punchready

<https://tinyurl.com/BH-Augment-Info>

Fams

There are a ton of guides using a variety of fams, for this d4. I don't have any crazy information that others won't tell you. It basically breaks down into needing a very good tank and 2 good baits. I tried so many fam combinations. Different tanks, baits, supports, even DPS fams.

Overall, it's about trying to find consistency. Do 5-10 runs with a setup and see if it consistently works and if it doesn't, try to understand why it isn't. What I mean by this: Who is dying to fast? Is it you, baits or your tank? Sometimes your missing piece could be so small that a small correction can make a huge difference!

For my Setup, I settled on Itrolf, Glarz, Glarz, Itrolf. This helped me more consistently beat all trash mobs and most bosses. My goal here was to not use any myth fams, since some are so tough to make, for most players.

I tried ola as a bait and he worked fine, but seemed to die faster than glarz did!

With Support, I found it to be a wasted slot for me. I tried blinka many times and just seemed to be missing something more. Considering I was able to sustain with my pet and my fams augs, I didn't see a need for a support.

Tanks were something I tried a lot of. Itrolf is so good for many reasons! Easy max block, leaves open 2 more pumps for added help! Shock skills help with your aeneas, which I definitely used to my benefit, specifically his 4sp nuke skill.

Some of the others I tried were: Gello, Googie Moggienz and Bleeximum. Gello with deflect can work well, but he died too quickly and in an unlucky dungeon, deflect cheese isn't as great! Googie and Bleem are both barrier tanks and they do pretty good! I liked Googie because he has some freeze skills, which could help! But ultimately Itrolf with 2 barrier pumps works way more consistently, than these 2 ever did!

Fam Set Up I Used



I used Redirect bone, which made a huge difference. Him taking hits procs his brain (obviously). But with his max block and barrier augs, he can take a lot of hits! SP Regen mainly to help keep my SP up for bosses. Could definitely use a D.R chip to help sustain more



Nothing abnormal here, except the brain. I was using an Atk Random when hit brain. But that didn't ever hit what I wanted it to. Plus with itrolf & his redirect bone, glarz didn't get hit as much. You can also use a heal/shield brain on him too, but the atk brains can help get some damage out, especially vs Drillo or Tromb.

Build

Basic Aeneas build! Basic ideas here; Use a build without 4/4 aeneas when facing trash mobs. This builds enrage. Then I switch to my full Aeneas speed build for 2 of the 3 bosses. Defensive pet seems to be the best route to! I had Zarli and Crucru, but I found the spread heals work better than the shields!

It is essential to have a speed mount for this! I'll explain more on the boss Breakdown, but spirit, or anything with mostly speed is needed. Many use an epic mount with max speed! It's cheaper and easier to make!



I elected to use esc as my body, to build enrage. Just because it helped to kill some of the mobs faster. Can easily swap with anything. T18 gear is preferred, for the TS. It is essential to have a speed mount for this! I'll explain more on the boss



Evo is very important (imo). The added speed and emp can be huge! I'd highly recommend this, even if it's not t18

Boss Breakdown & Strategy

Gorobot: Atk: 21.6%, HP: 51.1%, SPD: 7.3%

Bonuses: Lucky, 15% Water Damage, 25% Water Resistance

Pumps: Damage Reduction x3 (18% Damage Reduction)

Bone: While below 25% health, heals received from skills are 50% more effective

Chip: While below 30% health, gain 12% Damage Reduction

Brain: 30% Chance to spread heal and spread heal for 23% when you get hit

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By far the easiest boss! I found that my enrage build could take out Goro. But it is recommended you have more atk for this fight. This is a build that i would use:



Now the myth OH I use in the other builds is helpful for this fight! It helps to shut down some healing on him. But I didn't find that too difficult, just tedious to fight against.

Main strategy is to make sure you are in the 4th slot. I used Itrolf, glarz,glarz, me, Itrolf. His attacks can target the first 3 or the farthest of your team. Therefore, a lot 4 shouldn't get attacked!

It is important to not lose any fams during this fight, as you'll need the revives for the other 2 bosses!

I basically kept giving SP to both Itrolfs. Then I'd use the 0sp or 1sp atk to build shock. Then when Itrolf gets his turn, use his 4sp to nuke them. If you get lucky, this can take out big chunks of Goro's HP!

Tromb: Atk: 12.5%, HP: 9.4%, SPD: 58.1%

Bonuses: Lucky, 10% Electric Damage, 20% Electric Resistance

Pumps: Speed x1, Empower x1, Dual Strike x1 (6% Each)

Bone: Your first attack on an opponent deals 12% increased damage

Chip: Skills that cost SP deal 8% increased dmg

Brain: 30% Chance to attack enemy team for 36% when you hit an enemy

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Tromb is the worst of the 3 bosses (or so he was for me at least!). The mix of his skills, speed and his brain can ruin your team in an instant. With the speed I had, I could get a turn in before him, which helps try and set up a bit.

Ideally, go in with max enrage build. Switch to your speed build before the fight. So when it starts, your 4/4 will proc, hopefully doing a lot of damage, or taking out someone. It is best to have tromb in the back, so he takes these hits. Most of the time (for me) he was front, or 2nd, which usually sucks. You need to try and keep your hp up, because he hits hard and quick! I went in with max sp on myself and all fams! Used glarz to heal/shield. If Itrolf gets a turn, use the 4sp skill on tromb specifically. Sometimes this will kill him!

You need to keep an eye on your team and trombs attacks. It can help to have battle text on and slow down your speed. If you see shock +2, or even +1. You need to use your 2sp skill to cleanse your team. This will get rid of the stacks of shock, helping your team survive more.

Sometimes it takes tons of runs to get the right RNG and rolls to beat tromb in general! He was my roadblock for sure!

Drillo: Atk: 37.7%, HP: 12.4%, SPD: 29.9%

Bonuses: Lucky, 15% Fire Damage, 20% Fire Resistance

Pumps: Empower x3 (18%)

Bone: Your first attack on an opponent deals 12% increased dmg

Chip: Damage increased by 12% to enemies below 30% health

Brain: 30% Chance to attack weakest enemy for 54% when you hit an enemy

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Drillo is definitely easier than Tromb is! His lower speed means you can get a few turns in before him. Same basic idea as the Tromb fight. The main difference is Drillo can combust. Like Tromb, you need to be careful of this and cleanse (2sp) as needed, to help prevent this.

In this fight, your baits are very important. 3 of his 4 attacks and his brain will attack weakest. This is where glarz can shine! Just keep his HP up, shield if possible and hope you can kill Drillo before combust is an issue!