

Guide to Mainhand Escarium Clear (DPS)

By Ember

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Gear used:

- T19 Thundercracker (T19 Nordic Dream)
- T17 Clover (Required)
- T19 Aeneas body/T18 Pompadour body (Any 2 max t19 bodies work)
- Any T19 Neck (Equip when entering for max ts on familiars)
- Yuh Meta rune (increased empower on first hit)

Pet used: Attack strongest epic (Any attack strongest or closest will work)

Accessory used: Divine Ward +2 (any accessory focused in multihits works)

2 Stat distributions are needed in order to clear as a Thundercracker DPS. One high attack power for Thebes and one low attack power for high turn rate.

- High turn rate: 4.5k / 10.5k / 45.5k (60k ts)

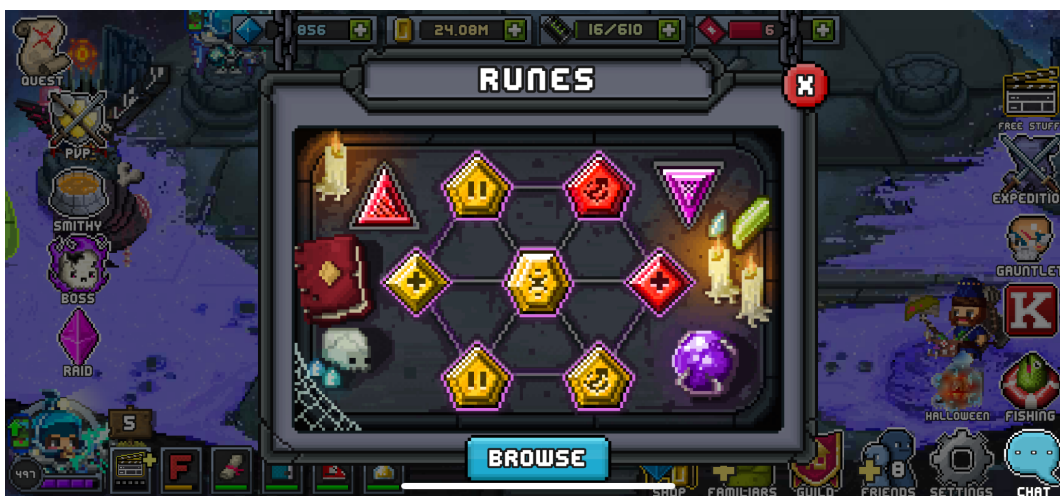


- Thebes: 10.2k / 10k / 37.9k (58k ts)



Important Stats: Multihits (dual strike, quad strike), Empower, Crit

- I had 31% dual strike, 9.2% empower, and 5.5% quad strike



Familiars used: Ulairius Ulairius Oladus you Ulairius



Augments highlighted in red are absolutely necessary to put on in order to succeed

(+5) *Ulairius augments*: **Redirect bone**, Shield team when get hit brain, Gain dr while all teammates are alive chip, **3 deflect pumps**

(+3) *Oladus augments*: **First attack has increased chance to evade bone**, Spread heal when get hit brain, Gain dr while all teammates are alive chip, **3 evade pumps**

- Any bait will work, you just need to have one to draw attacks away from you.
 - Any deflect tank will work (Gello, Fati, etc.).
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Basics:

- Oladus acted as a buffer bait for Thanates' 1 sp attack target and Aeololo's (Blue guy) 0 sp attack target. Lerky can also work as bait while contributing to shock stacking.
- If you have Chet Meta rune (sap defeated enemies), use it. This will help alleviate potential sp problems before boss encounters
- Ideal boss order should have Blue guy (Aeololo) as the last boss since his attack brain when you get hit will take years off your familiars. Thebes and Thanates are interchangeable; my winning run had Thanates first and Thebes second
- Use an offensive pet

Dungeon Basics:

- Go into the dungeon with the high turn rate build and the t19 neck equipped. This will boost your familiar stats to the max t19 stats. Equip clover after entering.
- Your goal of the first encounter is to build up 4 sp as quick as possible while clearing the encounter with minimal damage done to Ulairius. Use the 0 sp shock furthest and 1 sp shock target to clear the encounter.
- Coming out of the first encounter, every future encounter should start by using the 4 sp shock closest 3. The general idea here is that 3 shock sources are used: skill shock, Thundercracker 4/4 shock, and clover increased multihit bonuses. If everything activates, encounters should be wiped after the first encounter with the Chet rune and Thundercracker 3/4 gaining back the 4 sp. Sp shrines also help considerably.

Thebes: Switch to high attack stat distribution prior to entering encounter. Your goal is to kill Thebes within your 1st or 2nd turn, otherwise you will become heal locked and get wiped. Use the 4 sp skill on the 1st turn and if the 2nd turn is needed, use the 1 sp target skill on Thebes (if 4 sp is not available again).

Thanates: Keep high turn rate stat distribution prior to entering encounter. You will get 1 turn before Thanates attacks using my distribution. Use the 4 sp skill to clear the encounter in the first turn. If Thanates or trash is still standing, use 1 sp target skill.



Blue Guy (Aeololo): Keep high turn rate stat distribution prior to entering encounter. Using the **ideal boss order**, Aeololo should be last because of his attack when you get hit brain and potential to wipe ulairius. Use the 4 sp skill to clear the encounter in the first turn. If you do not wipe in the 1st turn, pray to RNGesus for a deflect or for your bait to take the hit. If you survive after Blue Guy's initial hits, use the 1 sp target skill on him to finish the encounter.



Final Thoughts:

My winning run had Ulairius deflect on Thanates and Aeololo. If you cannot reliably activate a multihit bonus, Thebes will be your biggest problem as he is the only one that cannot die to a deflect and you will get heal locked eventually. Lastly, remember that this dungeon is only 1 tier behind the latest tier (at the time of making this guide), so it will require some RNG on deflect, boss order, trash fam selection, and shock procs to work in your favor. *Clover is an absolute requirement because of this!*

Good luck!

