

TRICKSY TURTLE LAIR GUIDE



(image from [https://domo.fandom.com/wiki/Tricksy Turtle \(Lair\)](https://domo.fandom.com/wiki/Tricksy_Turtle_(Lair)))

Going team or solo, you will still meet jello!
You need earth to beat water! That's all you need to remember!

WHAT?

This is a guide to lair of Tricky Turtle. The name itself said so. What do you expect?

WHY?

You might want or need to do it for the valuable things inside the chest.

Sometimes people do it to have fun and compete with their friends.

Or just killing time here seeing jelly, turtle and zombies.

Even avoiding lag on Eversun City.

WHEN?

Anytime you're ready.

But remember that the raid has real 16 hours cooldown time.

WHO?

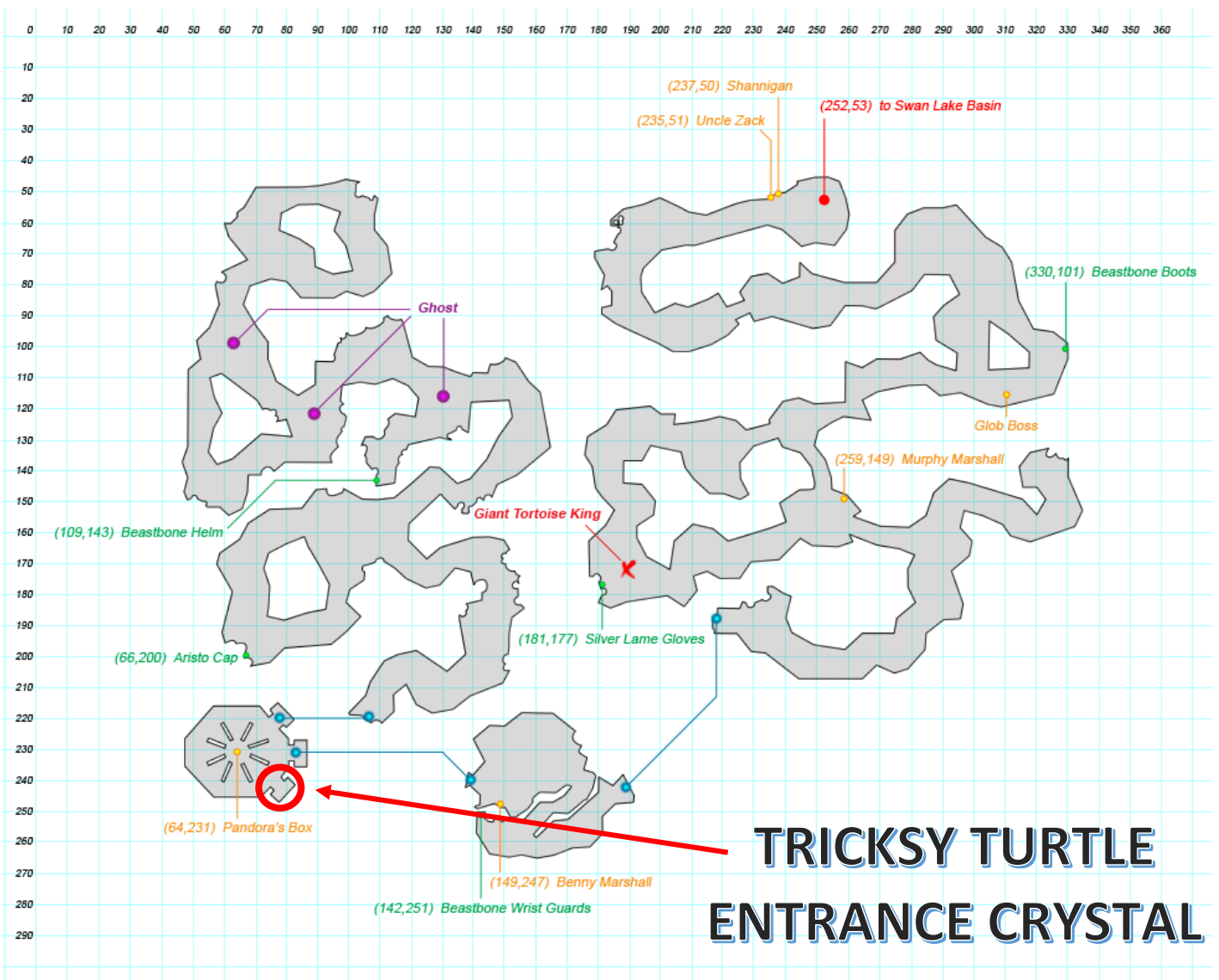
A team with at least one support role.

Please level yourself to at least 65 and use good equipment to survive in this lair.

You also can do this lair solo if you think your equipment is near or already an end-game-equipment.



WHERE?



Neptune's Temple Map.

There are 3 ways to get here:

1. Walking through the map of Neptune's Temple, the entrance crystal is pointed as in picture above.
2. Using Go-Anywhere item or talk to World Teleport NPC in VIP map, find in the third page: "Tricksy Tortoise Lair Entrance".
3. If your guild is level 22 or more, go inside the Guild Cottage, find the Ferryman NPC and choose "World of Pandora's Box" on the 2nd page. When you get there, enter the portal nearby, and when you're done with loading page, you are in front of the entrance crystal.

THE TRICKSY TURTLE LAIR

There are two entrance crystal before entering the Tricksy Turtle Lair.



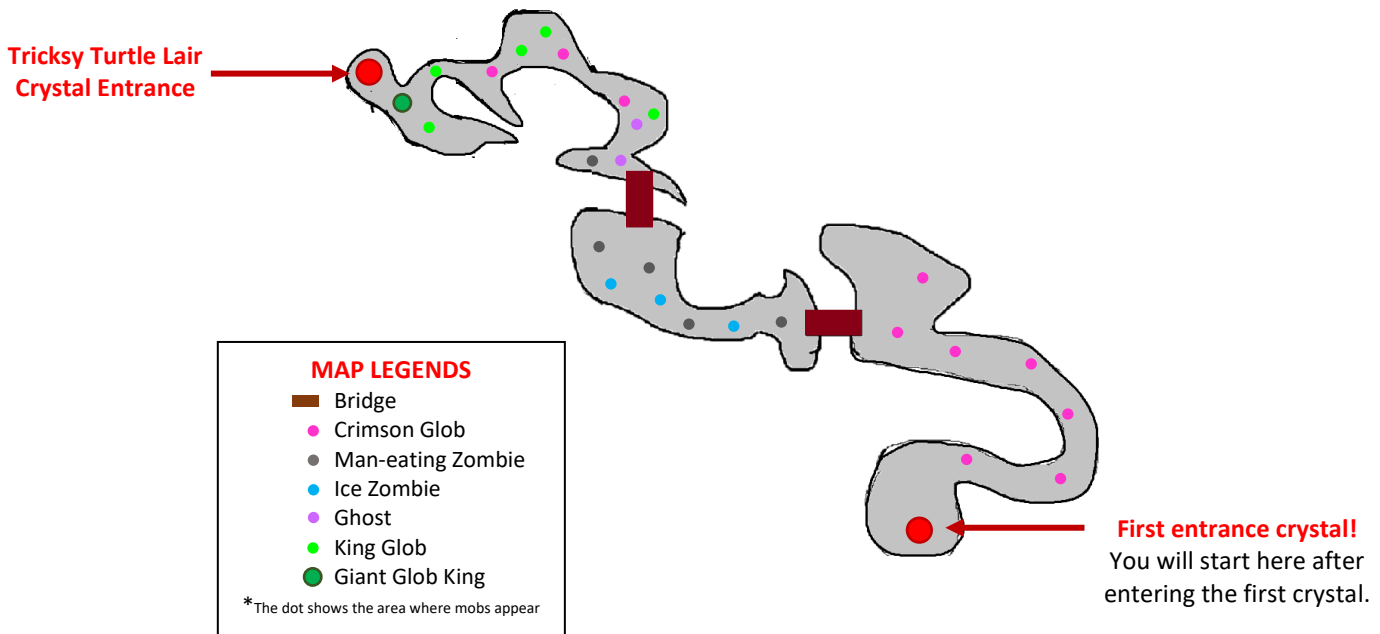
The first entrance crystal.

Entering the first crystal will get you to a lair entrance map with mobs listed here:

Appearance	Name	Job	Level	Element	HP
	Crimson Glob	Thief	65	Water	161319
	Man-Eating Zombie	Dancer	66	Metal	136884
	Ice Zombie	Shaman	67	Water	163781
	Ghost	Shaman	68	Metal	170115
	King Glob	Dancer	69	Earth	144288
	Small Glob King	Dancer	70	Earth	15656
	Giant Glob King	Dancer	70	Earth	300592

Yes, the King Glob, Small Glob King, and Giant Glob King looks the same, just different size.

LAIR ENTRANCE MAP



Objective: Reach the Trickisy Turtle Lair entrance crystal.

You need to reach the Trickisy Turtle Lair entrance crystal by going through the lair entrance map. There's only one way in and out.

NOTES:

1. You need to prepare your equipment well.
2. Make one support (or mdps) in the team cast Secrets of Earth Spirit (Wizard skill). It will add earth defense for better survival since most of the mobs comes in water element.
3. You cannot enter the Trickisy Turtle Lair entrance crystal if there are mobs around the crystal. You can ask someone in your team to tank and drop the mob far away from the crystal, or kill the mobs around the crystal.
4. The King Glob can cast **Super Glue** that will decrease your movement. You can use Breeze Pill to counter this skill.
5. Killing a King Glob will give you extra of 0-3 Crimson Glob.
6. Killing a Giant Glob King will give you extra of 40-50 Small Glob King.
7. The raid time count starts whenever you open the instance.



The Tricky Turtle Lair entrance crystal.

You will see 2 choices and one Cancel option when you click this crystal:

1. Guild Instance Tricky Turtle Fight.

You only can open this option when you are inside guild. You and your team members need to be in the same guild to enter this one.

2. Team Instance Tricky Turtle Fight.

You need to set a password code consist of 8 digits numbers and everyone who join needs to enter the same password code.

3. Cancel.

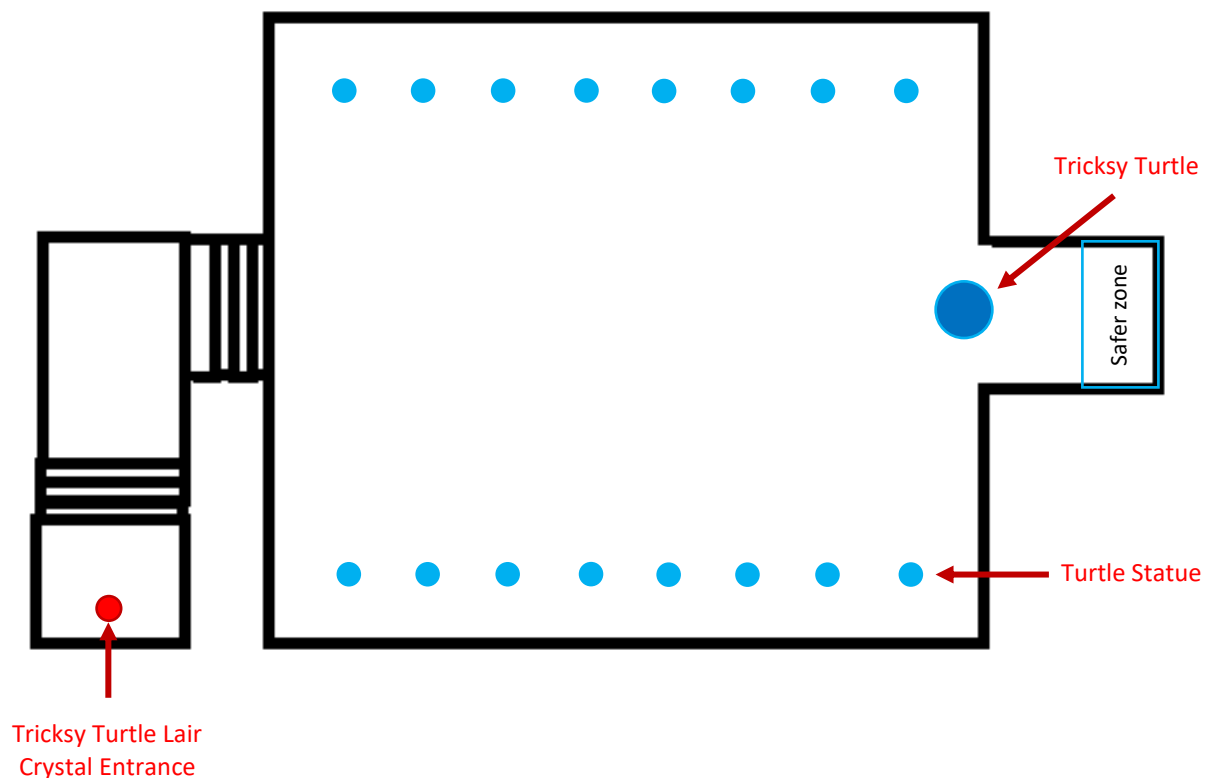
Just cancel, abort going inside if you don't want to.



INSIDE THE TRICKSY TURTLE LAIR







Objective: Kill the Tricky Turtle

The instance set a limit of 3 hours for you to finish the raid. You can just start the raid immediately to make a good raid time or you can just chill inside after open the raid. Making coffee or instant noodles for the first two hours is fine to do.



Inside the Tricky Turtle Lair.

There are 16 Turtle Statues, 8 on each left and right side. These turtle statues will spawn mobs, depends on how many percentages of Tricky Turtle HP left.































	Appearance	Name	Job	Level	Element	Total HP
Has been there from the start		Tricky Turtle	Boss	75	Water	8014955
Spawn at 80% HP		Man-Eating Zombie	Dancer	66	Metal	136884
Spawn at 80% HP		Giant Turtle	Mercenary	68	Water	179069
Spawn at 60% HP		Ice Zombie	Shaman	67	Water	163781
Spawn at 50% HP		Chimera Turtle	Fencer	69	Water	171342
Spawn at 30% HP		Giant Turtle King	Mercenary	70	Water	187870

NOTES:

1. **BUG:** Sometimes the Turtle Statue's mob are stuck on the statue.
2. The Man-Eating Zombie can cast **Stench of Death** that will cancel your attack buffs (Concentration fury, All-Out Assault). Support needs to take aggro on this Zombie, so those Zombies don't hit the dps.
3. No need to kill the mobs spawned, just focus killing the Tricky Turtle.
4. If your team member is strong enough, you can just kill the Tricky Turtle on its spot for better raid time.
5. If your team member is not strong enough, you can drag the Tricky Turtle to the safer zone behind it to reduce the mobs
6. Having extra earth damage is preferable to kill faster (from onyx, vanity, or pills).

THE REWARDS

A treasure box will appear after the Tricky Turtle died. It will have 10 slots of items with chance of item appear listed below.

	Chance of items per slot	Amount
SLOT 1	 <p>Bag with Tricky Turtle print</p>	400-500 prints received when double click
SLOT 2	  <p>1-Carat Blue Diamond 1-Carat Green Diamond</p>	5 pieces
SLOT 3	 <p>Raid Token</p>	10-12 pieces
SLOT 4	  <p>Eversun Elder Print Darkdale Elder Print</p>       <p>Agate (A) Amethyst (A) Citrine (A) Obsidian (A) Tigerseye (A) Turquoise (A)</p> <p>BUG! The chest now give Obsidian (E)</p>	15 pieces
SLOT 5	  <p>LV60 Attack Tool Scroll (Magic) LV60 Attack Tool Scroll (Power)</p>      <p>LV60 Attack Tool Scroll (Earth) LV60 Attack Tool Scroll (Fire) LV60 Attack Tool Scroll (Metal) LV60 Attack Tool Scroll (Water) LV60 Attack Tool Scroll (Wood)</p>	1 piece
SLOT 6	      <p>Refresh Stone Normal Lock Stone Rare Lock Stone Costume Refresh Stone Costume Normal Lock Stone Costume Rare Lock Stone</p>      <p>Starlight Helmet Recipe Joan's Helm Recipe Hot Hat Recipe Crown of Earth Recipe Crackling Kerchief Recipe</p>	1 piece

SLOT 7	 Steel Ore  Alloy Ore  Diamond Ore  Mod Insurance Voucher  Upgrade Insurance Voucher	10-20 pieces
SLOT 8	 Onyx of Harmony (Slot 1 or 2, 50-60)  Onyx of Equality (Slot 1 or 2, 50-60)	1 piece
SLOT 9	 Guild Reputation Scroll	15 pieces
SLOT 10	 Bag with Tricky Turtle Crystal	120-150 crystals received when double click

NOTES:

1. Item listed here are non-tradable:

- a. Raid Token
- b. Refresh Stone
- c. Normal Lock Stone
- d. Rare Lock Stone
- e. Costume Refresh Stone
- f. Costume Normal Lock Stone
- g. Costume Rare Lock Stone
- h. Mod Insurance Voucher
- i. Upgrade Insurance Voucher

2. The 10th slots can be taken after the first 9 slots cleared.



CREDITS

Neptune's Temple images: https://domo.fandom.com/wiki/Neptune's_Temple

Monster images: https://domo.fandom.com/wiki/Domo_Wiki

Item images: https://domo.fandom.com/wiki/Domo_Wiki

In game images: Captured from DOMO screen

Lair map images: Paint apps



**HAPPY
RAIDING!**