Monster Sanctuary Ancient primer

This is a primer for the Ancient tribal sample team in the PvP file, detailing the team's setup, strategies, and how to play it, as well as serving as a basis for anyone who wants to build their own Ancient team.

Team Strategy

Ancient tribal is a midrange team, it has access to both fast aggressive attackers and excellent scaling into the late game. It can adapt well to the enemy it's facing.

Unlike many teams that have one dedicated lead, this team can vary its lead monsters to match the opponent. Common leads include:

AmberIgna/Vertraag/Mega Rock: Builds up damage quickly with Charge, Aging, and Channeling Balance and is very difficult to stop for slower stall teams, who often can't kill Vertraag before it can build up a lethal Gravity.

Terradrile/Vertraag/Crystal Snail: With immediate Age stacking, Barrier buffs with Improved Barrier, and good shielding, this setup does very well against aggressive teams.

AmberIgna/Krakaturtle/Terradrile: An excellent counter to debuff-focused teams, able to heal itself, cleanse debuffs, prevent their application, and power up Terradrile to take things out with Volatile Shield.

Monsters

This team runs two Damage Dealers, two supports, and two monsters that can fill both roles, which helps it adapt to the situation.

AmberIgna



Equipment: Restoring Wand/Hide/Crown/Hood/3x Banana
AmberIgna is the team's primary healer and support, attacking with Sap Splatter to build combo, heal the team, and spread Buffs and Charge stacks. It provides crucial support to the team, with Charge support for Vertraag and Terradrile and Channel support for Mega Rock. Its signature Ancient Nectar can further heal the team while providing free Age stacks.

Vertraag



Equipment: Restoring Wand/Hide/Crown/Ancestral Medal/3x Banana
While Vertraag is typically used as a support, and fills that role here too, this team can power Vertraag's gravity into a lethal attack much more quickly than others can, between Charge

stacks, Age stacks, and Channeling Balance. When it's not attacking with Gravity, Vertraag can support the team with buffs and healing while also adding an extra Age stack to them all, and does a good job of boosting their damage with Heroic Party and Charge Amplifier.

Mega Rock



Equipment: Heavy Mace/Ancestral Medal/Dumbbell/Hide/3x Cookie Mushroom
Mega Rock is the team's primary Damage Dealer, able to buff itself with Static Mass before hitting hard with its buff support and Primal Rage. It also contributes Channeling Balance to the team, which helps with the damage and toughness of its allies.

Crystal Snail



Equipment: Hammer/Ancestral Medal/Fin/Coat/3x Raspberry
Crystal Snail is our secondary Damage Dealer, who uses Volatile Shield as its main source of Damage. This team is great at protecting Snail but can't always apply a full Shield to it, so we're running a reasonable amount of damage in our build to make the Volatile Shield more likely to score a devastating crit.

Terradrile



Equipment: Trident/Hide/Crown/Charging Sphere/3x Banana
Terradrile is both a support and a Damage Dealer, able to keep the team safe with Barrier buffs and Shielding, and go on the offensive with Charge stacks and Volatile Shield. It also has two of the best pieces of Ancient support, Ancient Restoration, which works like the shift passive Curse Breaker, and Ancient Conjunction, which provides a massive shield, Barrier, and an Age stack to the whole team.

Krakaturtle



Equipment: Restoring Wand/Hide/Crown/Hood/3x Banana
Krakaturtle is our second dedicated support, and is focused entirely on toughness. It can shield the team with Fire Shield, Burning Desire, and Regeneration Shield, keeping them safe while setting up the two Volatile Shield users, it provides healing through its Regeneration buffs which are boosted by Ancient Nurture, and it can remove debuffs with its shift passive.

Threats and counters

Having your formation broken

Being an adaptive team that relies on specific combinations of three monsters to counter the enemy's strategy, Ancients don't have any terrible matchups, but they also suffer quite heavily from the loss of any of their monsters, as the replacement likely won't fit as well. For example, losing any aspect of the channel team will set you back since there's no replacements that also have Multi Channel, and Crystal Snail needs both Terradrile and Krakaturtle to get enough shield to use Volatile Shield every turn.

Double Revive

Because most of the team's damage comes from Volatile Shield, it excels at dealing with single targets, but if the enemy has two monsters with access to Revive, you need to finish off their last three monsters all at once, and the only consistent way you have to do that is with Vertraag's Gravity.

Modifying the team

This Ancient team is built around Aging synergies, but there are other Ancients who can work well if you want to take the team in a different direction.

Rocky is another option for a hybrid of support and Damage Dealer, keeping the team healthy with Mass Restore while building up Charge stacks. Its Weakness support is slightly outside of this team's specialty and you'd likely have to rebuild a little bit to make the most use of it.

Changeling is the only Ancient monster with access to Imitate, which allows it to copy Ancient Conjunction and let you use that powerful ultimate twice as often, but it doesn't bring much else.

Frosty lacks Aging synergies but is the only Ancient with access to Full Offense. If you wanted to take the team in a more buff-focused direction, you could consider Frosty. **Glowdra** also lacks Aging synergies but can help apply Sorcery to the team, working well with Charged Chant and helping Vertraag charge its Gravity even faster.

Rathops can shield the team and support Charge stacks, while having a second Charged Debuff aura to combine with Terradrile, but if you want to build a debuff/charge team, you should focus on that instead of on Ancient synergies, and pair those two with monsters like **Goblin Pilot**. .