

Monster Sanctuary Duality primer

This is a primer for the Duality 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 Duality team.

Team Strategy

Duality is an aggressive buff-focused team that utilizes Might and Sorcery buffs together. The combination of Shared Might, Shared Sorcery, and Duality allows a single buff action to apply several damage buffs to the whole team, who can then attack for huge damage.

Monsters

This team runs three supports, each of which either have Duality or support it extremely well, and three buff-loving damage dealers.

Megataur



Equipment: Fishing Rod/Hide/Crown/Hood/Pandora's Box/3x Banana

Megataur is the team's primary buffer, making use of Shared Might, Shared Sorcery, and Power to apply multiple might and Sorcery buffs to the team while supporting them with Shield Crush and Critical Sorcery. It's also a strong healer, using Life Wave or Mega Restore to keep the team healthy. Buffing Heal, Healing Shield, and Augmented Shielding provide even more buffs. Since the team's damage dealers are all beasts, we also get 10% more damage from Stampede.

Draconov



Equipment: Fishing Rod/Hide/Crown/Slime Skin/3x banana

Draconov is the team's secondary buffer, providing crucial Duality support, more Multi buff auras, and great support skills in Miracle, Helping Hand, and Forge to buff and protect the team.

Akhlut



Equipment: Scythe/Fin/Bead Chain/Cape/3x Raspberry

Akhlut is the team's primary damage dealer, being the only damage dealer with access to Duality. It has Assault Mastery for more buffs and high damage from Bleed, Cascade, and Flash Freeze. Thanks to Lifelink, it can also contribute some healing to the team.

Thanatos



Equipment: Fishing Rod/Hide/Crown/Medallion/2x Banana/1x Peanut

Thanatos is the team's tertiary support, buffing a damage dealer with Full Offense while also having duality, both multi buff auras, and fantastic buff support. It can also heal the team in a pinch, and has Deep Wounds to boost bleed damage.

Minitaur



Equipment: Katana/Warrior Flask/Frozen Tear/Fin/Cape/3x Raspberry

Minitaur is the team's secondary damage dealer, making use of all the Might and Sorcery buffs with Heroism and Improved Assault to deal enormous damage, and threatening attackers with a brutal Counter Attack. It also has excellent toughness once buffed, thanks to Heroic Defense, making it even harder to attack into.

Catzerker



Equipment: Torch/Fin/Warrior Flask/Ancstral Medal

Catzerker is the team's tertiary damage dealer, making use of Sure Strike and Precision to power its level 2 Long Slash, which also ignores dodge and inflicts heavy Bleed damage.. Assault Mastery allows for additional buffs while Heroism and Heroic Party boost damage even higher.

Threats and counters

Bleed/Blind

This team can clear debuffs but it can't easily purify stacks, which makes Bleed and Blind teams troublesome, as they can often slow your damage down with constant missing. Especially against stack teams that use double Revive, this team has a very hard time setting up a three monster wipe through multiple Blind stacks.

Protect

This team's three buffers rely heavily on their non-damaging actions, and can't break a Protect without basically taking a turn off to do so. As a result, an opponent who can use Full Protect every turn can force you into attacking its supports.

Modifying the team

There's basically no room for variation in the team's supports, Draconov and Thanatos are the only Duality supports and no monster can apply Might and Sorcery buffs to the team the way Megataur can. Conversely, the damage dealers can be almost anything, since every damage dealer benefits from either Might or Sorcery.

Dracogran and **Goblin King** both have Heroism and Improved Assault and so gain big damage from Might and Sorcery buffs, but both are quite frail.

Blade Widow and **Elderjel** have the ability to convert all the buffs of one type to another, allowing them to power up even faster, and both have strong buff support and can inflict bleed.