

In Derpth Guide on Ancient Inheritance Season 10

If you have anything to comment on or want to add something to this DM [DerpTheJag](#) on Discord.

IF YOU LEAVE A GUILD IN THE MIDDLE OF ANCIENT INHERITANCE NOTHING CARRIES OVER!

>>>[Last season's doc](#)<<<

>>>[Live Mapping Updates by Bredde](#)<<<

>>>[AI Resource Database by Unloved & Mori](#)<<<



Ancient Inheritance Season 11 begins now!

Embark on a new exploration with fellow Guild members as you delve into the hidden dimension of "Ancient Dragon's Tomb," where the history of Orbis and mysterious events await you!

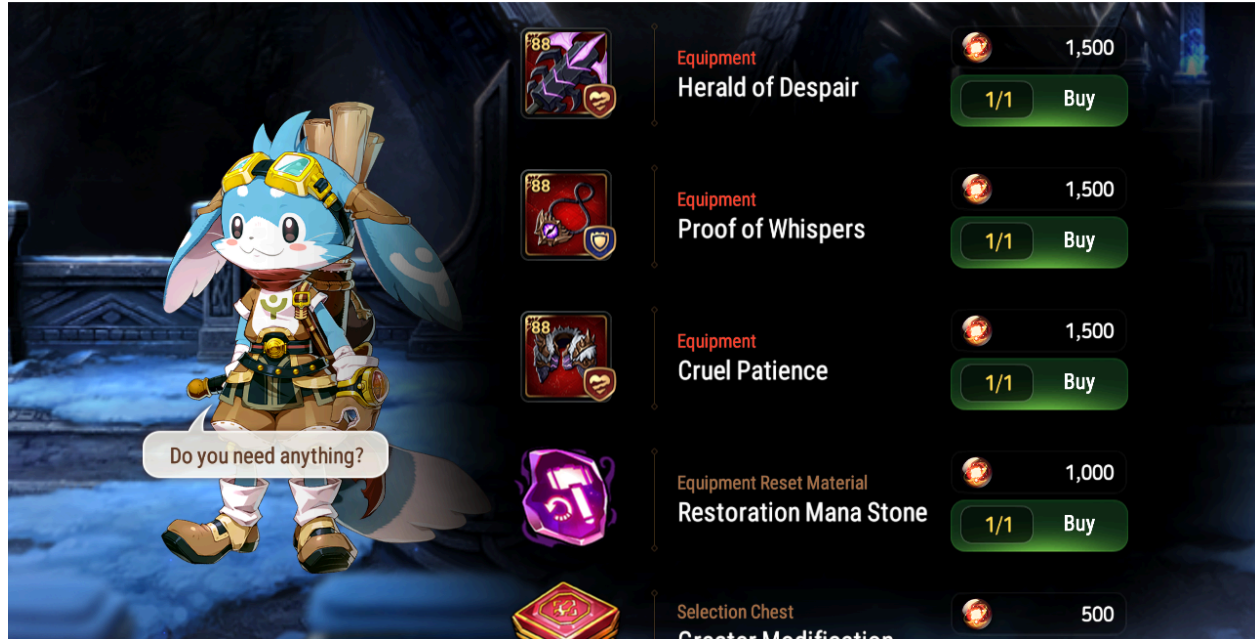
■ Schedule

Server	Event Schedule
Korea/Asia/Japan	11/24 (Sun) 18:00 – 12/8 (Sun) 17:59 UTC
Europe	11/25 (Mon) 03:00 – 12/9 (Mon) 02:59 UTC
Global	11/25 (Mon) 10:00 – 12/9 (Mon) 09:59 UTC

New Units:

- New units: Fenris, Harsetti, Afternoon Soak Flan, Schniel, Hellion Lua

Why Do Ancient Inheritance?:



Exploration Level:

Exploration Level Lasting Effect				Acquire various effects in Ancient Inheritance as your Exploration Level increases.
Level	Daily Provisions Provided	Max Number of Heroes	Completion Effect	Exploration Provisions Reward
1	50	12	-	-
2	55	14	Acquire 2 Ancient Dragon's Keys	10
3	58	14	Acquire additional Relic	10
4	61	16	Increase Mobility Range by 1 cell	10
5	65	16	Acquire additional Relic	15
6	69	18	Acquire 2 Ancient Dragon's Keys	15
7	73	18	Acquire additional Relic	15
8	77	20	Acquire 2 Ancient Dragon's Keys	20

Season 8 of Ancient Inheritance gives you a new overall way of exploring to gain experience. **More rewards are now gained as seen in the image above for leveling up exploration level.** The amount of provision gained per level has also been upped allowing more exploration than before. (Ex. Start 50 provisions at Lvl. 1; you can earn +5 provisions to your daily refresh if you hit Lvl. 2, and additionally gain 10 provisions one time once you complete the objective for Lvl. 2.) **New max level is 10.**

Nodes/Objects:

- **Chests:** Zones 1/2/3 all have the same rewards, just pick them up as you go, however, I wouldn't go out of my way for them during Zones 1 & 2 because you need to power level otherwise you can't grab future chests.

- **Guild chests are WORTH (Grab Greater Guild Chests mainly, Prongo priority is more important)**

- **Campsites:** always use them if you come across them, they're free provisions

- Healing Statues: same as always; more important this season due to the amount of mobs that you need to kill.

- Bizarre Tombstone: similar to old tomes; just EXP giver (doubled bag EXP, but 10 people max per tombstone) 100 EXP

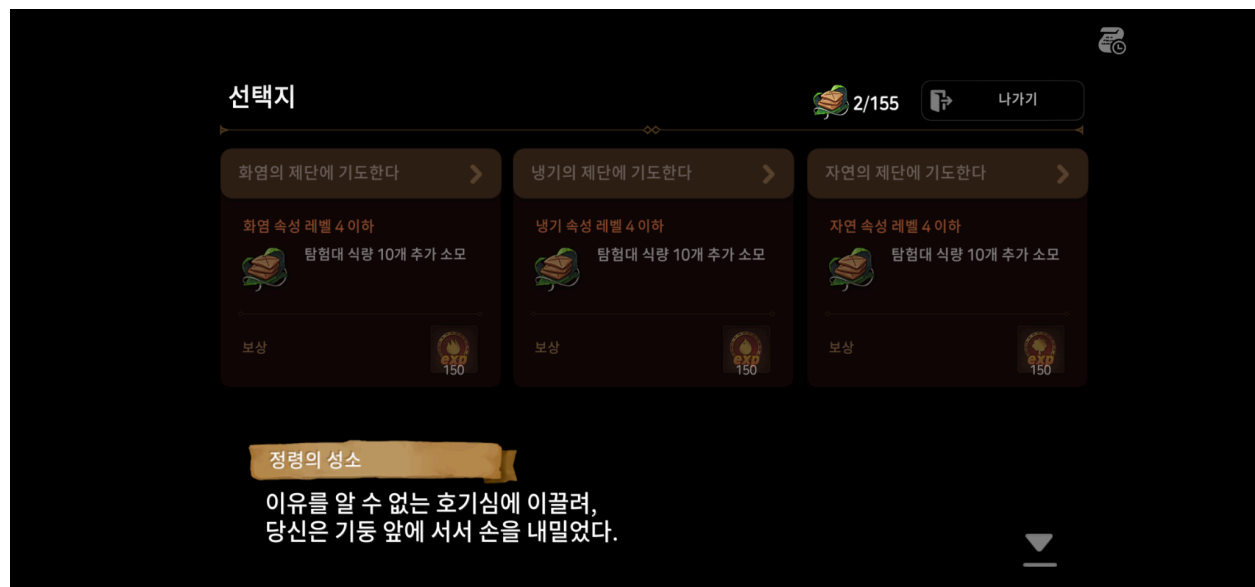
- Bags: better chests in early game; needed for leveling (unlimited usage) 50 EXP

- Relic Chest: Basically a reroll mechanic in case you get a terrible starter/Lvl. 3/Lvl. 5 etc. relic, not bad if you wanna replace relics. **You can even replace starter relics.**

- Crack Portals: 3 Provision cost teleports that connect you to a specific closeby Rift (Open → Closed).

- Observatory: 5 Provision lets you light up the area for people with movement relics to teleport to.

- Spirit's Sanctum: 10 Provisions for 150 EXP on Zone 2; 15 Provisions for Zone 3, unlimited use until Lvl 4 (Z2) then Lvl 7 (Z3), for catch-up mechanic. Try to not use this as it is very inefficient.



- Flags: Debuff your level/Tundra's Blessing super annoying if you fight a flag debuff (III) makes your Lvl 10 → Lvl 7, unavoidable/unremovable

- Barricades: worst new object added to AI by far, literally there to tank 15 stamina from you with no extra EXP given, avoid in early zones unless you have a to break, typically there will be some inevitable wastes for guild chests unless you have Wanderer's Pipe

and can TP inside/TP out the next day. Now they give 20 EXP I guess, they still suck, avoid unless you have to use.

Elemental Enhancements:



Class enhancements have been replaced! Elemental enhancements are now levelable skill trees in a sense, defeating elemental mobs gains EXP for what they were disadvantaged against. **Light/Dark Elemental Enhancement will be the most important as it is the strongest against the new boss. The best second element to focus on would be any other element for a warden. It's best to have an even distribution in your guild; not everyone can go light/dark as there aren't enough mobs to go around. Would still recommend 1/2 of the guild going light or leveling the second element first and light on later floors. Dark is needed for Phase 1 and Light is needed for Phase 2.**

Mobs & EXP:

- Fire Mobs → Water EXP
- Water Mobs → Earth EXP
- Earth Mobs → Fire EXP
- Light Mobs → Dark EXP
- Dark Mobs → Light EXP

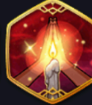
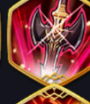
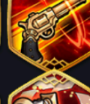
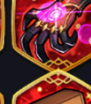
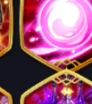
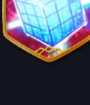
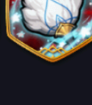
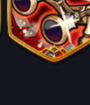
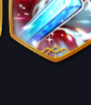
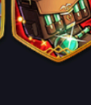
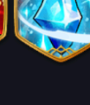
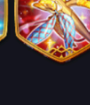
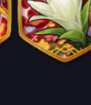
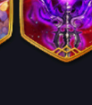
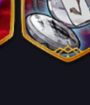
Lvl 1 Mobs = 80 EXP

Lvl 2 Mobs = 115 EXP

Lvl 3 Mobs = 150 EXP

Etc. Check out the database linked above for more information.

Artifacts & Gearing:

BiS Warrior	  
BiS Knight	  
BiS Thief	    
BiS Ranger	   
BiS Mage	  
BiS Soulweaver	  
Useful general artifacts	         
They're okay artifacts/early game (Critical Hit Chance Increase)	                                            

Use +15 Gear.

AI takes a % of gear you put on them. ATK%/DEF%/HP% = 15%; SPD is usually 20%, and Flat ATK/DEF/HP/CC/CDMG/Eff/ER are ~17.5%

More elemental upgrades are listed in the database posted above, but once you hit Lvl. 10 for these elements a lot of times you'll be using ATK%/ATK%/SPD or HP%/HP%/SPD.

General rule of thumb: DEF break & Target artifacts or any artifact are good. Extra CC artifacts good for Zone 1.

Destruction Set/Rage Set/Attack Set/Speed Set + HP/DEF & Penetration/Torrent are all viable sets. Crit Sets are good early on for padding Crit Chance

Hero & Relic Selection:

Important things to look for in a kit:

- Defense break***
- ATK buff***
- heavy debuff (2+ consistently)***
- fast cleanse***
 - Anyone who can "solo" mobs is helpful in this new AI meta***

Enlisting:

Applying Ancient Inheritance Stats



Hero

All Heroes stats will be adjusted to that of their 6★/fully Awakened/+15 skills counterparts. Heroes that have completed their Specialty Change will also have their Runes adjusted to +30.



Artifact

The stats of Artifacts will be adjusted to some point, while their skill effects will remain intact.



Equipment

The main stat and substats of Equipment will be adjusted to some point, while their set effects will remain intact.



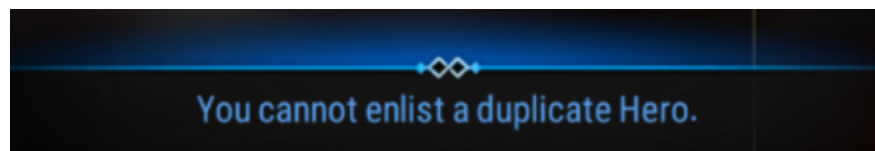
Exclusive Equipment

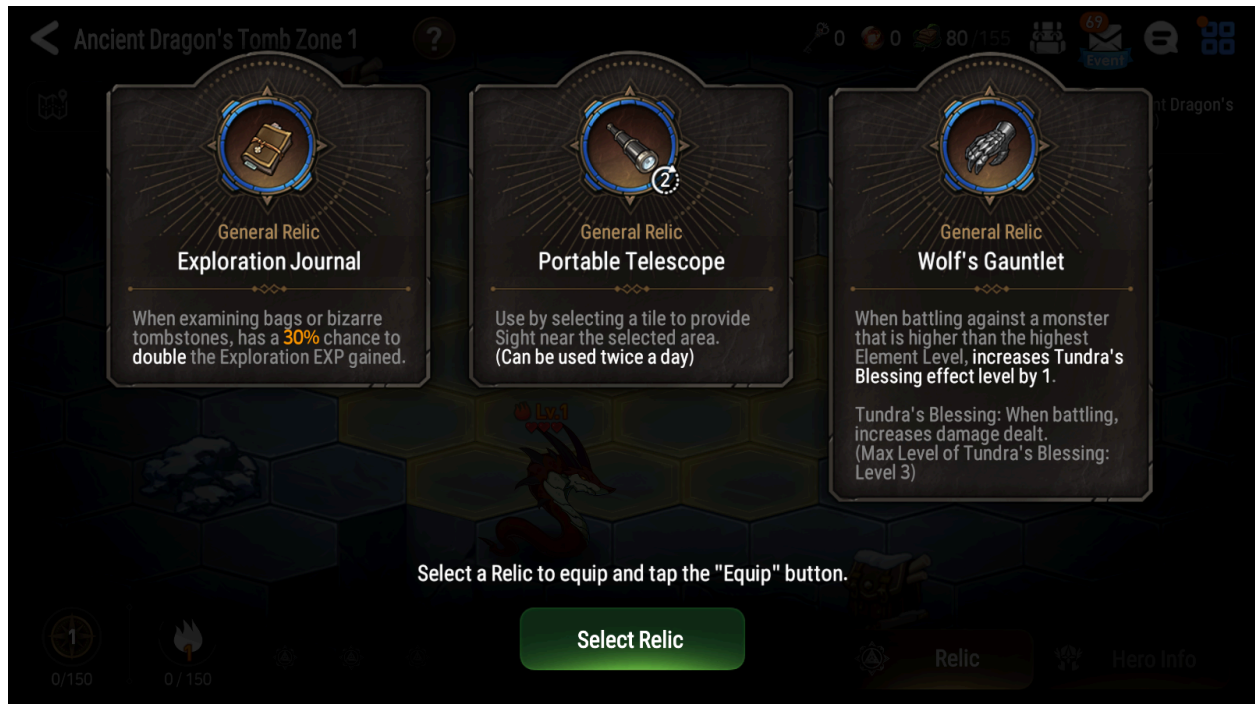
The stats of Exclusive Equipment will be adjusted to some point, while their skill effects will remain intact.

Withdraw:

Total of 10 withdrawal chances. Does not reset, and can be used to withdraw units that are “unable to fight”. *These will likely be used early for the new power leveling strategy*

Use this mechanic to your advantage! *Early zones often mean weaker heroes, so if you need to, you can enlist units like Furious who provides everyone CC buff and DEF break to withdraw later on. Do note that if a unit dies and you withdraw and re-enlist it, it does not revive.*





Relics are now all “General Relics” compared to before when there were different types of relics. These three are the starter relics.

Wolf's Gauntlet is a solid damage booster (EARLY GAME ONLY) and Exploration Journal is overall best chance for power leveling.

As you level up it will automatically give you a new relic slot. **Leveled relics are random. Lvl 3/5/7/9 all come from the same pool of relics.**

Bronze Ring, Vitality Brew, Wooden Doll: These three movement relics are a trio and need to be used together to make each other look the best. A common issue with this new AI is the enlistment system and how quickly you run out of units. With these, you level faster due to the amount of tiles being covered. If you're earlier game, It's probably best to pick up Bronze Ring and Wooden Doll first. **(S+ if all three, standalone B - As)**

Wanderer's Pipe: Best movement relic for 1x usage per day especially if you just have leftover 5 provisions and don't want to fight a mob, if you have an area lit up you can just teleport past it, very useful relic (S)

Conqueror's Flag: Winning battle vs mobs using <3 heroes decrease the mob's heart by one extra (GIVES DOUBLE EXP EVEN AT 1 HEART) → more consistent Four-Leaf Clover (A-S)

Ancient Shield: Defeating a mob decreases the mob's HP by an extra one (GIVES DOUBLE EXP EVEN AT 1 HEART) → more consistent Four-Leaf Clover (A-S)

Eerie Dish: Very mediocre provision efficiency compared to the other possibilities (C)

Food Supply: Good for a dead guild, but funny (B)

Four Leaf Clover: All depends on your 50/50 luck (B - S+)

What is Tundra's Blessing? It's just a mechanic that gives a 15% DMG boost → 30% (Lvl. 2) → 50% (Lvl. 3)

Aekhir Tome: Of the three non-starter Tundra's Blessing relics, this one is by far the worst, I'd never pick it up compared to the other two, but it's better than the grief relics (C)

Snake Head Figurine: Best Tundra's Blessing artifact, it's especially good for DMG dealing in earlier Zones/against Flagged Mobs (who lower your level/Blessing). Since all healing statues are now next to Prongos, you can just hit then grab for 30% DMG pretty great (A+)

Broken Arrow: Second best of the three, easier conditions because you can still mono-element. (A+)

Sacred Charm: Increases Prongo battle chances by 2. Slightly more important now that we have reverted to a 2-week schedule (B-S)

Best Early Game: (3 Slot) (Lvl 5-6)

Exploration Journal – Conqueror's Flag or Ancient Shield – Bronze Ring

Best Mid Game: (4 Slot) (Lvl 7-8)

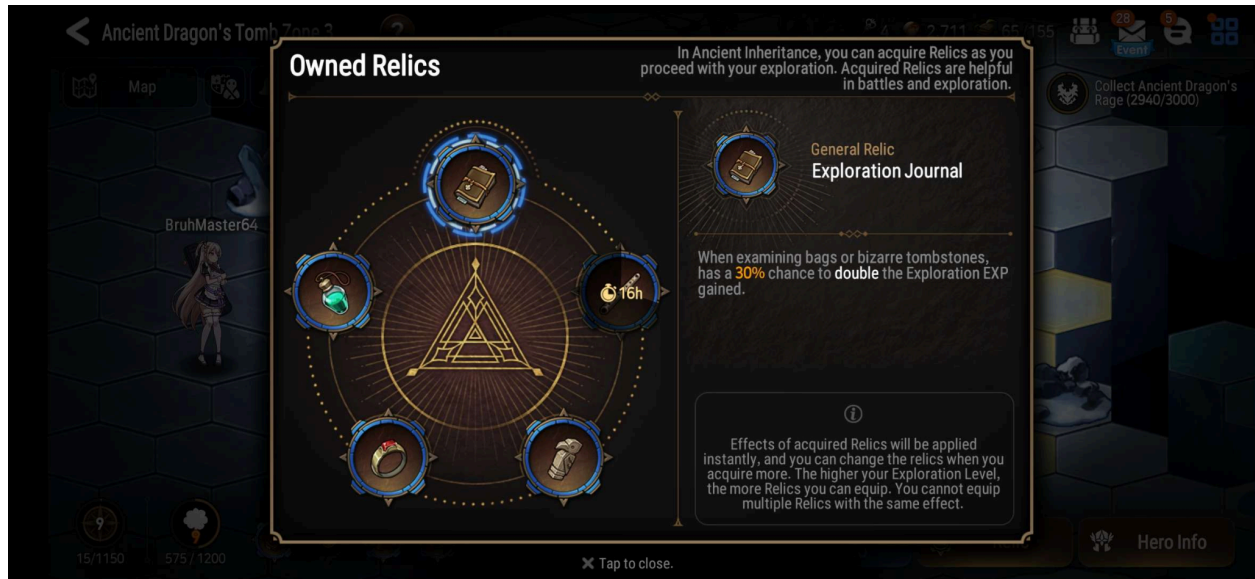
Conqueror's Flag or Ancient Shield – Bronze Ring – Wooden Doll – Vitality Brew or keep Exploration Journal

Best Late Game: (5 Slot) (MAX) (After reaching 4k Rage in Z3)

Broken Arrow or Snake Head Figurine – Bronze Ring – Wooden Doll – Four-Leaf Clover – Sacred Charm or Wanderer's Pipe depending on what's necessary

Super Hero Loadout: Snake Head Figurine – Sacred Charm – Four-Leaf Clover – Conqueror's Flag – Ancient Shield (meaning you are trying to carry the weight of your entire guild on your shoulders)

Loadouts: (5 Relic Slots)



Example of full movement relic loadout. Towards the end, if you're just hitting Prongo and high-rolled relics, you can probably replace Exploration Journal + Wanderer's Pipe for the two best Tundra's Blessing artifacts for the three Prongo revive phases (since you're likely to be Exploration Level 10)

Once you get max level you can just hit up a Zone 3 Relic chest and replace your starter relic with either a mobility or Tundra's Blessing relic again.

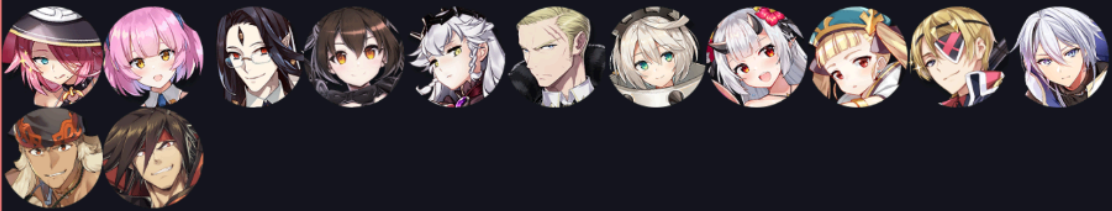


Ancient Inheritance

MUST HAVE



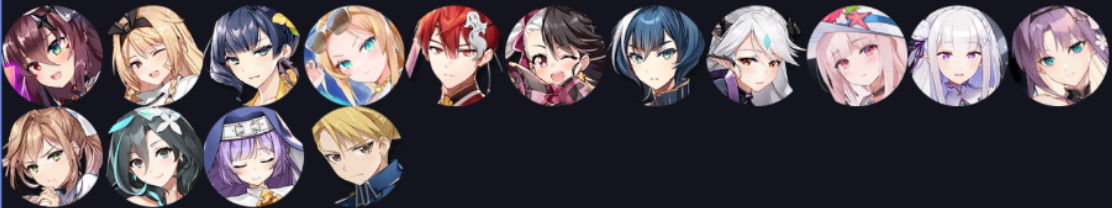
Useful pairing



MUST HAVE



Useful pairing



MUST HAVE



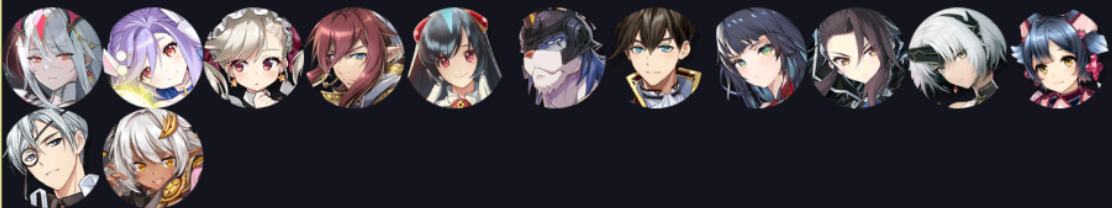
Useful pairing



MUST HAVE



Useful pairing



MUST HAVE



Useful pairing





Must have = do not choose unless you have the units, Useful Pairing means it's often used as a secondary team or good in duo/trio pairings.

Elite Mobs Comps & Kits:

Bronze Rupetta (Golem): **Haste** on DEF break EE/Alabastron or RnL, **Ken**, **Fire Liliias**, **Mascot Hazel** or **Roana** / **Restrict Comp**: **Tenebria**, **Haste**, **Mascot Hazel**, **Lidica** / alternatively try last AI seasons Roana comp using Conquerer Liliias, Mediator Kawerik, Ken, and Roana.

*Golem's kit has been copied and pasted over with a new mechanic; Fire Heroes gain Enhanced Element, which is just 20% ATK and 10% Max HP for all fire heroes.

Ignores DMG suffered limit effect when 3 or fewer enemies.

Agonizing Caides: **Ainos 2.0** on Wondrous Vial Potion/Touch of Rekos, **Requiem Roana** on Bloody Rose, **Commander Lorina** on Jack-O's Symbol, **Remnant Violet/Martial Artist Ken/Assassin Cidd** – thieves require a higher elemental level to function.

Nath/Ral Azimanak: **Conqueror Liliias** on Proof of Valor or War Horn, **Savior Adin** on Sword of Cycling Seasons, **Camilla** on Benimaru's Tachi, or **Infinite Horizon Achates/Maid Chloe**

Banshee Queen Rubellite: **Midnight Gala Liliias** (Bastion of Hope for later zones, Hostess of the Banquet works for earlier Zones) + **Silvertide Christy** (War Horn)

Copper Wyvern: **Brieg** (Counter Set BiS) frontline as tank decrease in Fighting Spirit/Focus shouldn't be too relevant in this fight, **Ran** (RnL), **Diene** (Rod of Amaryllis), + main DPS of **Choux, Luna, or Sigret**

Early Mob Duo Comps:

The easiest way to power level elements early game is to use duos so that you don't have to use all your withdrawals and so that you can hit more enemies for more EXP.

The baseline for this strategy is to look for a sustainable solo carry + OP support or once you hit Lvl 3 on the element, 2 DPS/1 Sub-DPS 1 carry works. In this case, you want to use less important units if you're saving for the boss fights so enlisting a lot of unorthodox units will happen. **Yielding/Disconnecting in a normal mob fight only loses ONE provision; keeps units.** (Elite Mobs/Prongo keeps track)

Examples:

Light:

- Conqueror Liliias + Any Sustain Carry (Savior Adin, Navy Captain Landy, Twisted Eidolon Kayron, Sylvan Sage Vivian, Tempest Surin, Mirsa)
- Unbound Knight Arowell + DPS that can DEF break, ex. Elegaic Candle Faithless Lidica
- Ambitious Tywin + Specimen Sez
- Spirit Eye Celine + Soulweaver
- Solitaria of the Snow + Soulweaver

As you level up you will have to worry about this less, and it becomes apparent what you can do with units that have innate healing like Ravi, Apocalypse Ravi, Midnight Gala Liliias, etc. **Lifesteal set is pretty decent for these mob clearings but not as good for the boss (applicable after Lvl. 3 on an element).**

Level 5+ Elemental Solo Clearing:

This will probably be only after Zone 2 once you acquire enough EXP from hitting mobs, but at this point, you should be considering minimizing the usage of units to hit EXP for mobs because they now have more hearts than before.

A general rule of thumb: be at least within one level of a mob before attempting to clear. Two is okay, but three or more levels below is 100% pushing it and you will explode. (Overleveled is fine of course)

This is just a mini section of what works as solo clearer: as long as you are the same level or above, any tanky Lifesteal unit will solo a mob heart.

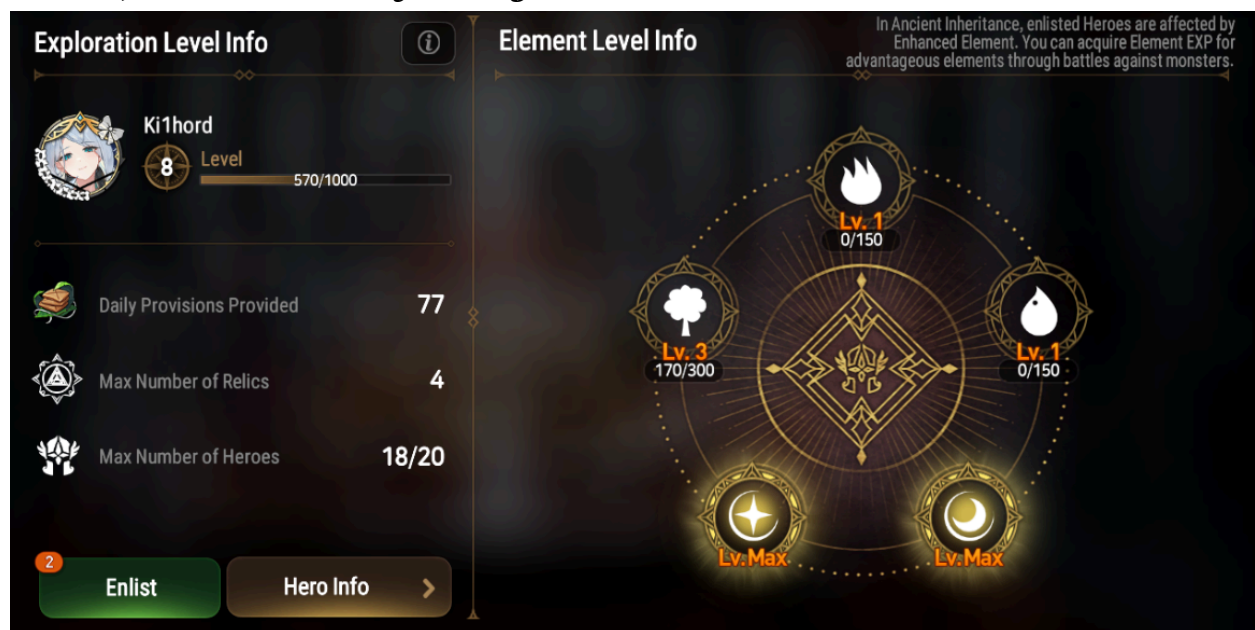
Some easier to tell solo units:

Any warrior can be Sigurd Scythe, Golden Rose, or just have a heal EE like Alencia

Any ranger, as they can wear Bloodstone

Any knight that has an S1/S2 AoE, can either have lifesteal or just passive healing on proc like Navy Captain Landy

Do not enter Zone 3 until Lvl. 7 on at least one element. I highly recommend using my strategy and power level one element so that it can carry and kill other mobs for your sub-element later on. (Ex. Day 2 Roadmap) – Four Leaf Clover is one of the best relics if lucky for this reason; it solves unit deficiency.



Day 9 of AI; you can even be maxed Lvl + double Max Element if Lucky by then.

Zone Clearing

Splitting Your Guild for Future AIs:

Since this is AI Beta, we have an extra week, but we don't know if we will next time. What I recommend is splitting the guild completely evenly into the 5 elements, with 6 people in each team as their "main" element. To determine this I looked at every single one of my guild mate's journal collections but obviously, you don't have to do that. After splitting them up, you can assign 20 people with a sub-element of Light/Dark, and the rest of the 10 can pick whatever RGB they want as a sub-element. Clearly early zone mobs/bosses really don't require much as long as you follow proper strategy.

Guild Log		Exploration Level	
	Rank.70 HoldTheseLs	 Lv. Max	 Lv. 7
	Rank.70 BBCJChan	 Lv. Max	 Lv. 9
	Rank.70 FootLicker	 Lv. Max	 Lv. 4
	Rank.70 Waterdad	 Lv. 9	 Lv. 6

Just an example of what it would look like to an extent, but I think you get the idea.

Dark element is more important towards the end because of the Enraged phase (Revive 3 Prongo).

Warden Comps:

All wardens have pretty much the same mechanic: no CR push/they strip/4 hits = counter, stacking DMG, need DEF break + hard carry DPS. They're all relatively easy **as long as you are the same level or above their level in element.**

Ice Warden:

Lilka: SPD Pen + Song of Stars

Mercenary Helga: SPD Pen War Horn/any Team DMG buff arti

Cidd: SPD Pen + Dust Devil/Our Beautiful Seasons

Roana: Touch of Rekos (**Frontline**)

This team can solo with good DEF break RNG/Tundra's Blessing, otherwise, it usually does 75-85% of the Warden's health.

Alternative team:

Bellona: SPD Pen + Bloodstone/Song of Stars (DEF break % EE)

Iseria: SPD Pen + Song of Stars

Any hard carry ex. Zahhak + Iseria Reset cheese, Lilibet, ae-Giselle

Destina or Laia: PvP build

Together they should be able to two-shot warden if you're one level above, if you're double warden's level you can probably solo with comp 1.

Fire Warden:

Brieg: Counter Pen + Our Beautiful Seasons or Ancient Dragon's Legacy

Ran: SPD Pen/Torrent + RnL or Dust Devil

Karin: SPD Pen + Dust Devil

Elena: normal build just have gear on for her passive (**Frontline**)

Alternative team:

Luluca: SPD Pen + DEF break EE

Riza Hawkeye: SPD Pen + Bloodstone

Sigret: SPD Pen + Our Beautiful Seasons

Cerise: SPD Pen/Torrent + Ms. Confile

Earth Warden:

Mascot Hazel: Touch of Rekos/Prophetic Candlestick (**Frontline**)

Afternoon Soak Flan/Cermia: SPD Pen + S1 Dual EE + Our Beautiful Seasons

Haste: DEF break EE + SPD Pen/Torrent
Tenebria: Bloody Rose + SPD Pen/Torrent

Should be pretty easy clear with double Vampirism, there's no reflect mechanic so it can't heal or anything.

Alternative team:

Tamarinne: Touch of Rekos/Prophetic Candlestick (**Frontline**)
Kane/Ken: SPD Pen (if Ken dual EE) + Our Beautiful Seasons
Serila: Bloody Rose + DEF Break EE
Baal & Sezan: Kal'adra

Prongo Comps:

Prongo comps mainly care about the main carry/DPS having elemental buff, the **supports can be whatever other element (if you have an addition of a healer being a support)**, so keep that in mind when you try making a comp for this. More importantly, *the crystal that spawns with the Prongo allows you to run no healer comps as it gives healing every time you kill so you can just bring AoE. **DO NOT USE BLOODY ROSE OR ANY FORM OF VAMPIRISM DEBUFF (IT HEALS THE BOSS)***

These are earlier zone comps, once you get close to max level there is a high possibility you can mix and match more often for better scores as you will only get 2-3 hits per fight on Prongo.

Revived Prongos: They all have 120 Effect Resistance, so remember to up the Effectiveness on your units as shown in my video. Rage Set is still best in slot, but I don't have that so Destruction is the next best option. Speed is okay but I figured out an Ainos rotation to make it work at 160 SPD.

If you are using any off-element comp, you won't do anywhere near as much damage without at least Tundra's Blessing Lvl 2.

Phase 1: (Light Prongo)

Comp 1: Mono Dark - ([Main Comp](#))

Mediator Kawerik: SPD Pen + War Horn

Ainos 2.0: SPD Pen/Hit + Touch of Rekos/Celestine → fastest unit on team

Lone Crescent Bellona: Rage/Destruction + Pen on Our Beautiful Seasons (Highest ATK)

Commander Lorina: Rage/SPD + Pen on Jack-O's Symbol +30 or Our Beautiful Seasons/Portrait of the Saviors if not maxed → If revived Phase just go through DPS arti list

Work in progress/test comp:

Sea Phantom Politis: SPD Hit + Ms. Confile

Remnant Violet: SPD Pen + Shepherd of the Hollow

Kitty Clarissa: SPD Hit + War Horn

Assassin Cidd: SPD Pen + EE 1 + Dust Devil

Phase 2: (Dark Prongo)

Comp 1: Mono Light - (Main Comp)

Navy Captain Landy: Counter/Rage/SPD Pen/Torrent + Our Beautiful Seasons

Camilla: Benimaru's Tachi or Border Coin + SPD Pen → fastest unit on the team

Savior Adin: Sword of Cycling Seasons + Rage/SPD Pen

Ambitious Tywin: SPD Pen/Hit + War Horn

Comp 2: Conqueror and Friends

Conqueror Liliast: War Horn/Border Coin + SPD Pen

Infinite Horizon Achates: War Horn/Super Duper Water Shooter + SPD ER

Captain Rikoris: Jack-O's Symbol/Pipette Lance/Our Beautiful Seasons + Rage/ATK Pen/Torrent

Little Queen Charlotte: Jack-O's Symbol/Pipette Lance + SPD Pen

General Elemental Comps:

Fire:

Mascot Hazel: Touch of Rekos/Idol's Cheer/Prophetic Candlestick

Kane/Ken: SPD Pen (if Ken dual EE) Our Beautiful Seasons

Carmainerose/Cermia: Bloody Rose/Kal'adra + SPD Pen/SPD Pen + S1 Dual EE

Fire Liliast: SPD Pen + DMG Arti

Ice:

Brieg: Counter Pen + Symbol of Unity or Ancient Dragon's Legacy

Ran: SPD Pen/Torrent + RnL or Violet Talisman

Summer Break Charlotte: SPD Pen/Torrent + Broken Will of a Priest/DMG Arti

Elena: normal build just have gear on for her passive

Earth:

Bellona: SPD Pen + Bloodstone/Song of Stars (DEF break % EE)

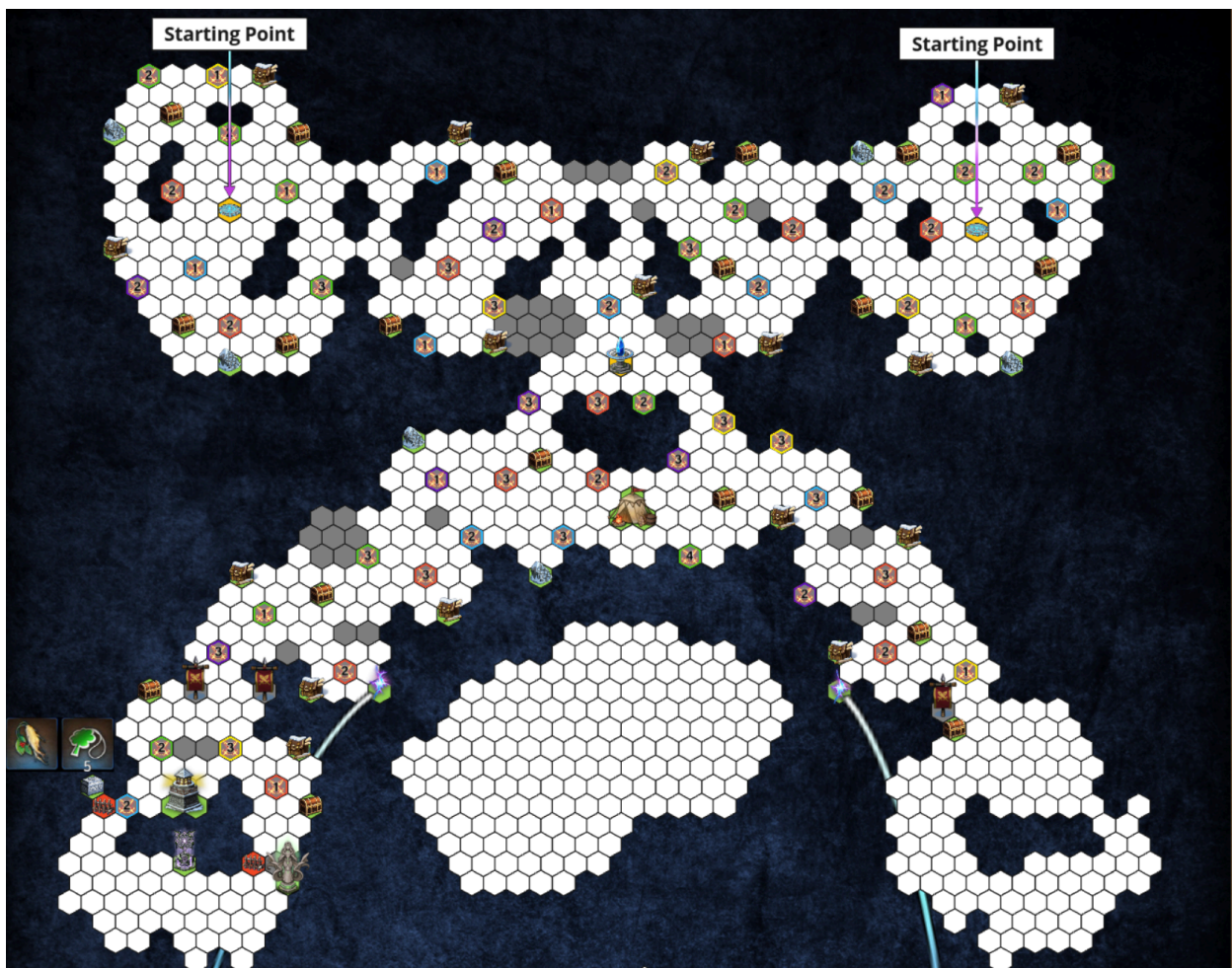
Laia: SPD Pen War Horn/Sweet Miracle

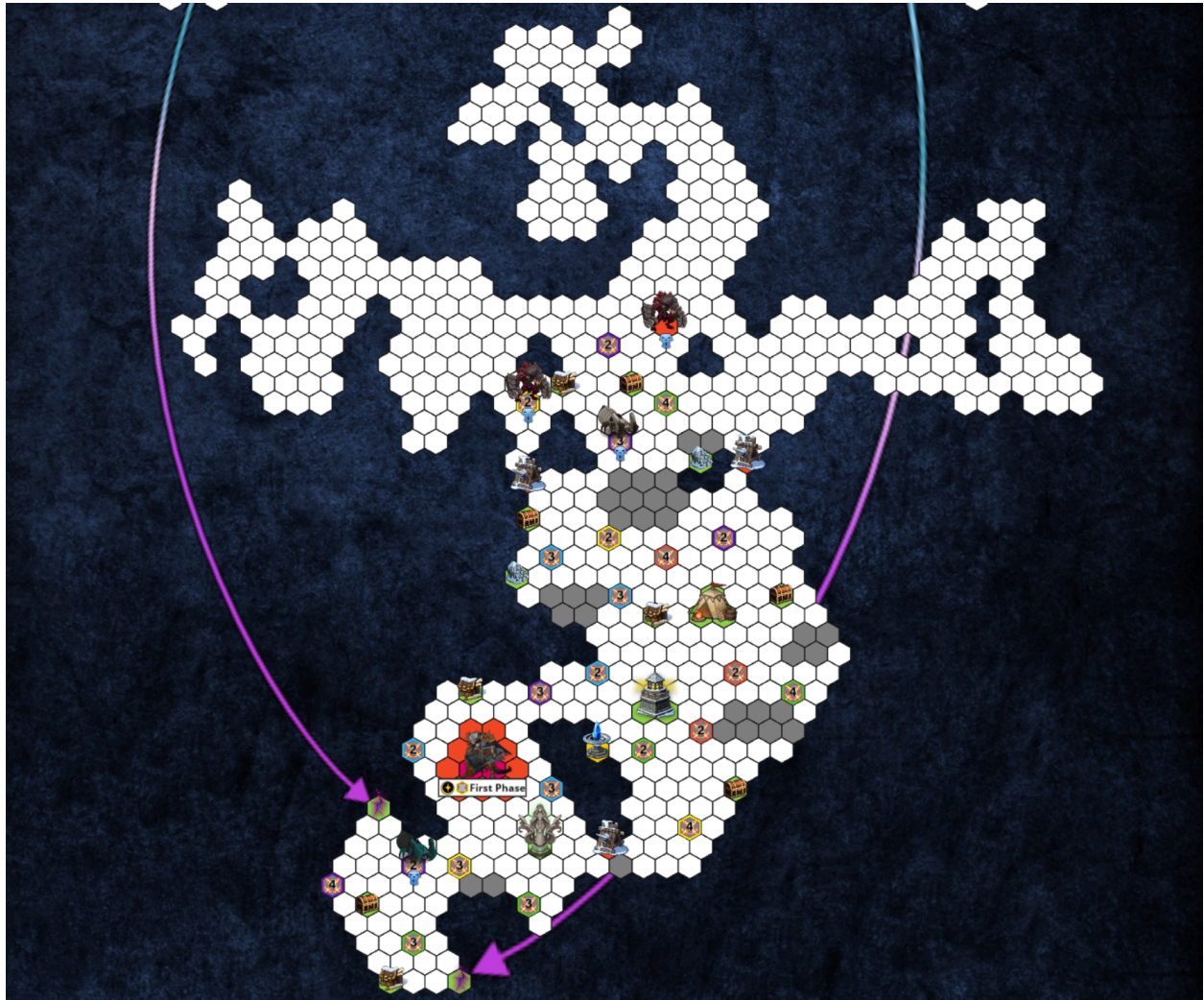
Charles: SPD Pen + Our Beautiful Seasons EE 1

Cidd: SPD Pen + Dust Devil

Ideally, you don't want to hit Prongo with off elements but this is mainly in case your guild is dead. Off-elemental comps are lackluster compared to Light & Dark comps.

Zone 1 (General Strategy)





Day 1:

Day 2:

Day 3:

Zone 2 (General Strategy)

Day 4:

Day 5:

Day 6:

Zone 3 (General Strategy)

Day 7:

Day 8:

Days 9 - 11:

Days 12 - 14 → Free Week of Exploration

Hard clear Prongo

Elimination Reward

You have received the following rewards for eliminating a monster.



Tap to close



Elimination Reward

You have received the following rewards for eliminating a monster.



Tap to close



Elimination Reward

You have received the following rewards for eliminating a monster.



Tap to close

