

Monster Sanctuary Slime team Primer

This is a primer for the Slime 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 Slime tribal team.

Team Strategy

Slime tribal is a mix of a debuff stall team, one that focuses on high defense and having the opponent die from debuff damage, and a debuff aggro team, one that uses debuffs to power Dominance and Death Blow for big attack damage. This team in particular leads with a defensive core, but has Damage Dealers to fall back on in case its leads fall, which makes it more versatile than teams which focus only on one.

Monsters

This team is built out of a three monster stall core, two Damage Dealers, and one backup support

Blob



Equipment: Hexing Rod/Hide/Crown/Slime Skin/3x Peanut

Blob is what makes Slimes unique as a debuff team. It has access to Corrosion, Multi Armor Break, and Slime Infestation, and can thus boost the damage of your debuffs in a way no other

Ice Blob



Any team built around Debuff damage needs a way around healing, and Ice Blob provides ours. using Severe Cold together with Congeal to apply Wound stacks to the enemy. Congeal itself adds to our debuff damage, and Ice Blob supports it further with Severe Infection. Our primary active skill is Ice Shield, which can keep the team safe while spreading Chill debuffs, and the rest of the build is dedicated to toughness and to improving that skill.

Tar Blob



Equipment: Hammer/Blood Vessel/Hide/Tambourine/3x Peanut

Tar Blob is another excellent source of debuff damage. Multi burn and Multi Poison allows the team to stack more damaging debuffs, and it has Blood Drive, which effectively boosts their damage further. Its shift passive, Overheat, allows its team to leverage its great healing into even more toughness. Blood Vessel allows us to trigger Transfusion, thus triggering our Tri-mage Healing, whenever Blood Drive triggers.

Changeling



Equipment: Scythe/Fin/Fang/Thermal Reactor/3x Raspberry

Instead of more Debuff stall mons, this team pivots to a more aggressive strategy with its other members. Changeling is often too frail to lead with, but because of Death Blow, it can come in after any of our initial three have fallen and threaten immediate damage. With Debuff Mastery and its debuff on hit skills, it can also apply further debuffs to the enemy, turning the match in your favour.

Rainbow Blob



Equipment: Scythe/Cape/Fin/Fang/3x Raspberry

Rainbow Blob is our second Damage Dealer, and fills a similar role as Changeling. It's often too frail to lead with, but can come in after an ally has fallen and retaliate with high damage and further debuff application. Rainbow Blob has all the elemental variety while Changeling has none, but it's more reliant on its ultimate to make an impact.

King Blob



Equipment: Hexing Rod/Hide/Crown/Slime Skin/3x Peanut

King Blob is our backup support, able to heal up our other monsters while being our only Buffer, and supporting debuffs with Fatal Upkeep. It's often the monster you bring in after your second support has fallen, to buff and protect your Damage Dealer and keep up the debuff pressure. Debuff Variety is chosen as the shift passive because it provides both damage and toughness to its allies, and this team can easily apply every debuff to the enemy.

Weaknesses and threats

Purify Mass Restore

This team relies on Wound stacks to stop enemies healing through its debuffs, but often it's not able to apply a large amount of them, so often teams who do have Purify, especially those who can fit two instances of it, can keep Wound stacks off their monsters and thus make use of healing. Blobs can combat this with mana denial from Ice Blob, but it remains a weakness.

Double Revive

Because the team's options for damage output are rather lackluster, it has quite a bit of trouble ending the game against a team that packs multiple Revive users, as a monster that was knocked out will be revived with no debuffs or Wound stacks. Elderjel is particularly dangerous in this regard, due to resisting debuffs and having Revive and Phoenix Affinity

Hyper Aggressive teams

This team does everything it can to keep its initial three alive through the opponent's first turn, but lacking tools like Phoenix Affinity or the excellent durability of some other debuff staples, it sometimes loses one of its important members on turn 1 which is a major blow. It also has problems with Brutus teams as it can't stop a Brutus from using Power Focus and attacking.

Modifying the team

Lava Blob offers a mix of Debuff support and direct damage, but this team runs Changeling for its better damage output and ability to support debuffs other than Burn. Lava Blob does bring Severe Upkeep as another source of Wound application, and so can be added to the team if you expect to face a lot of Purify healing.



(Sample skill setup for Lava Blob)

King Blob's Shift Passive can vary as well. Debuff Variety provides a good mix of Offense and Defense, but if you want your damage dealers to hit harder, you can run Heal Charging, while if you'd prefer to focus more on debuff damage, you can consider Debuff Mastery.

Finally, if you're willing to branch outside of the Slime tribe for a more general debuff team, you can consider debuff support monsters like **Arachlich** and **Vasuki** and debuff Damage Dealers like **Troll** and **Rampede**.