# The Megalith Monolith: A Comprehensive Strategic Analysis and Player's Guide

## Section 1: The Architects of Ritual - Understanding Megalith's Core Mechanics

### 1.1 A Ritual Without Spells: The Archetype's Foundational Gimmick

The Megalith archetype is a collection of EARTH Rock-Type Ritual monsters that operates on a revolutionary premise: it performs Ritual Summons without the use of any dedicated Ritual Spell cards.1 This foundational gimmick is the defining characteristic of the archetype, with every monster effect and support card designed to facilitate a self-contained system of summoning. This approach solves one of the oldest problems with Ritual Summoning—the inherent card disadvantage and potential for brick hands caused by needing a specific monster, a specific spell, and tribute fodder—by integrating the function of the spell directly into the monsters themselves.1 This is achieved through a distinct duality in its monster design.

The summoning mechanics are divided into two complementary categories based on monster Level:

* **Level 8s (In-Hand Initiators):** The higher-Level Megalith monsters, including Megalith Aratron, Megalith Bethor, and Megalith Phaleg, function as the primary starters. Each possesses a Quick Effect that allows it to be discarded from the hand to initiate the Ritual Summon of any "Megalith" Ritual Monster from the hand.3 This is the principal method for establishing an initial board presence from an empty field.
* **Level 4s (On-Field Enablers):** The lower-Level Megalith monsters, Megalith Ophiel, Megalith Hagith, and Megalith Och, act as on-field extenders. Each has an effect that allows it to perform a Ritual Summon from the hand during the Main Phase, with the crucial condition that the monster activating the effect must be included as part of the tribute.3 This creates a "laddering" effect, where one Ritual Summon leads directly into another, allowing for the extension of combos and the construction of a complex board state.

However, this innovative design creates a unique strategic paradox. While intended to streamline the Ritual mechanic, the archetype's reliance on its own monsters as summoning agents generates a significant resource problem, particularly in its early, unsupported iterations. To activate a Level 4 monster's powerful on-field effect, it must first be Ritual Summoned. This typically requires using a Level 8 monster's hand effect, which consumes three distinct resources: the Level 8 monster being discarded, the Level 4 monster being summoned from the hand, and at least one other monster for tribute fodder. This exchange often amounts to a costly "3-for-1" trade just to begin a play, leading to a rapid depletion of hand advantage.7 This inherent resource intensiveness is the central challenge of the Megalith strategy and the primary problem that both its in-archetype support and synergistic external engines are designed to solve.7

### 1.2 The Engine of Creation and Destruction: The Core Gameplay Loop

The strategic objective of a Megalith deck can be understood as a cyclical, five-step process that aims to control the board through disruption, recycle resources to maintain pressure, and ultimately overwhelm the opponent with superior board presence and attack power.

1. **Assembly:** The initial phase of the game plan is dedicated to gathering the necessary components. This involves using starter cards, searchers, and external engines to accumulate Megalith monsters in hand for their summoning effects and other monsters to serve as efficient tribute material.
2. **Ignition:** The central goal of the deck's setup is to successfully Ritual Summon Megalith Phul. This Level 2 monster is the most critical combo piece in the modern Megalith strategy, acting as the primary enabler for the deck's most powerful plays.9
3. **Interruption:** With Megalith Phul on the field, the primary objective is to pass the turn and activate its Quick Effect during the opponent's Main Phase. This effect allows the player to Ritual Summon Megalith Bethor directly from the Deck, triggering Bethor's effect to destroy multiple cards on the opponent's field and disrupt their combos.9
4. **Recursion:** To sustain this disruptive loop, the deck relies heavily on its Spell and Trap support. Megalith Portal and Megalith Emergence are used to continuously recycle monsters from the Graveyard back to the hand or field, ensuring that there are always resources available for subsequent summons and providing the fuel for a long-term grind game.8
5. **Annihilation:** After establishing control and depleting the opponent's resources through repeated interruptions, the final phase involves summoning Megalith Phaleg. Its effect grants a substantial ATK boost to all monsters on the field based on the number of Ritual Monsters in the Graveyard, enabling a decisive One-Turn Kill (OTK).5

## Section 2: The Megalith Pantheon: A Card-by-Card Tactical Breakdown

A granular understanding of each individual Megalith card is essential to mastering the archetype's intricate web of interactions. Each monster and support card serves a highly specialized role within the broader gameplay loop.

### 2.1 The Keystone: The Most Important Monster

* **Megalith Phul (Level 2):** This monster is the undisputed engine of the modern Megalith deck. Its power lies in two synergistic effects. First, upon being Ritual Summoned, it can target a Ritual Monster in the Graveyard, add that monster to the hand, and then modulate its own Level to match that of the targeted monster. Second, and most importantly, it possesses a Quick Effect to Ritual Summon any "Megalith" Ritual Monster from the hand or, crucially, from the **Deck** by tributing monsters from the hand or field.4 The ability to summon directly from the Deck is what transforms the archetype from a linear combo deck into a potent interactive strategy, as it enables the primary game plan of summoning Megalith Bethor as a powerful interruption on the opponent's turn.9 This makes Phul the central pivot, or "fulcrum," upon which the entire strategy rests. Consequently, it is also the deck's most significant chokepoint; an opponent who successfully negates Phul's effect can often bring the Megalith player's turn to a complete halt, preventing their key interactions and leaving them vulnerable.9 This critical weakness informs the strategic value of newer support cards designed explicitly to protect this interaction.

### 2.2 The Foundation: The Level 4 Enablers

* **Megalith Ophiel:** Upon Ritual Summon, Ophiel allows the player to add any "Megalith" monster from the Deck to the hand. It is the deck's primary monster searcher, essential for accessing key pieces like Phul or extenders to continue a combo chain.5
* **Megalith Hagith:** Upon Ritual Summon, Hagith allows the player to add any "Megalith" Spell or Trap from the Deck to the hand. This effect is vital for setting up the recursion engine by searching for Megalith Portal and Megalith Emergence, or for finding the combo-enabling Quick-Play Spell, Megalith Unformed.5
* **Megalith Och:** Upon Ritual Summon, Och allows the player to draw one card and then discard one card, helping to sculpt the hand and set up the Graveyard. Its defining feature is that its on-field effect to perform a Ritual Summon is a **Quick Effect**.9 This unique attribute unlocks the archetype's secondary identity as a "Ritual Toolbox." By using Och on the opponent's turn, the player can pivot from the standard in-archetype plays to summon powerful, non-Megalith Ritual Monsters from the hand as unexpected and often game-winning interruptions.14

### 2.3 The Titans: The Level 8 Initiators and Bosses

* **Megalith Bethor:** This is the archetype's premier disruptive tool. When Ritual Summoned, Bethor can target and destroy cards the opponent controls up to the number of Ritual Monsters with different names in the Graveyard.4 Summoning it during the opponent's turn via Phul's effect can result in a devastating, non-targeting board wipe that cripples opposing strategies.
* **Megalith Phaleg:** The primary win condition for closing out games. Phaleg provides a continuous effect that boosts the ATK and DEF of all monsters you control by 300 for each Ritual Monster in the Graveyard.4 With a well-stocked Graveyard, this can easily lead to an OTK.
* **Megalith Aratron:** The deck's main source of in-archetype protection. In addition to its standard in-hand Ritual Summon effect, it has a Quick Effect that can be activated from the field. By placing one Ritual Monster from the Graveyard on the bottom of the Deck, it can negate and destroy an opponent's card or effect that targets a card you control.4

### 2.4 The Support Structures: The Spells & Traps

* **Megalith Portal (Field Spell):** This card provides a crucial layer of recursion. While it offers minor battle protection, its main value comes from its second effect: whenever a "Megalith" monster is Special Summoned, you can target one Ritual Monster in your Graveyard and add it to your hand.4 This effect is a cornerstone of the deck's grind game, allowing for the continuous recycling of key resources.
* **Megalith Emergence (Continuous Trap):** This trap allows you to Special Summon one "Megalith" monster from your Graveyard in Defense Position once per turn.4 This is a versatile tool used to bring back monsters as tribute fodder, to trigger Megalith Portal, or to set up on-field Quick Effects with Och or Phul during the opponent's turn.
* **Megalith Unformed (Quick-Play Spell):** This spell allows you to Ritual Summon a "Megalith" monster from your hand or Deck by tributing monsters whose total Levels *exactly* match the Level of the monster being summoned.4 It is one of the most reliable ways to summon Megalith Phul directly from the Deck if it is not drawn in the opening hand.

### 2.5 The New Age: The "Doom of Dimensions" (DOOD) Revolution

The support cards released in the *Doom of Dimensions* set fundamentally transformed the Megalith archetype, providing direct and powerful solutions to its long-standing weaknesses in consistency, resource management, and protection.

* **Megalith Anastasis (Continuous Spell):** This card is arguably the most impactful support the archetype has ever received. Its primary effect allows you to discard one card to search for both a Level 4 or lower and a Level 8 or higher "Megalith" monster from your Deck.16 This single effect provides immense consistency and immediately solves the "3-for-1" resource problem that plagued the deck for years. Furthermore, whenever you Ritual Summon a "Megalith" monster, Anastasis allows you to activate one of two powerful secondary effects: either draw two cards and discard one to improve your hand, or tribute one monster your opponent controls as non-targeting removal.16 This card functions as a one-card starter that generates advantage, fixes hands, and breaks boards, effectively acting as a balanced, in-archetype replacement for the power lost when Block Dragon was banned.
* **Megalith Notrah Plura (Level 12):** This monster provides the protection the archetype desperately needed. It has an effect that can be revealed in the hand to prevent the opponent from activating cards or effects in response to the activation of your "Megalith" Ritual Monster effects for the rest of the turn.18 This directly shields the critical Phul chokepoint from common hand traps like Ash Blossom & Joyous Spring. On the field, it is a formidable boss monster with a Quick Effect omni-negate that can also tribute an opponent's monster if the negated effect was targeting a card.18
* **Megalith Phuloch (Level 4):** This monster adds a new layer of recursion to the deck's strategy. When Ritual Summoned, it adds any "Megalith" card from the Graveyard to the hand. Its on-field Quick Effect allows it to Ritual Summon a "Megalith" Ritual Monster from the **Graveyard**.16 Phuloch complements the other enablers perfectly; while Phul summons from the Deck and Och summons from the hand, Phuloch's ability to summon from the Graveyard makes the deck far more resilient and capable of recovering key pieces throughout a duel.

### Table 1: Megalith Interaction Matrix

| Actor Card | Target: Ophiel | Target: Hagith | Target: Och | Target: Phul | Target: Phuloch | Target: Aratron | Target: Bethor | Target: Phaleg | Target: Notrah Plura | Target: Portal | Target: Emergence | Target: Unformed |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ophiel** | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | - | - | - |
| **Hagith** | - | - | - | - | - | - | - | - | - | Searches S/T | Searches S/T | Searches S/T |
| **Och** | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | - | - | - |
| **Phul** | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | - | - | - |
| **Phuloch** | Summons from GY | Summons from GY | Summons from GY | Summons from GY | - | Summons from GY | Summons from GY | Summons from GY | Summons from GY | - | - | - |
| **Aratron** | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | - | - | - |
| **Bethor** | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | - | - | - |
| **Phaleg** | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | Summons from Hand | - | - | - |
| **Portal** | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | Recycles to Hand | - | - | - |
| **Emergence** | Summons from GY | Summons from GY | Summons from GY | Summons from GY | Summons from GY | Summons from GY | Summons from GY | Summons from GY | Summons from GY | - | - | - |
| **Unformed** | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | Summons from Deck | - | - | - |
| **Anastasis** | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | Searches Monster | - | - | - |

## Section 3: Blueprints for Victory: Core Combo Lines and End Boards

Mastering Megalith requires an understanding of its core combo sequences. These lines demonstrate how the archetype ladders its resources to establish its desired end board, with newer support cards dramatically increasing the efficiency and power of these plays.

### 3.1 The Foundational Combo: The Phul Ignition Sequence (Pre-DOOD)

This sequence illustrates the classic method of establishing the Phul engine, highlighting the resource-intensive nature of the deck before the introduction of its newer support.

* **Required Hand:** Megalith Phaleg, Megalith Ophiel, and one additional monster for tribute.
* **Sequence:**
  1. Activate the effect of Megalith Phaleg in the hand, discarding it to Ritual Summon Megalith Ophiel from the hand. Tribute the other monster in hand as material.
  2. Upon its summon, Megalith Ophiel's effect activates as Chain Link 1, allowing you to add Megalith Hagith from your Deck to your hand.9
  3. Activate the on-field effect of Megalith Ophiel, tributing itself to Ritual Summon the Megalith Hagith you just searched.
  4. Upon its summon, Megalith Hagith's effect activates as Chain Link 1, allowing you to add Megalith Unformed from your Deck to your hand.9
  5. Activate the Quick-Play Spell Megalith Unformed. Tribute the Level 4 Megalith Hagith on your field to Ritual Summon the Level 2 Megalith Phul from your Deck.
* **Resulting Board:** This combo ends with Megalith Phul on the field. While it achieves the primary goal of setting up the Bethor interruption for the opponent's turn, it does so at the cost of three cards from the initial hand.

### 3.2 The New Engine: Anastasis as a One-Card Starter

This sequence demonstrates the revolutionary efficiency provided by Megalith Anastasis, turning a multi-card investment into a one-card advantage engine.

* **Required Hand:** Megalith Anastasis and one other card to discard.
* **Sequence:**
  1. Activate the first effect of Megalith Anastasis, discarding one card to add both Megalith Phul and Megalith Bethor from your Deck to your hand.17
  2. Activate the effect of Megalith Bethor in your hand, discarding it to Ritual Summon Megalith Phul. You must provide tribute material from your hand or field whose total Levels equal or exceed 2.
  3. Upon Phul's summon, two effects trigger simultaneously. As the turn player, you can order the chain. A standard sequence would be: Chain Link 1, Megalith Phul, targeting Bethor in the Graveyard. Chain Link 2, Megalith Anastasis.
  4. The chain resolves backward. Anastasis resolves, allowing you to either draw 2 cards and discard 1, or tribute an opponent's monster.16 Then, Phul resolves, adding Bethor back to your hand and changing its own Level to 8.11
* **Resulting Board:** This sequence ends with a Level 8 Megalith Phul on the field, Megalith Bethor back in hand ready for a follow-up play, and Megalith Anastasis on the field. This is a vastly superior opening, achieved with fewer initial resources and resulting in a stronger board state and better hand quality.

### 3.3 Advanced Combo: Integrating the Fairy Engine for Maximum Advantage

This sequence shows how external engines like the "Fairy" package (consisting of Cyber Angel Benten and Diviner of the Herald) transform the deck's resource economy from a net loss to a significant net gain.

* **Required Hand:** Diviner of the Herald and a card that enables a Ritual Summon (e.g., Megalith Aratron and Cyber Angel Benten).
* **Sequence:**
  1. Normal Summon Diviner of the Herald. Activate its effect, sending Herald of the Arc Light from your Extra Deck to the Graveyard. Diviner's Level increases from 2 to 4.
  2. The effect of Herald of the Arc Light triggers in the Graveyard, allowing you to add any Ritual Monster or Ritual Spell from your Deck to your hand. You can use this to search for a key combo piece like Megalith Phul.22
  3. Activate the effect of Megalith Aratron in your hand, discarding it to perform a Ritual Summon.
  4. Tribute Cyber Angel Benten from your hand or field as the material for the Ritual Summon.
  5. This action triggers Benten's mandatory effect. You can build the chain so that Benten is Chain Link 2 and the on-summon effect of the Ritual Monster is Chain Link 1.24
  6. Benten resolves, allowing you to add any LIGHT Fairy monster from your Deck to your hand. This search replaces the card you just tributed, effectively making the Ritual Summon "free" in terms of card advantage.15
* **Resulting Advantage:** By integrating this engine, what is normally a resource-neutral or resource-negative action becomes a powerful advantage-generating play, allowing for much longer and more resilient combo strings.

### 3.4 Mapping the End Board: From Simple Control to Unbreakable Locks

The final board state for a Megalith deck can vary significantly based on the opening hand, the chosen engine, and the game state.

* **Standard Control Board:** This is the most common and reliable end board. It consists of Megalith Phul on the field, often with Megalith Emergence set and Megalith Portal active. This setup provides a powerful interruption on the opponent's turn by summoning Megalith Bethor from the Deck to destroy multiple cards, while the Spell/Trap support ensures resources can be recycled for the following turn.9
* **Toolbox Disruption Board:** A more specialized end board that leverages the archetype's ability to summon non-Megalith Rituals. This typically involves ending with Megalith Och or Megalith Phuloch on the field and a powerful "silver bullet" Ritual Monster in hand, such as Magician of Black Chaos MAX. This allows you to summon it on the opponent's turn to lock them out of monster effects, a devastating floodgate against many strategies.14
* **Combo "Hard Lock" Board:** This represents the deck's highest potential ceiling, usually achievable only through explosive combos involving the Drytron engine. A "high-roll" board of this nature can include multiple generic boss monsters like Apollousa, Bow of the Goddess for multiple monster effect negations, Borreload Savage Dragon for an omni-negate, and a floodgate monster like Vanity's Ruler to prevent the opponent from Special Summoning entirely.27

## Section 4: Alliances in Stone: Synergistic Engines and Tech Choices

Due to its inherent resource demands, the Megalith archetype is rarely played in a "pure" configuration. Its true competitive strength is unlocked through strategic alliances with other synergistic engines that mitigate its weaknesses and amplify its strengths.8

### 4.1 The Primary Alliance: The Fairy Engine (Benten & Diviner)

The most ubiquitous and effective pairing for Megalith is the "Fairy Engine." The core of this engine is Cyber Angel Benten, a Level 6 LIGHT Fairy Ritual Monster. When Benten is tributed for any reason (including for a Ritual Summon), its effect triggers, allowing the player to add any LIGHT Fairy monster from their Deck to their hand.15 This transforms the cost of Ritual Summoning into a net gain of advantage, creating a self-sustaining loop where each summon searches for the resources for the next. The engine is initiated by Diviner of the Herald, a Level 2 Tuner that, upon being Normal or Special Summoned, can send a Fairy monster from the Deck or Extra Deck to the Graveyard. By sending Herald of the Arc Light, Diviner triggers its effect to search for any Ritual Monster or Spell, providing unparalleled consistency and access to any piece of the Megalith engine needed.22

### 4.2 The Power Couple: The Drytron Engine

The Drytron archetype offers another layer of powerful synergy. Drytron monsters Special Summon themselves from the hand or Graveyard by tributing other Machine or Ritual monsters, and their Ritual Spell, Meteonis Drytron, summons based on total ATK rather than Level.30 This provides Megalith with an almost inexhaustible source of tribute fodder. In return, Megaliths provide unique benefits to Drytron. Megalith Phul's effect to add a Ritual Monster from the Graveyard to the hand is one of the few ways to consistently recycle the powerful, and often limited, Cyber Angel Benten.30 Furthermore, the new Level 12 boss monster, Megalith Notrah Plura, which must be summoned using only Ritual Monsters as tribute, has a specific and potent interaction with the Drytron archetype, as it can be easily summoned by tributing one of Drytron's own Level 12 boss monsters like Drytron Meteonis Draconids.18 This fusion of archetypes, often called "Megalith Drytron" or "Megatron," creates a highly resilient and explosive combo deck capable of building some of the most formidable boards in the game.15

### 4.3 The Consistency Tool: The Impcantation Engine

The Impcantation engine serves as a straightforward consistency booster. Impcantation monsters like Talismandra and Penciplume can Special Summon themselves from the hand by revealing a Ritual Monster, and upon doing so, they Special Summon another Impcantation from the Deck.14 This instantly provides two monsters on the field to be used as tribute fodder, along with a search for a Ritual Monster or a way to recover one from the Graveyard. However, this synergy has points of friction. Because Megaliths lack an in-archetype Ritual Spell, Impcantations that search for Ritual Spells, like Candoll, are less effective, as their only generic target is Impcantation Inception.10 For this reason, builds utilizing this engine typically focus on Impcantation Talismandra (which searches a Ritual Monster) and Impcantation Penciplume (which recycles a Ritual Monster from the Graveyard).10

### 4.4 The Ritual Toolbox: Non-Archetypal Boss Monsters

The ability of the Level 4 Megaliths to Ritual Summon *any* Ritual Monster from the hand allows the deck to function as a versatile "Ritual Toolbox." By including a selection of powerful, non-archetypal Ritual Monsters, the deck can adapt its strategy and deploy specific, high-impact threats tailored to the matchup.

* **Magician of Black Chaos MAX:** When summoned, this monster prevents the opponent from activating monster effects for the rest of the turn. Summoning it during the opponent's Main Phase via Megalith Och or Phuloch can be a game-ending play.14
* **Amorphactor Pain, the Imagination Dracoverlord:** If this monster is Ritual Summoned, the opponent skips their next Main Phase 1. While difficult to time, this can completely shut down an opponent's turn.22
* **Shinobaron Peacock & Shinobaroness Peacock:** These monsters offer powerful, non-targeting removal by bouncing up to three of the opponent's monsters or Spells/Traps, respectively, back to the hand.2
* **Nekroz of Unicore:** A potent floodgate that continuously negates the effects of all face-up monsters on the field that were Special Summoned from the Extra Deck, crippling many modern strategies.14

## Section 5: Strategic Imperatives and Competitive Outlook

### 5.1 Deckbuilding Philosophy and Ratios

Constructing a successful Megalith deck involves balancing the core archetype cards with the chosen synergistic engines and flexible tech options.

* **Core Ratios:** Most competitive builds run three copies of the primary searchers, Megalith Ophiel and Megalith Hagith, to maximize consistency. The key enabler, Megalith Phul, is typically played at two or three copies. The main disruptive piece, Megalith Bethor, is run at two copies, while the OTK enabler Phaleg and protector Aratron are often included as one-of copies.22 The new consistency spell, Megalith Anastasis, is an automatic three-of in any build that can run it.
* **Choosing Your Engine:** The choice of engine dictates the deck's overall playstyle. The Drytron engine provides the highest power ceiling, enabling explosive, multi-negate boards at the cost of a larger deck size and a higher chance of drawing awkward hands.34 A more focused Fairy/Impcantation build offers greater consistency and a more controlling, grind-oriented game plan centered on looping Bethor and out-resourcing the opponent.
* **The Flex Spots:** The remaining slots in the deck should be dedicated to non-engine "tech" cards selected to counter the expected metagame. This includes powerful hand traps like Ash Blossom & Joyous Spring, Nibiru, the Primal Being, and Droll & Lock Bird 19, as well as board-breaking cards for going second, such as Dark Ruler No More and Evenly Matched.33

### 5.2 Vulnerabilities and Counter-Strategies

Despite its newfound power, the Megalith strategy has several key vulnerabilities that can be exploited.

* **Chokepoints:** The single most critical chokepoint in the deck is the activation of Megalith Phul's effect to summon from the Deck.9 While Megalith Notrah Plura's hand effect offers protection, it is not always accessible. An opponent who can successfully negate Phul can often end the Megalith player's turn. Other key points of interaction include negating the search effects of Ophiel, Hagith, and Anastasis.
* **Key Counter-Cards:**
  + Ash Blossom & Joyous Spring: Can negate nearly every search effect in the deck, including the crucial first effect of Anastasis.
  + Nibiru, the Primal Being: As a combo-heavy deck, Megalith frequently performs five or more Special Summons in a single turn, making it extremely vulnerable to Nibiru before it can establish a monster negate.33
  + Droll & Lock Bird: This hand trap is particularly devastating, as it can shut down the entire chain of searches that the deck relies on from Benten, Diviner, Ophiel, Hagith, and Anastasis for a full turn.19
* **Graveyard Disruption:** The deck is heavily reliant on its Graveyard for recursion with Portal and Emergence, as well as for fueling the effects of Bethor and Phaleg. Cards that can banish key pieces from the Graveyard, such as D.D. Crow or the Bystial monsters, can severely disrupt the deck's game plan.
* **Resource Management:** While the new support has vastly improved the deck's resource economy, it can still be out-grinded if its initial plays are heavily disrupted and its recursion engine is prevented from coming online.7

### 5.3 Conclusion: The Resurgence of the Monoliths

The Megalith archetype has undergone a remarkable evolution. Initially released as a novel but deeply flawed concept, it was often dismissed as a resource-intensive, inconsistent, and one-dimensional strategy that struggled to compete without the aid of powerful, generic support like the now-banned Block Dragon.1 For years, it remained a rogue deck with a dedicated following but little mainstream competitive success.

The release of the support cards in *Doom of Dimensions* marked a turning point, heralding a new era for the archetype. Megalith Anastasis, Megalith Notrah Plura, and Megalith Phuloch are not merely incremental upgrades; they are transformative additions that directly address the core historical weaknesses of the deck in consistency, protection, and recursion.18 By solving the resource paradox at the heart of its design, this new support has finally allowed the archetype's unique and powerful Ritual-based gameplay to reach its full potential. Megalith now stands as a formidable and versatile contender, capable of shifting from a resilient control strategy centered on Bethor loops to an explosive combo deck that can construct some of the most oppressive end boards in the game. The monoliths have been reshaped, and they are now more powerful than ever.

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