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cost is the 'hidden' cost of doing something that prevents you from doing something else - I bought ice cream at the amusement park and now I have to ride the big roller coaster. I will discuss the mechanics of Parry stuns later in this guide, but for now I'll just say that the increase in Parry stun duration is not sufficiently significant to make Perfect Block more than a stepping stone mastery. Ranking up masteries carries a much smaller cost, but is required each time you reset your masteries. First of all, Willpower does not affect robotic champs. If you decide on the latter, remember that although recovering your masteries is free, you do still have to pay to rank them up again. You can inspect your opponents to know the highest level champs they're likely to bring, and just assume that any defender they place will be at that same level. 480 health can be up to 15% of a 2\* champ's health, but less than 1% of a high-level 4\* or 5\*. There are also a number of strong synergies between various skill champs, and a 5-skill team is perfectly valid for even some advanced content. The loss of this guide has left a hole in the community, which I hope to fill here. TEAM PLAYER AW and AQ are where some of the best rewards are, and most people are going to want to be very competitive in these areas. His advice and intelligent explanation of the many available masteries is the foundation for my own understanding, and you'll see his influences throughout this document. This guide is my way of giving back to a community that has supported and welcomed me throughout my time playing MCoC, and I hope if you like this guide you'll go out and apply it, and become a better Summoner. Unlocking Willpower Part 0: Are You Sure? The same goes for Physical Resistance. Pacify has the possibility to really cover a wide range of effects, but it is only a possibility. Your roster and playstyle will determine what works best for you, and there are different decisions to be made for every aspect of the game. You have three mastery trees available to you: Offense (with a red background), Defense (blue), and Proficiencies[1] (green). Extending the duration of bleeds is very nice, and an extension of 2.5 seconds can be anywhere from a 33% to an 83% damage increase per bleed for most champs. No matter what your goal is with masteries, these will provide significant benefit in any area of the game. Take it easy! You've got plenty of time before you can afford those masteries, so let's set up a plan to make the most of our mastery points first. It's small, but it's not why you're getting Willpower. That's at least 16 points that are not directly contributing towards making the right bar go down.[3] Willpower is the only source of in-combat health gain for most champions. Increasing stun durations is worth much more than just opening up a combo with Parry, BEHIND THE CURTAIN: WILLPOWER'S CHILDREN Willpower may be one of the strongest masteries in the game, but it's not the end of the Defense tree. Hitting harder is the best way to go about that, and the Offense tree focuses on exactly that. Because of the diminishing returns mechanic it will be most effective to distribute them 3-2 or 2-3 rather than maxing either. What's wrong with reducing some of that damage? I mentioned in the discussion of how to unlock Willpower that Block Proficiency was probably the most important defensive stat in the game, and that remains true even without Willpower. Silver masteries are unlocked with Carbonadium Mastery Cores ('carbos') which can be purchased at any time for 550 units each. These masteries may also sometimes require combinations of carbos and stonies. Unlocking Willpower not only requires multiple carbos, but also 15 mastery points already spent elsewhere: in the Defense tree. I've found Assassin really starts to be noticeable around rank 3, so anything from 3 to 5 is a worthwhile investment in my book. Fortunately, the Defense tree is here to help. ... So now that you're a master evader and parrier, let's start spending our next few mastery points to do some DAMAGE! STARTING ON OFFENSE: The Core 15 Offense is where it's at in this game. MOSTLY WORTHLESS MASTERIES Class Masteries Collar Tech, Serum Science, Mutagenesis, and Cosmic Awareness aren't specifically catastrophically bad masteries. 48% decreased stun duration can be enough time to get your guard up after an AI parry stun, and you might get lucky and parry them right back. There's very little reason to max Dexterity, although the crit chance boost may be enough to justify a spare point if you have champs that really need those crits. MYSTIC OVERLOAD If you're one of those lucky players with a ton of crazy good mystic champs, here's a Mystic Dispersion build that should cover most of your needs. That doesn't mean they can't trigger Resonate, but they do have to take hits to do it. For the Core 15, it's nothing but a stepping stone to Cruelty and Precision, but once you have those taken care of it deserves a second look. I don't expect you to avoid these without reason, of course, so let's take a quick look at why to avoid the weak masteries. All the same caveats apply: Pierce is more effective against high-armor champs, less effective against low-armor champs, and entirely ineffective against champs that have had their armor reduced to zero by armor breaks. Petrify: Slowing Their Roll Petrify is the first mastery that really benefits from lengthened Parry stun timers. Double Suicides: Living on the Edge Single Suicide builds can be valuable when you're short on mastery points, or when you have a roster that specializes in bleed or poison immunity. We'll come back to both of them later, but as you can clearly see there are more and shinier masteries waiting to be unlocked behind Pierce, so unlock that and put your next point there. It's not always guaranteed that you'll be able to time a parry right before you knock Iron Man down below his 15% threshold, but a few seconds of reduced regen can make enough difference that it's worth including in your combat. Add in max LC and you only have 12 points remaining. Several champs have massive unavoidable energy damage, which can be a real pain in AW. In some cases it might be a poor choice because of the opponents you'll be facing, or just a poor use of mastery points. Although potentially very powerful, it is in most cases too specialized to justify investing more than a single point to unlock the next two masteries. There are also two bronze masteries in each tree that correspond to one of the 6 classes in the game, and each of them are class-specific masteries that have their own unique core to unlock. The armor percentage ignored per critical hit doubles with each successive rank, and when maxed it provides a very significant PI increase to skill champs. It is, generally speaking, a poor idea to invest in masteries that only benefit some of your champions. Seven stacks of Poison will still only trigger a single Willpower regen, but you will gain significantly less health than you would with only one stack. Parry: Taking Control Proper use and understanding of parry is critical to successful gameplay at any level. Remember that these are only suggestions, and there is no perfect mastery setup for everything. Each one costs class mastery cores to unlock (an increasing amount per rank, up to 80 cores at the fifth rank) and provides their benefits exclusively to a single class. Well what if I max health? You might be tempted to put some points into Greater Vitality to increase the threshold for triggering Deep Wounds. In this case, Resonate applies a Weakness debuff that directly decreases attack, which because of the prerequisite of Inequity means an individual Resonate trigger can decrease attack anywhere from 9% to 19% depending on how many ranks are in each of the two masteries. \*\*\* IMPORTANT \*\*\* Skill champs are the masters of bleed, critical damage, and ability accuracy. These two mechanics are vital to surviving the harder content in the game, as well as contributing in a meaningful way to your alliance in both Alliance Quests and Alliance Wars. A 60% damage increase turns a 30-hit fight into a 12-hit fight - 3 MLLLM combos instead of 6! Time attack Legend runs and high arena streaks are nearly impossible without double Suicides, so if you ever plan on going for those featured champs or shiny titles you'll need to develop a good understanding of how to best use both masteries in tandem.[10] The decision to run zero, one, or both Suicides is something that depends heavily on the situation. I will be using Alsciende's fantastic mastery planner for all the images you see here. Where Coagulate reduces the strength of bleed effects, Suture reduces the duration. With many strong champs in the lineup, skill is a very popular class and odds are good that most teams you field will have a skill champ or two. Until now we have not discussed any masteries that don't provide some benefit to everyone.[11] Deep Wounds only applies to bleed effects, so only about a third of your champs will get any benefit from this. Scouting Lens isn't worth much either. Suicides are a poor choice for AW defenders, and an excellent choice for arena grinders. 9/29/2017: Added a footnote regarding AA's interaction with Suicide masteries. My experience has been that a single point in Glass Cannon is nice to have even if you don't head deeper into the Suicides, but it's not necessary. On the other hand, it's quite difficult to get a debuff applied to you without taking hits, which is generally a bad idea. It is expensive, and it does take three points from other places they could go, but if you're in need of a little extra survivability Coagulate pairs very well with Double Edge. There are pros and cons to both Suicide masteries, but the most important thing to remember is that no combination of Suicides and healing masteries can create a permanent net health gain. The significant downside to Mystic Dispersion is that it's a Proficiencies mastery, which means all that work investing points into Offense and Defense has to be heavily curtailed to add the remaining 9 points in Proficiencies to open MD. 6 mastery points spent elsewhere can help you beat tougher content, which has better gold rewards innately. This can come into play when running long solo quests, or more commonly in difficult AO or AW fights, but putting three points into Courage is still essentially planning to fail. Spending a quarter of your discretionary mastery points for a 3% decrease in health lost just doesn't make sense to me, and if you're not running with the Suicides there isn't much point in having the prerequisite Coagulate either. There are of course some caveats to Willpower. It's been a fun progression from drawing my very first 3\* champ all the way to where I am now, and I couldn't have done it as easily or as well without the help of the community on reddit and the various guides and videos that others have published. In general, these masteries are optional locations for spare points and low-cost 'parking spots' for masteries while you're waiting on the units to unlock more expensive ones. Their usefulness is just so limited that they're not worth the mastery points. Great work! You're well on your way to being a MCoC master. On the other hand, the first point in Courage provides a massive PI boost. They are the cheapest masteries and almost always their only value is in opening up masteries farther down the line. At level 5 you may not have had the opportunity to dig into the nuances of the game, but you're probably familiar with the basic combat system. Well, Parry adds another layer to your fighting abilities, and it doesn't stop there. [7] While SYG continues to improve past rank two, there is no additional PI increase. Before we talk about how to get it, let's look at why you want it. Fortunately, this guide is here to help. There is no difference in the poison damage from Liquid Courage at any rank, and the bleed ticks from Double Edge will have the same numerical value at any rank - the only difference is in the duration. If you use Crossbones as a primary combat champ, Pure Skill is probably not right for you. When Willpower was strong enough to gain health through Double Edge, Suture was a bad choice because it reduced the time Willpower was active. If you don't rely on bleed very much, you probably won't get as much value out of it, and should only pick up a single rank on your way to Assassin. It's not noticeably small, but for 4 mastery points I can't really justify that investment. There is some PI gain from maxing Willpower, but if you're not heavily invested in arenas it's probably best to stick with a single point. Bronze masteries are unlocked with Stony Mastery Cores (usually just called 'stonies') which can be purchased at any time for 135 units each. These abilities do not reduce the damage boost provided by either mastery. The armor is just a nice bonus. 8/30/2017: Detection masteries advice updated to reflect 15.0 AW changes. There may be old information about its necessity and while it remains the strongest class mastery and highly valuable for anyone with a team that includes mystics, it is now less essential to success. More importantly it increases health regen effects like Overload regeneration for Iron Man and his suits, health recovered from Magik's Limbo, and the passive health regen of the Wolverine family. Limber: Fear No Stun Limber's stun duration decrease is linear for the first 4 ranks at 8% per rank, but rank 5 is worth an additional 16% decrease. First up is, obviously, Strength. "But what about Parry?" you ask. Until they do, Pure Skill is as much of a waste of mastery points as the other four weak class masteries. If you are fighting just a bit above your roster strength, Willpower can be the critical difference maker. The more common use is to accidentally try to block a heavy attack and breath a sigh of relief when you see that beautiful baby blue RESIST pop up. The ultimate problem with the money masteries is that no matter how high you rank them, they're not making the right bar go down. That's a significant resource outlay, and not something you want to consider lightly. Next up: midgame choices. Thank you! [1] Proficiencies was originally called Utility, and you'll see that name reflected in many images throughout the guide. So without further ado: let's talk about masteries. Mystic Dispersion, on the other hand, is a very popular endgame target. The reason of course is that it is the cheapest two points you can invest anywhere in your masteries for the increase it gives your PI. WHAT ABOUT DEFENSE? It's not bad to have your champions hit harder, but Strength doesn't increase your damage by nearly as much as other masteries, so you should only ever have a single point in Strength. That's only a little more than a single level 1 health potion! Salve is a mastery that provides the biggest concrete benefits when you're early in the game, still fighting with 2\* and 3\* champs. It is easier to counter from a roster standpoint, as there are many more poison immune champs than there are bleed immunes. I'll take you through the basics of masteries, explain the pros and cons of each one, and give you all the tools you need to understand how to build masteries for any situation. Specifically this one and this one. There is nothing that will do more for your gameplay skills than watching those videos and learning what he is teaching you. Stupefy: Establishing Dominance Stupefy is as simple as it gets: every stun you inflict on your opponent lasts longer based on your rank in Stupefy. Why three, when I just said we were picking up two? In practice you will never see an unmodified Parry stun reach the full listed duration, because the additional stun duration is based on the percent change to perfect block. The Masochism node buff can be effectively neutralized with Resonate, enabling you to land the more important debuffs more consistently. There are two debuffs that have specific interactions with Willpower that should also be mentioned: Poison and Heal Block. Fortunately, most skill champs don't stack armor breaks so this is rarely a problem. [14] Unfazed does have a decent PI boost, and there are places where you can move points from an arena grinder build to slightly increase your PI, but the cost is significant and probably only useful for extreme min/maxers - thanks to /u/acebaltazar for the tip. On the other hand, it is EXPENSIVE. The truth is that you don't even need to be max level to beat a great deal of difficult content, and you will eventually hit max level if you keep playing. Any time your champion is under the effects of a debuff, they will regenerate a percentage of their base health. The more obvious drawback to Willpower is that there are very few debuffs you can suffer without getting hit. THE FOUR HORSEMEN OF OFFENSE The most recent addition to the Offense tree is a connected group of four masteries. Most of them have few buffs and relatively straightforward combat roles. The healing decrease from poison applies to all sources of healing while in combat, and it stacks with every other poison stack. That number is called the Power Index (PI) and it's a fairly vague representation of how strong the champ is. If you run into heal block, of course, you will take full damage from any Suicide debuffs. When maxed, the health loss goes from 20% to 14% - which is no small thing if a fight goes longer than expected. The same goes for Strength's big sister, Greater Strength.[2] Here you have your first branching decision: Courage or Pierce. Check out Unipn's data for the raw numbers. Right off the bat we're looking at a pair of masteries that affect a relatively small chunk of your roster. The exchange between health and damage is very good though, so even if you're not going to be going deeper in the Suicides you can still benefit from any number of points in Glass Cannon. On the other hand, if you have one Suicide mastery, you're most of the way to the other one as well. STUN AND THE ART OF COMBAT MAINTENANCE There are six masteries in the branching part of the Proficiencies tree that make up the Stun Masteries. WORTHLESS MASTERIES Pittance/Prosperity Gold is not hard to come by in the game, especially if you spend any amount of time in arenas. Each rank has a linear increase in PI and in the health/damage tradeoff. It is true that Parry stun duration increases with perfect block chance. The most significant difference between Pacify and Petrify is that Petrify is consistent, while Pacify has a percent chance to trigger. Minor clarification updates for increased readability. I say most, because the fourth Horseman is a bit of a runt. Silver masteries require more units to rank up than bronze masteries, and may require additional cores to unlock later ranks. When coupled with the base critical armor penetration of 20%, it can really make crit damage go through the roof, especially against heavily armored champs. It ignores armor and resistance, and although the loading screen tooltip reminds you that "some champions do not bleed" there aren't really all that many. Bleed immune champs will still get the damage boost from LC, and poison immunes will still get the damage boost from DE. 3/19/2018: Updates to reflect new champs added to the game, minor grammar tweaks. Unless you somehow never fight below half health, and never play in arenas, a single point in Courage is an excellent choice. I didn't. They're a bit less risky as well, since you won't lose quite as much health. Wisdom/Intelligence XP takes a bit longer to come by, and your first thought could be that getting more XP faster gets you more mastery points which makes you stronger faster. Under some circumstances it is possible to gain a few points of health during the first 60 seconds of the fight thanks to Salve, but that will expire once you pass the minute mark. The mystic class mastery Mystic Dispersion, for example, is unlocked with Mystic Mastery Cores. Once it starts triggering, every bleed can inflict a massive amount of instant damage. Pierce: The Answer to Hard Targets \*\*\* IMPORTANT \*\*\* Pierce and Pure Skill presently ignore armor in a direct comparison. Regen champs like Deadpool, Wolverine or X-23, or any of the various Iron Man armors can be curtailed by careful application of stuns. Please do not repost this guide - you are free to link to this document, but due to the changing nature of the game I would prefer that old copies don't wind up floating around the Internet providing potentially unhelpful information. Updated Detection Masteries section to reflect changes to AW. He says you get a ton of extra damage and it's a really great choice. If you want a starting point, here are a few different options. For dealing damage there is no better mastery point investment than the Suicide masteries, as long as you're prepared to deal with the drawbacks. Double immunes, like Ultron, Vision, Dormammu, and Iceman will take no damage from the debuffs but still benefit fully from the damage boost. Unfazed doesn't belong in any serious discussion of good masteries, so I'll be skipping it in this section.

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